

StpSDK Namespace

Classes

	Class	Description
	BaseFS	Base class for all communication classes
	Coa	Course of Action (COA)
	FiresFeatures	Task Fires features
	LatLon	Latitude/Longitude (decimal degrees) coordinate
	Location	Location
	Logger	
	MovementFeatures	Task movement features
	ObjectSet	Container for mix of scenario objects - format currently used for storing STP metadata
	PlanningScenario	Scenario definition
	PoidObject	Umbrella object, that represents all STP objects with a unique id, i.e., STP metadata
	SpeechRecoItem	Recognition hypotheses / alternates
	SpeechRecoResult	Speech recognition results
	StpCommunicationException	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.
	StpException	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.
	StpItem	Common STP item root class
	StpOaaConnector	Communication with STP's native pubsub subsystem (the OAA-based Facilitator)
	StpRecognizer	Commands and events to interact with Sketch-Thru-Plan (STP)
	StpSymbol	Military symbol
	StpSymbol.SIDC	SIDC symbol ID
	StpTask	Military task
	StpUndoableEditOp	STP edit operation
	SymbolCache(T)	Symbol repository
	SymbolIdMapper(T)	Maps STP ids (poids) to third-party ids

	TaskCache	Repository of current tasks
	TaskOrgState	Task Org ORBAT state
	TimingConstants	Some common values for use with the SetSegmentationTimeout call
	Utility	Common utility methods

Interfaces

Interface	Description
 IAudioCapture	Audio capture required services
 IAudioCaptureDevice	Audio capture device interface
 ICustomId	Interface representing third-party system unique ids
 IRecoController	
 IRecoSymbol	Recognized symbol interface
 ISpeechRecognizer	Speech recognizer required services
 IStpConnector	Required communication connection services for interacting with STP

Delegates

Delegate	Description
 AudioCaptureDataDelegate	Delegate for event representing an audio data
 AudioCaptureEventDelegate	Delegate for event representing an audio event
 AudioLevelDelegate	Audio volume, ranging from 0.0 to 1.0
 MicrophoneStateChangedDelegate	Delegate for handler invoked when the microphone state changes (muted - listening)
 OnErrorDelegate	Delegate for handler invoked when there is a recognition error
 OnRecognizedDelegate	Delegate for handler invoked whenever the recognizer has a complete phrase to return
 OnRecognizingDelegate	Delegate for handler invoked whenever the recognizer has a partial recognition available
 OnSpeechStartPauseEndDelegate	Delegate for handler invoked whenever the recognizer detects start/end of speech
 RecognitionErrorDelegate	Delegate for handler invoked on errors
 SpeechRecognitionDelegate	Delegate for recognition results handler
 SpeechStartPauseEndDetectedDelegate	Delegate for handler invoked when speech start is detected
 StpCommunicationErrorDelegate	The delegate that describes the function prototype for STP communication errors

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

	_StpRecognizer.SymboReportDelegate	The delegate that describes the function prototype for Symbols update reports
	_StpRecognizer.TaskAddedDelegate	The delegate that describes the function prototype for Task and its alternates
	_StpRecognizer.TaskDeletedDelegate	The delegate that describes the function prototype for deleted Tasks
	_StpRecognizer.TaskModifiedDelegate	The delegate that describes the function prototype for Task updates
	_StpRequestDelegate	The delegate that describes the function prototype for STP Request events
	SymbolCache(T).FocusedSymbolChangedDelegate	Delegate that describes the function prototype for symbol focus change event
	SymbolCache(T).HasPendingItemsDelegate	Delegate that describes the function prototype for events representing non-committed / pending operations
	TaskCache.TasksChangedDelegate	Delegate for events triggered whenever there is a change to the current task set
	TaskCache.TasksConfirmedDelegate	Delegate for events triggered whenever there is a change to the confirmation status of a task
	TaskCache.TGChangedDelegate	Delegate for events triggered whenever there is a change to the current set of Tactical Graphics that may be part of a task
	TaskCache.UnitChangedDelegate	Delegate for events triggered whenever there is a change to the current set of taskable units

Enumerations

	Enumeration	Description
	Affiliation	Force affiliation 2525/APP6 D
	AffiliationAlpha	Force affiliation 2525/APP6 C
	Echelon	Echelon affiliation 2525/APP6 D
	EchelonAlpha	Echelon affiliation 2525/APP6 C
	Modifier	Modifier affiliation 2525/APP6 D
	ModifierAlpha	Modifier affiliation 2525/APP6 C
	Status	Status affiliation 2525/APP6 D
	StatusAlpha	Status affiliation 2525/APP6 D
	_StpRecognizer.CoaAffiliation	Affiliation of a Course of Action
	_StpRecognizer.CoaPushType	Type of documents being pushed
	_StpRecognizer.StpMessageLevel	STP message category

	StpSymbol.GeometryTypeEnum	Geometry type
	StpSymbol.IconTypeEnum	Icon type
	StpSymbol.SymbolStatusEnum	Symbol status
	StpUndoableEditOpType	Edit operation type
	Strength	Strength affiliation 2525/APP6 D
	SymbolTypes	Symbol types
	TaskCache.Operation	Operation types
	TaskHow	"How" component of a task
	TaskWhat	"What" component of a task
	TaskWhy	"Why" component of a task

Affiliation Enumeration

Force affiliation 2525/APP6 D

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public enum Affiliation
```

C++

```
public enum class Affiliation
```

Members

Member name	Value	Description
pending	0	
unknown	1	
assumedfriend	2	
friend	3	
neutral	4	
suspected	5	
hostile	6	

See Also

[StpSDK Namespace](#)

AffiliationAlpha Enumeration

Force affiliation 2525/APP6 C

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public enum AffiliationAlpha
```

C++

```
public enum class AffiliationAlpha
```

Members

Member name	Value	Description
pending	80	
unknown	85	
assumedfriend	65	
friend	70	
neutral	78	
suspected	83	
hostile	72	

See Also

[StpSDK Namespace](#)

AudioCaptureDataDelegate Delegate

Delegate for event representing an audio data

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public class BaseFS : IPrologTerm
```

C++

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

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

Constructors

	Name	Description
	BaseFS	Constructor

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[StpSDK Namespace](#)

BaseFS Constructor

Constructor

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public class Coa : BaseFS
```

C++

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

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

Constructors

	Name	Description
	Coa	Constructor

Properties

	Name	Description
	CreatorRole	Creator role
	Name	COA name
	Poid	Unique identifier
	TaskOrgState	State of the associated Task Org/ ORBAT
	Type	Type: "friendly", "hostile"

Methods

	Name	Description
 Equals	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
 GetHashCode	GetHashCode	Serves as the default hash function. (Inherited from Object .)
 GetType	GetType	Gets the Type of the current instance. (Inherited from Object .)
 ToString	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[StpSDK Namespace](#)

Coa Constructor

Constructor

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public Coa()
```

C++

```
public:  
Coa()
```

See Also

[Coa Class](#)

[StpSDK Namespace](#)

Coa.Coa Properties

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

Properties

	Name	Description
	CreatorRole	Creator role
	Name	COA name
	Poid	Unique identifier
	TaskOrgState	State of the associated Task Org/ ORBAT
	Type	Type: "friendly", "hostile"

See Also

[Coa Class](#)

[StpSDK Namespace](#)

Coa.CreatorRole Property

Creator role

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
 Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)	
 GetHashCode	Serves as the default hash function. (Inherited from Object .)	
 GetType	Gets the Type of the current instance. (Inherited from Object .)	
 ToString	Returns a string that represents the current object. (Inherited from Object .)	

See Also

[Coa Class](#)

[StpSDK Namespace](#)

Echelon Enumeration

Echelon affiliation 2525/APP6 D

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public enum Echelon
```

C++

```
public enum class Echelon
```

Members

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

See Also

[StpSDK Namespace](#)

EchelonAlpha Enumeration

Echelon affiliation 2525/APP6 C

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public enum EchelonAlpha
```

C++

```
public enum class EchelonAlpha
```

Members

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

See Also

[StpSDK Namespace](#)

FiresFeatures Class

Task Fires features

Inheritance Hierarchy

[System.Object](#)

StpSDK.FiresFeatures

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public class FiresFeatures : IPrologTerm
```

C++

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

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

Constructors

	Name	Description
	FiresFeatures	Constructor

Properties

	Name	Description
	fsTYPE	Object type

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[StpSDK Namespace](#)

FiresFeatures Constructor

Constructor

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	fsTYPE	Object type

See Also

[FiresFeatures Class](#)

[StpSDK Namespace](#)

FiresFeatures.fsTYPE Property

Object type

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
 Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)	
 GetHashCode	Serves as the default hash function. (Inherited from Object .)	
 GetType	Gets the Type of the current instance. (Inherited from Object .)	
 ToString	Returns a string that represents the current object. (Inherited from Object .)	

