

emt-sdk

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Chapter 1

Namespace Index

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Chapter 4

Namespace Documentation

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- class [ExhibitConnection](#)
- class [JsonObjectStringReader](#)
- class [ProjectorControl](#)
- class [ProtobufTcpClient](#)
- class [ProtobufTcpListener](#)

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- enum `ConnectionStateEnum`

4.3 `emt_sdk.Events` Namespace Reference

Classes

- class [EffectCall](#)
- class [EventManager](#)

4.4 `emt_sdk.Events.Local` Namespace Reference

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- class [SensorManager](#)

4.5 `emt_sdk.Events.NtpSync` Namespace Reference

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- class [NtpAction](#)
- class [NtpScheduler](#)

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Classes

- class [EventRelayClient](#)
Client event relaying connection for any external applications using `emt_sdk` events. Receives master local, remote and events sent through this client.
- class [EventRelayServer](#)
Server event relaying connection for any external applications using `emt_sdk` events. Relays local, remote and even relayed events to a connected [EventRelayClient](#). This should not be used in user code and is only for the main managing application.

4.7 `emt_sdk.Events.Remote` Namespace Reference

Classes

- class [InterdeviceEventRelay](#)
- class [OutgoingEventConnection](#)
Connection between two `emt_sdk` devices - client and server event server

4.8 `emt_sdk.Extensions` Namespace Reference

Classes

- class **IMessageExtensions**
[Extensions](#) for protobug communication
- class **VersionExtensions**

4.9 emt_sdk.Generated Namespace Reference

4.10 emt_sdk.Generated.ScenePackage Namespace Reference

Classes

- class [Action](#)
- class **AspectRatioConverter**
- class [CameraAnimation](#)
- class [CanvasDimensions](#)
- class **ConditionConverter**
- class **Converter**
- class [Element](#)
- class **FlagInteractionConverter**
- class [GalleryImage](#)
- class [Layout](#)
- class **LayoutTypeConverter**
- class [Mapping](#)
- class [Metadata](#)
- class [ModelCameraTarget](#)
- class [ModelFlag](#)
- class [Other](#)
- class [Package](#)
- class [PackageDescriptor](#)
 - Implementation of [PackageDescriptor](#) logic.
- class [Parameters](#)
- class [Settings](#)
- class [Sync](#)
- class **ThresholdTypeConverter**
- class **TypeEnumConverter**
- class [Vector2](#)
- class [Vector3](#)
- class [VideoEvent](#)

Enumerations

- enum **Condition**
- enum **ThresholdType**
- enum **TypeEnum**
- enum **AspectRatio**
- enum **FlagInteraction**
- enum **LayoutType**

4.11 emt_sdk.Scene Namespace Reference

Classes

- class [Gallery](#)
 - Definition of gallery specific data
- class [GltfObject](#)
 - Definition of 3D scene specific data
- class [VideoScene](#)
 - Definition of video scene specific data

4.12 emt_sdk.ScenePackage Namespace Reference

Classes

- class [PackageLoader](#)
- class [Viewport](#)

4.13 emt_sdk.Settings Namespace Reference

Classes

- class [ColorSetting](#)
- class [CommunicationSettings](#)
- class [DisplaySetting](#)
- class [EmtSetting](#)
Settings for the entire EMT device
- class [IPWSetting](#)
Settings for an Interactive Projection Wall
- class [PeppersGhostSetting](#)
Settings for a Pepper's ghost effect device
- class [SkewSetting](#)
Describes screen keystone transformation quad Coordinate space starts at -1, -1 for the bottom left corner And ends at 1, 1 for the top right corner

4.14 Naki3D Namespace Reference

4.15 Naki3D.Common Namespace Reference

4.16 Naki3D.Common.Protocol Namespace Reference

Classes

- class [BestUserChangedData](#)
- class **CameraReflection**
Holder for reflection information generated from camera.proto
- class [CECMessage](#)
- class [ClearPackage](#)
Instructs the device to clear/unload the loaded package, optionally deleting the package data.
- class **CommandsReflection**
Holder for reflection information generated from commands.proto
- class [ConnectionAcknowledgement](#)
(2) Server -> Device
- class **ConnectionReflection**
Holder for reflection information generated from connection.proto
- class [ConnectionRequest](#)
(1) Device -> Server

- class [DeviceDescriptor](#)
Information for the server to filter out what content the device is capable of (interactively) displaying.
- class [DeviceMessage](#)
Device -> Server Message wrapper, same as above.
- class [EncryptionInfo](#)
For setting up p2p encryption in case of
- class [Environment](#)
- class [EventData](#)
Device -> Device
- class **EventReflection**
Holder for reflection information generated from event.proto
- class [EventScript](#)
- class [FingerState](#)
- class [GestureData](#)
Raspi -> Device
- class [HandFingerState](#)
- class [HandMovementData](#)
- class **HandtrackingReflection**
Holder for reflection information generated from handtracking/handtracking.proto
- class [Image](#)
- class **KeyboardReflection**
Holder for reflection information generated from keyboard.proto
- class [KeyboardUpdateData](#)
Raspi -> Device
- class [LightLevelData](#)
- class [LoadPackage](#)
Instructs the device to load the specified resource and start displaying it.
- class **ManagementReflection**
Holder for reflection information generated from management.proto
- class [ManagementRequest](#)
We've covered there's going to be an optional management app, but not the capabilities, just a placeholder
- class [ManagementResponse](#)
- class [MediapipeHandTrackingData](#)
- class **MediapipeReflection**
Holder for reflection information generated from handtracking/mediapipe.proto
- class [Model3D](#)
- class [MouseButtonData](#)
- class [MouseMoveData](#)
Raspi -> Device
- class **MouseReflection**
Holder for reflection information generated from mouse.proto
- class [MouseScrollData](#)
- class [Panorama](#)
- class [Ping](#)
Basically an empty ping message, just to maintain connection.
- class [PirMovementData](#)
- class **RealsenseReflection**
Holder for reflection information generated from handtracking/realsense.proto
- class [Resource](#)
- class **ResourceReflection**
Holder for reflection information generated from resource.proto
- class [Scene3D](#)

- class [SensorControlMessage](#)
Device -> RasPi Message wrapper, same as above.
- class [SensorInfo](#)
- class [SensorList](#)
- class [SensorListRequest](#)
- class [SensorMessage](#)
RasPi -> Device Message wrapper, same as above.
- class **SensorReflection**
Holder for reflection information generated from sensor.proto
- class [ServerMessage](#)
Server -> Device Message wrapper to allow identifying which message was sent using protobuf.
- class **TypesReflection**
Holder for reflection information generated from types.proto
- class [UltrasonicDistanceData](#)
Raspi -> Device
- class [Vector2](#)
- class [Vector3](#)
- class [VersionInfo](#)
Same for both peers, version for compatibility checks. Probably SEMVER?
- class [Video](#)
- class **WrappersReflection**
Holder for reflection information generated from wrappers.proto

Enumerations

- enum **GestureType**
- enum **HandType**
- enum **PerformanceCap**
- enum **SensorType**
- enum **DeviceType**
- enum **HandGestureType**
- enum **HandSide**
- enum **KeyActionType**
- enum **MouseActionType**
- enum **MouseScrollType**
- enum [CECAction](#)
Reverse control
- enum **PirMovementEvent**

Chapter 5

Class Documentation

5.1 emt_sdk.Generated.ScenePackage.Action Class Reference

Public Member Functions

- double? **MapValue** ([SensorMessage](#) message)
- bool **ShouldExecute** ([SensorMessage](#) message)

Properties

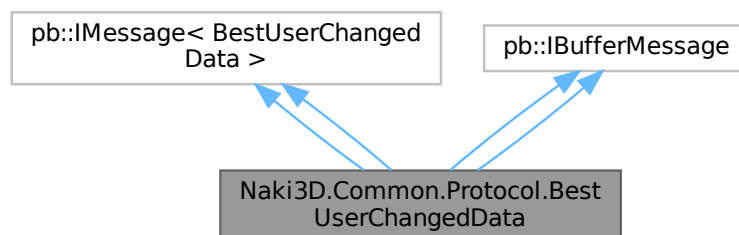
- string **Effect** [get, set]
- [Mapping](#) **Mapping** [get, set]
- TypeEnum **Type** [get, set]

The documentation for this class was generated from the following files:

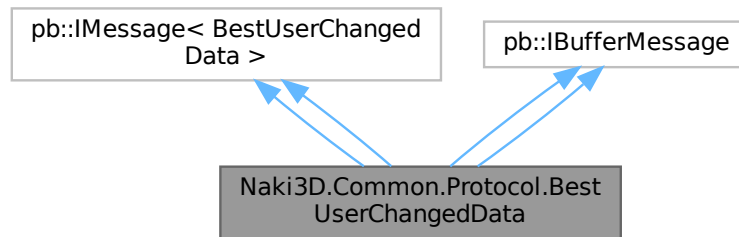
- emt-sdk/Events/Action.cs
- emt-sdk/Generated/ScenePackage/Package.cs

5.2 Naki3D.Common.Protocol.BestUserChangedData Class Reference

Inheritance diagram for Naki3D.Common.Protocol.BestUserChangedData:



Collaboration diagram for Naki3D.Common.Protocol.BestUserChangedData:



Public Member Functions

- **BestUserChangedData** ([BestUserChangedData](#) other)
- [BestUserChangedData](#) **Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([BestUserChangedData](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([BestUserChangedData](#) other)
- void **MergeFrom** (pb::CodedInputStream input)
- **BestUserChangedData** ([BestUserChangedData](#) other)
- [BestUserChangedData](#) **Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([BestUserChangedData](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([BestUserChangedData](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **BestUserIdFieldNumber** = 1
Field number for the "best_user_id" field.
- const int **UserCountFieldNumber** = 2
Field number for the "user_count" field.

Properties

- static pb::MessageParser< [BestUserChangedData](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- int **BestUserId** [get, set]
- int **UserCount** [get, set]

The documentation for this class was generated from the following files:

- emt-sdk/obj/Debug/netstandard2.0/Camera.cs
- emt-sdk/obj/Debug/netstandard2.0/handtracking/Realsense.cs

5.3 emt_sdk.Generated.ScenePackage.CameraAnimation Class Reference

Properties

- double? **Distance** [get, set]
- double? **Height** [get, set]
- [ModelCameraTarget](#) **LookAt** [get, set]
- [ModelCameraTarget](#) **Origin** [get, set]
- double? **RevolutionTime** [get, set]

The documentation for this class was generated from the following file:

- emt-sdk/Generated/ScenePackage/Package.cs

5.4 emt_sdk.Generated.ScenePackage.CanvasDimensions Class Reference

Properties

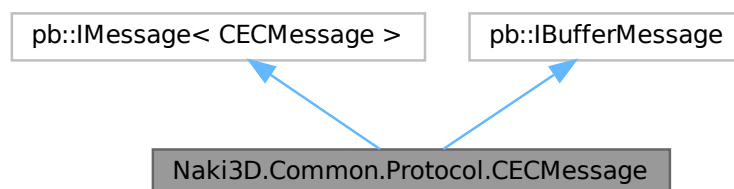
- long? **Height** [get, set]
- long? **Width** [get, set]

The documentation for this class was generated from the following file:

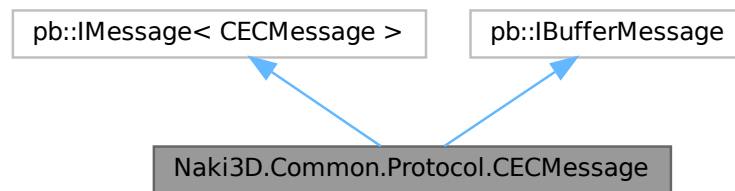
- emt-sdk/Generated/ScenePackage/Package.cs

5.5 Naki3D.Common.Protocol.CECMessage Class Reference

Inheritance diagram for Naki3D.Common.Protocol.CECMessage:



Collaboration diagram for Naki3D.Common.Protocol.CECMessage:



Public Member Functions

- **CECMessage** ([CECMessage](#) other)
- [CECMessage](#) **Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([CECMessage](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([CECMessage](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **ActionFieldNumber** = 1
Field number for the "action" field.

Properties

- static pb::MessageParser< [CECMessage](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- global::Naki3D.Common.Protocol.CECAction **Action** [get, set]

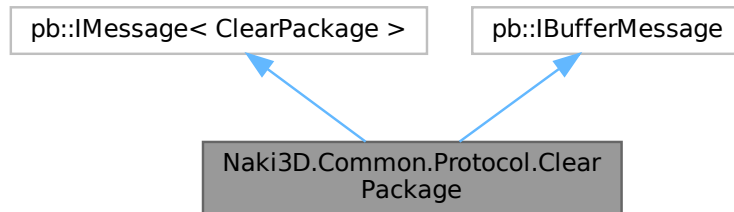
The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Sensor.cs

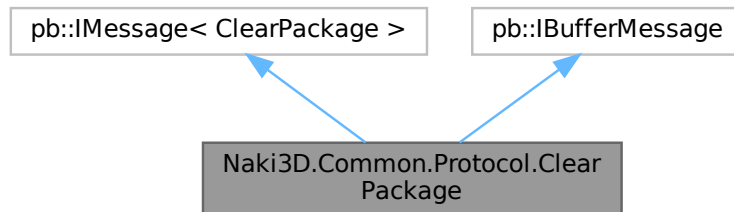
5.6 Naki3D.Common.Protocol.ClearPackage Class Reference

Instructs the device to clear/unload the loaded package, optionally deleting the package data.

Inheritance diagram for Naki3D.Common.Protocol.ClearPackage:



Collaboration diagram for Naki3D.Common.Protocol.ClearPackage:



Public Member Functions

- **ClearPackage** ([ClearPackage](#) other)
- [ClearPackage Clone](#) ()
- override bool **Equals** (object other)
- bool **Equals** ([ClearPackage](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([ClearPackage](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **PurgeDataFieldNumber** = 1
Field number for the "purge_data" field.

Properties

- static `pbr::MessageParser< ClearPackage > Parser` [get]
- static `pbr::MessageDescriptor Descriptor` [get]
- bool **PurgeData** [get, set]

5.6.1 Detailed Description

Instructs the device to clear/unload the loaded package, optionally deleting the package data.

The documentation for this class was generated from the following file:

- `emt-sdk/obj/Debug/netstandard2.0/Commands.cs`

5.7 `emt_sdk.Settings.ColorSetting.Color` Class Reference

Properties

- float **R** = 1f [get, set]
- float **G** = 1f [get, set]
- float **B** = 1f [get, set]

The documentation for this class was generated from the following file:

- `emt-sdk/Settings/ColorSetting.cs`

5.8 `emt_sdk.Settings.ColorSetting` Class Reference

Classes

- class [Color](#)

Properties

- float **Saturation** = 1f [get, set]
Absolute saturation of image (0.0 - 1.0). Does not support HDR.
- float **Contrast** = 1f [get, set]
Absolute contrast of image (0.0 - 1.0).
- [Color](#) **Brightness** = new [Color](#)() [get, set]
Multiplicative brightness of image (0.0 - 1.0). IPW does not support HDR.

The documentation for this class was generated from the following file:

- `emt-sdk/Settings/ColorSetting.cs`

5.9 emt_sdk.Settings.CommunicationSettings Class Reference

Properties

- string **ContentHostname** [get, set]
Hostname of the Content Manager server
- int **ContentPort** = 3917 [get, set]
Port of the Content Manager server
- string **SensorListenIp** [get, set]
IP used by Events.Local.EventManager for listening for incoming sensor events
- string **InterdeviceListenIp** [get, set]
IP used by Events.Local.EventManager for listening for other [emt_sdk](#) devices
- int **EventListenPort** = 5000 [get, set]
Port used by Events.Local.EventManager for listening for incoming sensor events and [emt_sdk](#) devices. Port is the same for both sensor and interdevice communication, connections get filtered based on their IP.
- string **NtpHostname** [get, set]
Hostname of NTP server, can be null for default european NTP server defined in [Events.NtpSync.NtpScheduler](#) (requires outside internet connection)

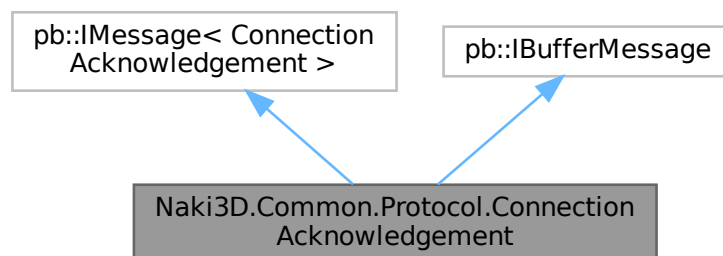
The documentation for this class was generated from the following file:

- emt-sdk/Settings/CommunicationSettings.cs

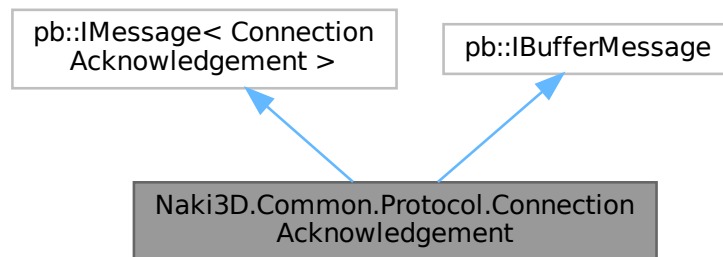
5.10 Naki3D.Common.Protocol.ConnectionAcknowledgement Class Reference

(2) Server -> Device

Inheritance diagram for Naki3D.Common.Protocol.ConnectionAcknowledgement:



Collaboration diagram for Naki3D.Common.Protocol.ConnectionAcknowledgement:



Public Member Functions

- **ConnectionAcknowledgement** ([ConnectionAcknowledgement](#) other)
- [ConnectionAcknowledgement](#) **Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([ConnectionAcknowledgement](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([ConnectionAcknowledgement](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **ConnectionIdFieldNumber** = 1
Field number for the "connection_id" field.
- const int **VerifiedFieldNumber** = 2
Field number for the "verified" field.

