emt-sdk

Generated by Doxygen 1.9.2

Chapter 1

Namespace Index

1.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Chapter 4

Namespace Documentation

4.1 emt_sdk Namespace Reference

4.2 emt_sdk.Communication Namespace Reference

Classes

- class ExhibitConnection
- class JsonObjectStringReader

Enumerations

- enum **ConnectionStateEnum** {
  Disconnected , **Connected** , **VersionCheck** , **VerifyRequest** ,
  VerifyWait , **Verified** , **DescriptorSent** , **PackageInfoReceived** }

4.3 emt_sdk.Events Namespace Reference

Classes

- class EventManager

  Main emt_sdk event communication server-client used for both receiving and sending events from/to other devices. Should not be used in user code.
- 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.

4.4 emt_sdk.Extensions Namespace Reference

Classes

- class **IMessageExtensions**

  Extensions for protobug communication
- class **PackageExtensions**

  Implementation of Package logic. Extensions are used due to Package being autogenerated.
- class **VersionExtensions**

4.5 emt_sdk.Generated Namespace Reference

4.6 emt_sdk.Generated.ScenePackage Namespace Reference

Classes

- class Action
- class CanvasDimensions
- class **ConditionConverter**
- class **Converter**
- class **DisplayTypeConverter**
- class Element
- class **InputTypeConverter**
- class Mapping
- class Metadata
- class Package
- class PackageClass
- class **PackageTypeConverter**
- class Parameters
- class Sync

Enumerations

- enum **Condition** {
  Above , **AboveOrEquals** , **Below** , **BelowOrEquals** ,
  Equals }
- enum **InputType** {
  Event , **Gesture** , **GestureDrag** , **Value** ,
  ValueTrigger }
- enum **PackageType** { **Data** , **Script** }
- enum **DisplayType** {
  Gallery , **Model** , **Multires** , **Quiz** ,
  Scene , **Video** }

4.7 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

4.8 emt_sdk.ScenePackage Namespace Reference

Classes

- class PackageLoader

4.9 emt_sdk.Settings Namespace Reference

Classes

- class ColorSetting
- class CommunicationSettings
- class DisplaySetting
- class IPWSetting

  Settings for an Interactive Projection Wall
- 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 rop right corner

4.10 Naki3D Namespace Reference

4.11 Naki3D.Common Namespace Reference

4.12 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 EventScript
- class GestureData

  Raspi -> Device
- class HandMovementData
- class Image
- class **KeyboardReflection**

  Holder for reflection information generated from keyboard.proto
- class KeyboardUpdateData

  Raspi -> Device
- 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 Model3D
- class MouseButtonData
- class MouseMoveData

  Raspi -> Device
- class **MouseReflection**

  Holder for reflection information generated from mouse.proto
- class MouseScrollData
- class Ping

  Basically an empty ping message, just to maintain connection.
- 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 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** {
  GestureWaving = 0 , **GestureSwipeLeft** = 1 , **GestureSwipeRight** = 2 , **GestureSwipeUp** = 3 ,
  GestureSwipeDown = 4 , **GesturePush** = 5 , **GestureTest** = 6 , **GestureWaving** = 0 ,
  GestureSwipeLeft = 1 , **GestureSwipeRight** = 2 , **GestureSwipeUp** = 3 , **GestureSwipeDown** = 4 ,
  GesturePush = 5 , **GestureTest** = 6 }
- enum **HandType** { **HandLeft** = 0 , **HandRight** = 1 , **HandLeft** = 0 , **HandRight** = 1 }
- enum PerformanceCap {
  Slow = 0 , Medium = 1 , Fast = 2 , Slow = 0 ,
  Medium = 1 , Fast = 2 }
- enum SensorType {
  Gesture = 0 , **Image** = 1 , **Depth** = 2 , **Light** = 3 ,
  Microphone = 4 , Ir = 5 , **Gesture** = 0 , **Image** = 1 ,
  Depth = 2 , **Light** = 3 , **Microphone** = 4 , Ir = 5 }
- enum **DeviceType** {
  Unknown = 0 , **Ipw** = 1 , **Pge** = 2 , **Unknown** = 0 ,
  Ipw = 1 , **Pge** = 2 }
- enum **KeyActionType** { **KeyUp** = 0 , **KeyDown** = 1 , **KeyUp** = 0 , **KeyDown** = 1 }
- enum **MouseActionType** { **ButtonUp** = 0 , **ButtonDown** = 1 , **ButtonUp** = 0 , **ButtonDown** = 1 }
- enum **MouseScrollType** { **ScrollUp** = 0 , **ScrollDown** = 1 , **ScrollUp** = 0 , **ScrollDown** = 1 }
- enum CECAction { **PowerOn** = 0 , PowerOff = 1 , **PowerOn** = 0 , PowerOff = 1 }

  Reverse conrtol
- enum **GestureType** {
  GestureWaving = 0 , **GestureSwipeLeft** = 1 , **GestureSwipeRight** = 2 , **GestureSwipeUp** = 3 ,
  GestureSwipeDown = 4 , **GesturePush** = 5 , **GestureTest** = 6 , **GestureWaving** = 0 ,
  GestureSwipeLeft = 1 , **GestureSwipeRight** = 2 , **GestureSwipeUp** = 3 , **GestureSwipeDown** = 4 ,
  GesturePush = 5 , **GestureTest** = 6 }
- enum **HandType** { **HandLeft** = 0 , **HandRight** = 1 , **HandLeft** = 0 , **HandRight** = 1 }
- enum PerformanceCap {
  Slow = 0 , Medium = 1 , Fast = 2 , Slow = 0 ,
  Medium = 1 , Fast = 2 }
- enum SensorType {
  Gesture = 0 , **Image** = 1 , **Depth** = 2 , **Light** = 3 ,
  Microphone = 4 , Ir = 5 , **Gesture** = 0 , **Image** = 1 ,
  Depth = 2 , **Light** = 3 , **Microphone** = 4 , Ir = 5 }
- enum **DeviceType** {
  Unknown = 0 , **Ipw** = 1 , **Pge** = 2 , **Unknown** = 0 ,
  Ipw = 1 , **Pge** = 2 }
- enum **KeyActionType** { **KeyUp** = 0 , **KeyDown** = 1 , **KeyUp** = 0 , **KeyDown** = 1 }
- enum **MouseActionType** { **ButtonUp** = 0 , **ButtonDown** = 1 , **ButtonUp** = 0 , **ButtonDown** = 1 }
- enum **MouseScrollType** { **ScrollUp** = 0 , **ScrollDown** = 1 , **ScrollUp** = 0 , **ScrollDown** = 1 }
- enum CECAction { **PowerOn** = 0 , PowerOff = 1 , **PowerOn** = 0 , PowerOff = 1 }

  Reverse conrtol

4.12.1 Enumeration Type Documentation

4.12.1.1 CECAction [1/2]

enum Naki3D.Common.Protocol.CECAction

Reverse conrtol

Enumerator

PowerOff	TODO: Brightness, saturation, etc...
PowerOff	TODO: Brightness, saturation, etc...