See Also

[FiresFeatures Class](#)

[StpSDK Namespace](#)

IAudioCapture Interface

Audio capture required services

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public interface IAudioCapture : IAudioCaptureDevice
```

C++

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

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

Properties

	Name	Description
	DeviceId	(Inherited from IAudioCaptureDevice .)

Methods

	Name	Description
	Dispose	Releases all resources used by the IAudioCapture
	Start	Start capturing and processing audio
	Stop	Stop capturing audio

Events

	Name	Description
	AudioLevel	Event handler for audio level / volume
	MicrophoneStateChange	
	Silence	Captured data classified as silence
	SpeechData	Captured data classified as Speech
	SpeechEnd	End of speech detected (short silence after speech)
	SpeechPause	Silence after speech detected, within the timeout that causes speech to be declared completed
	SpeechResume	Speaking after a pause
	SpeechStart	Speech start detected
	StraightAudioData	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
	DeviceId	(Inherited from IAudioCaptureDevice .)

See Also

[IAudioCapture Interface](#)

[StpSDK Namespace](#)

IAudioCapture.IAudioCapture Methods

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

Methods

	Name	Description
	Dispose	
	Start	Start capturing and processing audio
	Stop	Stop capturing audio

See Also

[IAudioCapture Interface](#)

[StpSDK Namespace](#)

IAudioCapture.Dispose Method

Releases all resources used by the [IAudioCapture](#)

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
 AudioLevel		Event handler for audio level / volume
 MicrophoneStateChange		
 Silence		Captured data classified as silence
 SpeechData		Captured data classified as Speech
 SpeechEnd		End of speech detected (short silence after speech)
 SpeechPause		Silence after speech detected, within the timeout that causes speech to be declared completed
 SpeechResume		Speaking after a pause
 SpeechStart		Speech start detected
 StraightAudioData		Captured data, outside of any speech/silence classification

See Also

[IAudioCapture Interface](#)

[StpSDK Namespace](#)

IAudioCapture.AudioLevel Event

Event handler for audio level / volume

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public interface IAudioCaptureDevice
```

C++

```
public interface class IAudioCaptureDevice
```

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

Properties

	Name	Description
	DeviceId	

See Also

[StpSDK Namespace](#)

IAudioCaptureDevice.IAudioCaptureDevice Properties

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

Properties

	Name	Description
	DeviceId	

See Also

[IAudioCaptureDevice Interface](#)

[StpSDK Namespace](#)

IAudioCaptureDevice.DeviceId Property

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public interface ICustomId
```

C++

```
public interface class ICustomId
```

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

Properties

	Name	Description
	IsNotSet	Unset id - indicates a non-valid/empty id

Methods

	Name	Description
	Equals	Equality test
	GetHashCode	Get hash code

See Also

[StpSDK Namespace](#)

ICustomerId.ICustomerId Properties

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

Properties

	Name	Description
	<u>IsNotSet</u>	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	Equals	Equality test
	GetHashCode	Get hash code

See Also

[ICustomId Interface](#)

[StpSDK Namespace](#)

ICustomId.Equals Method

Equality test

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
int GetHashCode()
```

C++

```
int GetHashCode()
```

Return Value

Type: [Int32](#)

See Also

[ICustomId Interface](#)

[StpSDK Namespace](#)

IRecoController Interface

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public interface IRecoController
```

C++

```
public interface class IRecoController
```

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

Methods

	Name	Description
🔊	Dispose	Releases all resources used by the IRecoController
🔊	RequestStop	Set recognition to stop once the user is silent
🔊	Start	Start capturing and recognizing audio

Events

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

See Also

[StpSDK Namespace](#)

IRecoController.IRecoController Methods

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

Methods

	Name	Description
	Dispose	
	RequestStop	Set recognition to stop once the user is silent
	Start	Start capturing and recognizing audio

See Also

[IRecoController Interface](#)

[StpSDK Namespace](#)

IRecoController.Dispose Method

Releases all resources used by the [IRecoController](#)

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
 RecognitionError	Event invoked when an error needs to be communicated to clients	
 Recognized	Event triggered when recognition has been stable for a few cycles	
 Recognizing	Event triggered when new evolving hypotheses are detected during ongoing reco This is an expensive operation, as intermediate transcriptions need to be produced	
 SpeechEndDetected	Event triggered at the end of speech (after a small time has elapsed)	
 SpeechPauseDetected	Event triggered when speech start is detected	
 SpeechResumeDetected	Event triggered when speech is detected after a pause	
 SpeechStartDetected	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public interface IRecoSymbol
```

C++

```
public interface class IRecoSymbol
```

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

Properties

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

Methods

	Name	Description
	Equals	Equality test

See Also

[StpSDK Namespace](#)

IRecoSymbol.IRecoSymbol Properties

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

Properties

	Name	Description
	Description	Description of the symbol with no designators, e.g. Armored Infantry Company
	DesigPlusDescription	Designators prefixed to Description
	FullDescription	Full description, including affiliation, unit type, and unit designator, echelon, etc
	Order	
	ParentCoa	Parent COA unique id
	Poid	Unique identifier
	ShortDescription	Short description: either just the DesignatorDescription, or if not designators, the Description
	Type	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

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

C++

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

Property Value

Type: [String](#)

See Also

[IRecoSymbol Interface](#)

[StpSDK Namespace](#)

IRecoSymbol.Order Property

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	Equals	Equality test

See Also

[IRecoSymbol Interface](#)

[StpSDK Namespace](#)

IRecoSymbol.Equals Method

Equality test

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public interface ISpeechRecognizer
```

C++

```
public interface class ISpeechRecognizer
```

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

Methods

	Name	Description
🔊	RecognizeOnceUntilStop	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
🔊	RecognizeOnceUntilTimeout	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
🔊	RequestRecognitionStop	Stop the recognition process. Is normally called at the end of a sketch action

Events

	Name	Description
⚡	OnError	Event handler invoked when there is a recognition error
⚡	OnRecognized	Event handler invoked whenever the recognizer has a complete phrase to return
⚡	OnRecognizing	
⚡	OnSpeechEnd	Event triggered at the end of speech (after a small time has elapsed)
⚡	OnSpeechStart	Event triggered when speech start is detected

See Also

[StpSDK Namespace](#)

ISpeechRecognizer.ISpeechRecognizer Methods

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

Methods

Name	Description
 RecognizeOnceUntilStop	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
 RecognizeOnceUntilTimeout	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
 RequestRecognitionStop	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
 OnError		Event handler invoked when there is a recognition error
 OnRecognized		Event handler invoked whenever the recognizer has a complete phrase to return
 OnRecognizing		
 OnSpeechEnd		Event triggered at the end of speech (after a small time has elapsed)
 OnSpeechStart		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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public interface IStpConnector
```

C++

```
public interface class IStpConnector
```

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

Properties

	Name	Description
	Auth	Service identifier (or "Author")
	BaseName	Service generic name
	Connected	Connection status
	Name	Service unique name (includes machine id to distinguish from instances running in other machines)

Methods

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

Events

	Name	Description
	OnStpCommunicationError	Event raised when there is an error communicating with STP
	OnStpInform	Event raised when an event/message this service subscribes to is posted
	OnStpRequest	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

	Name	Description
	Auth	Service identifier (or "Author")
	BaseName	Service generic name
	Connected	Connection status
	Name	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	Connect	Connect to STP
	Disconnect	Disconnects from STP
	Dispose	Dispose connection
	LogToStp	Log a message
	Register	Register the service with STP, informing of the subscriptions that are supported
	StpInform	Post an event/message to STP
	StpRequest	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	OnStpCommunicationError	Event raised when there is an error communicating with STP
	OnStpInform	Event raised when an event/message this service subscribes to is posted
	OnStpRequest	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	LatLon()	Constructor
	LatLon(Double, Double)	Constructor

Properties

	Name	Description
	Lat	Latitude
	LatDirection	(Inherited from Latlon .)
	Lon	
	LonDirection	(Inherited from Latlon .)

Methods

	Name	Description
 Equals	(Inherited from Latlon .)	
 GetHashCode	(Inherited from Latlon .)	
 GetType	Gets the Type of the current instance. (Inherited from Object .)	
 ToString	String representation	

See Also

[StpSDK Namespace](#)

LatLon Constructor

Overload List

	Name	Description
	LatLon()	Constructor
	LatLon(Double, Double)	Constructor

See Also

[LatLon Class](#)

[StpSDK Namespace](#)

LatLon Constructor

Constructor

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	Lat	Latitude
	LatDirection	(Inherited from Latlon .)
	Lon	
	LonDirection	(Inherited from Latlon .)

See Also

[LatLon Class](#)

[StpSDK Namespace](#)

LatLon.Lat Property

Latitude

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

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

C++

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

Property Value

Type: [Double](#)

See Also

[LatLon Class](#)

[StpSDK Namespace](#)

LatLon.Lon Property

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

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

C++

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

Property Value

Type: [Double](#)

See Also

[LatLon Class](#)

[StpSDK Namespace](#)

LatLon.LatLon Methods

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

Methods

	Name	Description
	Equals	(Inherited from Latlon .)
	GetHashCode	(Inherited from Latlon .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	String representation

See Also

[LatLon Class](#)

[StpSDK Namespace](#)

LatLon.ToString Method

String representation

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public string ToString()
```

C++

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

Return Value

Type: [String](#)

See Also

[LatLon Class](#)

[StpSDK Namespace](#)

Location Class

Location

Inheritance Hierarchy

[System.Object](#)

StpSDK.Location

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public class Location : IPrologTerm
```

C++

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

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

Constructors

	Name	Description
	Location	Constructor

Properties

	Name	Description
	Altitude	Altitude
	CandidatePoids	Unique ids of the elements intersected by the stroke represented by the geo coords
	Centroid	Centroid of the object represented by this location
	Coords	Geo coords
	Radius	Radius of the object represented by this location
	Shape	Shape: "point", "line", "area"
	Type	Object type: point, line, area
	Width	Width of the object represented by this location

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)

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

See Also

[StpSDK Namespace](#)

Location Constructor

Constructor

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	Altitude	Altitude
	CandidatePoids	Unique ids of the elements intersected by the stroke represented by the geo coords
	Centroid	Centroid of the object represented by this location
	Coords	Geo coords
	Radius	Radius of the object represented by this location
	Shape	Shape: "point", "line", "area"
	Type	Object type: point, line, area
	Width	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
 Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)	
 GetHashCode	Serves as the default hash function. (Inherited from Object .)	
 GetType	Gets the Type of the current instance. (Inherited from Object .)	
 ToString	Returns a string that represents the current object. (Inherited from Object .)	