Properties

- static pb::MessageParser< [ConnectionAcknowledgement](#) > **Parser** [get]
- static pb::MessageDescriptor **Descriptor** [get]
- string **ConnectionId** [get, set]
server echoes ID back
- bool **Verified** [get, set]
whether the device is already known to the server

5.10.1 Detailed Description

(2) Server -> Device

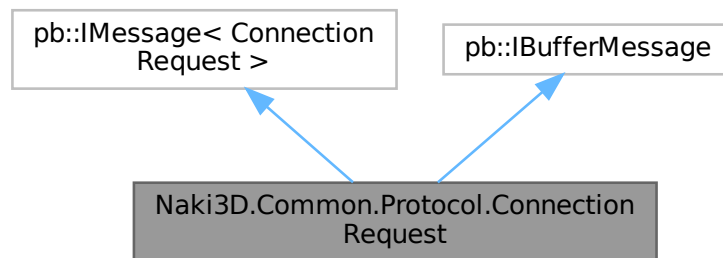
The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Connection.cs

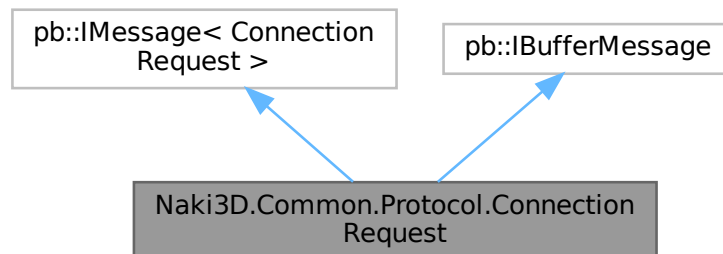
5.11 Naki3D.Common.Protocol.ConnectionRequest Class Reference

(1) Device -> Server

Inheritance diagram for Naki3D.Common.Protocol.ConnectionRequest:



Collaboration diagram for Naki3D.Common.Protocol.ConnectionRequest:



Public Member Functions

- **ConnectionRequest** ([ConnectionRequest](#) other)
- [ConnectionRequest Clone](#) ()
- override bool **Equals** (object other)
- bool **Equals** ([ConnectionRequest](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([ConnectionRequest](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **ConnectionIdFieldNumber** = 1
Field number for the "connection_id" field.
- const int **PublicKeyFieldNumber** = 2
Field number for the "public_key" field.

Properties

- static pb::MessageParser< [ConnectionRequest](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- string **ConnectionId** [get, set]
unique ID of connecting PC (e.g. hostname)
- pb::ByteString **PublicKey** [get, set]
Used to later generate (or renew) a certificate for the device.

5.11.1 Detailed Description

(1) Device -> Server

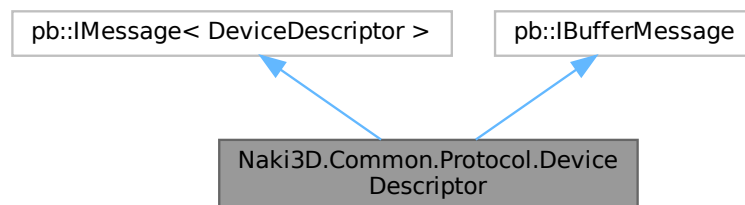
The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Connection.cs

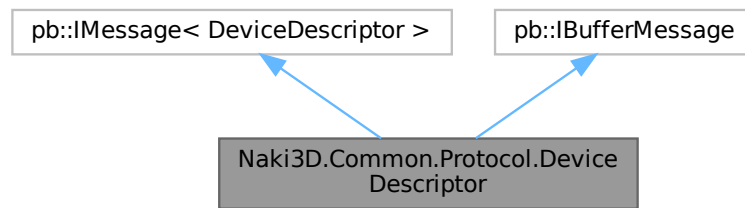
5.12 Naki3D.Common.Protocol.DeviceDescriptor Class Reference

Information for the server to filter out what content the device is capable of (interactively) displaying.

Inheritance diagram for Naki3D.Common.Protocol.DeviceDescriptor:



Collaboration diagram for Naki3D.Common.Protocol.DeviceDescriptor:



Public Member Functions

- **DeviceDescriptor** ([DeviceDescriptor](#) other)
- [DeviceDescriptor Clone](#) ()
- override bool **Equals** (object other)
- bool **Equals** ([DeviceDescriptor](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([DeviceDescriptor](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **TypeFieldNumber** = 1
Field number for the "type" field.
- const int **PerformanceCapFieldNumber** = 2
Field number for the "performanceCap" field.
- const int **LocalSensorsFieldNumber** = 3
Field number for the "localSensors" field.

Properties

- static pb::MessageParser< [DeviceDescriptor](#) > **Parser** [get]
- static pb::MessageDescriptor **Descriptor** [get]
- global::Naki3D.Common.Protocol.DeviceType **Type** [get, set]
- global::Naki3D.Common.Protocol.PerformanceCap **PerformanceCap** [get, set]
- pb::RepeatedField< global::Naki3D.Common.Protocol.SensorType > **LocalSensors** [get]
These sensors are expected to always be available: Time, Mobile app

5.12.1 Detailed Description

Information for the server to filter out what content the device is capable of (interactively) displaying.

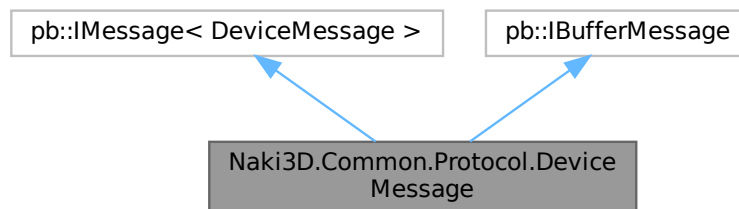
The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Connection.cs

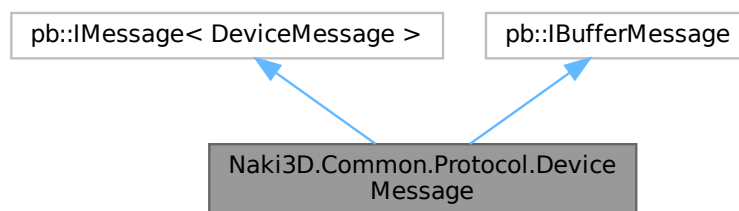
5.13 Naki3D.Common.Protocol.DeviceMessage Class Reference

Device -> Server Message wrapper, same as above.

Inheritance diagram for Naki3D.Common.Protocol.DeviceMessage:



Collaboration diagram for Naki3D.Common.Protocol.DeviceMessage:



Public Types

- enum [MessageOneofCase](#)
Enum of possible cases for the "message" oneof.

Public Member Functions

- **DeviceMessage** ([DeviceMessage](#) other)
- **DeviceMessage Clone** ()
- void **ClearMessage** ()
- override bool **Equals** (object other)
- bool **Equals** ([DeviceMessage](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([DeviceMessage](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **ConnectionIdFieldNumber** = 1
Field number for the "connection_id" field.
- const int **DeviceDescriptorFieldNumber** = 16
Field number for the "device_descriptor" field.
- const int **PingFieldNumber** = 17
Field number for the "ping" field.

Properties

- static pb::MessageParser< [DeviceMessage](#) > **Parser** [get]
- static pb::MessageDescriptor **Descriptor** [get]
- string **ConnectionId** [get, set]
- global::Naki3D.Common.Protocol.DeviceDescriptor **DeviceDescriptor** [get, set]
connection.proto
- global::Naki3D.Common.Protocol.Ping **Ping** [get, set]
- [MessageOneofCase](#) **MessageCase** [get]

5.13.1 Detailed Description

Device -> Server Message wrapper, same as above.

The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Wrappers.cs

5.14 emt_sdk.Settings.DisplaySetting Class Reference

Properties

- int **DisplayId** [get, set]
Id of display as defined in Unity. Should match display numbers in Windows / xorg.
- [ColorSetting](#) **Color** = new [ColorSetting](#)() [get, set]
Color transformation settings
- [SkewSetting](#) **Skew** = new [SkewSetting](#)() [get, set]
Keystone transformation settings
- float **CrossOver** [get, set]
Relative percentage of image (0.0 - 1.0) that should be overlayed in the middle. This is used for a smoother transition in the middle of the IPW.

The documentation for this class was generated from the following file:

- emt-sdk/Settings/DisplaySetting.cs

5.15 emt_sdk.Events.EffectCall Class Reference

Properties

- string **Name** [get, set]
- double? **Value** [get, set]

The documentation for this class was generated from the following file:

- emt-sdk/Events/EffectCall.cs

5.16 emt_sdk.Generated.ScenePackage.Element Class Reference

Properties

- string **Hostname** [get, set]
- string **Role** [get, set]
- string **ViewportTransform** [get, set]
- [Viewport](#) **Viewport** [get]

The documentation for this class was generated from the following files:

- emt-sdk/Generated/ScenePackage/Package.cs
- emt-sdk/ScenePackage/Element.cs

5.17 emt_sdk.Settings.EmtSetting Class Reference

[Settings](#) for the entire EMT device

Public Member Functions

- void **Save** ()

Static Public Member Functions

- static [EmtSetting](#) **FromConfig** ()
Attempts to load the config from the default location, otherwise returns null

Properties

- static bool **ConfigExists** [get]
- DeviceType **Type** [get, set]
Type of current device
- PerformanceCap **PerformanceCap** [get, set]
Performance capabilities of current device
- [CommunicationSettings](#) **Communication** = new [CommunicationSettings](#)() [get, set]
Settings for all remote connections
- string **StartupPackage** [get, set]
Name of default package loaded at startup

5.17.1 Detailed Description

[Settings](#) for the entire EMT device

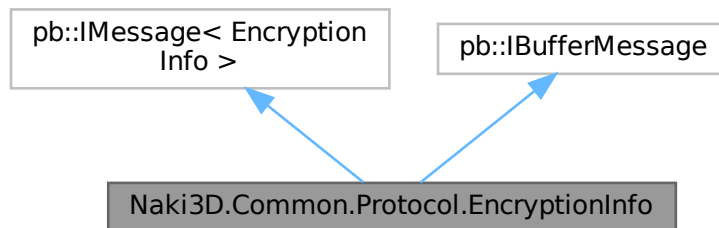
The documentation for this class was generated from the following file:

- emt-sdk/Settings/EmtSetting.cs

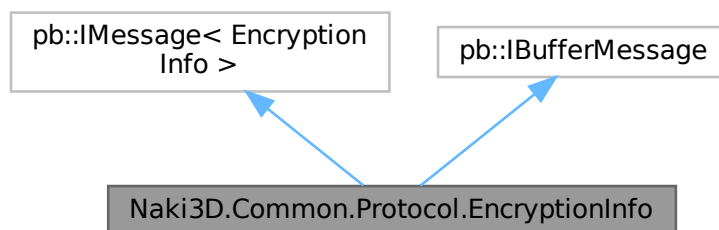
5.18 Naki3D.Common.Protocol.EncryptionInfo Class Reference

For setting up p2p encryption in case of

Inheritance diagram for Naki3D.Common.Protocol.EncryptionInfo:



Collaboration diagram for Naki3D.Common.Protocol.EncryptionInfo:



Public Member Functions

- **EncryptionInfo** ([EncryptionInfo](#) other)
- **EncryptionInfo Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([EncryptionInfo](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([EncryptionInfo](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **DeviceCertificateFieldNumber** = 1
Field number for the "deviceCertificate" field.
- const int **ManagementKeysFieldNumber** = 2
Field number for the "managementKeys" field.

Properties

- static pb::MessageParser< [EncryptionInfo](#) > **Parser** [get]
- static pb::MessageDescriptor **Descriptor** [get]
- pb::ByteString **DeviceCertificate** [get, set]
Certificate signed by the server to identify the device.
- pb::RepeatedField< pb::ByteString > **ManagementKeys** [get]
Keys for remote management (without central server) authorization.

5.18.1 Detailed Description

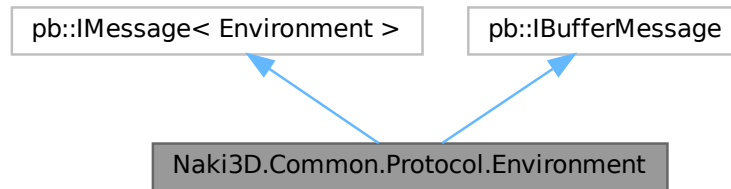
For setting up p2p encryption in case of

The documentation for this class was generated from the following file:

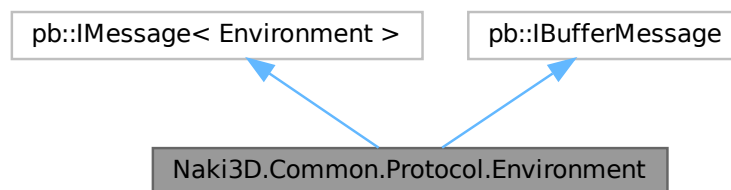
- emt-sdk/obj/Debug/netstandard2.0/Connection.cs

5.19 Naki3D.Common.Protocol.Environment Class Reference

Inheritance diagram for Naki3D.Common.Protocol.Environment:



Collaboration diagram for Naki3D.Common.Protocol.Environment:



Classes

- class **Types**

Container for nested types declared in the [Environment](#) message type.

Public Member Functions

- **Environment** ([Environment](#) other)
- [Environment](#) **Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([Environment](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([Environment](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **EngineTypeFieldNumber** = 1
Field number for the "engine_type" field.
- const int **EngineVersionFieldNumber** = 2
Field number for the "engine_version" field.

Properties

- static pb::MessageParser< [Environment](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- global::Naki3D.Common.Protocol.Environment.Types.Engine **EngineType** [get, set]
- string **EngineVersion** [get, set]
Following could be added later to allow windows support. We'd have to solve rebooting, running other content on win as well, etc. enum OS { LINUX = 0; WINDOWS = 1; } OS target_os = 3;

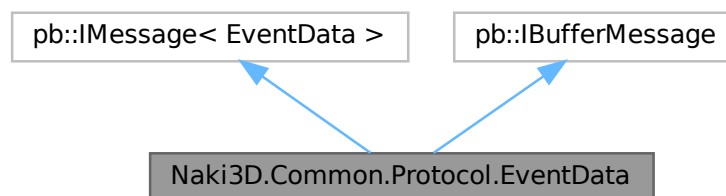
The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Resource.cs

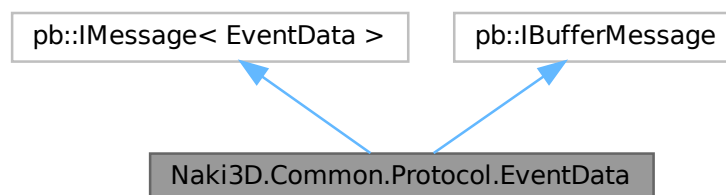
5.20 Naki3D.Common.Protocol.EventData Class Reference

Device -> Device

Inheritance diagram for Naki3D.Common.Protocol.EventData:



Collaboration diagram for Naki3D.Common.Protocol.EventData:



Public Member Functions

- **EventData** ([EventData](#) other)
- **EventData Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([EventData](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([EventData](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **NameFieldNumber** = 1
Field number for the "name" field.
- const int **ParametersFieldNumber** = 2
Field number for the "parameters" field.

Properties

- static pb::MessageParser< [EventData](#) > **Parser** [get]
- static pb::MessageDescriptor **Descriptor** [get]
- string **Name** [get, set]
- string **Parameters** [get, set]
No strict definition, can be context-specific

5.20.1 Detailed Description

Device -> Device

The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Event.cs

5.21 emt_sdk.Events.EventManager Class Reference

Public Member Functions

- delegate void **SensorMessageHandler** ([SensorMessage](#) message)
Handler for processing sensor data
- delegate void **EffectHandler** ([EffectCall](#) e)
Handler for executing effects
- void **ConnectSensor** ([CommunicationSettings](#) settings)
Hosts a local sensor server. This method will not block the current thread.
- void **ConnectRemote** ([Sync](#) sync, [CommunicationSettings](#) settings)
Connects to remote interdevice relay or hosts one depending on sync . This method will not block the current thread.
- void **BroadcastEvent** ([SensorMessage](#) message)

Properties

- static [EventManager](#) **Instance** = new [EventManager](#)() [get]
- [SensorManager](#) **SensorManager** [get]
- [InterdeviceEventRelay](#) **InterdeviceEventRelay** [get]
- [OutgoingEventConnection](#) **OutgoingEventConnection** [get]
- bool **IsInterdeviceRelay** [get]
- bool **ConnectedRemote** = false [get]
- List< [Action](#) > **Actions** = new List<[Action](#)>() [get]

Events

- [SensorMessageHandler](#) **OnEventReceived**
Called whenever an event is received either locally, from other device or from a relay
- [EffectHandler](#) **OnEffectCalled**
Called whenever an effect is executed

5.21.1 Member Function Documentation

5.21.1.1 ConnectRemote()

```
void emt_sdk.Events.EventManager.ConnectRemote (
    Sync sync,
    CommunicationSettings settings ) [inline]
```

Connects to remote interdevice relay or hosts one depending on *sync*. This method will not block the current thread.

Parameters

<i>sync</i>	emt_sdk device information
<i>settings</i>	Network settings

Exceptions

<i>InvalidOperationException</i>	
--	--

5.21.1.2 ConnectSensor()

```
void emt_sdk.Events.EventManager.ConnectSensor (
    CommunicationSettings settings ) [inline]
```

Hosts a local sensor server. This method will not block the current thread.

Parameters

<i>settings</i>	
-----------------	--

Exceptions

<i>InvalidOperationException</i>	
----------------------------------	--

5.21.1.3 SensorMessageHandler()

```
delegate void emt_sdk.Events.EventManager.SensorMessageHandler (
    SensorMessage message )
```

Handler for processing sensor data

Parameters

<i>message</i>	
----------------	--

The documentation for this class was generated from the following file:

- emt-sdk/Events/EventManager.cs

5.22 emt_sdk.Events.Relay.EventRelayClient Class Reference

Client event relaying connection for any external applications using [emt_sdk](#) events. Receives master local, remote and events sent through this client.

Public Member Functions

- void [Connect](#) (int port=[EventManager.RELAY_PORT](#))
Connects to a master server for sending and receiving events, only tries the loopback interface. Blocking call, run this in a separate thread/task.
- void [BroadcastEvent](#) ([SensorMessage](#) message)
Broadcasts an event to the master relay server which will send it to all other connected devices.

Public Attributes

- CancellationTokenSource **TokenSource**
Token source for closing socket connection, may be closed after receiving one more event

Properties

- bool **IsConnected** [get]

Whether the client is currently connected to a server. Verify this before sending any events

Events

- SensorMessageHandler **OnEventReceived**

Called whenever a SensorMessage is received from relay server

5.22.1 Detailed Description

Client event relaying connection for any external applications using [emt_sdk](#) events. Receives master local, remote and events sent through this client.