4.12.1.2 CECAction [2/2]

enum Naki3D.Common.Protocol.CECAction

Reverse conrtol

Enumerator

PowerOff	TODO: Brightness, saturation, etc...
PowerOff	TODO: Brightness, saturation, etc...

4.12.1.3 PerformanceCap [1/2]

enum Naki3D.Common.Protocol.PerformanceCap

Enumerator

Slow	Can play video, perhaps display simple models (e.g. 2-core with Intel iGPU).
Medium	Slow + can display reasonably complex scenes, models with interaction (e.g. the current prototype mini PC)
Fast	Medium + can work with/display more complex data, like point clouds or unoptimized meshes, volumetric data (for possible future display types)
Slow	Can play video, perhaps display simple models (e.g. 2-core with Intel iGPU).
Medium	Slow + can display reasonably complex scenes, models with interaction (e.g. the current prototype mini PC)
Fast	Medium + can work with/display more complex data, like point clouds or unoptimized meshes, volumetric data (for possible future display types)

4.12.1.4 PerformanceCap [2/2]

enum Naki3D.Common.Protocol.PerformanceCap

Enumerator

Slow	Can play video, perhaps display simple models (e.g. 2-core with Intel iGPU).
Medium	Slow + can display reasonably complex scenes, models with interaction (e.g. the current prototype mini PC)
Fast	Medium + can work with/display more complex data, like point clouds or unoptimized meshes, volumetric data (for possible future display types)
Slow	Can play video, perhaps display simple models (e.g. 2-core with Intel iGPU).
Medium	Slow + can display reasonably complex scenes, models with interaction (e.g. the current prototype mini PC)
Fast	Medium + can work with/display more complex data, like point clouds or unoptimized meshes, volumetric data (for possible future display types)

4.12.1.5 SensorType [1/2]

enum Naki3D.Common.Protocol.SensorType

Enumerator

Ir	TODO: other sensors?
Ir	TODO: other sensors?

4.12.1.6 SensorType [2/2]

enum Naki3D.Common.Protocol.SensorType

Enumerator

Ir	TODO: other sensors?
Ir	TODO: other sensors?

Chapter 5

Class Documentation

5.1 emt_sdk.Generated.ScenePackage.Action Class Reference

Properties

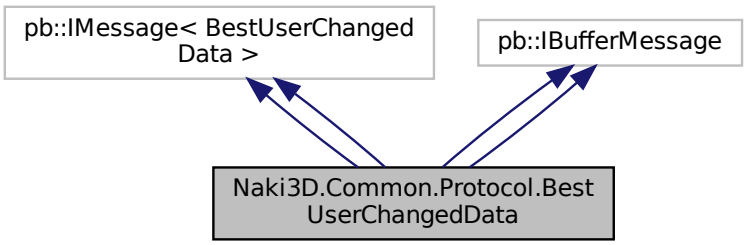
- Mapping **Mapping** `[getset]`
- string **Name** `[getset]`
- InputType **Type** `[getset]`

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

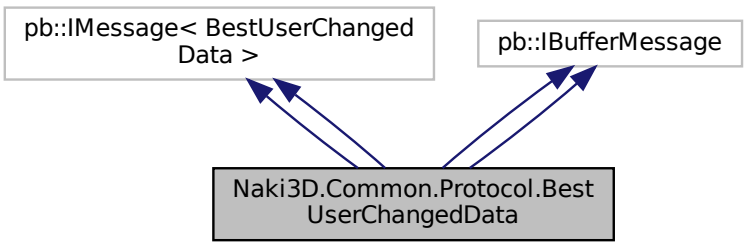
- emt-sdk/Generated/ScenePackage/Package.cs

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** [getset]
- int **UserCount** [getset]

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

- emt-sdk/obj/Debug/netstandard2.0/Camera.cs
- emt-sdk/obj/Release/netstandard2.0/Camera.cs

5.3 emt_sdk.Generated.ScenePackage.CanvasDimensions Class Reference

Properties

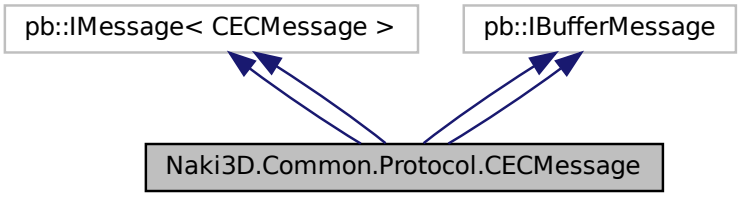
- long? **Height** [getset]
- long? **Width** [getset]

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

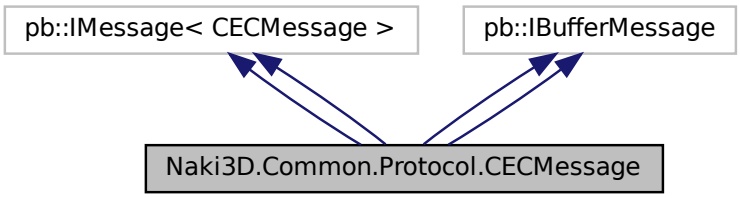
- emt-sdk/Generated/ScenePackage/Package.cs

5.4 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)
- **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** `[getset]`

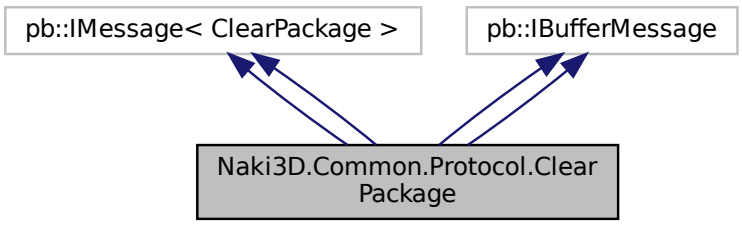
The documentation for this class was generated from the following files:

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

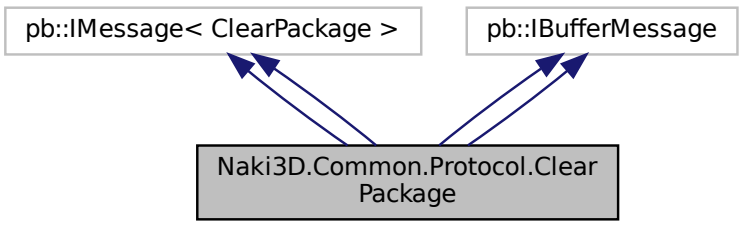
5.5 Naki3D.Common.Protocol.ClearPackage Class Reference

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)
- **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 pb::MessageParser< ClearPackage > **Parser** `[get]`
- static pbr::MessageDescriptor **Descriptor** `[get]`
- bool **PurgeData** `[getset]`

5.5.1 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 files:

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

5.6 emt_sdk.Settings.ColorSetting Class Reference

Properties

- float **Saturation** = 1f `[getset]`

  Absolute saturation of image (0.0 - 1.0). Does not support HDR.
- float **Contrast** = 1f `[getset]`

  Absolute contrast of image (0.0 - 1.0).
- float **Brightness** = 0f `[getset]`

  Additive brightness of image (-1.0 - 1.0). Does not support HDR.