See Also

[Location Class](#)

[StpSDK Namespace](#)

Logger Class

Inheritance Hierarchy

[System.Object](#)

StpSDK.Logger

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public class Logger
```

C++

```
public ref class Logger
```

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

Constructors

	Name	Description
	Logger	Initializes a new instance of the Logger class

Methods

	Name	Description
	DebugFail	
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)
	WriteLine	
	WriteLineLocal	
	WriteLineLocally	

See Also

[StpSDK Namespace](#)

Logger Constructor

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

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public Logger()
```

C++

```
public:  
Logger()
```

See Also

[Logger Class](#)

[StpSDK Namespace](#)

Logger.Logger Methods

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

Methods

	Name	Description
 	DebugFail	
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
 	GetHashCode	Serves as the default hash function. (Inherited from Object .)
 	GetType	Gets the Type of the current instance. (Inherited from Object .)
 	ToString	Returns a string that represents the current object. (Inherited from Object .)
 	WriteLine	
 	WriteLineLocal	
 	WriteLineLocalIf	

See Also

[Logger Class](#)

[StpSDK Namespace](#)

Logger.DebugFail Method

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public static void DebugFail(  
    string msg  
)
```

C++

```
public:  
static void DebugFail(  
    String^ msg  
)
```

Parameters

msg

Type: [System.String](#)

See Also

[Logger Class](#)

[StpSDK Namespace](#)

Logger.WriteLine Method

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public static void WriteLine(  
    string msg,  
    TraceLevel level  
)
```

C++

```
public:  
static void WriteLine(  
    String^ msg,  
    TraceLevel level  
)
```

Parameters

msg

Type: [System.String](#)

level

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

See Also

[Logger Class](#)

[StpSDK Namespace](#)

Logger.WriteLineLocal Method

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public static void WriteLineLocal(
    string message,
    TraceLevel level
)
```

C++

```
public:
static void WriteLineLocal(
    String^ message,
    TraceLevel level
)
```

Parameters

message

Type: [System.String](#)

level

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

See Also

[Logger Class](#)

[StpSDK Namespace](#)

Logger.WriteLineLocalIf Method

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public static void WriteLineLocalIf(
    bool condition,
    string message,
    TraceLevel level
)
```

C++

```
public:
static void WriteLineLocalIf(
    bool condition,
    String^ message,
    TraceLevel level
)
```

Parameters

condition

Type: [System.Boolean](#)

message

Type: [System.String](#)

level

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

See Also

[Logger Class](#)

[StpSDK Namespace](#)

MicrophoneStateChangedDelegate Delegate

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

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public enum Modifier
```

C++

```
public enum class Modifier
```

Members

	Member name	Value	Description
	none	0	
	dummy	1	
	hq	2	
	dummy_hq	3	
	task_force	4	
	dummy_task_force	5	
	task_force_hq	6	
	dummytask_force_hq	7	

See Also

[StpSDK Namespace](#)

ModifierAlpha Enumeration

Modifier affiliation 2525/APP6 C

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public enum ModifierAlpha
```

C++

```
public enum class ModifierAlpha
```

Members

	Member name	Value	Description
	none	45	
	dummy	70	
	hq	65	
	dummy_hq	67	
	task_force	69	
	dummy_task_force	71	
	task_force_hq	66	
	dummytask_force_hq	68	

See Also

[StpSDK Namespace](#)

MovementFeatures Class

Task movement features

Inheritance Hierarchy

[System.Object](#)

StpSDK.MovementFeatures

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public class MovementFeatures : IPrologTerm
```

C++

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

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

Constructors

	Name	Description
	MovementFeatures	Constructor

Properties

	Name	Description
	Movement	Is a movement
	MovesTo	MOvent's target TG

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[StpSDK Namespace](#)

MovementFeatures Constructor

Constructor

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	Movement	Is a movement
	MovesTo	MOvent's target TG

See Also

[MovementFeatures Class](#)

[StpSDK Namespace](#)

MovementFeatures.Movement Property

Is a movement

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

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

C++

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

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

Constructors

	Name	Description
	ObjectSet()	Constructor
	ObjectSet(List(PoidObject),String[])	Create an object from a list of STP objects, excluding certain fsTYPES

Properties

	Name	Description
	Objects	Objects of the set

Methods

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

	ToString	Returns a string that represents the current object. (Inherited from Object .)
---	--------------------------	--

See Also

[StpSDK Namespace](#)

ObjectSet Constructor

Overload List

Name	Description
 ObjectSet()	Constructor
 ObjectSet(List(PoidObject),String[])	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	Objects	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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

See Also

[ObjectSet Class](#)

[StpSDK Namespace](#)

ObjectSet.FromC2SIM Method

Build an ObjectSet from C2SIM xml documents

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public class PlanningScenario : BaseFS
```

C++

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

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

Constructors

	Name	Description
	PlanningScenario()	Constructor
	PlanningScenario(BaseFS)	Construct from another foundational object

Properties

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

Methods

	Name	Description
 Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)	
 GetHashCode	Serves as the default hash function. (Inherited from Object .)	
 GetType	Gets the Type of the current instance. (Inherited from Object .)	
 ToString	Returns a string that represents the current object. (Inherited from Object .)	

See Also

[StpSDK Namespace](#)

PlanningScenario Constructor

Overload List

	Name	Description
	PlanningScenario()	Constructor
	PlanningScenario(BaseFS)	Construct from another foundational object

See Also

[PlanningScenario Class](#)

[StpSDK Namespace](#)

PlanningScenario Constructor

Constructor

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	CreatorRole	Role that created the scenario
	IsLoaded	Whether the scenario is already loaded
	IsValid	Whether scenario passes validation
	Name	Scenario name
	NetworkPath	Default save path on a network if collaborating
	Poid	Unique identifier
	savePath	Default save file path
	TaskOrgState	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
 Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)	
 GetHashCode	Serves as the default hash function. (Inherited from Object .)	
 GetType	Gets the Type of the current instance. (Inherited from Object .)	
 ToString	Returns a string that represents the current object. (Inherited from Object .)	

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	PoidObject	Constructor

Properties

	Name	Description
	Poid	Unique id (may be empty in queries)
	Type	Object type

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Poid object serialized to an STP string (Overrides Object.ToString() .)

See Also

[StpSDK Namespace](#)

PoidObject Constructor

Constructor

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	Poid	Unique id (may be empty in queries)
	Type	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
 Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)	
 GetHashCode	Serves as the default hash function. (Inherited from Object .)	
 GetType	Gets the Type of the current instance. (Inherited from Object .)	
 ToString	Poid object serialized to an STP string (Overrides Object.ToString() .)	

See Also

[PoidObject Class](#)

[StpSDK Namespace](#)

PoidObject.ToString Method

Poid object serialized to an STP string

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public class SpeechRecoItem
```

C++

```
public ref class SpeechRecoItem
```

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

Constructors

	Name	Description
	SpeechRecoItem	Construct a speech reco item

Properties

	Name	Description
	Confidence	Likelihood/confidence of the interpretation
	EndSec	Time speech ended
	ExtraRecoInfo	Additional reco-specific information to expose
	StartSec	Time speech started
	Text	Transcribed speech text

Methods

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

See Also

[StpSDK Namespace](#)

SpeechRecoItem Constructor

Construct a speech reco item

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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

	Name	Description
	Confidence	Likelihood/confidence of the interpretation
	EndSec	Time speech ended
	ExtraRecoInfo	Additional reco-specific information to expose
	StartSec	Time speech started
	Text	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	String representation of a speech reco item (Overrides Object.ToString() .)

See Also

[SpeechRecoItem Class](#)

[StpSDK Namespace](#)

SpeechRecoItem.ToString Method

String representation of a speech reco item

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public class SpeechRecoResult
```

C++

```
public ref class SpeechRecoResult
```

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

Constructors

	Name	Description
	SpeechRecoResult(String)	Construct a new speech recognition result object
	SpeechRecoResult(String, List<SpeechRecoResult>, Int32)	Construct a new recognition result by combining multiple individual ones
	SpeechRecoResult(String, DateTime, DateTime)	Construct a new speech recognition result object

Properties

	Name	Description
	EndTime	Time speech ended
	FromReco	Identifies the recognizer producing the result
	Results	Speech recognition hypothesis
	StartTime	Time speech started

Methods

	Name	Description
	AddAlternate	Add an alternate to the results 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
	Combine	Combine results into this instance

 Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
 GetHashCode	Serves as the default hash function. (Inherited from Object .)
 GetType	Gets the Type of the current instance. (Inherited from Object .)
 ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[StpSDK Namespace](#)

SpeechRecoResult Constructor

Overload List

Name	Description
 SpeechRecoResult(String)	Construct a new speech recognition result object
 SpeechRecoResult(String, List<SpeechRecoResult>, Int32)	Construct a new recognition result by combining multiple individual ones
 SpeechRecoResult(String, DateTime, DateTime)	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	EndTime	Time speech ended
	FromReco	Identifies the recognizer producing the result
	Results	Speech recognition hypothesis
	StartTime	Time speech started

See Also

[SpeechRecoResult Class](#)

[StpSDK Namespace](#)

SpeechRecoResult.EndTime Property

Time speech ended

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
 AddAlternate	Add an alternate to the results 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	
 Combine	Combine results into this instance	
 Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)	
 GetHashCode	Serves as the default hash function. (Inherited from Object .)	
 GetType	Gets the Type of the current instance. (Inherited from Object .)	
 ToString	Returns a string that represents the current object. (Inherited from Object .)	