5.22.2 Member Function Documentation

5.22.2.1 BroadcastEvent()

```
void emt_sdk.Events.Relay.EventRelayClient.BroadcastEvent (
    SensorMessage message ) [inline]
```

Broadcasts an event to the master relay server which will send it to all other connected devices.

Exceptions

<i>ArgumentNullException</i>	Thrown when passed event is null
<i>InvalidOperationException</i>	Thrown when client is not connected

Parameters

<i>message</i>	Event to be sent
----------------	------------------

5.22.2.2 Connect()

```
void emt_sdk.Events.Relay.EventRelayClient.Connect (
    int port = EventRelayServer.RELAY\_PORT ) [inline]
```

Connects to a master server for sending and receiving events, only tries the loopback interface. Blocking call, run this in a separate thread/task.

Exceptions

<i>SocketException</i>	Thrown on any socket related problem
------------------------	--------------------------------------

Parameters

<i>port</i>	Target server port
-------------	--------------------

The documentation for this class was generated from the following file:

- emt-sdk/Events/Relay/EventRelayClient.cs

5.23 emt_sdk.Events.Relay.EventRelayServer Class Reference

Server event relaying connection for any external applications using [emt_sdk](#) events. Relays local, remote and even relayed events to a connected [EventRelayClient](#). This should not be used in user code and is only for the main managing application.

Public Member Functions

- void [Listen](#) (int port=[RELAY_PORT](#))
Starts listening on port on the loopback interface. Blocking call, run this in a separate thread/task.
- void [RelayLocalEvent](#) ([SensorMessage](#) message)
Relays a message to the connected client that is not sent to any other device. Should be used only for debugging purposes.

Public Attributes

- CancellationTokenSource **TokenSource**
Token source for closing socket connection, may be closed after receiving one more event

Static Public Attributes

- const int **RELAY_PORT** = 49155
Default relay listening port

Properties

- bool **IsConnected** [get]
Whether the server is connected to a matching client

5.23.1 Detailed Description

Server event relaying connection for any external applications using [emt_sdk](#) events. Relays local, remote and even relayed events to a connected [EventRelayClient](#). This should not be used in user code and is only for the main managing application.

5.23.2 Member Function Documentation

5.23.2.1 Listen()

```
void emt_sdk.Events.Relay.EventRelayServer.Listen (
    int port = RELAY_PORT ) [inline]
```

Starts listening on *port* on the loopback interface. Blocking call, run this in a separate thread/task.

Exceptions

<i>SocketException</i>	Thrown on any socket related problem
------------------------	--------------------------------------

Parameters

<i>port</i>	Listening port
-------------	----------------

5.23.2.2 RelayLocalEvent()

```
void emt_sdk.Events.Relay.EventRelayServer.RelayLocalEvent (
    SensorMessage message ) [inline]
```

Relays a message to the connected client that is not sent to any other device. Should be used only for debugging purposes.

Exceptions

<i>ArgumentNullException</i>	Thrown when passed event is null
<i>InvalidOperationException</i>	Thrown when server is not connected

Parameters

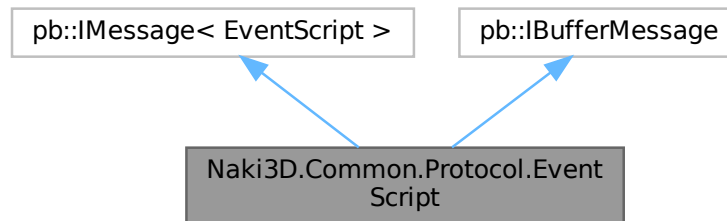
<i>message</i>	Event to be sent
----------------	------------------

The documentation for this class was generated from the following file:

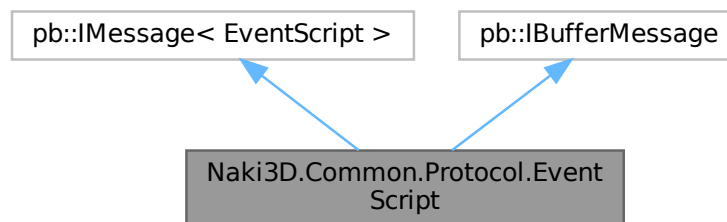
- emt-sdk/Events/Relay/EventRelayServer.cs

5.24 Naki3D.Common.Protocol.EventScript Class Reference

Inheritance diagram for Naki3D.Common.Protocol.EventScript:



Collaboration diagram for Naki3D.Common.Protocol.EventScript:



Public Member Functions

- **EventScript** ([EventScript](#) other)
- **EventScript Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([EventScript](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([EventScript](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **NameFieldNumber** = 1
Field number for the "name" field.
- const int **IdFieldNumber** = 3
Field number for the "id" field.

Properties

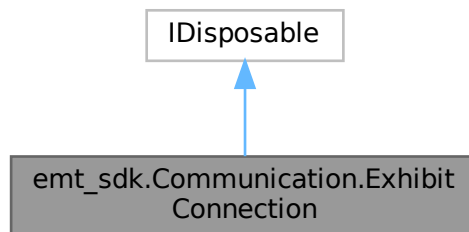
- static pb::MessageParser< [EventScript](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- string **Name** [get, set]
- string **Id** [get, set]

The documentation for this class was generated from the following file:

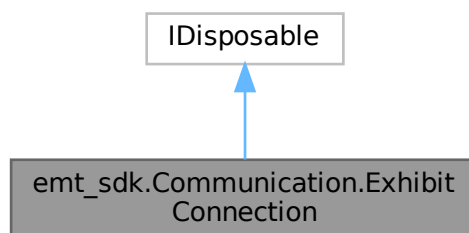
- emt-sdk/obj/Debug/netstandard2.0/Resource.cs

5.25 emt_sdk.Communication.ExhibitConnection Class Reference

Inheritance diagram for emt_sdk.Communication.ExhibitConnection:



Collaboration diagram for emt_sdk.Communication.ExhibitConnection:



Public Member Functions

- **ExhibitConnection** ([CommunicationSettings](#) settings, [DeviceDescriptor](#) descriptor, string id=null)
- void **Connect** ()
- void **Dispose** ()

Properties

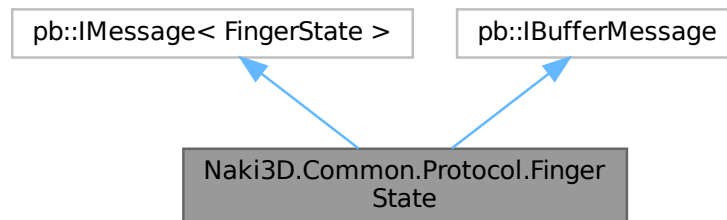
- bool **IsConnected** [get]
- bool **Verified** = false [get]
- [VersionInfo](#) **ClientVersion** [get]
- [VersionInfo](#) **ServerVersion** [get]
- ConnectionStateEnum **ConnectionState** = ConnectionStateEnum.Disconnected [get]
- [EncryptionInfo](#) **EncryptionInfo** = null [get]
- float **ReconnectInterval** = 5000 [get, set]
 - Gets or sets the reconnect interval in ms*
- Action< [LoadPackage](#) > **LoadPackageHandler** [get, set]
- Action< [ClearPackage](#) > **ClearPackageHandler** [get, set]

The documentation for this class was generated from the following file:

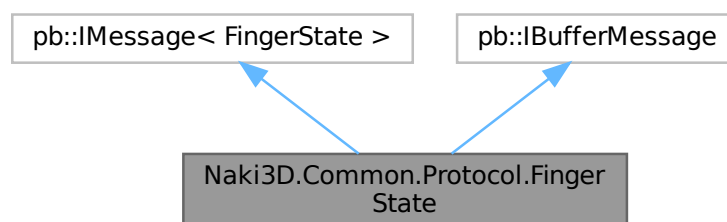
- emt-sdk/Communication/ExhibitConnection.cs

5.26 Naki3D.Common.Protocol.FingerState Class Reference

Inheritance diagram for Naki3D.Common.Protocol.FingerState:



Collaboration diagram for Naki3D.Common.Protocol.FingerState:



Public Member Functions

- **FingerState** ([FingerState](#) other)
- [FingerState](#) **Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([FingerState](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([FingerState](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **ClosedFieldNumber** = 1
Field number for the "closed" field.
- const int **PositionFieldNumber** = 2
Field number for the "position" field.

Properties

- static pb::MessageParser< [FingerState](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- bool **Closed** [get, set]
Whether joints are bent
- global::Naki3D.Common.Protocol.Vector3 **Position** [get, set]
Fingertip position relative to wrist

The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/handtracking/Mediapipe.cs

5.27 emt_sdk.Scene.GltfObject.Flag Class Reference

Description flag in model

Properties

- [GltfLocation](#) **Location** [get, set]
Location of flag
- string **Text** [get, set]
Displayed text
- string **ActivatedAction** [get, set]
Action to execute on flag activation, null if no action should be performed.
- string **SelectedAction** [get, set]
Action to execute on flag selection, null if no action should be performed.
- string **ForegroundColor** [get, set]
- string **BackgroundColor** [get, set]
- string **StalkColor** [get, set]
- bool **CanSelect** [get, set]
Whether this flag can be selected. Value of false disables both [ActivatedAction](#) and [SelectedAction](#).

5.27.1 Detailed Description

Description flag in model

The documentation for this class was generated from the following file:

- emt-sdk/Scene/GltfObject.cs

5.28 emt_sdk.Scene.Gallery Class Reference

Definition of gallery specific data

Classes

- class [GalleryImage](#)
Single gallery image
- class [GalleryLayout](#)
- class [GridLayout](#)
Layout where images are aligned in a grid, wrapping?
- class [ListLayout](#)
Layout where images are laid in a single line, wrapping after reaching the end of the list

Public Types

- enum [GalleryLayoutEnum](#)
Layout of the gallery images

Properties

- [GalleryLayoutEnum](#) **LayoutType** [get, set]
Active layout for this gallery
- [GalleryLayout](#) **Layout** [get, set]
Parameters of the specific layout in [LayoutType](#)
- [Vector2](#) **Padding** [get, set]
Percentage of screen space along the edges used as padding from 0.0 to 1.0 (e.g. (0.2, 0.1) would be 20% horizontally and 10% vertically).
- float **ScrollDelay** [get, set]
How long should the delay between automatic scrolling steps in seconds. Value of 0 disables automatic scrolling.
- float **SlideAnimationLength** [get, set]
How long the scroll animation itself should be in seconds (default is 0.3s)
- string **BackgroundColor** [get, set]
Background color in hex, formatted as #RRGGBB (e.g. #A1FF12)

5.28.1 Detailed Description

Definition of gallery specific data

The documentation for this class was generated from the following file:

- emt-sdk/Scene/Gallery.cs

5.29 emt_sdk.Generated.ScenePackage.GalleryImage Class Reference

Properties

- string **ActivatedEvent** [get, set]
- string **FileName** [get, set]
- string **SelectedEvent** [get, set]

The documentation for this class was generated from the following file:

- emt-sdk/Generated/ScenePackage/Package.cs

5.30 emt_sdk.Scene.Gallery.GalleryImage Class Reference

Single gallery image

Properties

- string **FileName** [get, set]
Image file path
- string **ActivatedAction** [get, set]
Executed action when image is activated (specifically interacted with)
- string **SelectedAction** [get, set]
Executed action when image is selected (either through AutoScroll or through manual interacion)

5.30.1 Detailed Description

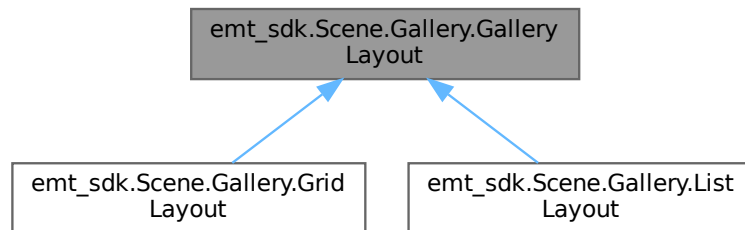
Single gallery image

The documentation for this class was generated from the following file:

- emt-sdk/Scene/Gallery.cs

5.31 emt_sdk.Scene.Gallery.GalleryLayout Class Reference

Inheritance diagram for emt_sdk.Scene.Gallery.GalleryLayout:



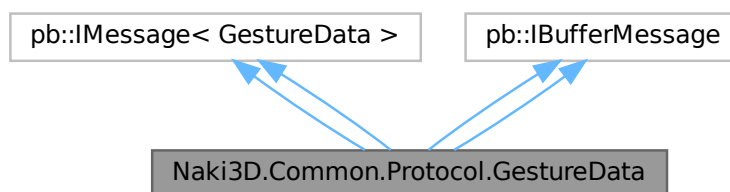
The documentation for this class was generated from the following file:

- emt-sdk/Scene/Gallery.cs

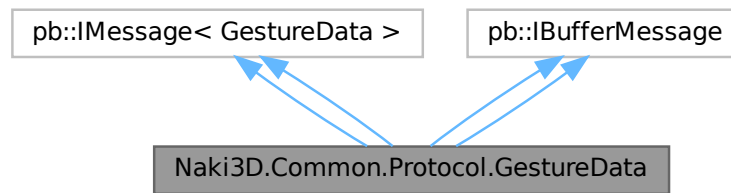
5.32 Naki3D.Common.Protocol.GestureData Class Reference

Raspi -> Device

Inheritance diagram for Naki3D.Common.Protocol.GestureData:



Collaboration diagram for Naki3D.Common.Protocol.GestureData:



Public Member Functions

- **GestureData** ([GestureData](#) other)
- [GestureData](#) **Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([GestureData](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([GestureData](#) other)
- void **MergeFrom** (pb::CodedInputStream input)
- **GestureData** ([GestureData](#) other)
- [GestureData](#) **Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([GestureData](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([GestureData](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **TypeFieldNumber** = 1
Field number for the "type" field.
- const int **UserIdFieldNumber** = 2
Field number for the "user_id" field.

Properties

- static pb::MessageParser< [GestureData](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- global::Naki3D.Common.Protocol.GestureType **Type** [get, set]
- int **UserId** [get, set]
- global::Naki3D.Common.Protocol.HandGestureType **Type** [get, set]

5.32.1 Detailed Description

Raspi -> Device

The documentation for this class was generated from the following files:

- emt-sdk/obj/Debug/netstandard2.0/Camera.cs
- emt-sdk/obj/Debug/netstandard2.0/handtracking/Realsense.cs

5.33 emt_sdk.Scene.GltfObject.GltfLocation Class Reference

Location inside a GLTF Model

Properties

- string **ObjectName** [get, set]
Name of a GLTF object to be used as a position. If null Position is used instead.
- **Vector3** **Offset** = new **Vector3**() [get, set]
Offset coordinates in model space relative to [ObjectName](#) or scene root if it is `null`.

5.33.1 Detailed Description

Location inside a GLTF Model

The documentation for this class was generated from the following file:

- emt-sdk/Scene/GltfObject.cs

5.34 emt_sdk.Scene.GltfObject Class Reference

Definition of 3D scene specific data

Classes

- class [Flag](#)
Description flag in model
- class [GltfLocation](#)
Location inside a GLTF Model
- interface [ICameraAnimation](#)
Base interface for all animations
- class [OrbitAnimation](#)
Camera cylinder orbit definition

Public Types

- enum [FlagInteractionTypeEnum](#)
Defines how the user interacts with flags

Properties

- string **FileName** [get, set]
Name of the input GLTF file
- string **Skybox** [get, set]
Name of the skybox cubemap file, white if no file is specified
- string **SkyboxTint** [get, set]
Tint applied to the skybox, background color if no skybox is specified
- [ICameraAnimation](#) **CameraAnimation** [get, set]
- [FlagInteractionTypeEnum](#) **FlagInteraction** = FlagInteractionTypeEnum.Swipe [get, set]
- List< [Flag](#) > **Flags** [get, set]
List of displayed flags on the model. Order of flags in this list will be used to define order of selection during interaction if FlagInteraction is equal to FlagInteractionTypeEnum.Swipe.

5.34.1 Detailed Description

Definition of 3D scene specific data

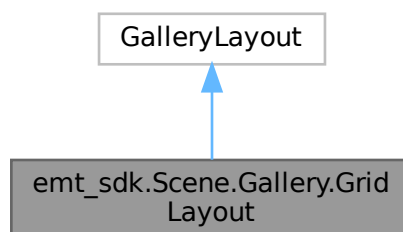
The documentation for this class was generated from the following file:

- emt-sdk/Scene/GltfObject.cs

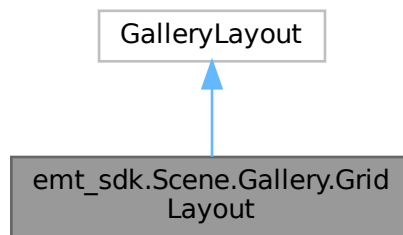
5.35 emt_sdk.Scene.Gallery.GridLayout Class Reference

Layout where images are aligned in a grid, wrapping?

Inheritance diagram for emt_sdk.Scene.Gallery.GridLayout:



Collaboration diagram for emt_sdk.Scene.Gallery.GridLayout:



Properties

- int **Width** [get, set]
Width of the grid
- int **Height** [get, set]
Height of the grid
- float **VerticalSpacing** [get, set]
Percentage of screen space used between rows of the grid from 0.0 to 1.0
- float **HorizontalSpacing** [get, set]
Percentage of screen space used between columns of the grid from 0.0 to 1.0
- [GalleryImage](#)[,] **Images** [get, set]

5.35.1 Detailed Description

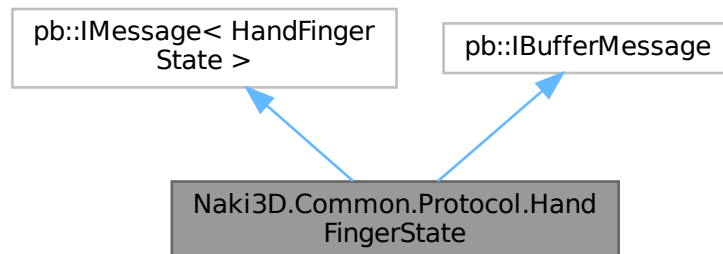
Layout where images are aligned in a grid, wrapping?