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

- emt-sdk/Settings/ColorSetting.cs

5.7 emt_sdk.Settings.CommunicationSettings Class Reference

Properties

- string **ContentHostname** `[getset]`

  Hostname of the Content Manager server
- int **ContentPort** `[getset]`

  Port of the Content Manager server
- string **SensorListenIp** `[getset]`

  IP used by Events.EventManager for listening for incoming sensor events
- int **SensorListenPort** `[getset]`

  Port used by Events.EventManager for listening for incoming sensor events

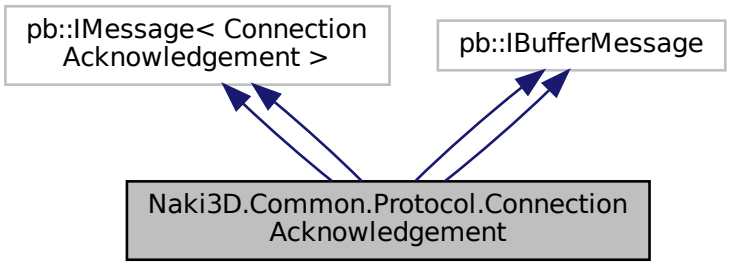
The documentation for this class was generated from the following file:

- emt-sdk/Settings/CommunicationSettings.cs

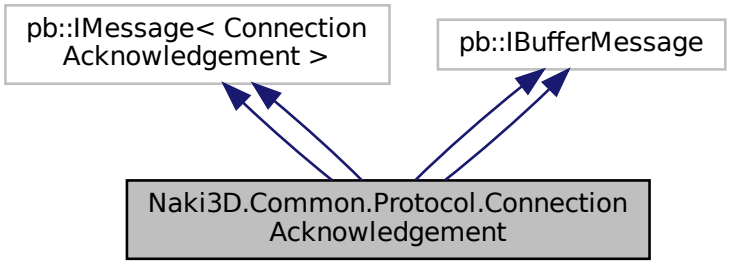
5.8 Naki3D.Common.Protocol.ConnectionAcknowledgement Class Reference

(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)
- **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 pbr::MessageDescriptor **Descriptor** `[get]`
- string **ConnectionId** `[getset]`

  server echoes ID back
- bool **Verified** `[getset]`

  whether the device is already known to the server

5.8.1 Detailed Description

(2) Server -> Device

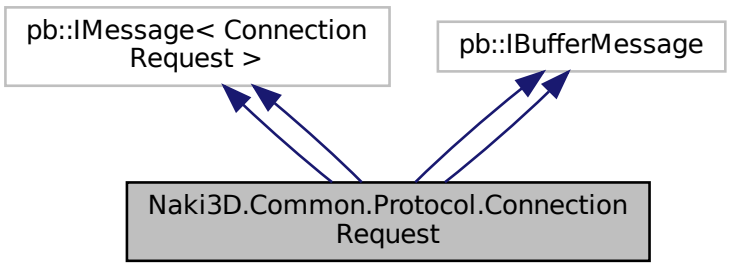
The documentation for this class was generated from the following files:

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

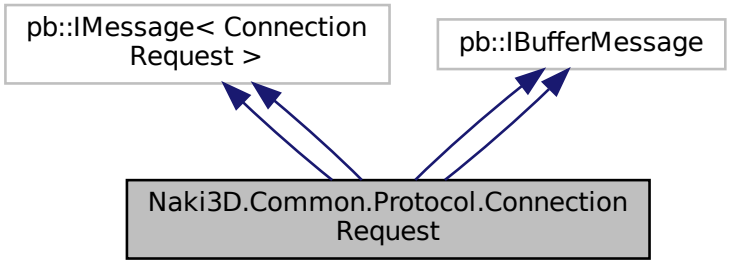
5.9 Naki3D.Common.Protocol.ConnectionRequest Class Reference

(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)
- **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** `[getset]`

  unique ID of connecting PC (e.g. hostname)
- pb::ByteString **PublicKey** `[getset]`

  Used to later generate (or renew) a certificate for the device.

5.9.1 Detailed Description

(1) Device -> Server

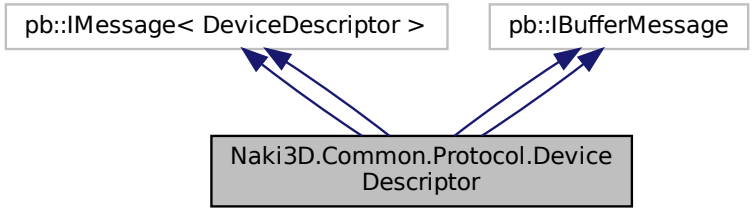
The documentation for this class was generated from the following files:

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

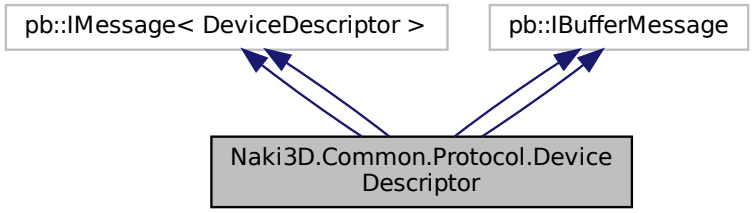
5.10 Naki3D.Common.Protocol.DeviceDescriptor Class Reference

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)
- **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 pbr::MessageDescriptor **Descriptor** `[get]`
- global::Naki3D.Common.Protocol.DeviceType **Type** `[getset]`
- global::Naki3D.Common.Protocol.PerformanceCap **PerformanceCap** `[getset]`
- pbc::RepeatedField< global::Naki3D.Common.Protocol.SensorType > **LocalSensors** `[get]`