See Also

[SpeechRecoResult Class](#)

[StpSDK Namespace](#)

SpeechRecoResult.AddAlternate Method

Add an alternate to the results 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

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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](#)

See Also

[SpeechRecoResult Class](#)

[StpSDK Namespace](#)

SpeechRecoResult.Combine Method

Combine results into this instance

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public enum Status
```

C++

```
public enum class Status
```

Members

Member name	Value	Description
present	0	
anticipated	1	
fully_capable	2	
damaged	3	
destroyed	4	
full	5	

See Also

[StpSDK Namespace](#)

StatusAlpha Enumeration

Status affiliation 2525/APP6 D

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public enum StatusAlpha
```

C++

```
public enum class StatusAlpha
```

Members

Member name	Value	Description
present	80	
anticipated	65	
fully_capable	67	
damaged	68	
destroyed	88	
full	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public class StpCommunicationException : Exception
```

C++

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

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

Constructors

	Name	Description
	StpCommunicationException	Initializes a new instance of the StpCommunicationException class

Properties

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

	TargetSite	Gets the method that throws the current exception. (Inherited from Exception .)
---	----------------------------	---

Methods

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

See Also

[StpSDK Namespace](#)

StpCommunicationException Constructor

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

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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

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

See Also

[StpCommunicationException Class](#)

[StpSDK Namespace](#)

StpCommunicationException.StpCommunicationException Methods

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

Methods

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

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public class StpException : Exception
```

C++

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

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

Constructors

	Name	Description
	StpException	Constructor

Properties

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

	TargetSite	Gets the method that throws the current exception. (Inherited from Exception .)
---	----------------------------	---

Methods

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

See Also

[StpSDK Namespace](#)

StpException Constructor

Constructor

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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

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

See Also

[StpException Class](#)

[StpSDK Namespace](#)

StpException.StpException Methods

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

Methods

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

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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](#)

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public class StpItem : IPrologTerm
```

C++

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

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

Constructors

	Name	Description
	StpItem()	Constructor
	StpItem(String)	Construct and initialize type

Properties

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

Methods

	Name	Description
 Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)	
 GetHashCode	Serves as the default hash function. (Inherited from Object .)	
 GetType	Gets the Type of the current instance. (Inherited from Object .)	
 ToString	Returns a string that represents the current object. (Inherited from Object .)	

See Also

[StpSDK Namespace](#)

StpItem Constructor

Overload List

	Name	Description
	StpItem()	Constructor
	StpItem(String)	Construct and initialize type

See Also

[StpItem Class](#)

[StpSDK Namespace](#)

StpItem Constructor

Constructor

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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

	Name	Description
	Alternates	Alternate interpretations for this symbol
	Confidence	Confidence of the interpretation of the user's action
	CreatorRole	Current role performing the edit
	FullDescription	Detailed item description
	Order	Alternate index: 0 is the most likely, followed by 1,2,...
	ParentCoa	Unique id of COA containing symbol
	Poid	Unique identifier
	Type	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
 Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)	
 GetHashCode	Serves as the default hash function. (Inherited from Object .)	
 GetType	Gets the Type of the current instance. (Inherited from Object .)	
 ToString	Returns a string that represents the current object. (Inherited from Object .)	

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	StpOaaConnector(ILogger)	Connector construction - defaults to localhost:9595
	StpOaaConnector(ILogger, String, Int32)	Construct a connector to the OAA pub/sub system

Properties

	Name	Description
	Auth	(Inherited from Agent .)
	BaseName	(Inherited from Agent .)
	Connected	(Inherited from Agent .)
	Host	(Inherited from Agent .)
	Name	(Inherited from Agent .)
	Port	(Inherited from Agent .)

Methods

	Name	Description
	Connect	

 Disconnect	Disconnect from the STP runtime
 Dispose	(Inherited from Agent .)
 Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
 GetHashCode	Serves as the default hash function. (Inherited from Object .)
 GetType	Gets the Type of the current instance. (Inherited from Object .)
 LogToFacilitator(String, LogLevel)	(Inherited from Agent .)
 LogToFacilitator(String, TraceLevel)	Obsolete. (Inherited from Agent .)
 LogToStp	Add entry to the central STP log - called by the logging infrastructure
 Register	Register service with the STP pubsub (Facilitator)
 SendStatusMessage	(Inherited from Agent .)
 SetAgentName	(Inherited from Agent .)
 StpInform	Post message to STP
 StpRequest	Post message and await response from STP (remote RPC style)
 ToString	Returns a string that represents the current object. (Inherited from Object .)

Events

	Name	Description
 OnStpCommunicationError	Event raised when there is an error communicating with STP	
 OnStpInform	An event that you subscribe to in order to receive Symbol recognition events.	
 OnStpRequest	An event that you subscribe to in order to receive Symbol recognition events.	

See Also

[StpSDK Namespace](#)

StpOaaConnector Constructor

Overload List

Name	Description
 StpOaaConnector(ILocator)	Connector construction - defaults to localhost:9595
 StpOaaConnector(ILocator, String, Int32)	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	Auth	(Inherited from Agent .)
	BaseName	(Inherited from Agent .)
	Connected	(Inherited from Agent .)
	Host	(Inherited from Agent .)
	Name	(Inherited from Agent .)
	Port	(Inherited from Agent .)

See Also

[StpOaaConnector Class](#)

[StpSDK Namespace](#)

StpOaaConnector.StpOaaConnector Methods

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

Methods

Name	Description
 Connect	
 Disconnect	Disconnect from the STP runtime
 Dispose	(Inherited from Agent .)
 Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
 GetHashCode	Serves as the default hash function. (Inherited from Object .)
 GetType	Gets the Type of the current instance. (Inherited from Object .)
 LogToFacilitator(String, LogLevel)	(Inherited from Agent .)
 LogToFacilitator(String, TraceLevel)	Obsolete. (Inherited from Agent .)
 LogToStp	Add entry to the central STP log - called by the logging infrastructure
 Register	Register service with the STP pubsub (Facilitator)
 SendStatusMessage	(Inherited from Agent .)
 SetAgentName	(Inherited from Agent .)
 StpInform	Post message to STP
 StpRequest	Post message and await response from STP (remote RPC style)
 ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[StpOaaConnector Class](#)

[StpSDK Namespace](#)

StpOaaConnector.Connect Method

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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](#)

secondsToRetry (Optional)

Type: [System.Int32](#)

Return Value

Type: [Boolean](#)

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	OnStpCommunicationError	Event raised when there is an error communicating with STP
	OnStpInform	An event that you subscribe to in order to receive Symbol recognition events.
	OnStpRequest	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public class StpRecognizer : IDisposable
```

C++

```
public ref class StpRecognizer : IDisposable
```

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

Constructors

	Name	Description
	StpRecognizer	Constructs STP SDK object

Methods

	Name	Description
	AddSymbol	Command the creation of a new STP symbol. STP will respond with an object creation event
	AddTask	Command the STP runtime to add a task. STP will respond with an object updated event
	AdvertiseViewport	Advertise the dimensions of an updated Viewport
	ChooseAlternate	Pick an alternate recognition for a symbol/task. The STP runtime responds with an object chosen notification
	ConfirmTask	Mark a task as completed. STP will respond with an object updated event
	Connect	
	ConnectAndRegister	
	ConvertToTranscription	Convert alphabetic, numerical typed info to transcription-style text, e.g. "10" becomes "ten", "a" becomes "alpha"
	CreateCoa	Create a new COA

 DeleteSymbol	Command the STP runtime to delete a symbol/task. STP will respond with an object updated event
 DeleteTask	Command the STP runtime to delete a task. STP will respond with an object updated event
 Disconnect	Disconnect from the STP runtime
 Dispose	Dispose
 Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
 ExportCoa	Cause an export_coa message to be propagated.
 GetAllScenarioPoidObjects	Get all current STP objects, including state
 GetHashCode	Serves as the default hash function. (Inherited from Object .)
 GetScenarioObjectSetContent	Get the current STP objects in a serialized (string) format
 GetType	Gets the Type of the current instance. (Inherited from Object .)
 ImportExternalData	Launch the process to import external data
 ImportObjectSet	Import list of objects into a project
 JoinScenarioSession	Load all current STP objects into a project - this emulates receiving the STP events to create objects
 LoadNewScenario	Load a new scenario, clearing any previous state that might have been loaded into STP
 LoadObjectSet	Load STP plan data
 MergeScenarioData	Load a new scenario, clearing any previous state that might have been loaded into STP
 PushCoa	Cause an push_coa_to_server message to be propagated.
 RecognizeNow	Force the system to perform a recognition on any strokes sent without waiting for the segmentation timeout
 Register(String)	Register service with STP, establishing name and events/messages subscription
 Register(String, String, String)	Register service with STP, establishing name and events/messages subscription
 RequestActiveCoas	Get list of currently defined COAs
 RequestActiveScenario	Get currently defined planning scenario
 RequestAllPoidObjects	Get a list of all STP entities currently defined, including symbols, tasks, TO elements, etc
 RequestPoidObject	Get STP entities (symbol, task, TO element, etc) with a specific id (poid)
 ResetSegmentationTimeout	Reset the segmentation timeout to its default settings
 ResetStpScenario	Clear STP's scenario data
 ResetWaitTimeout	Reset the time waited between strokes to the default