The documentation for this class was generated from the following file:

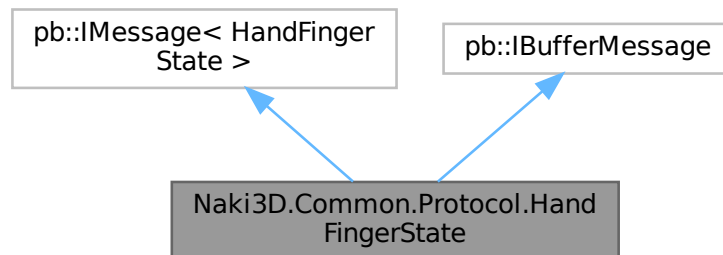
- emt-sdk/Scene/Gallery.cs

5.36 Naki3D.Common.Protocol.HandFingerState Class Reference

Inheritance diagram for Naki3D.Common.Protocol.HandFingerState:



Collaboration diagram for Naki3D.Common.Protocol.HandFingerState:



Public Member Functions

- **HandFingerState** ([HandFingerState](#) other)
- [HandFingerState](#) **Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([HandFingerState](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([HandFingerState](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **ThumbFieldNumber** = 1
Field number for the "thumb" field.
- const int **IndexFieldNumber** = 2
Field number for the "index" field.
- const int **MiddleFieldNumber** = 3
Field number for the "middle" field.
- const int **RingFieldNumber** = 4
Field number for the "ring" field.
- const int **PinkyFieldNumber** = 5
Field number for the "pinky" field.

Properties

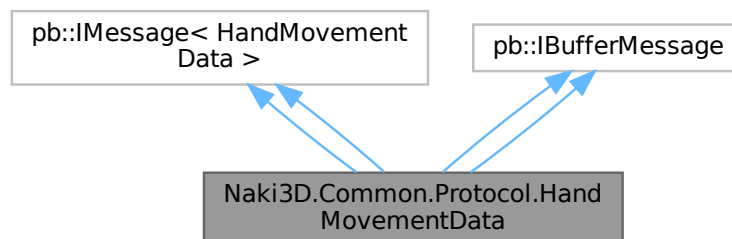
- static pb::MessageParser< [HandFingerState](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- global::Naki3D.Common.Protocol.FingerState **Thumb** [get, set]
- global::Naki3D.Common.Protocol.FingerState **Index** [get, set]
- global::Naki3D.Common.Protocol.FingerState **Middle** [get, set]
- global::Naki3D.Common.Protocol.FingerState **Ring** [get, set]
- global::Naki3D.Common.Protocol.FingerState **Pinky** [get, set]

The documentation for this class was generated from the following file:

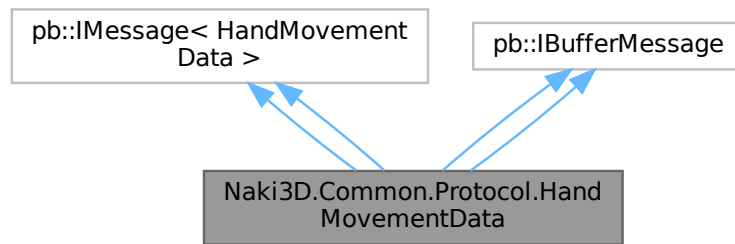
- emt-sdk/obj/Debug/netstandard2.0/handtracking/Mediapipe.cs

5.37 Naki3D.Common.Protocol.HandMovementData Class Reference

Inheritance diagram for Naki3D.Common.Protocol.HandMovementData:



Collaboration diagram for Naki3D.Common.Protocol.HandMovementData:



Public Member Functions

- **HandMovementData** ([HandMovementData](#) other)
- [HandMovementData Clone](#) ()
- override bool **Equals** (object other)
- bool **Equals** ([HandMovementData](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([HandMovementData](#) other)
- void **MergeFrom** (pb::CodedInputStream input)
- **HandMovementData** ([HandMovementData](#) other)
- [HandMovementData Clone](#) ()
- override bool **Equals** (object other)
- bool **Equals** ([HandMovementData](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([HandMovementData](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **HandFieldNumber** = 1
Field number for the "hand" field.
- const int **ProjPositionFieldNumber** = 2
Field number for the "proj_position" field.
- const int **OpenHandFieldNumber** = 3
Field number for the "open_hand" field.
- const int **UserIdFieldNumber** = 4
Field number for the "user_id" field.

Properties

- static pb::MessageParser< [HandMovementData](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- global::Naki3D.Common.Protocol.HandType **Hand** [get, set]
- global::Naki3D.Common.Protocol.Vector3 **ProjPosition** [get, set]
(*x, y from 0.0 to 1.0, z is real*)
- bool **OpenHand** [get, set]
- int **UserId** [get, set]
- global::Naki3D.Common.Protocol.HandSide **Hand** [get, set]

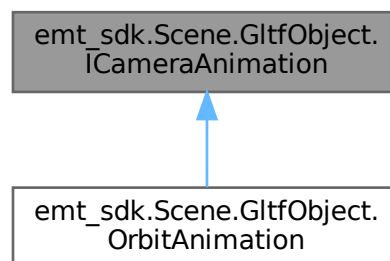
The documentation for this class was generated from the following files:

- emt-sdk/obj/Debug/netstandard2.0/Camera.cs
- emt-sdk/obj/Debug/netstandard2.0/handtracking/Realsense.cs

5.38 emt_sdk.Scene.GltfObject.ICameraAnimation Interface Reference

Base interface for all animations

Inheritance diagram for emt_sdk.Scene.GltfObject.ICameraAnimation:



5.38.1 Detailed Description

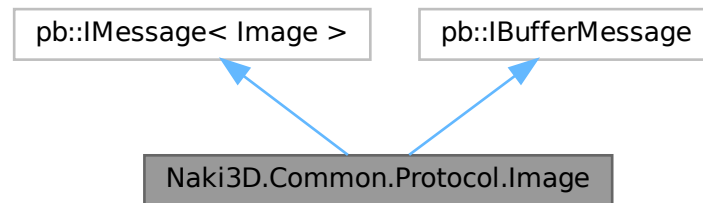
Base interface for all animations

The documentation for this interface was generated from the following file:

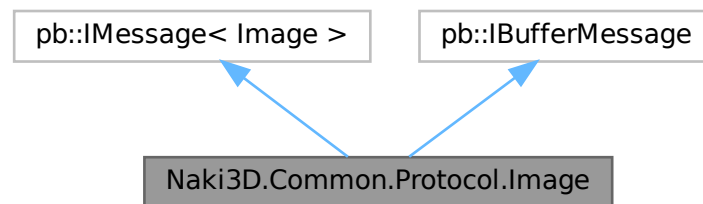
- emt-sdk/Scene/GltfObject.cs

5.39 Naki3D.Common.Protocol.Image Class Reference

Inheritance diagram for Naki3D.Common.Protocol.Image:



Collaboration diagram for Naki3D.Common.Protocol.Image:



Classes

- class **Types**

Container for nested types declared in the [Image](#) message type.

Public Member Functions

- **Image** ([Image](#) other)
- **Image Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([Image](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([Image](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **ImagesFieldNumber** = 1
Field number for the "images" field.
- const int **ImagePresentationFieldNumber** = 2
Field number for the "image_presentation" field.

Properties

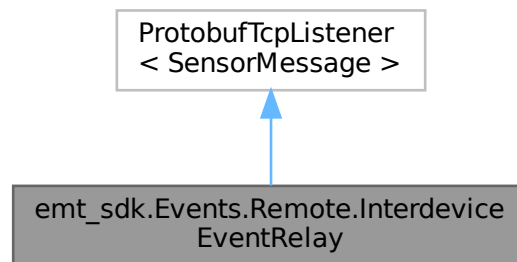
- static pb::MessageParser< [Image](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- pbc::RepeatedField< pb::ByteString > **Images** [get]
- global::Naki3D.Common.Protocol.Image.Types.Presentation **ImagePresentation** [get, set]

The documentation for this class was generated from the following file:

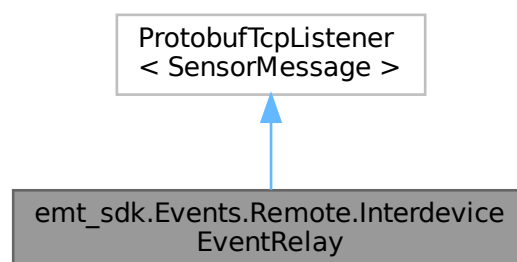
- emt-sdk/obj/Debug/netstandard2.0/Resource.cs

5.40 emt_sdk.Events.Remote.InterdeviceEventRelay Class Reference

Inheritance diagram for emt_sdk.Events.Remote.InterdeviceEventRelay:



Collaboration diagram for emt_sdk.Events.Remote.InterdeviceEventRelay:



Public Member Functions

- **InterdeviceEventRelay** ([CommunicationSettings](#) settings)
- void **BroadcastSensorMessage** ([SensorMessage](#) message)

Protected Member Functions

- override void **HandleMessage** ([SensorMessage](#) message, [NetworkStream](#) stream)

Events

- [SensorMessageHandler](#) **OnMessage**

Additional Inherited Members

The documentation for this class was generated from the following file:

- [emt-sdk/Events/Remote/InterdeviceEventRelay.cs](#)

5.41 emt_sdk.Settings.IPWSetting Class Reference

[Settings](#) for an Interactive Projection Wall

Public Types

- enum [IPWOrientation](#)
Available layouts of connected projectors

Properties

- float **LensShift** = 0.5f [get, set]
Relative rendering offset (0.0 - 1.0) between projectors. Ignored in IPWOrientation.Single layout
- [IPWOrientation](#) **Orientation** = [IPWOrientation.Horizontal](#) [get, set]
Currently active layout
- List< [DisplaySetting](#) > **Displays** = new List<[DisplaySetting](#)>() [get, set]
Display transformations for individual displays

5.41.1 Detailed Description

[Settings](#) for an Interactive Projection Wall

The documentation for this class was generated from the following file:

- [emt-sdk/Settings/IPWSetting.cs](#)

5.42 emt_sdk.Communication.JsonObjectStreamReader Class Reference

Public Member Functions

- **JsonObjectStreamReader** (Stream inputStream, int bufferSize=1024)
- string **NextJsonObject** ()

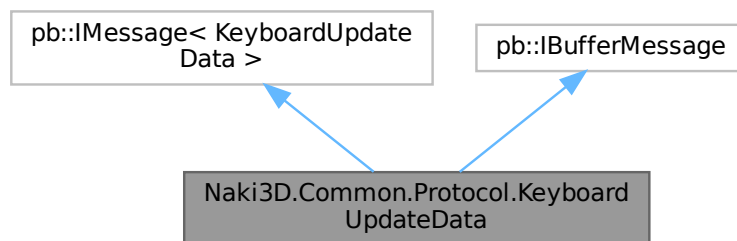
The documentation for this class was generated from the following file:

- emt-sdk/Communication/JsonObjectStreamReader.cs

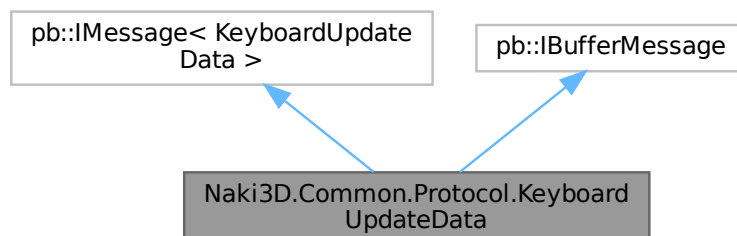
5.43 Naki3D.Common.Protocol.KeyboardUpdateData Class Reference

Raspi -> Device

Inheritance diagram for Naki3D.Common.Protocol.KeyboardUpdateData:



Collaboration diagram for Naki3D.Common.Protocol.KeyboardUpdateData:



Public Member Functions

- **KeyboardUpdateData** ([KeyboardUpdateData](#) other)
- [KeyboardUpdateData](#) **Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([KeyboardUpdateData](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([KeyboardUpdateData](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **TypeFieldNumber** = 1
Field number for the "type" field.
- const int **KeycodeFieldNumber** = 2
Field number for the "keycode" field.

Properties

- static pb::MessageParser< [KeyboardUpdateData](#) > **Parser** [get]
- static pb::MessageDescriptor **Descriptor** [get]
- global::Naki3D.Common.Protocol.KeyActionType **Type** [get, set]
- int **Keycode** [get, set]

5.43.1 Detailed Description

Raspi -> Device

The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Keyboard.cs

5.44 emt_sdk.Generated.ScenePackage.Layout Class Reference

Properties

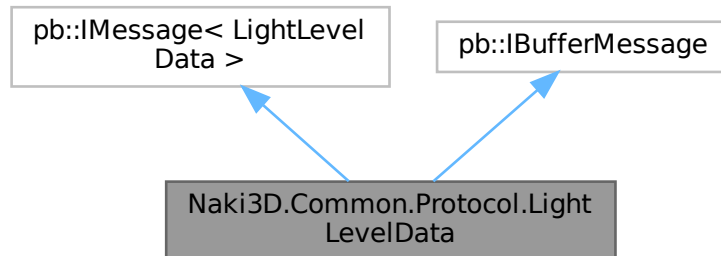
- double? **Height** [get, set]
- double? **HorizontalSpacing** [get, set]
- List< [GalleryImage](#) > **Images** [get, set]
- double? **VerticalSpacing** [get, set]
- double? **Width** [get, set]
- double? **Spacing** [get, set]
- double? **VisibleImages** [get, set]

The documentation for this class was generated from the following file:

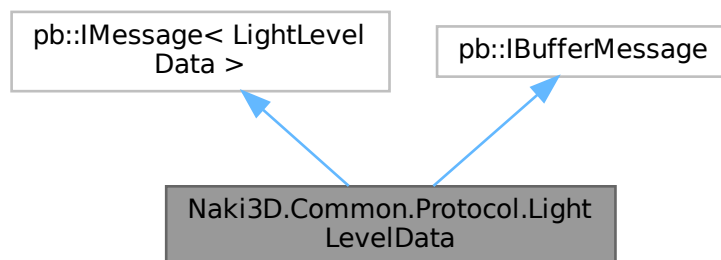
- emt-sdk/Generated/ScenePackage/Package.cs

5.45 Naki3D.Common.Protocol.LightLevelData Class Reference

Inheritance diagram for Naki3D.Common.Protocol.LightLevelData:



Collaboration diagram for Naki3D.Common.Protocol.LightLevelData:



Public Member Functions

- **LightLevelData** ([LightLevelData](#) other)
- **LightLevelData Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([LightLevelData](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([LightLevelData](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **LevelFieldNumber** = 1
Field number for the "level" field.

Properties

- static pb::MessageParser< [LightLevelData](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- float **Level** [get, set]

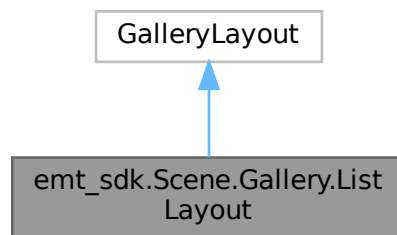
The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Sensor.cs

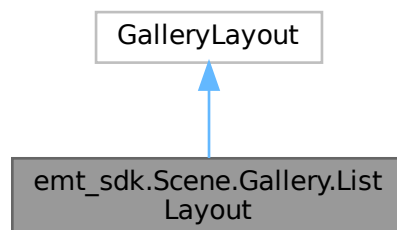
5.46 emt_sdk.Scene.Gallery.ListLayout Class Reference

Layout where images are laid in a single line, wrapping after reaching the end of the list

Inheritance diagram for emt_sdk.Scene.Gallery.ListLayout:



Collaboration diagram for emt_sdk.Scene.Gallery.ListLayout:



Properties

- int **VisibleImages** [get, set]
Amount of images visible at any given time
- float **Spacing** [get, set]
Percentage of screen space used between individual images (not on screen border) from 0.0 to 1.0
- [GalleryImage\[\]](#) **Images** [get, set]
List of displayed images

5.46.1 Detailed Description

Layout where images are laid in a single line, wrapping after reaching the end of the list

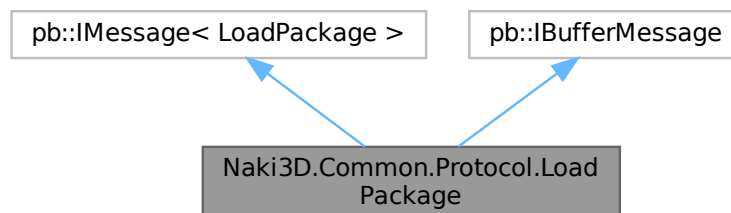
The documentation for this class was generated from the following file:

- emt-sdk/Scene/Gallery.cs

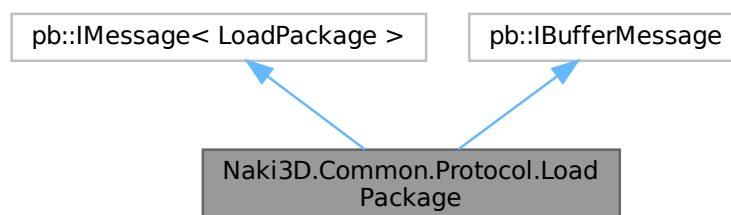
5.47 Naki3D.Common.Protocol.LoadPackage Class Reference

Instructs the device to load the specified resource and start displaying it.

Inheritance diagram for Naki3D.Common.Protocol.LoadPackage:



Collaboration diagram for Naki3D.Common.Protocol.LoadPackage:



Public Member Functions

- **LoadPackage** ([LoadPackage](#) other)
- [LoadPackage](#) **Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([LoadPackage](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([LoadPackage](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **DescriptorJsonFieldNumber** = 1
Field number for the "descriptor_json" field.
- const int **IsPreviewFieldNumber** = 2
Field number for the "is_preview" field.

Properties

- static pb::MessageParser< [LoadPackage](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- string **DescriptorJson** [get, set]
- bool **IsPreview** [get, set]
Loading for preview could skip dependencies for faster download.

5.47.1 Detailed Description

Instructs the device to load the specified resource and start displaying it.