  These sensors are expected to always be available: Time, Mobile app

5.10.1 Detailed Description

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

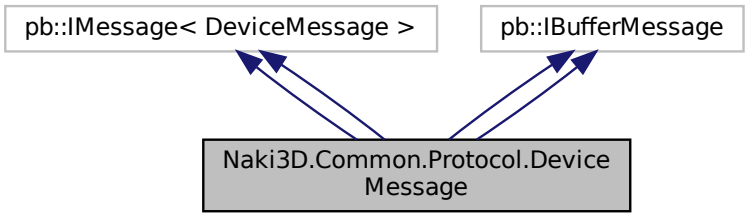
The documentation for this class was generated from the following files:

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

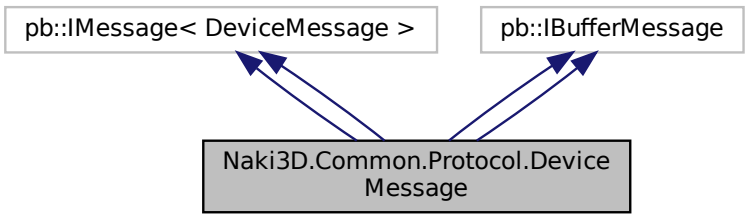
5.11 Naki3D.Common.Protocol.DeviceMessage Class Reference

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 {
  None = 0 , **DeviceDescriptor** = 16 , **Ping** = 17 , **None** = 0 ,
  DeviceDescriptor = 16 , **Ping** = 17 }

  Enum of possible cases for the "message" oneof.
- enum MessageOneofCase {
  None = 0 , **DeviceDescriptor** = 16 , **Ping** = 17 , **None** = 0 ,
  DeviceDescriptor = 16 , **Ping** = 17 }

  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)
- **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 pbr::MessageDescriptor **Descriptor** `[get]`
- string **ConnectionId** `[getset]`
- global::Naki3D.Common.Protocol.DeviceDescriptor?? **DeviceDescriptor** `[getset]`

  connection.proto
- global::Naki3D.Common.Protocol.Ping?? **Ping** `[getset]`
- MessageOneofCase **MessageCase** `[get]`

5.11.1 Detailed Description

Device -> Server Message wrapper, same as above.

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

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

5.12 emt_sdk.Settings.DisplaySetting Class Reference

Properties

- int **DisplayId** `[getset]`

  Id of display as defined in Unity. Should match display numbers in Windows / xorg.
- ColorSetting **Color** = new ColorSetting() `[getset]`

  Color transformation settings
- SkewSetting **Skew** = new SkewSetting() `[getset]`

  Keystone transformation settings
- float **CrossOver** `[getset]`

  Relative percantage 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

5.13 emt_sdk.Generated.ScenePackage.Element Class Reference

Properties

- string **Hostname** `[getset]`
- string **Role** `[getset]`
- string **ViewportTransform** `[getset]`

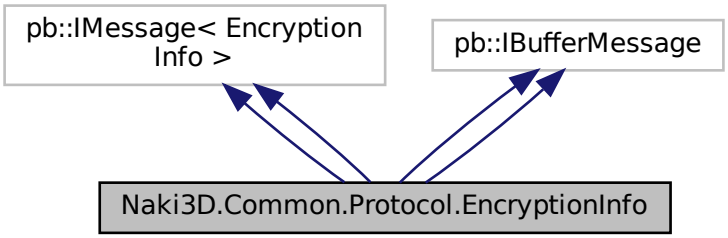
The documentation for this class was generated from the following file:

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

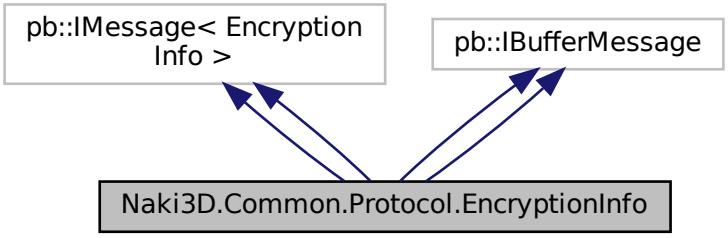
5.14 Naki3D.Common.Protocol.EncryptionInfo Class Reference

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)
- **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 pbr::MessageDescriptor **Descriptor** `[get]`
- pb::ByteString **DeviceCertificate** `[getset]`

  Certificate signed by the server to identify the device.
- pbc::RepeatedField< pb::ByteString > **ManagementKeys** `[get]`

  Keys for remote management (without central server) authorization.

5.14.1 Detailed Description

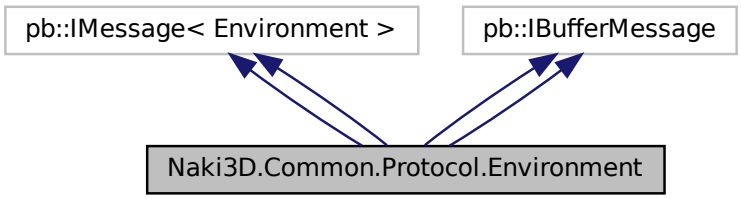
For setting up p2p encryption in case of

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

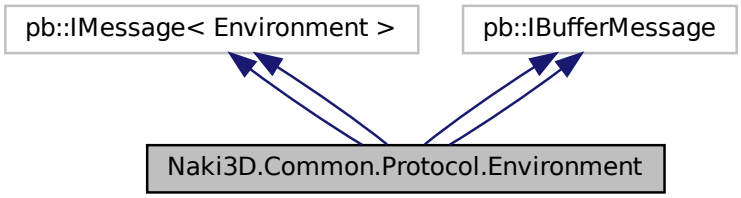
- emt-sdk/obj/Debug/netstandard2.0/Connection.cs
- emt-sdk/obj/Release/netstandard2.0/Connection.cs

5.15 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)
- **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** `[getset]`
- string **EngineVersion** `[getset]`

  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 files:

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

5.16 emt_sdk.Events.EventManager Class Reference

Main emt_sdk event communication server-client used for both receiving and sending events from/to other devices. Should not be used in user code.

Public Member Functions

- delegate void SensorMessageHandler (object sender, SensorMessage e)

  Handler for receicing sensor events
- void BroadcastEvent (SensorMessage message)

  Broadcasts an event to all connected devices and relays (if connected)
- void Start (Sync sync, CommunicationSettings settings)

  Starts listening for incoming connections and connects to other available devices. Calls
  See also

  Start(Sync, string, int)

  with specified CommunicationSettings.
- void Start (Sync sync, string ip=null, int port=SENSOR_MESSAGE_PORT)

  Starts listening for incoming connections and connects to other available devices.
- void **Stop** ()

  Stops listening for new connections and closes all outgoing sockets

Static Public Attributes

- const int **SENSOR_MESSAGE_PORT** = 5000

  Default event listening port and also target port for otehr devices

Properties

- static EventManager **Instance** = new EventManager() `[get]`

  Singleton instance of EventManager for easier state management
- bool **IsListening** = false `[get]`

  Whether the manager is currently listening for new connections
- int **Listeners** `[get]`

  Gets the amount of currently connected listeners
- CancellationToken **Token** `[get]`

  Token for closing all socket connections, may be closed after receiving one more event per socket

Events

- SensorMessageHandler **OnEventReceived**

  Called whenever an event is received either locally, from other device or from a relay

5.16.1 Detailed Description

Main emt_sdk event communication server-client used for both receiving and sending events from/to other devices. Should not be used in user code.