 SendLink	Sends sketch ink from your map to STP
 SendPenDown	Send a pen down message
 SendSimulatedSpeechRecognition	Send a (typed in) string of text that the system will treat as if it came from speech recognition
 SendSpeechRecognition	Send transcribed speech results, as obtained by a speech recognizer
 SetSegmentationTimeout	Optimize the system by reducing latency (decreasing segmentation timing) for various user behaviors
 SetSpeechListening	Set the listening state of the speech recognizer.
 SetWaitTimeout	Set the time waited between strokes
 Stop	Stop STP recognition
 SwitchRoleAndCoa	Switch to a COA / Role pairing that will be used as the default henceforth
 ToString	Returns a string that represents the current object. (Inherited from Object .)
 UndoLastOp	Undo the last operation performed on an object with a given poid
 UpdateSymbol	Command the update of an STP symbol. STP will respond with an object updated event
 UpdateTask	Command the STP runtime to update a task. STP will respond with an object updated event

Events

Name	Description
 OnCoaAdded	Event raised when a COA is added by STP
 OnCoaSwitched	Event raised when a COA switch is requested by STP
 OnConnectionError	Event raised when STP connection error occur
 OnDataExportCompleted	Event raised when a data export operation has been completed (and progress dialogs, etc can be closed)
 OnInkProcessed	Event raised when ink can be removed from STP (has been processed)
 OnListen	Event raised when a listen event is received by STP, signaling that the audio recognition should be activated
 OnLoadObjectsCompleted	Event raised when all scenario objects have been loaded by STP (and progress dialogs, etc can be closed)
 OnMapOperation	Event raised when a map operation (zoom,pan,...) is requested by STP
 OnPenDown	Event raised when a pen down event is received by STP
 OnPenUp	Event raised when a pen up event is received by STP
 OnRoleSwitched	Event raised when a role switch is requested by STP

 OnShutdown	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
 OnSpeechRecognized	Event when speech recognition results are made available by STP
 OnStpMessage	Event raised when STP-generated messages are received
 OnSymbolAdded	Event raised when a symbol is added by STP
 OnSymbolAlternateChosen	Event raised when a particular symbol alternate is chosen by a user
 OnSymbolDeleted	Event raised when a symbol is deleted by STP
 OnSymbolEdited	Event raised when a symbol edit operation (move, delete,...) is requested by STP
 OnSymbolModified	Event raised when a symbol is modified by STP
 OnSymbolReport	Event raised when a Report is received that updates a symbol position or health
 OnTaskAdded	Event raised when a task is recognized by STP
 OnTaskDeleted	Event raised when a task is deleted by STP
 OnTaskModified	Event raised when a task 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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
≡	AddSymbol	Command the creation of a new STP symbol. STP will respond with an object creation event
≡	AddTask	Command the STP runtime to add a task. STP will respond with an object updated event
≡	AdvertiseViewport	Advertise the dimensions of an updated Viewport
≡	ChooseAlternate	Pick an alternate recognition for a symbol/task. The STP runtime responds with an object chosen notification
≡	ConfirmTask	Mark a task as completed. STP will respond with an object updated event
≡	Connect	
≡	ConnectAndRegister	
≡	ConvertToTranscription	Convert alphabetic, numerical typed info to transcription-style text, e.g. "10" becomes "ten", "a" becomes "alpha"
≡	CreateCoa	Create a new COA
≡	DeleteSymbol	Command the STP runtime to delete a symbol/task. STP will respond with an object updated event
≡	DeleteTask	Command the STP runtime to delete a task. STP will respond with an object updated event
≡	Disconnect	Disconnect from the STP runtime
≡	Dispose	Dispose
≡	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
≡	ExportCoa	Cause an export_coa message to be propagated.
≡	GetAllScenarioPoidObjects	Get all current STP objects, including state
≡	GetHashCode	Serves as the default hash function. (Inherited from Object .)
≡	GetScenarioObjectSetContent	Get the current STP objects in a serialized (string) format
≡	GetType	Gets the Type of the current instance. (Inherited from Object .)
≡	ImportExternalData	Launch the process to import external data
≡	ImportObjectSet	Import list of objects into a project
≡	JoinScenarioSession	Load all current STP objects into a project - this emulates receiving the STP events to create objects
≡	LoadNewScenario	Load a new scenario, clearing any previous state that might have been loaded into STP

 LoadObjectSet	Load STP plan data
 MergeScenarioData	Load a new scenario, clearing any previous state that might have been loaded into STP
 PushCoa	Cause an push_coa_to_server message to be propagated.
 RecognizeNow	Force the system to perform a recognition on any strokes sent without waiting for the segmentation timeout
 Register(String)	Register service with STP, establishing name and events/messages subscription
 Register(String, String, String)	Register service with STP, establishing name and events/messages subscription
 RequestActiveCoas	Get list of currently defined COAs
 RequestActiveScenario	Get currently defined planning scenario
 RequestAllPoidObjects	Get a list of all STP entities currently defined, including symbols, tasks, TO elements, etc
 RequestPoidObject	Get STP entities (symbol, task, TO element, etc) with a specific id (poid)
 ResetSegmentationTimeout	Reset the segmentation timeout to its default settings
 ResetStpScenario	Clear STP's scenario data
 ResetWaitTimeout	Reset the time waited between strokes to the default
 SendInk	Sends sketch ink from your map to STP
 SendPenDown	Send a pen down message
 SendSimulatedSpeechRecognition	Send a (typed in) string of text that the system will treat as if it came from speech recognition
 SendSpeechRecognition	Send transcribed speech results, as obtained by a speech recognizer
 SetSegmentationTimeout	Optimize the system by reducing latency (decreasing segmentation timing) for various user behaviors
 SetSpeechListening	Set the listening state of the speech recognizer.
 SetWaitTimeout	Set the time waited between strokes
 Stop	Stop STP recognition
 SwitchRoleAndCoa	Switch to a COA / Role pairing that will be used as the default henceforth
 ToString	Returns a string that represents the current object. (Inherited from Object .)
 UndoLastOp	Undo the last operation performed on an object with a given poid
 UpdateSymbol	Command the update of an STP symbol. STP will respond with an object updated event

 <u>UpdateTask</u>	Command the STP runtime to update a task. 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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public void AddTask(  
    StpTask stpTask  
)
```

C++

```
public:  
void AddTask(  
    StpTask^ stpTask  
)
```

Parameters

stpTask

Type: [StpSDK.StpTask](#)

Exceptions

Exception	Condition
StpException	

See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

StpRecognizer.AdvertiseViewport Method

Advertise the dimensions of an updated Viewport

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
StpException	

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public bool Connect(  
    int secondsToRetry = 0  
)
```

C++

```
public:  
bool Connect(  
    int secondsToRetry = 0  
)
```

Parameters

secondsToRetry (Optional)

Type: [System.Int32](#)

Return Value

Type: [Boolean](#)

See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

StpRecognizer.ConnectAndRegister Method

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public bool ConnectAndRegister(
    string appName,
    int secondsToRetry = 0
)
```

C++

```
public:
bool ConnectAndRegister(
    String^ appName,
    int secondsToRetry = 0
)
```

Parameters

appName

Type: [System.String](#)

secondsToRetry (Optional)

Type: [System.Int32](#)

Return Value

Type: [Boolean](#)

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public void DeleteSymbol(  
    string poid  
)
```

C++

```
public:  
void DeleteSymbol(  
    String^ poid  
)
```

Parameters

poid

Type: [System.String](#)

STP unique id

Exceptions

Exception	Condition
StpException	

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public void DeleteTask(  
    string poid  
)
```

C++

```
public:  
void DeleteTask(  
    String^ poid  
)
```

Parameters

poid

Type: [System.String](#)

STP unique id

Exceptions

Exception	Condition
StpException	

See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

StpRecognizer.Disconnect Method

Disconnect from the STP runtime

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
StpException	

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
StpException	
InvalidOperationException	

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public void RecognizeNow()
```

C++

```
public:  
void RecognizeNow()
```

See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

StpRecognizer.Register Method

Overload List

	Name	Description
	<u>Register(String)</u>	Register service with STP, establishing name and events/messages subscription
	<u>Register(String, String, String)</u>	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
StpException	

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
StpException	

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
StpException	

See Also

[StpRecognizer Class](#)

[StpSDK Namespace](#)

StpRecognizer.StpRecognizer Events

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

Events

	Name	Description
	OnCoaAdded	Event raised when a COA is added by STP
	OnCoaSwitched	Event raised when a COA switch is requested by STP
	OnConnectionError	Event raised when STP connection error occur
	OnDataExportCompleted	Event raised when a data export operation has been completed (and progress dialogs, etc can be closed)
	OnInkProcessed	Event raised when ink can be removed from STP (has been processed)
	OnListen	Event raised when a listen event is received by STP, signaling that the audio recognition should be activated
	OnLoadObjectsCompleted	Event raised when all scenario objects have been loaded by STP (and progress dialogs, etc can be closed)
	OnMapOperation	Event raised when a map operation (zoom,pan,...) is requested by STP
	OnPenDown	Event raised when a pen down event is received by STP
	OnPenUp	Event raised when a pen up event is received by STP
	OnRoleSwitched	Event raised when a role switch is requested by STP
	OnShutdown	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
	OnSpeechRecognized	Event when speech recognition results are made available by STP
	OnStpMessage	Event raised when STP-generated messages are received
	OnSymbolAdded	Event raised when a symbol is added by STP
	OnSymbolAlternateChosen	Event raised when a particular symbol alternates is chosen by a user
	OnSymbolDeleted	Event raised when a symbol is deleted by STP
	OnSymbolEdited	Event raised when a symbol edit operation (move, delete,...) is requested by STP
	OnSymbolModified	Event raised when a symbol is modified by STP
	OnSymbolReport	Event raised when a Report is received that updates a symbol position or health
	OnTaskAdded	Event raised when a task is recognized by STP
	OnTaskDeleted	Event raised when a task is deleted by STP
	OnTaskModified	Event raised when a task 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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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.CoaAddedDelegate Delegate