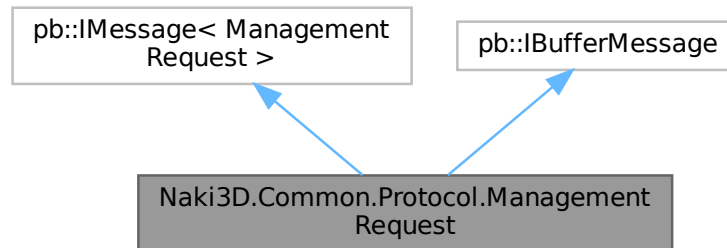
The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Commands.cs

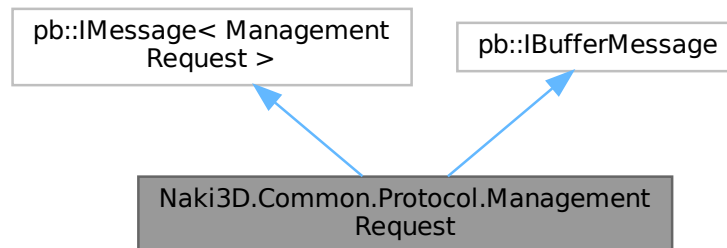
5.48 Naki3D.Common.Protocol.ManagementRequest Class Reference

We've covered there's going to be an optional management app, but not the capabilities, just a placeholder

Inheritance diagram for Naki3D.Common.Protocol.ManagementRequest:



Collaboration diagram for Naki3D.Common.Protocol.ManagementRequest:



Classes

- class **Types**

Container for nested types declared in the [ManagementRequest](#) message type.

Public Member Functions

- **ManagementRequest** ([ManagementRequest](#) other)
- **ManagementRequest Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([ManagementRequest](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([ManagementRequest](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **ConnectionIdFieldNumber** = 1
Field number for the "connection_id" field.
- const int **ManagementTypeFieldNumber** = 2
Field number for the "management_type" field.

Properties

- static pb::MessageParser< [ManagementRequest](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- string **ConnectionId** [get, set]
ID of target PC
- global::Naki3D.Common.Protocol.ManagementRequest.Types.ManagementType **ManagementType** [get, set]

5.48.1 Detailed Description

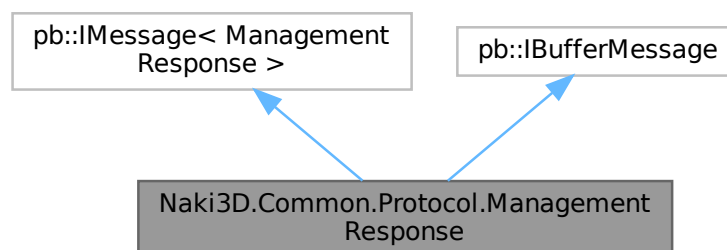
We've covered there's going to be an optional management app, but not the capabilities, just a placeholder

The documentation for this class was generated from the following file:

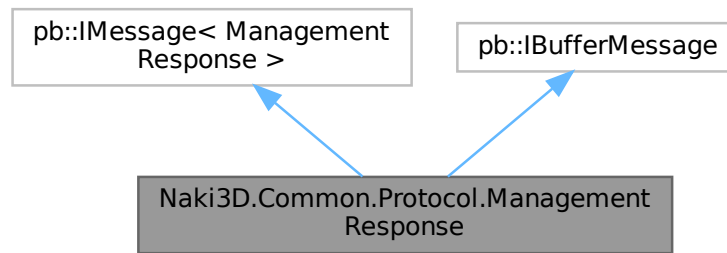
- emt-sdk/obj/Debug/netstandard2.0/Management.cs

5.49 Naki3D.Common.Protocol.ManagementResponse Class Reference

Inheritance diagram for Naki3D.Common.Protocol.ManagementResponse:



Collaboration diagram for Naki3D.Common.Protocol.ManagementResponse:



Classes

- class **Types**

Container for nested types declared in the [ManagementResponse](#) message type.

Public Member Functions

- **ManagementResponse** ([ManagementResponse](#) other)
- **ManagementResponse Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([ManagementResponse](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([ManagementResponse](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **DeviceStatusFieldNumber** = 1
Field number for the "device_status" field.

Properties

- static pb::MessageParser< [ManagementResponse](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- global::Naki3D.Common.Protocol.ManagementResponse.Types.DeviceStatus **DeviceStatus** [get, set]

The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Management.cs

5.50 emt_sdk.Generated.ScenePackage.Mapping Class Reference

Properties

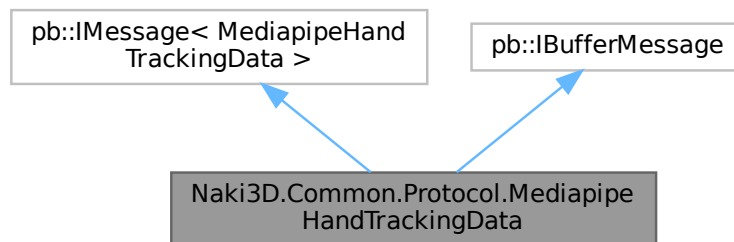
- string **EventName** [get, set]
- string **Source** [get, set]
- Condition? **Condition** [get, set]
- string **Threshold** [get, set]
- ThresholdType? **ThresholdType** [get, set]
- double? **InMax** [get, set]
- double? **InMin** [get, set]
- double? **OutMax** [get, set]
- double? **OutMin** [get, set]

The documentation for this class was generated from the following file:

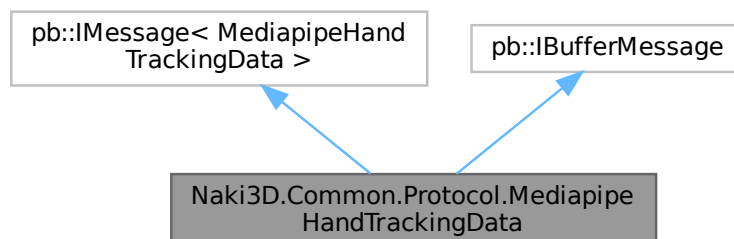
- emt-sdk/Generated/ScenePackage/Package.cs

5.51 Naki3D.Common.Protocol.MediapipeHandTrackingData Class Reference

Inheritance diagram for Naki3D.Common.Protocol.MediapipeHandTrackingData:



Collaboration diagram for Naki3D.Common.Protocol.MediapipeHandTrackingData:



Public Member Functions

- **MediapipeHandTrackingData** ([MediapipeHandTrackingData](#) other)
- [MediapipeHandTrackingData](#) **Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([MediapipeHandTrackingData](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([MediapipeHandTrackingData](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **SideFieldNumber** = 1
Field number for the "side" field.
- const int **CenterPositionFieldNumber** = 2
Field number for the "center_position" field.
- const int **FingerStateFieldNumber** = 3
Field number for the "finger_state" field.
- const int **GestureFieldNumber** = 4
Field number for the "gesture" field.

Properties

- static pb::MessageParser< [MediapipeHandTrackingData](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- global::Naki3D.Common.Protocol.HandSide **Side** [get, set]
- global::Naki3D.Common.Protocol.Vector3 **CenterPosition** [get, set]
Geometric center of hand
- global::Naki3D.Common.Protocol.HandFingerState **FingerState** [get, set]
- global::Naki3D.Common.Protocol.HandGestureType **Gesture** [get, set]
Can be empty if no gesture was performed

The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/handtracking/Mediapipe.cs

5.52 emt_sdk.Generated.ScenePackage.Metadata Class Reference

Properties

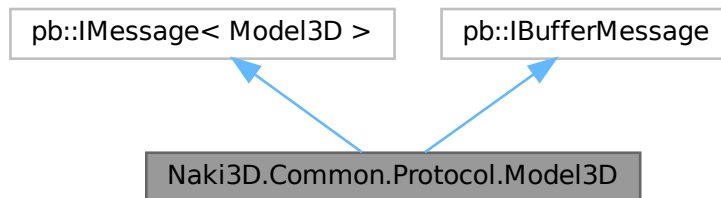
- string **Author** [get, set]
- string **Description** [get, set]
- string **Exposition** [get, set]
- List< [Other](#) > **Other** [get, set]
- string **PackageName** [get, set]

The documentation for this class was generated from the following file:

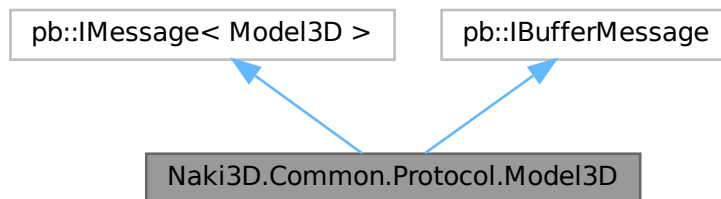
- emt-sdk/Generated/ScenePackage/Package.cs

5.53 Naki3D.Common.Protocol.Model3D Class Reference

Inheritance diagram for Naki3D.Common.Protocol.Model3D:



Collaboration diagram for Naki3D.Common.Protocol.Model3D:



Public Member Functions

- **Model3D** ([Model3D](#) other)
- **Model3D Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([Model3D](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([Model3D](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **GltfFieldNumber** = 1
Field number for the "glTF" field.

Properties

- static pb::MessageParser< [Model3D](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- pb::ByteString **Gltf** [get, set]
GLTF contains models, composition, textures, everything should be contained

The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Resource.cs

5.54 emt_sdk.Generated.ScenePackage.ModelCameraTarget Class Reference

Properties

- string **ObjectName** [get, set]
- [Vector3](#) **Offset** [get, set]

The documentation for this class was generated from the following file:

- emt-sdk/Generated/ScenePackage/Package.cs

5.55 emt_sdk.Generated.ScenePackage.ModelFlag Class Reference

Properties

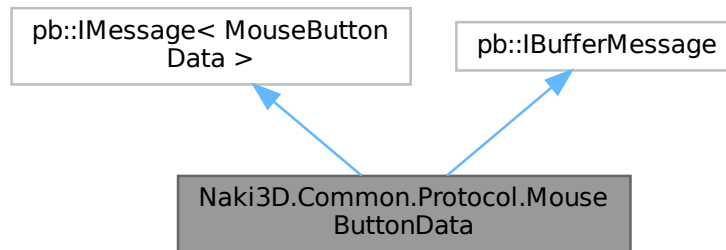
- string **ActivatedAction** [get, set]
- string **BackgroundColor** [get, set]
- bool? **CanSelect** [get, set]
- string **ForegroundColor** [get, set]
- [Vector3](#) **Location** [get, set]
- string **SelectedAction** [get, set]
- string **StalkColor** [get, set]
- string **Text** [get, set]

The documentation for this class was generated from the following file:

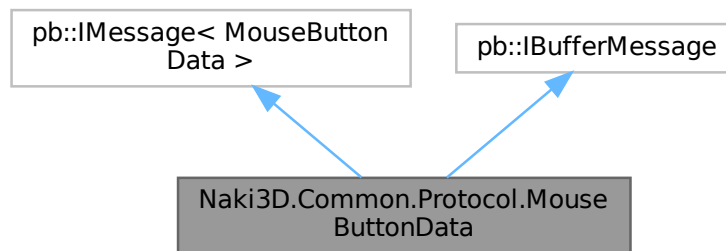
- emt-sdk/Generated/ScenePackage/Package.cs

5.56 Naki3D.Common.Protocol.MouseButtonData Class Reference

Inheritance diagram for Naki3D.Common.Protocol.MouseButtonData:



Collaboration diagram for Naki3D.Common.Protocol.MouseButtonData:



Public Member Functions

- **MouseButtonData** ([MouseButtonData](#) other)
- [MouseButtonData Clone](#) ()
- override bool **Equals** (object other)
- bool **Equals** ([MouseButtonData](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([MouseButtonData](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **TypeFieldNumber** = 1
Field number for the "type" field.
- const int **ButtonIdFieldNumber** = 2
Field number for the "button_id" field.

Properties

- static pb::MessageParser< [MouseButtonData](#) > **Parser** [get]
- static pb::MessageDescriptor **Descriptor** [get]
- global::Naki3D.Common.Protocol.MouseActionType **Type** [get, set]
- int **ButtonId** [get, set]

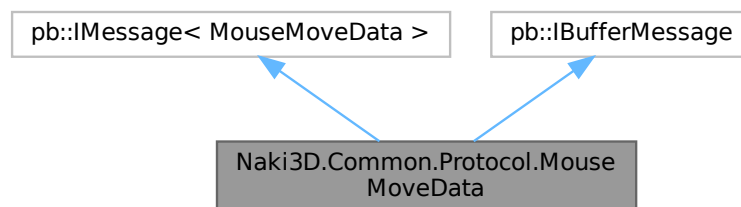
The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Mouse.cs

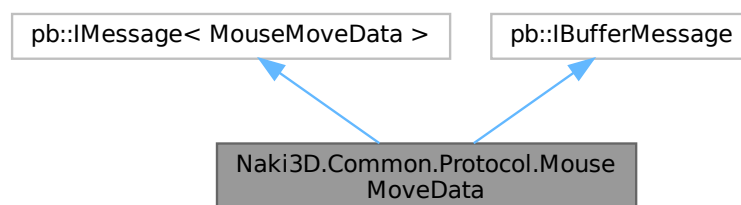
5.57 Naki3D.Common.Protocol.MouseMoveData Class Reference

Raspi -> Device

Inheritance diagram for Naki3D.Common.Protocol.MouseMoveData:



Collaboration diagram for Naki3D.Common.Protocol.MouseMoveData:



Public Member Functions

- **MouseMoveData** ([MouseMoveData](#) other)
- [MouseMoveData](#) **Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([MouseMoveData](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([MouseMoveData](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **AbsoluteFieldNumber** = 1
Field number for the "absolute" field.
- const int **RelativeFieldNumber** = 2
Field number for the "relative" field.

Properties

- static pb::MessageParser< [MouseMoveData](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- global::Naki3D.Common.Protocol.Vector2 **Absolute** [get, set]
- global::Naki3D.Common.Protocol.Vector2 **Relative** [get, set]

5.57.1 Detailed Description

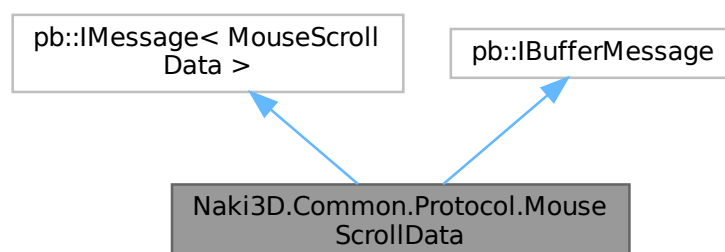
Raspi -> Device

The documentation for this class was generated from the following file:

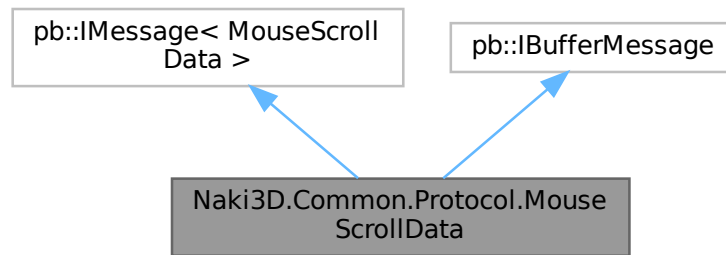
- emt-sdk/obj/Debug/netstandard2.0/Mouse.cs

5.58 Naki3D.Common.Protocol.MouseScrollData Class Reference

Inheritance diagram for Naki3D.Common.Protocol.MouseScrollData:



Collaboration diagram for Naki3D.Common.Protocol.MouseScrollData:



Public Member Functions

- **MouseScrollData** ([MouseScrollData](#) other)
- [MouseScrollData Clone](#) ()
- override bool **Equals** (object other)
- bool **Equals** ([MouseScrollData](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([MouseScrollData](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **TypeFieldNumber** = 1
Field number for the "type" field.

Properties

- static pb::MessageParser< [MouseScrollData](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- global::Naki3D.Common.Protocol.MouseScrollType **Type** [get, set]

The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Mouse.cs

5.59 emt_sdk.Events.NtpSync.NtpAction Class Reference

Public Member Functions

- **NtpAction** (DateTime scheduledTime, Action action, string name)
- bool **IsDue** (DateTime time)

Properties

- DateTime **ScheduledTime** [get]
- Action **Action** [get]
- string **Name** [get]

The documentation for this class was generated from the following file:

- emt-sdk/Events/NtpSync/NtpAction.cs

5.60 emt_sdk.Events.NtpSync.NtpScheduler Class Reference

Public Member Functions

- **NtpScheduler** ()
Creates an NTP Scheduler with europe.pool.ntp.org as server
- **NtpScheduler** (string host)
Creates an NTP scheduler with a custom server
- async Task **Resync** ()
- void **ScheduleAction** (NtpAction action)
- void **RemoveAction** (string name)
- void **RunActions** ()
Checks and executes any due actions. Must be called manually.