5.16.2 Member Function Documentation

5.16.2.1 BroadcastEvent()

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

Broadcasts an event to all connected devices and relays (if connected)

Parameters

message	Event to be sent

Exceptions

ArgumentNullException	Thrown when passed event is null

5.16.2.2 SensorMessageHandler()

```
delegate void emt_sdk.Events.EventManager.SensorMessageHandler (
            object sender,
            SensorMessage e )
```

Handler for receicing sensor events

Parameters

sender	Sender of event, EventManager in most cases
e	Received message

5.16.2.3 Start() [1/2]

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

Starts listening for incoming connections and connects to other available devices. Calls

See also

Start(Sync, string, int)

with specified CommunicationSettings.

Parameters

sync	Sync data used for connecting to other devices
settings	Socket settings

5.16.2.4 Start() [2/2]

```
void emt_sdk.Events.EventManager.Start (
            Sync sync,
            string ip = null,
            int port = SENSOR_MESSAGE_PORT )  [inline]
```

Starts listening for incoming connections and connects to other available devices.

Parameters

sync	Sync data used for connecting to other devices
ip	Listening IP asdress
port	Listening and target port for both incoming and outgoing sockets

Exceptions

SocketException	Throw on any socket related problems

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

- emt-sdk/Events/EventManager.cs

5.17 emt_sdk.Events.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=EventRelayServer.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.

Properties

- bool **IsConnected** `[get]`

  Whether the client is currently connected to a server. Verify this before sending any events
- CancellationToken **CancellationToken** `[get]`

  Token for closing socket connection, may be closed after receiving one more event

Events

- SensorMessageHandler **OnEventReceived**

  Called whenever a SensorMessage is received from relay server

5.17.1 Detailed Description

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

5.17.2 Member Function Documentation

5.17.2.1 BroadcastEvent()

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

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

Exceptions

ArgumentNullException	Thrown when passed event is null
InvalidOperationException	Thrown when client is not connected

Parameters

message	Event to be sent

5.17.2.2 Connect()

```
void emt_sdk.Events.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

SocketException	Thrown on any socket related problem

Parameters

port	Target server port

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

- emt-sdk/Events/EventRelayClient.cs

5.18 emt_sdk.Events.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.

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.

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
- CancellationToken **CancellationToken** `[get]`

  Token for closing socket connection, may be closed after receiving one more event

5.18.1 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.

5.18.2 Member Function Documentation

5.18.2.1 Listen()