The delegate that describes the function prototype for added COAs

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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](#)

StpRequestDelegate Delegate

The delegate that describes the function prototype for STP Request events

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	StpSymbol()	Constructor
	StpSymbol(String)	Construct with a specific type

Properties

	Name	Description
	Affiliation	Affiliation
	Alternates	Alternate interpretations for this symbol (Inherited from StpItem .)
	Altitude	Altitude
	BattleDimension	Battle dimension
	Branch	Branch
	Capability	Capability
	CharlieSIDC	2525/APP6 C SIDC
	CodingScheme	Coding scheme
	ColorBarOCA	Color bar
	CompleteLanguage	Full symbol description created by STP, including defaults omitted by the user

 Confidence	Confidence of the interpretation of the user's action (Inherited from StlItem .)
 CreatorRole	Current role performing the edit (Inherited from StlItem .)
 defense	Defense
 DeltaSIDC	2525/APP6 D SIDC
 Description	Description of the symbol with no designators, e.g. Armored Infantry Company
 Designator1	Single designator or first of a pair of designators supported by a symbol, e.g. the north-side boundary designator
 Designator2	Second designator, e.g. the south-side boundary designator
 DesignatorDescription	Unit plus parent unit designator, e.g. A/3-1
 DesigPlusDescription	Designators prefixed to Description
 DimensionId	Dimension
 DrawNote	Draw note
 DrawRule	Draw rules
 Echelon	Echelon
 FsdbVersion	Symbol version
 FullDescription	Full description, including affiliation, unit type, and unit designator, echelon, etc (Overrides StlItem.FullDescription .)
 Geometry	Type of geometry
 GeometryType	Geometry type
 GlyphPoid	Associate ink/stroked unique identifier
 Graphics	Graphics
 GroundRole	Ground role
 IconType	Icon type
 IsCustomSymbol	Whther the symbol is a proper 2525C symbol or represents a custom code (e.g. edit operation)
 Labels	Labels
 Language	Spoken language used to create item (defaults to FullDescription)
 Location	Location
 MaxAlt	Maximum altitude
 MinAlt	Minimum altitude
 Mobility	Mobility
 Modifier	Symbol modifier
 Names	Names

	Order	Alternate index: 0 is the most likely, followed by 1,2,... (Inherited from StpItem .)
	OriginalUnitPoid	Unique identifier of the original unit this is derived from
	ParentCoa	Unique id of COA containing symbol (Inherited from StpItem .)
	ParentPoid	Parent unit unique identifier
	Poid	Unique identifier (Inherited from StpItem .)
	Role	Role
	ShortDescription	Short description: either just the DesignatorDescription, or if not designators, the Description
	SpokenLanguage	Language spoken at symbol creation
	Status	Status
	Strength	Strength
	SymbolId	Symbol SIDC
	SymbolSet	Symbol set
	SymbolStatus	Symbol status
	SymbolType	Symbol type
	Tags	Tags
	TaskOrgPoid	Task Org / ORBAT unique identifier
	TimeFrom	Starting time
	TimeTo	Ending time
	Type	Object type: "unit", "mootw", "tg", "task", "task_org_unit", "task_org_relationship", "edit" (Inherited from StpItem .)
	UnitParent	Parent unit designator
	UseCivilianFrames	Whether civilian frames are used
	Weight	Weight

Methods

	Name	Description
	Bitmap	Bitmap image
	Equals(Object)	Equality test (Overrides Object.Equals(Object) .)
	Equals(StpSymbol)	Checks whether the content of this symbol is equivalent to some other by comparing key properties
	FromC2SIM	Create a new symbol from a C2SIM xml element
	GetHashCode	Get hash code (Overrides Object.GetHashCode() .)

	GetLinearSymbolCoords	Convert 2525/APP anchor points into simpler/linearized representations compatible with less capable renderers
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[StpSDK Namespace](#)

StpSymbol Constructor

Overload List

	Name	Description
	StpSymbol()	Constructor
	StpSymbol(String)	Construct with a specific type

See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

StpSymbol Constructor

Constructor

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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

	Name	Description
	Affiliation	Affiliation
	Alternates	Alternate interpretations for this symbol (Inherited from StpItem .)
	Altitude	Altitude
	BattleDimension	Battle dimension
	Branch	Branch
	Capability	Capability
	CharlieSIDC	2525/APP6 C SIDC
	CodingScheme	Coding scheme
	ColorBarOCA	Color bar
	CompleteLanguage	Full symbol description created by STP, including defaults omitted by the user
	Confidence	Confidence of the interpretation of the user's action (Inherited from StpItem .)
	CreatorRole	Current role performing the edit (Inherited from StpItem .)
	defense	Defense
	DeltaSIDC	2525/APP6 D SIDC
	Description	Description of the symbol with no designators, e.g. Armored Infantry Company
	Designator1	Single designator or first of a pair of designators supported by a symbol, e.g. the north-side boundary designator
	Designator2	Second designator, e.g. the south-side boundary designator
	DesignatorDescription	Unit plus parent unit designator, e.g. A/3-1
	DesigPlusDescription	Designators prefixed to Description
	DimensionId	Dimension
	DrawNote	Draw note
	DrawRule	Draw rules
	Echelon	Echelon
	FsdbVersion	Symbol version
	FullDescription	Full description, including affiliation, unit type, and unit designator, echelon, etc (Overrides StpItem.FullDescription .)
	Geometry	Type of geometry
	GeometryType	Geometry type

 GlyphPoid	Associate ink/stroked unique identifier
 Graphics	Graphics
 GroundRole	Ground role
 IconType	Icon type
 IsCustomSymbol	Whther the symbol is a proper 2525C symbol or represents a custom code (e.g. edit operation)
 Labels	Labels
 Language	Spoken language used to create item (defaults to FullDescription)
 Location	Location
 MaxAlt	Maximum altitude
 MinAlt	Minimum altitude
 Mobility	Mobility
 Modifier	Symbol modifier
 Names	Names
 Order	Alternate index: 0 is the most likely, followed by 1,2,... (Inherited from StpItem .)
 OriginalUnitPoid	Unique identifier of the original unit this is derived from
 ParentCoa	Unique id of COA containing symbol (Inherited from StpItem .)
 ParentPoid	Parent unit unique identifier
 Poid	Unique identifier (Inherited from StpItem .)
 Role	Role
 ShortDescription	Short description: either just the DesignatorDescription, or if not designators, the Description
 SpokenLanguage	Language spoken at symbol creation
 Status	Status
 Strength	Strength
 SymbolId	Symbol SIDC
 SymbolSet	Symbol set
 SymbolStatus	Symbol status
 SymbolType	Symbol type
 Tags	Tags
 TaskOrgPoid	Task Org / ORBAT unique identifier
 TimeFrom	Starting time
 TimeTo	Ending time
 Type	Object type: "unit", "mootw", "tg", "task", "task_org_unit", "task_org_relationship", "edit" (Inherited from StpItem .)

	<u>UnitParent</u>	Parent unit designator
	<u>UseCivilianFrames</u>	Whether civilian frames are used
	<u>Weight</u>	Weight

See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

StpSymbol.Affiliation Property

Affiliation

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	Bitmap	Bitmap image
	Equals(Object)	Equality test (Overrides Object.Equals(Object) .)
	Equals(StpSymbol)	Checks whether the content of this symbol is equivalent to some other by comparing key properties
	FromC2SIM	Create a new symbol from a C2SIM xml element
	GetHashCode	Get hash code (Overrides Object.GetHashCode() .)
	GetLinearSymbolCoords	Convert 2525/APP anchor points into simpler/linearized representations compatible with less capable renderers
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[StpSymbol Class](#)

[StpSDK Namespace](#)

StpSymbol.Bitmap Method

Bitmap image

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	Equals(Object)	Equality test (Overrides Object.Equals(Object) .)
	Equals(StpSymbol)	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public enum IconTypeEnum
```

C++

```
public enum class IconTypeEnum
```

Members

	Member name	Value	Description
	NA	0	
	MAIN	1	
	MAIN_1	2	
	MAIN_2	3	
	FULL_OCTAGON	4	
	FULL_FRAME	5	
	SPECIAL	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public class SIDC
```

C++

```
public ref class SIDC
```

The StpSymbol.SIDC type exposes the following members.

Constructors

	Name	Description
	StpSymbol.SIDC(SIDC)	Constructor
	StpSymbol.SIDC(String, String)	Constructor

Properties

	Name	Description
	PartAString	SIDC Part A as a string
	PartAUInt	SIDC Part A as a number
	PartBString	SIDC Part B as a string
	PartBUInt	SIDC Part B as a number
	SymbolSetCode	Symbol set code

Methods

	Name	Description
 Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)	
 GetHashCode	Serves as the default hash function. (Inherited from Object .)	
 GetType	Gets the Type of the current instance. (Inherited from Object .)	
 ToString	Returns a string that represents the current object. (Inherited from Object .)	