Properties

- DateTime **SynchronizedTime** [get]

5.60.1 Constructor & Destructor Documentation

5.60.1.1 NtpScheduler()

```
emt_sdk.Events.NtpSync.NtpScheduler.NtpScheduler (
    string host ) [inline]
```

Creates an NTP scheduler with a custom server

Parameters

<i>host</i>	
-------------	--

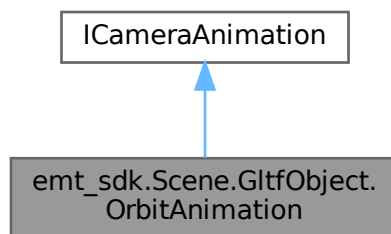
The documentation for this class was generated from the following file:

- emt-sdk/Events/NtpSync/NtpScheduler.cs

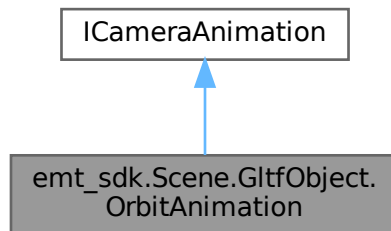
5.61 emt_sdk.Scene.GltfObject.OrbitAnimation Class Reference

Camera cylinder orbit definition

Inheritance diagram for emt_sdk.Scene.GltfObject.OrbitAnimation:



Collaboration diagram for emt_sdk.Scene.GltfObject.OrbitAnimation:



Properties

- [GltfLocation](#) **Origin** [get, set]
Origin point around which the camera rotates
- [GltfLocation](#) **LookAt** [get, set]
- float **Distance** [get, set]
Distance of the camera from the object, radius of rotation path
- float **Height** [get, set]
Height of the camera relative to the object
- float **RevolutionTime** [get, set]
Time in seconds it takes to spin around the object once
- bool **AllowHandControl** [get, set]
Whether the camera can be manually controlled using hand gestures (leap-like)

5.61.1 Detailed Description

Camera cylinder orbit definition

5.61.2 Property Documentation

5.61.2.1 LookAt

`GltfLocation` `emt_sdk.Scene.GltfObject.OrbitAnimation.LookAt` [get], [set]

The documentation for this class was generated from the following file:

- `emt-sdk/Scene/GltfObject.cs`

5.62 `emt_sdk.Generated.ScenePackage.Other` Class Reference

Properties

- `string Key` [get, set]
- `string Value` [get, set]

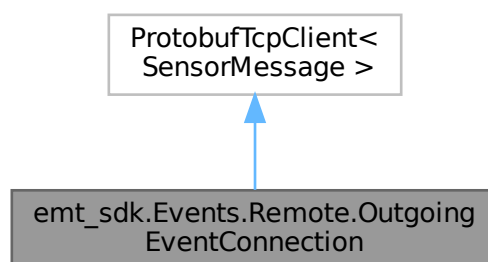
The documentation for this class was generated from the following file:

- `emt-sdk/Generated/ScenePackage/Package.cs`

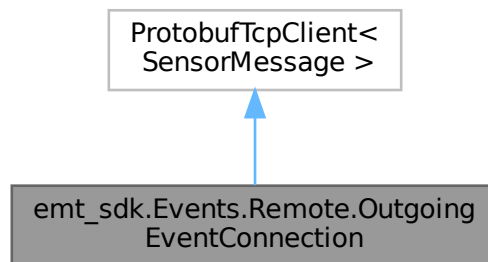
5.63 `emt_sdk.Events.Remote.OutgoingEventConnection` Class Reference

Connection between two `emt_sdk` devices - client and server event server

Inheritance diagram for `emt_sdk.Events.Remote.OutgoingEventConnection`:



Collaboration diagram for emt_sdk.Events.Remote.OutgoingEventConnection:



Public Member Functions

- **OutgoingEventConnection** ([Sync](#) sync, [CommunicationSettings](#) settings)
- void **SendEvent** ([SensorMessage](#) message)
Sends an event to target connected device

Protected Member Functions

- override void **Ping** ()
- override void **HandleMessage** ([SensorMessage](#) message)

Events

- [SensorMessageHandler](#) **OnMessage**

Additional Inherited Members

5.63.1 Detailed Description

Connection between two [emt_sdk](#) devices - client and server event server

5.63.2 Member Function Documentation

5.63.2.1 Ping()

```
override void emt_sdk.Events.Remote.OutgoingEventConnection.Ping ( ) [inline], [protected], [virtual]
```

Implements [emt_sdk.Communication.ProtobufTcpClient< SensorMessage >](#).

5.63.2.2 SendEvent()

```
void emt_sdk.Events.Remote.OutgoingEventConnection.SendEvent (
    SensorMessage message ) [inline]
```

Sends an event to target connected device

Parameters

<i>message</i>	Event to be sent
----------------	------------------

Exceptions

<i>ArgumentNullException</i>	Thrown when passed event is null
------------------------------	----------------------------------

The documentation for this class was generated from the following file:

- emt-sdk/Events/Remote/OutgoingEventConnection.cs

5.64 emt_sdk.Generated.ScenePackage.Package Class Reference

Properties

- string **Checksum** [get, set]
- Uri **Url** [get, set]

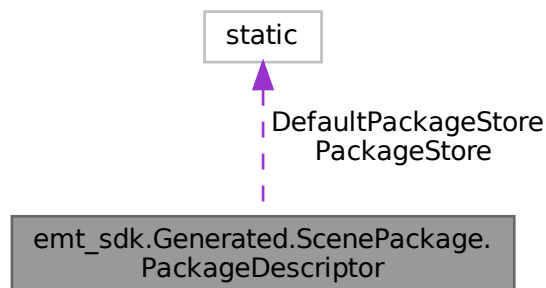
The documentation for this class was generated from the following file:

- emt-sdk/Generated/ScenePackage/Package.cs

5.65 emt_sdk.Generated.ScenePackage.PackageDescriptor Class Reference

Implementation of [PackageDescriptor](#) logic.

Collaboration diagram for emt_sdk.Generated.ScenePackage.PackageDescriptor:



Public Member Functions

- void **DownloadFile** ()
Downloads a file specified by package.
- bool **VerifyChecksum** (string checksum)
- bool **IsDownloaded** ()
Checks whether a package is downloaded
- void **RemoveFile** ()
Removes package contents from local storage
- Process **Run** ()
Runs program associated with package. Only used for 3D scenes.

Static Public Attributes

- static readonly string **DefaultPackageStore**
- static readonly string **PackageStore**

Properties

- string **Schema** [get, set]
- List< [Action](#) > **Inputs** [get, set]
- [Metadata](#) **Metadata** [get, set]
- [Package](#) **Package** [get, set]
- [Parameters](#) **Parameters** [get, set]
- [Sync](#) **Sync** [get, set]
- string **Version** [get, set]
- string [ArchiveFileName](#) [get]
Gets the archive filename of this package
- string **ArchivePath** [get]
- string **PackageDirectory** [get]
Gets the location of the extracted package
- string **DataRoot** [get]
Gets the location of package resources (video, models, images, etc...)

5.65.1 Detailed Description

Implementation of [PackageDescriptor](#) logic.

5.65.2 Member Function Documentation

5.65.2.1 Run()

```
Process emt_sdk.Generated.ScenePackage.PackageDescriptor.Run ( ) [inline]
```

Runs program associated with package. Only used for 3D scenes.

Returns

Launched process

5.65.3 Property Documentation

5.65.3.1 ArchiveFileName

```
string emt_sdk.Generated.ScenePackage.PackageDescriptor.ArchiveFileName [get]
```

Gets the archive filename of this package

Returns

[Package](#) archive filename

The documentation for this class was generated from the following files:

- emt-sdk/Generated/ScenePackage/Package.cs
- emt-sdk/ScenePackage/Package.cs

5.66 emt_sdk.ScenePackage.PackageLoader Class Reference

Public Member Functions

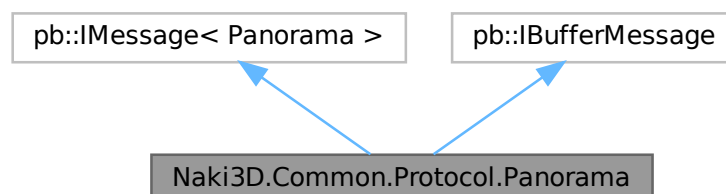
- **PackageLoader** (string schema=SCHEMA_PATH)
- [PackageDescriptor](#) **LoadPackage** (string packageDirectory, bool validate=true)
- [PackageDescriptor](#) **LoadPackage** (TextReader reader, bool validate=true)
- [PackageDescriptor](#) **LoadPackage** (Stream packageStream, bool validate=true)
- List< [PackageDescriptor](#) > **EnumeratePackages** (bool validate=true)

The documentation for this class was generated from the following file:

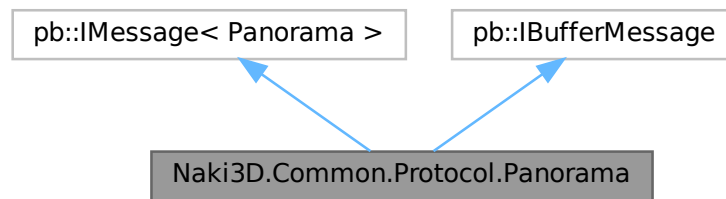
- emt-sdk/ScenePackage/PackageLoader.cs

5.67 Naki3D.Common.Protocol.Panorama Class Reference

Inheritance diagram for Naki3D.Common.Protocol.Panorama:



Collaboration diagram for Naki3D.Common.Protocol.Panorama:



Public Member Functions

- **Panorama** ([Panorama](#) other)
- **Panorama Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([Panorama](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([Panorama](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **DataFieldNumber** = 1
Field number for the "data" field.
- const int **RotationSpeedFieldNumber** = 3
Field number for the "rotation_speed" field.
- const int **CameraVerticalAngleFieldNumber** = 4
Field number for the "camera_vertical_angle" field.

Properties

- static pb::MessageParser< [Panorama](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- pb::ByteString **Data** [get, set]
Maybe separate panoramas for left/right eye in future
- double **RotationSpeed** [get, set]
field 2 placeholder for left/right split
- double **CameraVerticalAngle** [get, set]

The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Resource.cs

5.68 emt_sdk.Generated.ScenePackage.Parameters Class Reference

Properties

- string **DisplayType** [get, set]
- [Settings](#) **Settings** [get, set]

The documentation for this class was generated from the following file:

- emt-sdk/Generated/ScenePackage/Package.cs

5.69 emt_sdk.Settings.PeppersGhostSetting Class Reference

[Settings](#) for a Pepper's ghost effect device

Properties

- [ColorSetting](#) **Color** = new [ColorSetting](#)() [get, set]
Color transformation settings

5.69.1 Detailed Description

[Settings](#) for a Pepper's ghost effect device

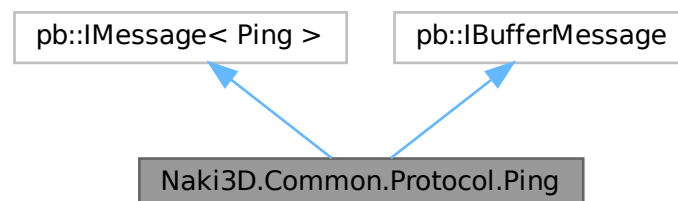
The documentation for this class was generated from the following file:

- emt-sdk/Settings/PeppersGhostSetting.cs

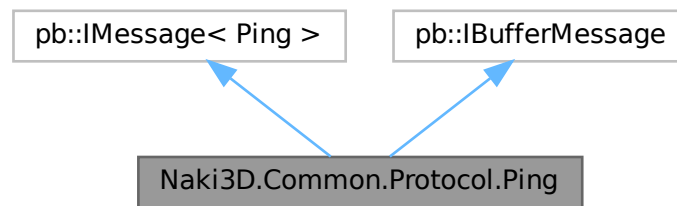
5.70 Naki3D.Common.Protocol.Ping Class Reference

Basically an empty ping message, just to maintain connection.

Inheritance diagram for Naki3D.Common.Protocol.Ping:



Collaboration diagram for Naki3D.Common.Protocol.Ping:



Public Member Functions

- **Ping** ([Ping](#) other)
- **Ping Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([Ping](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([Ping](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Properties

- static pb::MessageParser< [Ping](#) > **Parser** [get]
- static pb::MessageDescriptor **Descriptor** [get]

5.70.1 Detailed Description

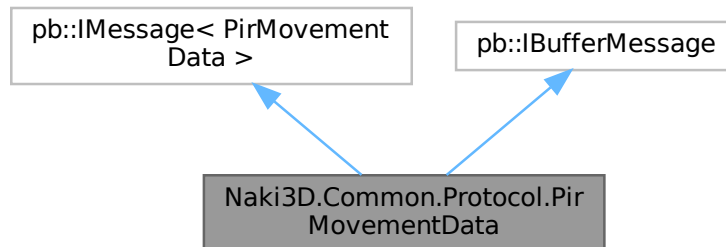
Basically an empty ping message, just to maintain connection.

The documentation for this class was generated from the following file:

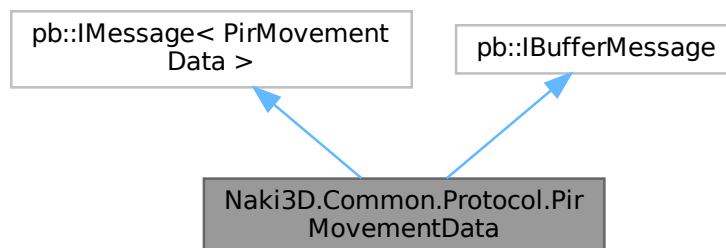
- emt-sdk/obj/Debug/netstandard2.0/Connection.cs

5.71 Naki3D.Common.Protocol.PirMovementData Class Reference

Inheritance diagram for Naki3D.Common.Protocol.PirMovementData:



Collaboration diagram for Naki3D.Common.Protocol.PirMovementData:



Public Member Functions

- **PirMovementData** ([PirMovementData](#) other)
- **PirMovementData Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([PirMovementData](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([PirMovementData](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **EventFieldNumber** = 1
Field number for the "event" field.

Properties

- static pb::MessageParser< [PirMovementData](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- global::Naki3D.Common.Protocol.PirMovementEvent **Event** [get, set]

The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Sensor.cs

5.72 emt_sdk.Communication.ProjectorControl Class Reference

Public Member Functions

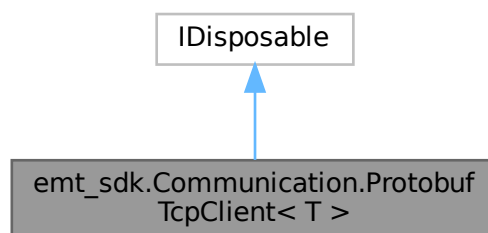
- **ProjectorControl** ([SensorManager](#) sensorManager)
- void **PowerOn** ()
- void **PowerOff** ()

The documentation for this class was generated from the following file:

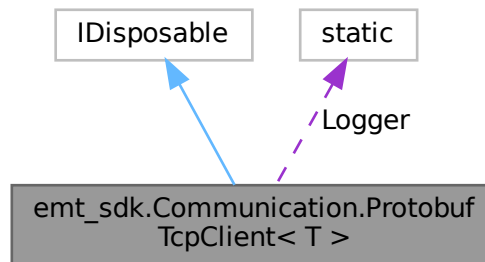
- emt-sdk/Communication/ProjectorControl.cs

5.73 emt_sdk.Communication.ProtobufTcpClient< T > Class Template Reference

Inheritance diagram for emt_sdk.Communication.ProtobufTcpClient< T >:



Collaboration diagram for `emt_sdk.Communication.ProtobufTcpClient< T >`:



Public Member Functions

- **ProtobufTcpClient** (string hostname, int port)
- void **Connect** ()
Connects to specified remote server and listens for messages. This call will block the current thread.
- void **Disconnect** ()
- void **Dispose** ()

Protected Member Functions

- void **Reconnect** ()
- void **ReadMessages** ()
- void **SendMessage** (T message)
- abstract void **Ping** ()
- abstract void **HandleMessage** (T message)

Protected Attributes

- TcpClient **_client**
- NetworkStream **_stream**
- readonly Timer **_timeoutTimer** = new Timer(TIMEOUT_INTERVAL)
- readonly Timer **_reconnectTimer** = new Timer(RECONNECT_INTERVAL)
- CancellationTokenSource **_tokenSource** = new CancellationTokenSource()
- MessageParser< T > **_parser** = new MessageParser<T>(() => new T())
- string **_hostname**
- int **_port**

Static Protected Attributes

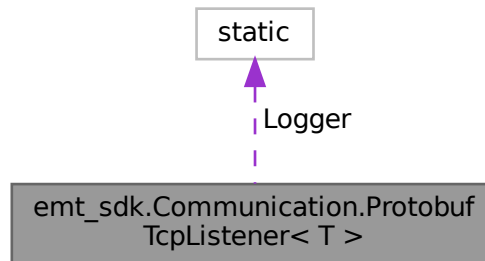
- static readonly Logger **Logger** = LogManager.GetCurrentClassLogger()
- const double **TIMEOUT_INTERVAL** = 5_000
- const double **RECONNECT_INTERVAL** = 5_000

The documentation for this class was generated from the following file:

- `emt-sdk/Communication/ProtobufTcpClient.cs`

5.74 `emt_sdk.Communication.ProtobufTcpListener< T >` Class Template Reference

Collaboration diagram for `emt_sdk.Communication.ProtobufTcpListener< T >`:



Public Member Functions

- **ProtobufTcpListener** (IPAddress listenAddress, int port)
- void **Start** ()

Listens for new connections and receives messages from each created connection. This call will block the current thread.
- void **Stop** ()

Protected Member Functions

- void **BroadcastMessage** (T message)
- virtual void **HandleConnection** ((TcpClient tcpClient, NetworkStream stream) clientInfo, CancellationToken cancellationToken)
- abstract void **HandleMessage** (T message, NetworkStream stream)

Protected Attributes

- CancellationTokenSource **_tokenSource** = new CancellationTokenSource()
- MessageParser< T > **_parser** = new MessageParser<T>(() => new T())
- readonly TcpListener **_listener**
- readonly List<(TcpClient tcpClient, NetworkStream stream)> **_clients** = new List<(TcpClient, NetworkStream)>()

Static Protected Attributes

- static readonly Logger **Logger** = LogManager.GetCurrentClassLogger()

Properties

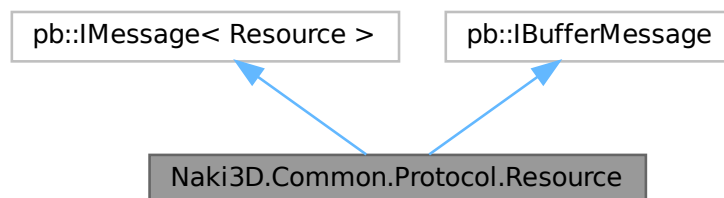
- int **Timeout** [get, set]
- bool **IsListening** = false [get]
- CancellationToken **CancellationToken** [get]

The documentation for this class was generated from the following file:

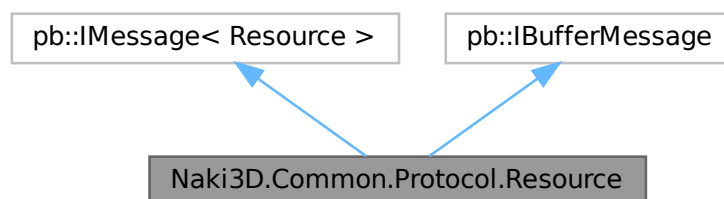
- emt-sdk/Communication/ProtobufTcpListener.cs

5.75 Naki3D.Common.Protocol.Resource Class Reference

Inheritance diagram for Naki3D.Common.Protocol.Resource:



Collaboration diagram for Naki3D.Common.Protocol.Resource:



Public Types

- enum [DataOneofCase](#)
Enum of possible cases for the "data" oneof.