```
void emt_sdk.Events.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

SocketException	Thrown on any socket related problem

Parameters

port	Listening port

5.18.2.2 RelayLocalEvent()

```
void emt_sdk.Events.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

ArgumentNullException	Thrown when passed event is null
InvalidOperationException	Thrown when server is not connected

Parameters

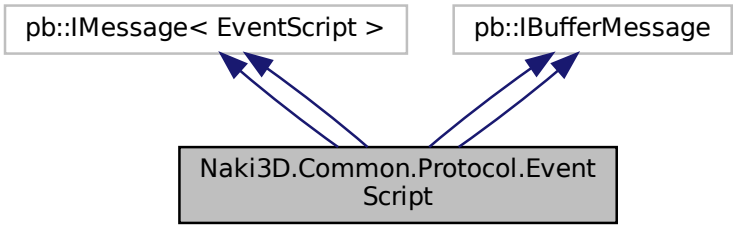
message	Event to be sent

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

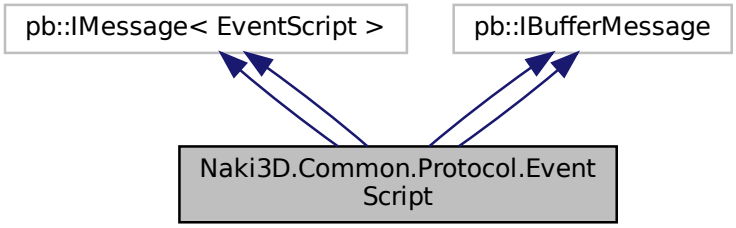
- emt-sdk/Events/EventRelayServer.cs

5.19 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)
- **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

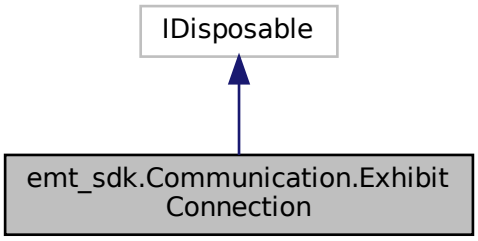
- static pb::MessageParser< EventScript > **Parser** `[get]`
- static pbr::MessageDescriptor **Descriptor** `[get]`
- string **Name** `[getset]`
- string **Id** `[getset]`

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

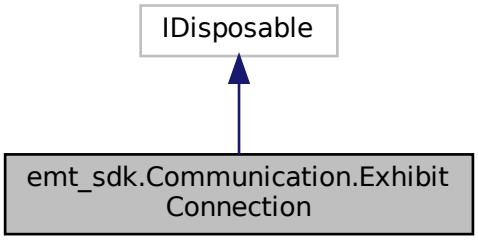
- emt-sdk/obj/Debug/netstandard2.0/Resource.cs
- emt-sdk/obj/Release/netstandard2.0/Resource.cs

5.20 emt_sdk.Communication.ExhibitConnection Class Reference

Inheritance diagram for emt_sdk.Communication.ExhibitConnection:



Collaboration diagram for emt_sdk.Communication.ExhibitConnection:



Public Member Functions

- **ExhibitConnection** (TcpClient client, string id=null)
- void **Connect** ()
- void **SendDescriptor** (DeviceDescriptor descriptor)
- void **Dispose** ()

Properties

- bool **IsConnected** `[get]`
- bool **Verified** = false `[get]`
- ConnectionStateEnum **ConnectionState** = ConnectionStateEnum.Disconnected `[get]`
- EncryptionInfo **EncryptionInfo** = null `[get]`
- Action< LoadPackage > **LoadPackageHandler** `[getset]`
- Action< ClearPackage > **ClearPackageHandler** `[getset]`

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

- emt-sdk/Communication/ExhibitConnection.cs

5.21 emt_sdk.Scene.GltfObject.Flag Class Reference

Description flag in model

Properties

- GltfLocation **Location** `[getset]`

  Location of flag
- string **Text** `[getset]`

  Displayed text
- string **ActivatedAction** `[getset]`

  Action to execute on flag activation, `null` if no action should be performed.
- string **SelectedAction** `[getset]`

  Action to execute on flag selection, `null` if no action should be performed.
- string **ForegroundColor** `[getset]`
- string **BackgroundColor** `[getset]`
- string **StalkColor** `[getset]`
- bool **CanSelect** `[getset]`

  Whether this flag can be selected. Value of `false` disables both ActivatedAction and SelectedAction.

5.21.1 Detailed Description

Description flag in model

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

- emt-sdk/Scene/GltfObject.cs

5.22 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 { **Grid** , **List** }

  Layout of the gallery images

Properties

- GalleryLayoutEnum **LayoutType** `[getset]`

  Active layout for this gallery
- GalleryLayout **Layout** `[getset]`

  Parameters of the specific layout in LayoutType
- Vector2 **Padding** `[getset]`

  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** `[getset]`

  How long should the delay between automatic scrolling steps in seconds. Value of 0 disables automatic scrolling.
- float **SlideAnimationLength** `[getset]`

  How long the scroll animation itself should be in seconds (default is 0.3s)
- string **BackgroundColor** `[getset]`

  Background color in hex, formatted as #RRGGBB (e.g. #A1FF12)

5.22.1 Detailed Description

Definition of gallery specific data

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

- emt-sdk/Scene/Gallery.cs

5.23 emt_sdk.Scene.Gallery.GalleryImage Class Reference

Single gallery image

Properties

- string **FileName** `[getset]`

  Image file path
- string **ActivatedAction** `[getset]`

  Executed action when image is activated (specifically interacted with)
- string **SelectedAction** `[getset]`

  Executed action when image is selected (either through AutoScroll or through manual interacion)

5.23.1 Detailed Description

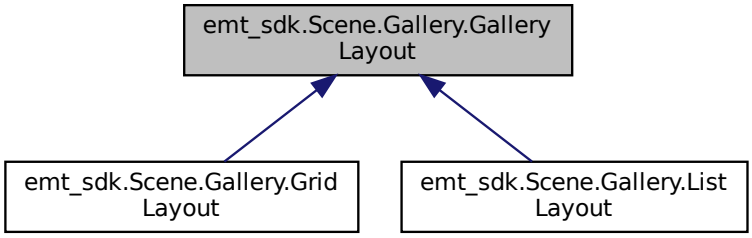
Single gallery image

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

- emt-sdk/Scene/Gallery.cs

5.24 emt_sdk.Scene.Gallery.GalleryLayout Class Reference

Inheritance diagram for emt_sdk.Scene.Gallery.GalleryLayout:



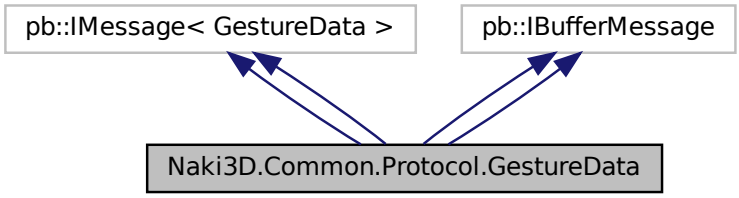