See Also

[StpSDK Namespace](#)

StpSymbol.SIDC Constructor

Overload List

	Name	Description
	StpSymbol.SIDC(SIDC)	Constructor
	StpSymbol.SIDC(String, String)	Constructor

See Also

[StpSymbol.SIDC Class](#)

[StpSDK Namespace](#)

StpSymbol.SIDC Constructor (SIDC)

Constructor

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	PartAString	SIDC Part A as a string
	PartAUInt	SIDC Part A as a number
	PartBString	SIDC Part B as a string
	PartBUInt	SIDC Part B as a number
	SymbolSetCode	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
 	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
 	GetHashCode	Serves as the default hash function. (Inherited from Object .)
 	GetType	Gets the Type of the current instance. (Inherited from Object .)
 	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[StpSymbol.SIDC Class](#)

[StpSDK Namespace](#)

StpSymbol.SymbolStatusEnum Enumeration

Symbol ststus

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public enum SymbolStatusEnum
```

C++

```
public enum class SymbolStatusEnum
```

Members

	Member name	Value	Description
	statusEnumNew	0	
	statusEnumOld	1	
	statusEnumRetired	2	
	statusEnumInvalid	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public class StpTask : StpItem
```

C++

```
public ref class StpTask : public StpItem
```

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

Constructors

	Name	Description
	StpTask	Constructor

Properties

	Name	Description
	Alternates	Alternate interpretations for this symbol (Inherited from StpItem .)
	Confidence	Confidence of the interpretation of the user's action (Inherited from StpItem .)
	CreatorRole	Current role performing the edit (Inherited from StpItem .)
	Description	Description of the task
	EndTime	End time slot
	FiresFeatures	Fires components
	FullDescription	(Overrides StpItem.FullDescription .)
	How	Task "how"
	IsConfirmed	User has confirmed the task
	Language	Language describing the task
	MovementFeatures	Components indicating movement
	Name	Task name

	Order	Alternate index: 0 is the most likely, followed by 1,2,... (Inherited from StpItem .)
	ParentCoa	Unique id of COA containing symbol (Inherited from StpItem .)
	Poid	Unique identifier (Inherited from StpItem .)
	Prob	Likelyhood / probability that this is the task the user intended
	Speech	Speech used at task creation
	StartTime	Start time slot
	Supported	Unique id of the supported unit, if any
	TaskStatus	Task status
	Tgs	Task Tactical Graphics
	Trigger	Key element triggering the task
	Type	Object type: "unit", "mootw", "tg", "task", "task_org_unit", "task_org_relationship", "edit" (Inherited from StpItem .)
	UiStatus	UI status - "confirming" or "confirmed" (aka "approved")
	What	Task "what"
	Who	Unique id of the nit who is executing the task
	Why	Task "why"

Methods

	Name	Description
	DefendInPlaceTask	Create basic defend in place task
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[StpSDK Namespace](#)

StpTask Constructor

Constructor

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	Alternates	Alternate interpretations for this symbol (Inherited from StpItem .)
	Confidence	Confidence of the interpretation of the user's action (Inherited from StpItem .)
	CreatorRole	Current role performing the edit (Inherited from StpItem .)
	Description	Description of the task
	EndTime	End time slot
	FiresFeatures	Fires components
	FullDescription	(Overrides StpItem.FullDescription .)
	How	Task "how"
	IsConfirmed	User has confirmed the task
	Language	Language describing the task
	MovementFeatures	Components indicating movement
	Name	Task name
	Order	Alternate index: 0 is the most likely, followed by 1,2,... (Inherited from StpItem .)
	ParentCoa	Unique id of COA containing symbol (Inherited from StpItem .)
	Poid	Unique identifier (Inherited from StpItem .)
	Prob	Likelihood / probability that this is the task the user intended
	Speech	Speech used at task creation
	StartTime	Start time slot
	Supported	Unique id of the supported unit, if any
	TaskStatus	Task status
	Tgs	Task Tactical Graphics
	Trigger	Key element triggering the task
	Type	Object type: "unit", "mootw", "tg", "task", "task_org_unit", "task_org_relationship", "edit" (Inherited from StpItem .)
	UiStatus	UI status - "confirming" or "confirmed" (aka "approved")
	What	Task "what"
	Who	Unique id of the nit who is executing the task
	Why	Task "why"

See Also

[StpTask Class](#)

[StpSDK Namespace](#)

StpTask.Description Property

Description of the task

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
 	DefendInPlaceTask	Create basic defend in place task
 	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
 	GetHashCode	Serves as the default hash function. (Inherited from Object .)
 	GetType	Gets the Type of the current instance. (Inherited from Object .)
 	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[StpTask Class](#)

[StpSDK Namespace](#)

StpTask.DefendInPlaceTask Method

Create basic defend in place task

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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](#)

StpUndoableEditOp Class

STP edit operation

Inheritance Hierarchy

[System.Object](#)

StpSDK.StpUndoableEditOp

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public class StpUndoableEditOp
```

C++

```
public ref class StpUndoableEditOp
```

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

Constructors

	Name	Description
	StpUndoableEditOp	Constructor

Properties

	Name	Description
	Operation	Operation type
	Poid	STP id
	ToString	String representation

Methods

	Name	Description
	Equals(Object)	Equality test (Overrides Object.Equals(Object) .)
	Equals(StpUndoableEditOp)	Equality test
	GetHashCode	Hash code (Overrides Object.GetHashCode() .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

Operators

	Name	Description
	Equality	Equality operator
	Inequality	Inequality operator

See Also

[StpSDK Namespace](#)

StpUndoableEditOp Constructor

Constructor

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	Operation	Operation type
	Poid	STP id
	ToString	String representation

See Also

[StpUndoableEditOp Class](#)

[StpSDK Namespace](#)

StpUndoableEditOp.Operation Property

Operation type

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	Equals(Object)	Equality test (Overrides Object.Equals(Object) .)
	Equals(StpUndoableEditOp)	Equality test
	GetHashCode	Hash code (Overrides Object.GetHashCode() .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[StpUndoableEditOp Class](#)

[StpSDK Namespace](#)

StpUndoableEditOp.Equals Method

Overload List

	Name	Description
	Equals(Object)	Equality test (Overrides Object.Equals(Object) .)
	Equals(StpUndoableEditOp)	Equality test

See Also

[StpUndoableEditOp Class](#)

[StpSDK Namespace](#)

StpUndoableEditOp.Equals Method (Object)

Equality test

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	Equality	Equality operator
	Inequality	Inequality operator

See Also

[StpUndoableEditOp Class](#)

[StpSDK Namespace](#)

StpUndoableEditOp.Equality Operator

Equality operator

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public enum StpUndoableEditOpType
```

C++

```
public enum class StpUndoableEditOpType
```

Members

Member name	Value	Description
Added	0	
Modified	1	
Removed	2	

See Also

[StpSDK Namespace](#)

Strength Enumeration

Strength affiliation 2525/APP6 D

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public enum Strength
```

C++

```
public enum class Strength
```

Members

	Member name	Value	Description
	none	0	
	reduced	1	
	reinforced	2	
	reduced_reinforced	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	SymbolCache(<i>T</i>)	Constructor

Properties

	Name	Description
	CanUndo	Check if there are any undoable operations
	CurrentPoids	Enumerable STP ids (poids)
	FocusedSymbol	Symbols that is currently in focus
	FocusedSymbolAlternates	List of alternates for the symbol that currently has focus
	FocusedSymbolPoid	STP id (poid) of the symbol currently in focus
	Item	Indexing operator []

Methods

	Name	Description
 Clear	Clear the cache	
 ClearUndoStack	Clear the undo stack	
 ContainsKey	Check if a symbol with a given STP id (poid) is present in the cache	
 Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)	
 GetCoaSymbolsForType	Retrieve symbols from a given COA that match desired types	
 GetHashCode	Serves as the default hash function. (Inherited from Object .)	
 GetType	Gets the Type of the current instance. (Inherited from Object .)	
 IsAddedInThisSession	Check if a symbol add operation is present in the undo stack	
 PopUndoItem		
 PushUndoItem	Push another item onto the undo stack	
 ToString	Returns a string that represents the current object. (Inherited from Object .)	
 TryRemove	Try to remove a symbol with a given STP id (poid) from the cache	

Events

	Name	Description
 HasPendingUndos	Event triggered when undoable operations are available	
 OnFocusedSymbolChanged	Event triggered when a symbol gains focus	

See Also

[StpSDK Namespace](#)

SymbolCache(*T*) Constructor

Constructor

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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

	Name	Description
	CanUndo	Check if there are any undoable operations
	CurrentPoids	Enumerable STP ids (poids)
	FocusedSymbol	Symbols that is currently in focus
	FocusedSymbolAlternates	List of alternates for the symbol that currently has focus
	FocusedSymbolPoid	STP id (poid) of the symbol currently in focus
	Item	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
 Clear	Clear the cache	
 ClearUndoStack	Clear the undo stack	
 ContainsKey	Check if a symbol with a given STP id (poid) is present in the cache	
 Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)	
 GetCoaSymbolsForType	Retrieve symbols from a given COA that match desired types	
 GetHashCode	Serves as the default hash function. (Inherited from Object .)	
 GetType	Gets the Type of the current instance. (Inherited from Object .)	
 IsAddedInThisSession	Check if a symbol add operation is present in the undo stack	
 PopUndolItem		
 PushUndolItem	Push another item onto the undo stack	
 ToString	Returns a string that represents the current object. (Inherited from Object .)	
 TryRemove	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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

	Name	Description
	HasPendingUndos	Event triggered when undoable operations are available
	OnFocusedSymbolChanged	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	SymbolIdMapper(<i>T</i>)	Constructor

Methods

	Name	Description
	AddSymbol	Add symbol to id map
	Clear	Clear the map
	ContainsOid	Checks if map contains a given third-party id
	ContainsPoid	Checks if map contains an STP id (poid)
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetOidForPoid	Get the third-party id associated with a given STP id (poid)
	GetPoid	Get STP id (poid) given a third-party id

	GetType	Gets the Type of the current instance. (Inherited from Object .)
	RemoveSymbol	Remove symbol from id map
	ToString	Returns a string that represents the current object. (Inherited from Object .)
	UpdateSymbolOid	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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

	Name	Description
 AddSymbol	Add symbol to id map	
 Clear	CLear the map	
 ContainsOid	Checks if map contains a given thrid-party id	
 ContainsPoid	Checks if ma contains an STP id (poid)	
 Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)	
 GetHashCode	Serves as the default hash function. (Inherited from Object .)	
 GetOidForPoid	Getthe thrid-party id associated with a given STP id (poid)	
 GetPoid	Get STP id (poid) given a thrid-party id	
 GetType	Gets the Type of the current instance. (Inherited from Object .)	
 RemoveSymbol	Remove symbol from id map	
 ToString	Returns a string that represents the current object. (Inherited from Object .)	
 UpdateSymbolOid	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public class TaskCache
```