Public Member Functions

- **Resource** ([Resource](#) other)
- **Resource Clone** ()
- void **ClearData** ()
- override bool **Equals** (object other)
- bool **Equals** ([Resource](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([Resource](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **SceneFieldNumber** = 1
Field number for the "scene" field.
- const int **ModelFieldNumber** = 2
Field number for the "model" field.
- const int **ImageFieldNumber** = 3
Field number for the "image" field.
- const int **VideoFieldNumber** = 4
Field number for the "video" field.
- const int **PanoramaFieldNumber** = 7
Field number for the "panorama" field.
- const int **InputMappingFieldNumber** = 5
Field number for the "input_mapping" field.
- const int **AdditionalScriptsFieldNumber** = 6
Field number for the "additional_scripts" field.

Properties

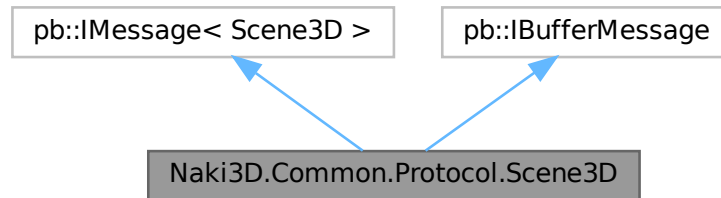
- static pb::MessageParser< [Resource](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- global::Naki3D.Common.Protocol.Scene3D **Scene** [get, set]
- global::Naki3D.Common.Protocol.Model3D **Model** [get, set]
- global::Naki3D.Common.Protocol.Image **Image** [get, set]
- global::Naki3D.Common.Protocol.Video **Video** [get, set]
- global::Naki3D.Common.Protocol.Panorama **Panorama** [get, set]
- string **InputMapping** [get, set]
Probably JSON, we've agreed there's no point in binding it on protobuf layer
- pb::RepeatedField< global::Naki3D.Common.Protocol.EventScript > **AdditionalScripts** [get]
- [DataOneofCase](#) **DataCase** [get]

The documentation for this class was generated from the following file:

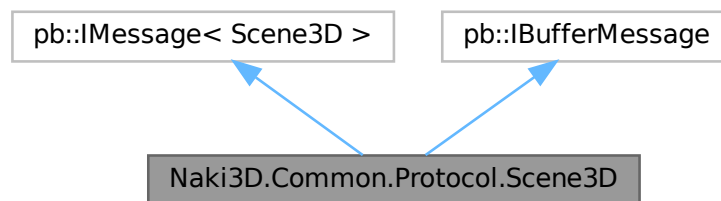
- emt-sdk/obj/Debug/netstandard2.0/Resource.cs

5.76 Naki3D.Common.Protocol.Scene3D Class Reference

Inheritance diagram for Naki3D.Common.Protocol.Scene3D:



Collaboration diagram for Naki3D.Common.Protocol.Scene3D:



Public Member Functions

- **Scene3D** ([Scene3D](#) other)
- **Scene3D Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([Scene3D](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([Scene3D](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **EnvironmentFieldNumber** = 1
Field number for the "environment" field.
- const int **DatapackIdFieldNumber** = 2
Field number for the "datapack_id" field.

Properties

- static pb::MessageParser< [Scene3D](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- global::Naki3D.Common.Protocol.Environment **Environment** [get, set]
- string **DatapackId** [get, set]
alternatively bytes datapack_payload = 2;

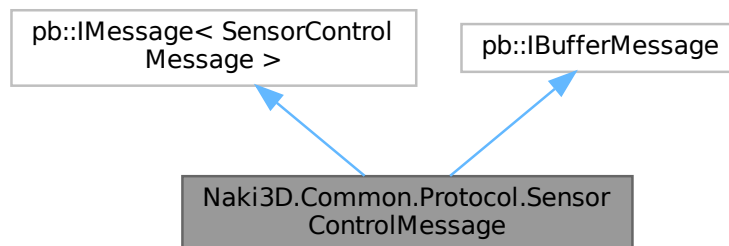
The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Resource.cs

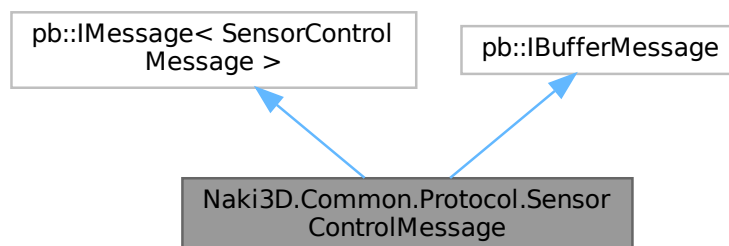
5.77 Naki3D.Common.Protocol.SensorControlMessage Class Reference

Device -> RasPi Message wrapper, same as above.

Inheritance diagram for Naki3D.Common.Protocol.SensorControlMessage:



Collaboration diagram for Naki3D.Common.Protocol.SensorControlMessage:



Public Types

- enum [MessageOneofCase](#)
Enum of possible cases for the "message" oneof.

Public Member Functions

- **SensorControlMessage** ([SensorControlMessage](#) other)
- [SensorControlMessage](#) **Clone** ()
- void **ClearMessage** ()
- override bool **Equals** (object other)
- bool **Equals** ([SensorControlMessage](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([SensorControlMessage](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **HostnameFieldNumber** = 1
Field number for the "hostname" field.
- const int **SensorListFieldNumber** = 16
Field number for the "sensor_list" field.
- const int **CecMessageFieldNumber** = 17
Field number for the "cec_message" field.

Properties

- static pb::MessageParser< [SensorControlMessage](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- string **Hostname** [get, set]
- global::Naki3D.Common.Protocol.SensorListRequest **SensorList** [get, set]
- global::Naki3D.Common.Protocol.CECMessage **CecMessage** [get, set]
- [MessageOneofCase](#) **MessageCase** [get]

5.77.1 Detailed Description

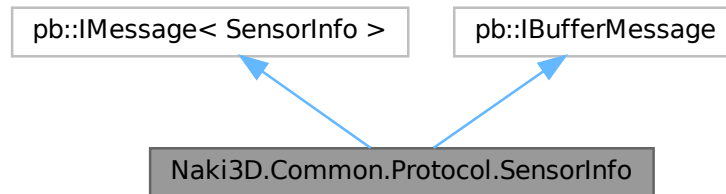
Device -> RasPi Message wrapper, same as above.

The documentation for this class was generated from the following file:

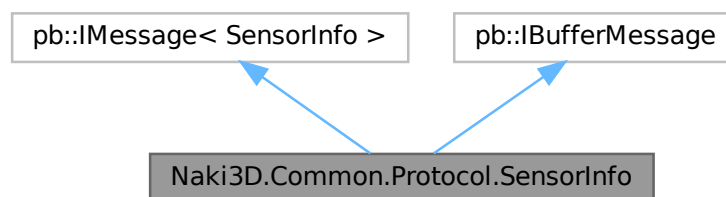
- emt-sdk/obj/Debug/netstandard2.0/Wrappers.cs

5.78 Naki3D.Common.Protocol.SensorInfo Class Reference

Inheritance diagram for Naki3D.Common.Protocol.SensorInfo:



Collaboration diagram for Naki3D.Common.Protocol.SensorInfo:



Public Member Functions

- **SensorInfo** ([SensorInfo](#) other)
- [SensorInfo Clone](#) ()
- override bool **Equals** (object other)
- bool **Equals** ([SensorInfo](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([SensorInfo](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **SensorNameFieldNumber** = 1
Field number for the "sensor_name" field.
- const int **TypeFieldNumber** = 2
Field number for the "type" field.

Properties

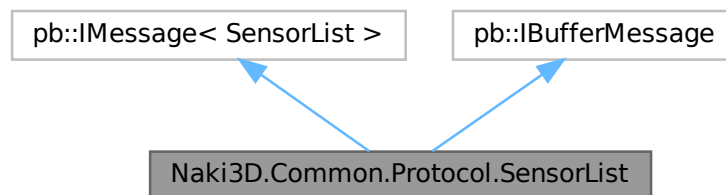
- static pb::MessageParser< [SensorInfo](#) > **Parser** [get]
- static pb::MessageDescriptor **Descriptor** [get]
- string **SensorName** [get, set]
- global::Naki3D.Common.Protocol.SensorType **Type** [get, set]

The documentation for this class was generated from the following file:

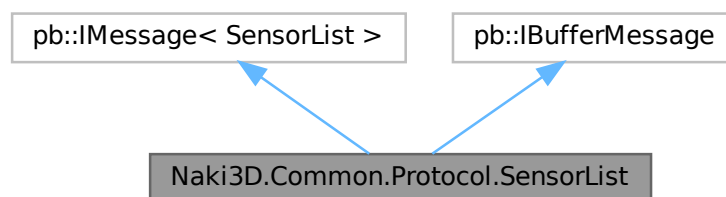
- emt-sdk/obj/Debug/netstandard2.0/Sensor.cs

5.79 Naki3D.Common.Protocol.SensorList Class Reference

Inheritance diagram for Naki3D.Common.Protocol.SensorList:



Collaboration diagram for Naki3D.Common.Protocol.SensorList:



Public Member Functions

- **SensorList** ([SensorList](#) other)
- [SensorList](#) **Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([SensorList](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([SensorList](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **SensorsFieldNumber** = 1
Field number for the "sensors" field.

Properties

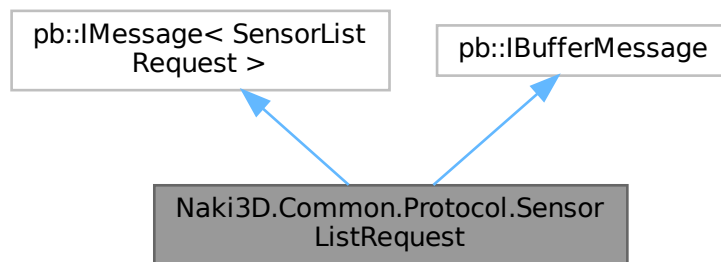
- static pb::MessageParser< [SensorList](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- pb::RepeatedField< global::Naki3D.Common.Protocol.SensorInfo > **Sensors** [get]

The documentation for this class was generated from the following file:

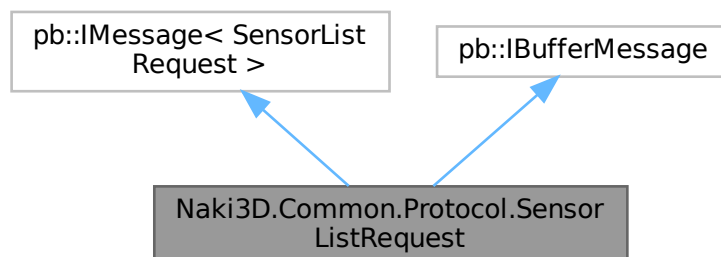
- emt-sdk/obj/Debug/netstandard2.0/Sensor.cs

5.80 Naki3D.Common.Protocol.SensorListRequest Class Reference

Inheritance diagram for Naki3D.Common.Protocol.SensorListRequest:



Collaboration diagram for Naki3D.Common.Protocol.SensorListRequest:



Public Member Functions

- **SensorListRequest** ([SensorListRequest](#) other)
- [SensorListRequest](#) **Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([SensorListRequest](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([SensorListRequest](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Properties

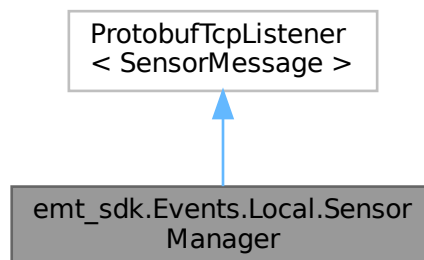
- static pb::MessageParser< [SensorListRequest](#) > **Parser** [get]
- static pb::MessageDescriptor **Descriptor** [get]

The documentation for this class was generated from the following file:

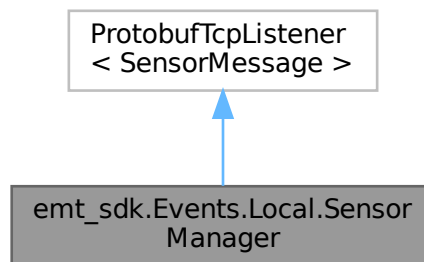
- emt-sdk/obj/Debug/netstandard2.0/Sensor.cs

5.81 emt_sdk.Events.Local.SensorManager Class Reference

Inheritance diagram for emt_sdk.Events.Local.SensorManager:



Collaboration diagram for emt_sdk.Events.Local.SensorManager:



Public Member Functions

- **SensorManager** ([CommunicationSettings](#) settings)
- void **BroadcastControlMessage** ([SensorControlMessage](#) message)

Protected Member Functions

- override void **HandleConnection** (([TcpClient](#) tcpClient, [NetworkStream](#) stream) clientInfo, [CancellationToken](#) cancellationToken)
- override void **HandleMessage** ([SensorMessage](#) message, [NetworkStream](#) stream)

Properties

- [ProjectorControl](#) **ProjectorControl** [get]

Events

- [SensorMessageHandler](#) **OnMessage**

Additional Inherited Members

5.81.1 Member Function Documentation

5.81.1.1 HandleConnection()

```
override void emt_sdk.Events.Local.SensorManager.HandleConnection (
    (TcpClient tcpClient, NetworkStream stream) clientInfo,
    CancellationToken cancellationToken ) [inline], [protected], [virtual]
```

Reimplemented from [emt_sdk.Communication.ProtobufTcpListener< SensorMessage >](#).

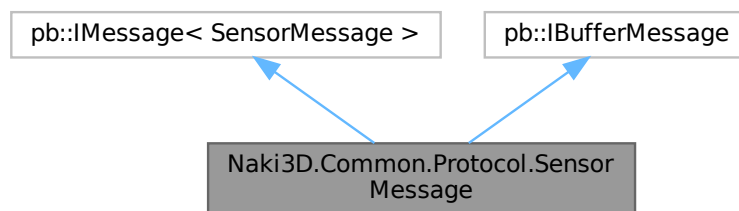
The documentation for this class was generated from the following file:

- emt-sdk/Events/Local/SensorManager.cs

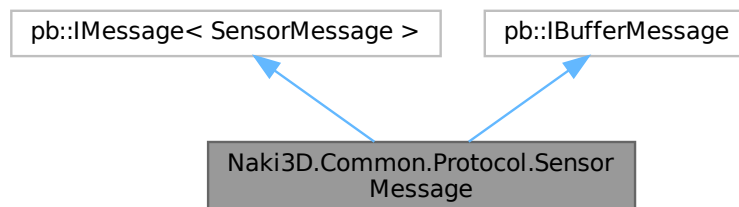
5.82 Naki3D.Common.Protocol.SensorMessage Class Reference

RasPi -> Device Message wrapper, same as above.

Inheritance diagram for Naki3D.Common.Protocol.SensorMessage:



Collaboration diagram for Naki3D.Common.Protocol.SensorMessage:



Public Types

- enum [DataOneofCase](#)
Enum of possible cases for the "data" oneof.

Public Member Functions

- **SensorMessage** ([SensorMessage](#) other)
- [SensorMessage](#) **Clone** ()
- void **ClearData** ()
- override bool **Equals** (object other)
- bool **Equals** ([SensorMessage](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([SensorMessage](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **SensorIdFieldNumber** = 1
Field number for the "sensor_id" field.
- const int **TimestampFieldNumber** = 2
Field number for the "timestamp" field.
- const int **HandTrackingFieldNumber** = 15
Field number for the "handTracking" field.
- const int **GestureFieldNumber** = 16
Field number for the "gesture" field.
- const int **HandMovementFieldNumber** = 17
Field number for the "hand_movement" field.
- const int **BestUserChangedFieldNumber** = 18
Field number for the "best_user_changed" field.
- const int **KeyboardUpdateFieldNumber** = 19
Field number for the "keyboard_update" field.
- const int **MouseMoveFieldNumber** = 20
Field number for the "mouse_move" field.
- const int **MouseButtonFieldNumber** = 21
Field number for the "mouse_button" field.
- const int **MouseScrollFieldNumber** = 22
Field number for the "mouse_scroll" field.
- const int **UltrasonicDistanceFieldNumber** = 23
Field number for the "ultrasonic_distance" field.
- const int **LightLevelFieldNumber** = 24
Field number for the "light_level" field.
- const int **EventFieldNumber** = 25
Field number for the "event" field.
- const int **PirMovementFieldNumber** = 26
Field number for the "pir_movement" field.

Properties

- static pb::MessageParser< [SensorMessage](#) > **Parser** [get]
- static pb::MessageDescriptor **Descriptor** [get]
- string **SensorId** [get, set]
- ulong **Timestamp** [get, set]
 - Microseconds since startup (Camera timing is in microseconds, may as well keep it)*
- global::Naki3D.Common.Protocol.MediapipeHandTrackingData **HandTracking** [get, set]
- global::Naki3D.Common.Protocol.GestureData **Gesture** [get, set]
- global::Naki3D.Common.Protocol.HandMovementData **HandMovement** [get, set]
- global::Naki3D.Common.Protocol.BestUserChangedData **BestUserChanged** [get, set]
- global::Naki3D.Common.Protocol.KeyboardUpdateData **KeyboardUpdate** [get, set]
- global::Naki3D.Common.Protocol.MouseMoveData **MouseMove** [get, set]
- global::Naki3D.Common.Protocol.MouseButtonData **MouseButton** [get, set]
- global::Naki3D.Common.Protocol.MouseScrollData **MouseScroll** [get, set]
- global::Naki3D.Common.Protocol.UltrasonicDistanceData **UltrasonicDistance** [get, set]
- global::Naki3D.Common.Protocol.LightLevelData **LightLevel** [get, set]
- global::Naki3D.Common.Protocol.EventData **Event** [get, set]
- global::Naki3D.Common.Protocol.PirMovementData **PirMovement** [get, set]
- [DataOneofCase](#) **DataCase** [get]

5.82.1 Detailed Description

RasPi -> Device Message wrapper, same as above.