The documentation for this class was generated from the following file:

- emt-sdk/Scene/Gallery.cs

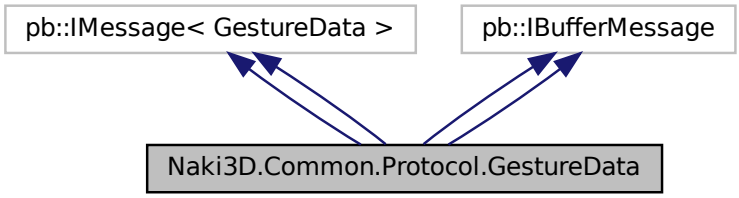
5.25 Naki3D.Common.Protocol.GestureData Class Reference

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** `[getset]`
- int **UserId** `[getset]`

5.25.1 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/Release/netstandard2.0/Camera.cs

5.26 emt_sdk.Scene.GltfObject.GltfLocation Class Reference

Location inside a GLTF Model

Properties

- string **ObjectName** `[getset]`

  Name of a GLTF object to be used as a poistion. If null Position is used instead.
- Vector3 **Offset** = new Vector3() `[getset]`

  Offset coordinates in model space relative to ObjectName or scene root if it is `null`.

5.26.1 Detailed Description

Location inside a GLTF Model

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

- emt-sdk/Scene/GltfObject.cs

5.27 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 { Swipe , Point }

  Defines how the user interacts with flags

Properties

- string **FileName** `[getset]`

  Name of the input GLTF file
- string **Skybox** `[getset]`

  Name of the skybox cubemap file, white if no file is specified
- string **SkyboxTint** `[getset]`

  Tint applied to the skybox, background color if no skybox is specified
- ICameraAnimation **CameraAnimation** `[getset]`
- FlagInteractionTypeEnum **FlagInteraction** = FlagInteractionTypeEnum.Swipe `[getset]`
- List< Flag > **Flags** `[getset]`

  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.

5.27.1 Detailed Description

Definition of 3D scene specific data

5.27.2 Member Enumeration Documentation

5.27.2.1 FlagInteractionTypeEnum

`enum emt_sdk.Scene.GltfObject.FlagInteractionTypeEnum`

Defines how the user interacts with flags

Enumerator

Swipe	Allows the user to swipe left and right to select previous/next flag
Point	Allows user to point at the desired flag.

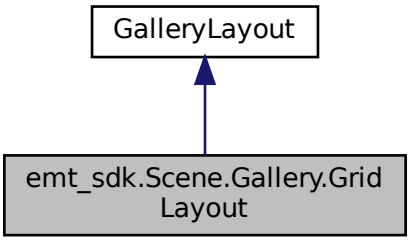
The documentation for this class was generated from the following file:

- emt-sdk/Scene/GltfObject.cs

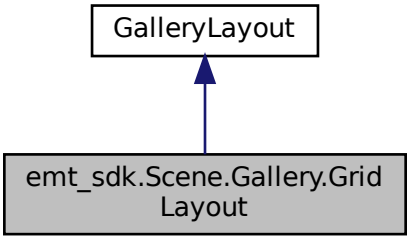
5.28 emt_sdk.Scene.Gallery.GridLayout Class Reference

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** `[getset]`
  Width of the grid
- int **Height** `[getset]`
  Height of the grid
- float **VerticalSpacing** `[getset]`
  Percentage of screen space used between rows of the grid from 0.0 to 1.0
- float **HorizontalSpacing** `[getset]`
  Percentage of screen space used between columns of the grid from 0.0 to 1.0
- GalleryImage[,] **Images** `[getset]`

5.28.1 Detailed Description

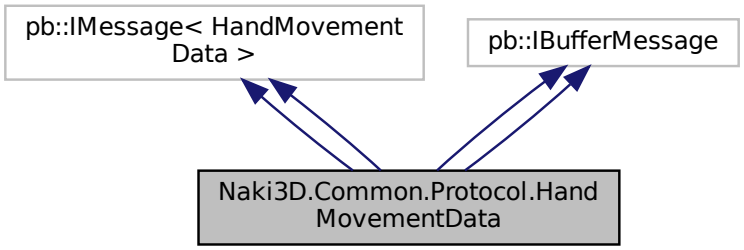
Layout where images are aligned in a grid, wrapping?

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

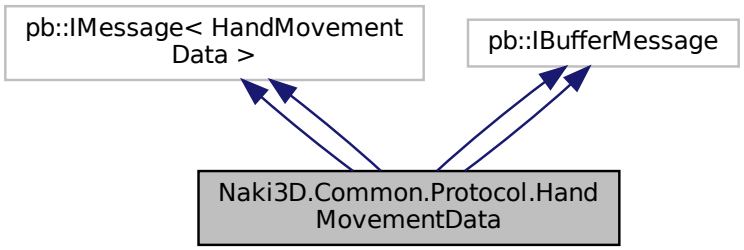
- emt-sdk/Scene/Gallery.cs

5.29 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** `[getset]`
- global::Naki3D.Common.Protocol.Vector3 **ProjPosition** `[getset]`

  (x, y from 0.0 to 1.0, z is real)
- bool **OpenHand** `[getset]`
- int **UserId** `[getset]`

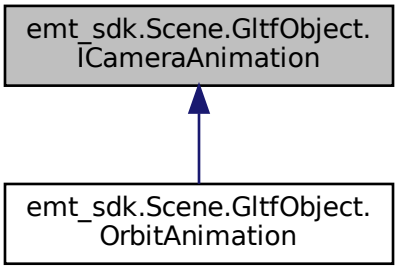
The documentation for this class was generated from the following files:

- emt-sdk/obj/Debug/netstandard2.0/Camera.cs
- emt-sdk/obj/Release/netstandard2.0/Camera.cs

5.30 emt_sdk.Scene.GltfObject.ICameraAnimation Interface Reference

Base interface for all animations

Inheritance diagram for emt_sdk.Scene.GltfObject.ICameraAnimation:



5.30.1 Detailed Description

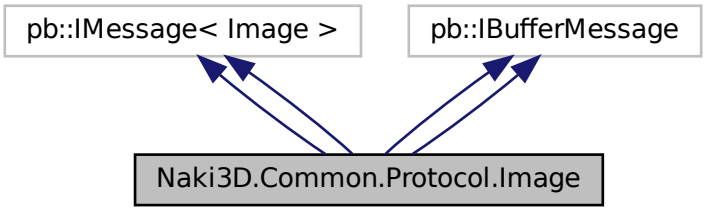
Base interface for all animations

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

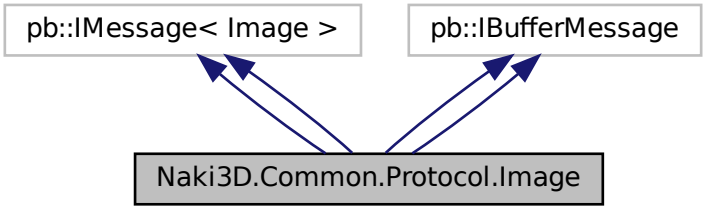
- emt-sdk/Scene/GltfObject.cs

5.31 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)
- **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** `[getset]`

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

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

5.32 emt_sdk.Settings.IPWSetting Class Reference

Settings for an Interactive Projection Wall

Public Types

- enum IPWOrientation { Vertical , Horizontal , Single }

  Available layouts of connected projectors

Properties

- float **LensShift** = 0.5f `[getset]`

  Relative rendering offset (0.0 - 1.0) between projectors. Ignored in IPWOrientation.Single layout
- IPWOrientation **Orientation** = IPWOrientation.Horizontal `[getset]`

  Currently active layout