C++

```
public ref class TaskCache
```

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

Constructors

	Name	Description
	TaskCache	Constructor

Properties

	Name	Description
	ConfirmedTasks	List of poids of tasks that have been confirmed

Methods

	Name	Description
	Clear	Clear the cache
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	GetCoaUnits	Get taskable units of a given COA, or all taskable units if no COA is specified (coaPoid is null)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MarkAsConfirmed	Mark task as confirmed
	SymbolAdded	A taskable unit or TG symbol has been added by STP
	SymbolRemoved	Taskable unit or TG symbol has been removed from STP

 SymbolUpdated	Taskable unit or TG symbol has been updated by STP
 TaskAdded	A new task has been added by STP
 TaskRemoved	A task has been removed by STP
 TaskUpdated	
 ToString	Returns a string that represents the current object. (Inherited from Object .)

Events

	Name	Description
 OnTaskMarkedConfirmed	Event triggered whenever there is a change to the confirmation status of a task	
 OnTasksChanged	Event triggered whenever there is a change to the current task set	
 OnTGChanged	Event triggered whenever there is a change to the current set of Tactical Graphics that may be part of a task	
 OnUnitChanged	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	ConfirmedTasks	List of poids of tasks that have been confirmed

See Also

[TaskCache Class](#)

[StpSDK Namespace](#)

TaskCache.ConfirmedTasks Property

List of poods of tasks that have been confirmed

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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

	Name	Description
 Clear	Clear the cache	
 Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)	
 GetCoaUnits	Get taskable units of a given COA, or all taskable units if no COA is specified (coaPoid is null)	
 GetHashCode	Serves as the default hash function. (Inherited from Object .)	
 GetType	Gets the Type of the current instance. (Inherited from Object .)	
 MarkAsConfirmed	Mark task as confirmed	
 SymbolAdded	A taskable unit or TG symbol has been added by STP	
 SymbolRemoved	Taskable unit or TG symbol has been removed from STP	
 SymbolUpdated	Taskable unit or TG symbol has been updated by STP	
 TaskAdded	A new task has been added by STP	
 TaskRemoved	A task has been removed by STP	
 TaskUpdated		
 ToString	Returns a string that represents the current object. (Inherited from Object .)	

See Also

[TaskCache Class](#)
[StpSDK Namespace](#)

TaskCache.Clear Method

Clear the cache

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	OnTaskMarkedConfirmed	Event triggered whenever there is a change to the confirmation status of a task
	OnTasksChanged	Event triggered whenever there is a change to the current task set
	OnTGChanged	Event triggered whenever there is a change to the current set of Tactical Graphics that may be part of a task
	OnUnitChanged	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public enum Operation
```

C++

```
public enum class Operation
```

Members

Member name	Value	Description
Added	0	
Removed	1	
Changed	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public enum TaskHow
```

C++

```
public enum class TaskHow
```

Members

Member name	Value	Description
NOT_SPECIFIED	0	
AIR_ASSAULT	1	
AIR_RECONNAISSANCE	2	
AREA_DEFENSE	3	
ASSAULT	4	
ATTACK	5	
ATTACK_IN_ZONE	6	
ATTACK_BY_FIRE	7	
CERP_FUNDING	8	
CIVILIAN	9	
CONTRACTING	10	
CORDON_AND_SEARCH	11	
COUNTERATTACK	12	
COUNTERATTACK_BY_FIRE	13	
COVER	14	
DEFEND	15	
DELIVER_SERVICES	16	
GUARD	17	
INFORMATION_OPERATIONS	18	
INSURGENT	19	
MOBILE_DEFENSE	20	
MOVING_SCREEN	21	

NGO_OPERATION	22	
PASSAGE_OF_LINES	23	
SCREEN	24	
SEARCH_AND_ATTACK	25	
SECURITY	26	
SECURITY_FORCE_ASSISTANCE	27	
SUPPORT_BY_FIRE	28	
WITHDRAWAL	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public class TaskOrgState : BaseFS
```

C++

```
public ref class TaskOrgState : public BaseFS
```

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

Constructors

	Name	Description
	TaskOrgState()	Constructor
	TaskOrgState(BaseFS)	Construct from another foundational object

Properties

	Name	Description
	Date	Version date
	TaskOrgAction	Action
	UserRole	Creator role

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[StpSDK Namespace](#)

TaskOrgState Constructor

Overload List

	Name	Description
	TaskOrgState()	Constructor
	TaskOrgState(BaseFS)	Construct from another foundational object

See Also

[TaskOrgState Class](#)

[StpSDK Namespace](#)

TaskOrgState Constructor

Constructor

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	Date	Version date
	TaskOrgAction	Action
	UserRole	Creator role

See Also

[TaskOrgState Class](#)

[StpSDK Namespace](#)

TaskOrgState.Date Property

Version date

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[TaskOrgState Class](#)

[StpSDK Namespace](#)

TaskWhat Enumeration

"What" component of a task

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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	

DELAY	22
DELIVER_LEAFLET_PSYOP	23
DEMONSTRATE	24
DESTROY	25
DISRUPT	26
DISTRIBUTE_FOOD	27
EMPLACE	28
EQUIP_POLICE	29
ESCORT_CONVOY	30
EVACUATE_CASUALTIES	31
EVACUATE_CIVILIANS	32
EVACUATE_PRISONERS	33
FIX	34
FOLLOW	35
FOLLOW_AND_ASSUME	36
FOLLOW_AND_SUPPORT	37
HALT	38
HARRASSMENT_FIRES	39
HOUSE_TO_HOUSE_PSYOP	40
IED_ATTACK	41
LIMIT	42
LOOTING	43
MAINTAIN_HIDE	44
MAINTAIN_OUTPOST	45
MOVE	46
NEUTRALIZE	47
OBSERVE	48
OCCUPY	49
PATROL	50
PENETRATE	51
POSITION_SNIPER	52
PRIORITY_OF_FIRES	53
PROVIDE_MEDICAL_SERVICES	54
PROVIDE_SERVICE	55
RECEIVE	56

RECONSTRUCTION	57	
RECRUIT_POLICE	58	
REFUEL	59	
REGULATE_TRAFFIC	60	
REINFORCE	61	
RELEASE	62	
RESUPPLY	63	
RETAIN	64	
RIOTING	65	
SECURE	66	
SEEK_REFUGE	67	
SEIZE	68	
SNIPER_ATTACK	69	
SUPPLY	70	
SUPPLY_MUNITIONS	71	
TRAIN_POLICE	72	
TRANSFER_MUNITIONS	73	
TRASH_REMOVAL	74	
TURN	75	
TV_RADIO_PSYOP	76	
WATER_DELIVERY	77	
WILLFUL_RECruITING	78	

See Also

[StpSDK Namespace](#)

TaskWhy Enumeration

"Why" component of a task

Namespace: [StpSDK](#)

Assembly: StpSDK (in StpSDK.dll) Version: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public enum TaskWhy
```

C++

```
public enum class TaskWhy
```

Members

Member name	Value	Description
UNKNOWN	0	
ALLOW	1	
CAUSE	2	
CREATE	3	
DECEIVE	4	
DENY	5	
DIVERT	6	
ENABLE	7	
ENVELOP	8	
INFLUENCE	9	
OPEN	10	
PREVENT	11	
PROTECT	12	
SUPPORT	13	
SURPRISE	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public static class TimingConstants
```

C++

```
public ref class TimingConstants abstract sealed
```

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

Fields

	Name	Description
 	Timing_Expert	Short delay between strokes that may be sufficient to allow expert users to draw 2525 symbols
 	Timing_Not_Set	Not yet set
 	Timing_Novice	Longer delay between strokes to allow novice users to draw 2525 symbols
 	Timing_PLA	No lag between strokes - speech combined with single-stroke gesture (point/line/area/"harpoon", etc.) only
 	Timing_Sketch	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
 	Timing_Expert	Short delay between strokes that may be sufficient to allow expert users to draw 2525 symbols
 	Timing_Not_Set	Not yet set
 	Timing_Novice	Longer delay between strokes to allow novice users to draw 2525 symbols
 	Timing_PLA	No lag between strokes - speech combined with single-stroke gesture (point/line/area/"harpoon", etc.) only
 	Timing_Sketch	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

Syntax

C#

```
public static class Utility
```

C++

```
[ExtensionAttribute]
public ref class Utility abstract sealed
```

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

Methods

	Name	Description
 IsDefault(T)		Whether the given value is default(T)
 SpelledLettersToAcronym		Add compact representation of spelled out letters
 ToTitleCase		Convert A_STRING into Title Case
 TryConvertEnum(TFrom, TTo)		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
 	IsDefault(T)	Whether the given value is default(T)
 	SpelledLettersToAcronym	Add compact representation of spelled out letters
 	ToTitleCase	Convert A_STRING into Title Case
 	TryConvertEnum(TFrom, TTo)	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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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 *. 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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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: 0.1.0+d2d7ee5ffcd76721542b87a830611391f63a8a47

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](#)