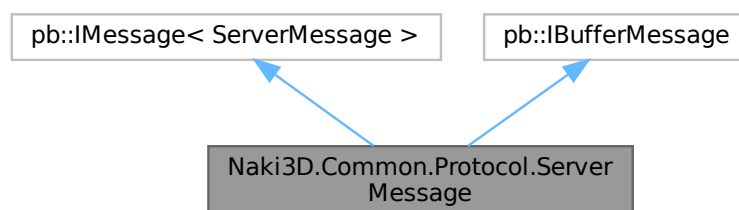
The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Wrappers.cs

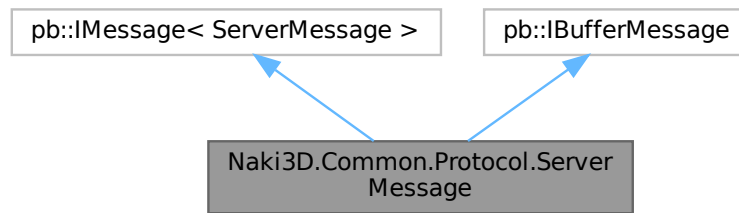
5.83 Naki3D.Common.Protocol.ServerMessage Class Reference

Server -> Device Message wrapper to allow identifying which message was sent using protobuf.

Inheritance diagram for Naki3D.Common.Protocol.ServerMessage:



Collaboration diagram for Naki3D.Common.Protocol.ServerMessage:



Public Types

- enum [MessageOneofCase](#)
Enum of possible cases for the "message" oneof.

Public Member Functions

- **ServerMessage** ([ServerMessage](#) other)
- [ServerMessage Clone](#) ()
- void **ClearMessage** ()
- override bool **Equals** (object other)
- bool **Equals** ([ServerMessage](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([ServerMessage](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **ConnectionIdFieldNumber** = 1
Field number for the "connection_id" field.
- const int **EncryptionInfoFieldNumber** = 16
Field number for the "encryption_info" field.
- const int **LoadPackageFieldNumber** = 17
Field number for the "load_package" field.
- const int **ClearPackageFieldNumber** = 18
Field number for the "clear_package" field.

Properties

- static pb::MessageParser< [ServerMessage](#) > **Parser** [get]
- static pb::MessageDescriptor **Descriptor** [get]
- string **ConnectionId** [get, set]
- global::Naki3D.Common.Protocol.EncryptionInfo **EncryptionInfo** [get, set]
connection.proto
- global::Naki3D.Common.Protocol.LoadPackage **LoadPackage** [get, set]
commands.proto
- global::Naki3D.Common.Protocol.ClearPackage **ClearPackage** [get, set]
- [MessageOneofCase](#) **MessageCase** [get]

5.83.1 Detailed Description

Server -> Device Message wrapper to allow identifying which message was sent using protobuf.

The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Wrappers.cs

5.84 emt_sdk.Generated.ScenePackage.Settings Class Reference

Properties

- string **BackgroundColor** [get, set]
- [Layout](#) **Layout** [get, set]
- LayoutType? **LayoutType** [get, set]
- [Vector2](#) **Padding** [get, set]
- double? **ScrollDelay** [get, set]
- double? **SlideAnimationLength** [get, set]
- [CameraAnimation](#) **CameraAnimation** [get, set]
- string **FileName** [get, set]
- FlagInteraction? **FlagInteraction** [get, set]
- List< [ModelFlag](#) > **Flags** [get, set]
- string **Skybox** [get, set]
- string **SkyboxTint** [get, set]
- AspectRatio? **AspectRatio** [get, set]
- bool? **AutoStart** [get, set]
- bool? **Loop** [get, set]
- List< [VideoEvent](#) > **VideoEvents** [get, set]
- double? **RotationSpeed** [get, set]
- double? **CameraVerticalAngle** [get, set]

The documentation for this class was generated from the following file:

- emt-sdk/Generated/ScenePackage/Package.cs

5.85 emt_sdk.Settings.SkewSetting Class Reference

Describes screen keystone transformation quad Coordinate space starts at -1, -1 for the bottom left corner And ends at 1, 1 for the rop right corner

Public Member Functions

- [SkewSetting AlignSides](#) ()

Vertically aligns (sets the X coordinate to the same value) pairs of TopRight/BottomRight and TopLeft/BottomLeft. Always uses the top coordinates as source data.

Properties

- [Vector2 TopLeft](#) [get, set]
- [Vector2 TopRight](#) [get, set]
- [Vector2 BottomLeft](#) [get, set]
- [Vector2 BottomRight](#) [get, set]

5.85.1 Detailed Description

Describes screen keystone transformation quad Coordinate space starts at -1, -1 for the bottom left corner And ends at 1, 1 for the rop right corner

5.85.2 Member Function Documentation

5.85.2.1 AlignSides()

```
SkewSetting emt_sdk.Settings.SkewSetting.AlignSides ( ) [inline]
```

Vertically aligns (sets the X coordinate to the same value) pairs of TopRight/BottomRight and TopLeft/BottomLeft. Always uses the top coordinates as source data.

Returns

5.85.3 Property Documentation

5.85.3.1 BottomLeft

`Vector2` `emt_sdk.Settings.SkewSetting.BottomLeft` [get], [set]

Initial value:

```
= new Vector2
{
    X = -1,
    Y = -1,
}
```

5.85.3.2 BottomRight

`Vector2` `emt_sdk.Settings.SkewSetting.BottomRight` [get], [set]

Initial value:

```
= new Vector2
{
    X = 1,
    Y = -1
}
```

5.85.3.3 TopLeft

`Vector2` `emt_sdk.Settings.SkewSetting.TopLeft` [get], [set]

Initial value:

```
= new Vector2
{
    X = -1,
    Y = 1
}
```

5.85.3.4 TopRight

`Vector2` `emt_sdk.Settings.SkewSetting.TopRight` [get], [set]

Initial value:

```
= new Vector2
{
    X = 1,
    Y = 1
}
```

The documentation for this class was generated from the following file:

- `emt-sdk/Settings/SkewSetting.cs`

5.86 emt_sdk.Generated.ScenePackage.Sync Class Reference

Properties

- [CanvasDimensions](#) **CanvasDimensions** [get, set]
- List< [Element](#) > **Elements** [get, set]
- long **SelfIndex** [get, set]

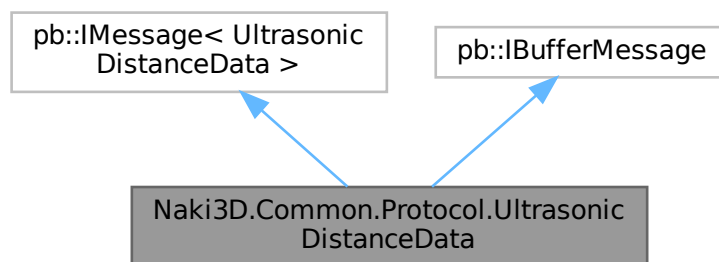
The documentation for this class was generated from the following file:

- emt-sdk/Generated/ScenePackage/Package.cs

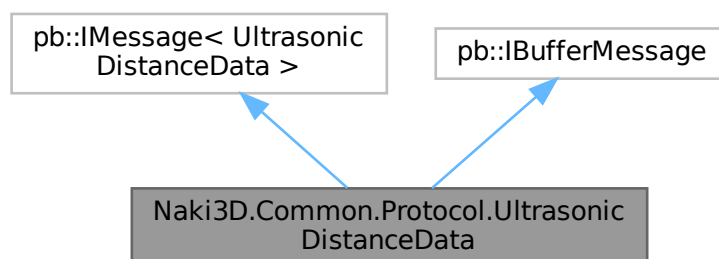
5.87 Naki3D.Common.Protocol.UltrasonicDistanceData Class Reference

Raspi -> Device

Inheritance diagram for Naki3D.Common.Protocol.UltrasonicDistanceData:



Collaboration diagram for Naki3D.Common.Protocol.UltrasonicDistanceData:



Public Member Functions

- **UltrasonicDistanceData** ([UltrasonicDistanceData](#) other)
- [UltrasonicDistanceData](#) **Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([UltrasonicDistanceData](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([UltrasonicDistanceData](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **DistanceFieldNumber** = 1
Field number for the "distance" field.

Properties

- static pb::MessageParser< [UltrasonicDistanceData](#) > **Parser** [get]
- static pb::MessageDescriptor **Descriptor** [get]
- float **Distance** [get, set]

5.87.1 Detailed Description

Raspi -> Device

The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Sensor.cs

5.88 emt_sdk.Generated.ScenePackage.Vector2 Class Reference

Properties

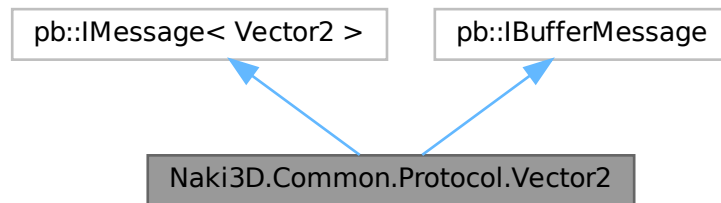
- double? **X** [get, set]
- double? **Y** [get, set]

The documentation for this class was generated from the following file:

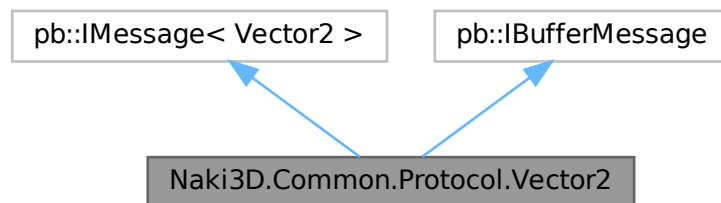
- emt-sdk/Generated/ScenePackage/Package.cs

5.89 Naki3D.Common.Protocol.Vector2 Class Reference

Inheritance diagram for Naki3D.Common.Protocol.Vector2:



Collaboration diagram for Naki3D.Common.Protocol.Vector2:



Public Member Functions

- **Vector2** ([Vector2](#) other)
- [Vector2 Clone](#) ()
- override bool **Equals** (object other)
- bool **Equals** ([Vector2](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([Vector2](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **XFieldNumber** = 1
Field number for the "x" field.
- const int **YFieldNumber** = 2
Field number for the "y" field.

Properties

- static pb::MessageParser< [Vector2](#) > **Parser** [get]
- static pbr::MessageDescriptor **Descriptor** [get]
- float **X** [get, set]
- float **Y** [get, set]

The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Types.cs

5.90 emt_sdk.Generated.ScenePackage.Vector3 Class Reference

Properties

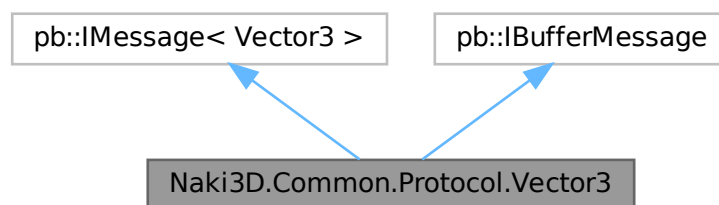
- double? **X** [get, set]
- double? **Y** [get, set]
- double? **Z** [get, set]

The documentation for this class was generated from the following file:

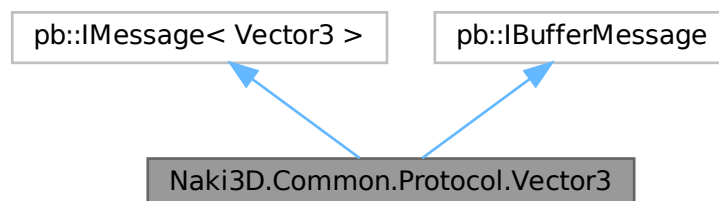
- emt-sdk/Generated/ScenePackage/Package.cs

5.91 Naki3D.Common.Protocol.Vector3 Class Reference

Inheritance diagram for Naki3D.Common.Protocol.Vector3:



Collaboration diagram for Naki3D.Common.Protocol.Vector3:



Public Member Functions

- **Vector3** ([Vector3](#) other)
- [Vector3 Clone](#) ()
- override bool **Equals** (object other)
- bool **Equals** ([Vector3](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([Vector3](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **XFieldNumber** = 1
Field number for the "x" field.
- const int **YFieldNumber** = 2
Field number for the "y" field.
- const int **ZFieldNumber** = 3
Field number for the "z" field.

Properties

- static pb::MessageParser< [Vector3](#) > **Parser** [get]
- static pb::MessageDescriptor **Descriptor** [get]
- float **X** [get, set]
- float **Y** [get, set]
- float **Z** [get, set]

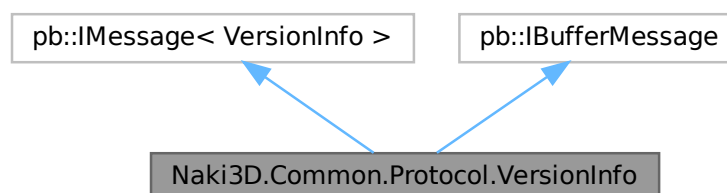
The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Types.cs

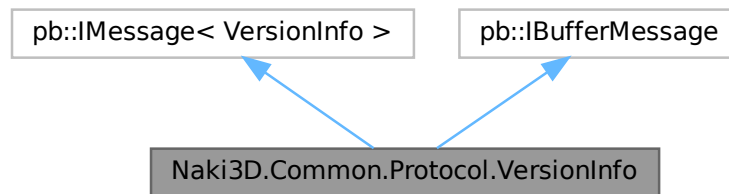
5.92 Naki3D.Common.Protocol.VersionInfo Class Reference

Same for both peers, version for compatibility checks. Probably SEMVER?

Inheritance diagram for Naki3D.Common.Protocol.VersionInfo:



Collaboration diagram for Naki3D.Common.Protocol.VersionInfo:



Public Member Functions

- **VersionInfo** ([VersionInfo](#) other)
- **VersionInfo Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([VersionInfo](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([VersionInfo](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **MajorFieldNumber** = 1
Field number for the "major" field.
- const int **MinorFieldNumber** = 2
Field number for the "minor" field.
- const int **PatchFieldNumber** = 3
Field number for the "patch" field.
- const int **BuildFieldNumber** = 4
Field number for the "build" field.

Properties

- static pb::MessageParser< [VersionInfo](#) > **Parser** [get]
- static pb::MessageDescriptor **Descriptor** [get]
- uint **Major** [get, set]
- uint **Minor** [get, set]
- uint **Patch** [get, set]
- string **Build** [get, set]

5.92.1 Detailed Description

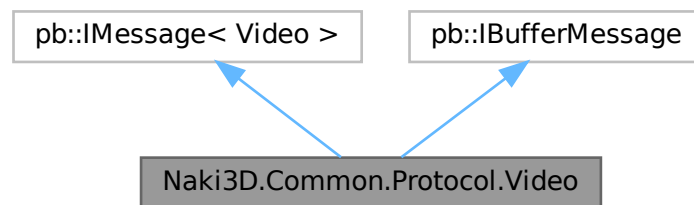
Same for both peers, version for compatibility checks. Probably SEMVER?

The documentation for this class was generated from the following file:

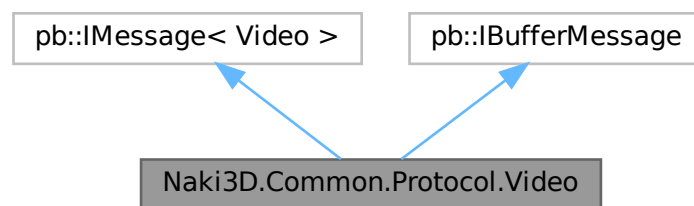
- emt-sdk/obj/Debug/netstandard2.0/Connection.cs

5.93 Naki3D.Common.Protocol.Video Class Reference

Inheritance diagram for Naki3D.Common.Protocol.Video:



Collaboration diagram for Naki3D.Common.Protocol.Video:



Classes

- class **Types**

Container for nested types declared in the [Video](#) message type.

Public Member Functions

- **Video** ([Video](#) other)
- **Video Clone** ()
- override bool **Equals** (object other)
- bool **Equals** ([Video](#) other)
- override int **GetHashCode** ()
- override string **ToString** ()
- void **WriteTo** (pb::CodedOutputStream output)
- int **CalculateSize** ()
- void **MergeFrom** ([Video](#) other)
- void **MergeFrom** (pb::CodedInputStream input)

Static Public Attributes

- const int **DataFieldNumber** = 1
Field number for the "data" field.
- const int **VideoCodecFieldNumber** = 2
Field number for the "video_codec" field.
- const int **AudioCodecFieldNumber** = 3
Field number for the "audio_codec" field.

Properties

- static pb::MessageParser< [Video](#) > **Parser** [get]
- static pb::MessageDescriptor **Descriptor** [get]
- pb::ByteString **Data** [get, set]
Separate audio/video streams maybe?
- global::Naki3D.Common.Protocol.Video.Types.VideoCodec **VideoCodec** [get, set]
- global::Naki3D.Common.Protocol.Video.Types.AudioCodec **AudioCodec** [get, set]

The documentation for this class was generated from the following file:

- emt-sdk/obj/Debug/netstandard2.0/Resource.cs

5.94 emt_sdk.Generated.ScenePackage.VideoEvent Class Reference

Properties

- string **EventName** [get, set]
- double? **Timestamp** [get, set]

The documentation for this class was generated from the following file:

- emt-sdk/Generated/ScenePackage/Package.cs

5.95 emt_sdk.Scene.VideoScene.VideoEvent Class Reference

Properties

- float **Timestamp** [get, set]
Point in time when the event should be raised in seconds
- string **EventName** [get, set]

The documentation for this class was generated from the following file:

- emt-sdk/Scene/VideoScene.cs

5.96 emt_sdk.Scene.VideoScene Class Reference

Definition of video scene specific data

Classes

- class [VideoEvent](#)

Public Types

- enum [VideoAspectRatioEnum](#)
Defines how the video should be scaled

Properties

- string **FileName** [get, set]
Gets or sets the filename of the video file to be played
- bool **Loop** [get, set]
Whether the video should automatically loop
- bool **AutoStart** [get, set]
Whether the video should start playing as soon as the scene loads
- [VideoAspectRatioEnum](#) **AspectRatio** [get, set]
Determines how the video content will be rescaled to fit the screen
- string **BackgroundColor** [get, set]
Background color in hex, formatted as #RRGGBB (e.g. #A1FF12)
- [VideoEvent](#)[] **VideoEvents** [get, set]

5.96.1 Detailed Description

Definition of video scene specific data

The documentation for this class was generated from the following file:

- emt-sdk/Scene/VideoScene.cs

5.97 emt_sdk.ScenePackage.Viewport Class Reference

Public Member Functions

- **Viewport** (int width, int height, int x, int y)

Properties

- int **X** [get, set]
- int **Y** [get, set]
- int **Width** [get, set]
- int **Height** [get, set]

The documentation for this class was generated from the following file:

- emt-sdk/ScenePackage/Viewport.cs

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