- List< DisplaySetting > **Displays** = new List<DisplaySetting>() `[getset]`

  Display transformations for individual displays

5.32.1 Detailed Description

Settings for an Interactive Projection Wall

5.32.2 Member Enumeration Documentation

5.32.2.1 IPWOrientation

`enum emt_sdk.Settings.IPWSetting.IPWOrientation`

Available layouts of connected projectors

Enumerator

Vertical	Two projectors placed above eachother
Horizontal	Two projectors placed next to eachother
Single	Single projector spanning the entire wall

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

- emt-sdk/Settings/IPWSetting.cs

5.33 emt_sdk.Communication.JsonObjectStringReader Class Reference

Public Member Functions

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

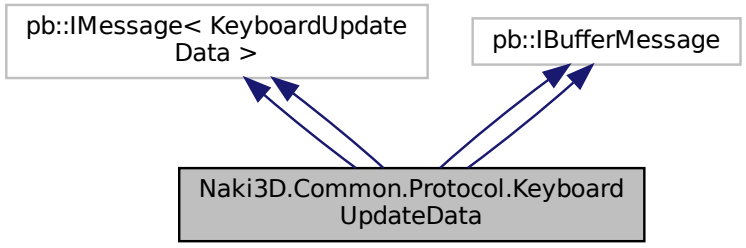
The documentation for this class was generated from the following file:

- emt-sdk/Communication/JsonObjectStringReader.cs

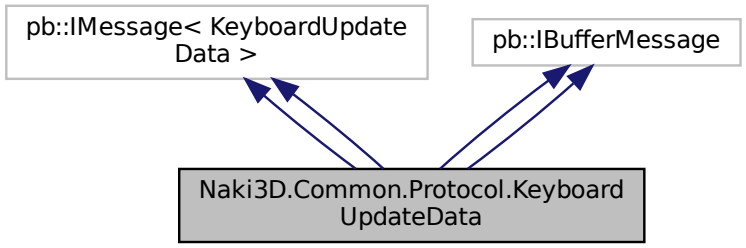
5.34 Naki3D.Common.Protocol.KeyboardUpdateData Class Reference

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)
- **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 pbr::MessageDescriptor **Descriptor** `[get]`
- global::Naki3D.Common.Protocol.KeyActionType **Type** `[getset]`
- int **Keycode** `[getset]`

5.34.1 Detailed Description

Raspi -> Device

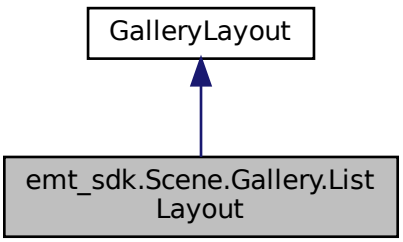
The documentation for this class was generated from the following files:

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

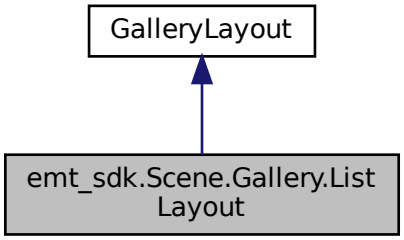
5.35 emt_sdk.Scene.Gallery.ListLayout Class Reference

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** `[getset]`
  Amount of images visible at any given time
- float **Spacing** `[getset]`
  Percentage of screen space used between individual images (not on screen border) from 0.0 to 1.0
- GalleryImage[ ] **Images** `[getset]`
  List of displayed images

5.35.1 Detailed Description

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

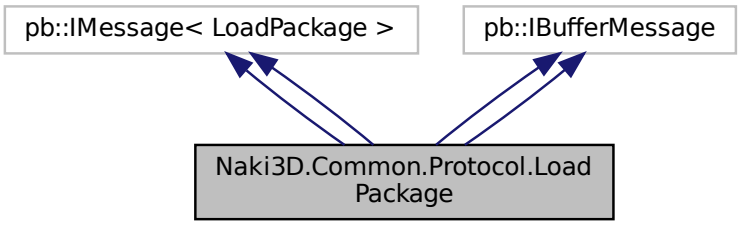
The documentation for this class was generated from the following file:

- emt-sdk/Scene/Gallery.cs

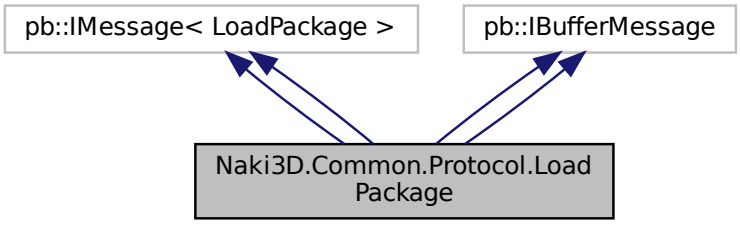
5.36 Naki3D.Common.Protocol.LoadPackage Class Reference

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)
- **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** `[getset]`
- bool **IsPreview** `[getset]`

  Loading for preview could skip dependencies for faster download.

5.36.1 Detailed Description

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

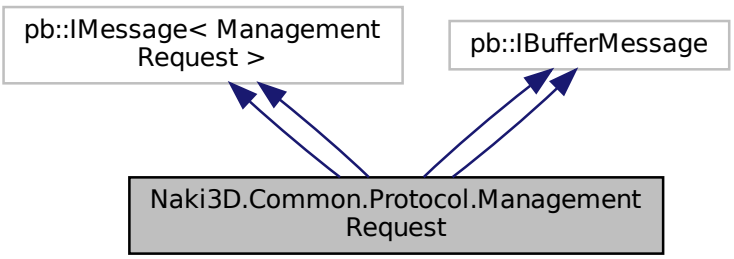
The documentation for this class was generated from the following files:

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

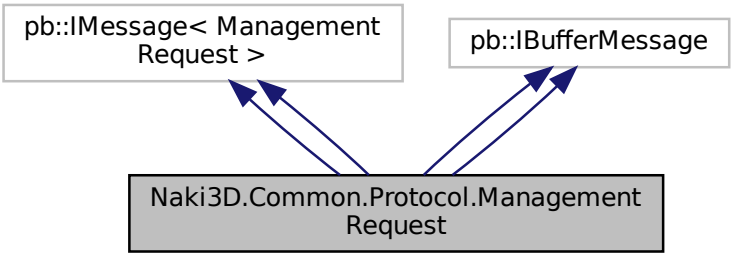
5.37 Naki3D.Common.Protocol.ManagementRequest Class Reference

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)
- **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** `[getset]`

  ID of target PC
- global::Naki3D.Common.Protocol.ManagementRequest.Types.ManagementType **ManagementType** `[getset]`

5.37.1 Detailed Description

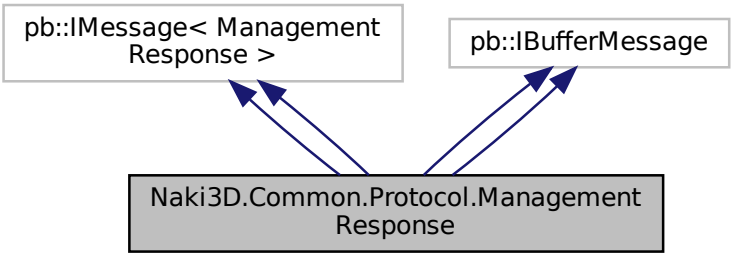
We've covered there's going to be an optional management app, but not the capabilities, just a placeholder

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

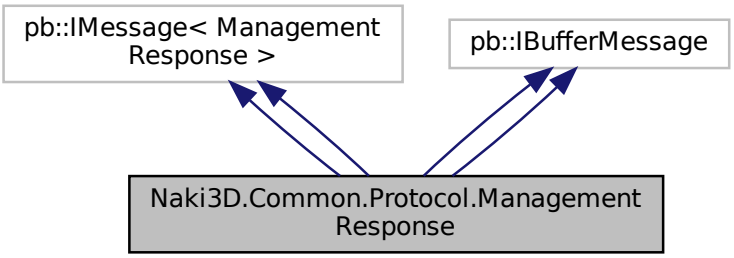
- emt-sdk/obj/Debug/netstandard2.0/Management.cs
- emt-sdk/obj/Release/netstandard2.0/Management.cs

5.38 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)
- **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** `[getset]`

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

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

5.39 emt_sdk.Generated.ScenePackage.Mapping Class Reference

Properties

- string **EventName** `[getset]`
- string **Source** `[getset]`
- string **GestureName** `[getset]`
- string **EndGesture** `[getset]`
- string **Position** `[getset]`
- string **StartGesture** `[getset]`
- Condition? **Condition** `[getset]`
- string **Threshold** `[getset]`

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

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

5.40 emt_sdk.Generated.ScenePackage.Metadata Class Reference

Properties

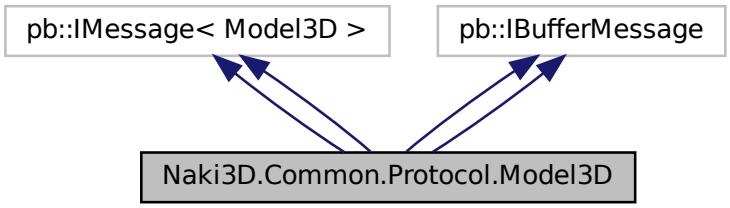
- string **Author** `[getset]`
- string **Exposition** `[getset]`
- Dictionary< string, object > **Other** `[getset]`

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

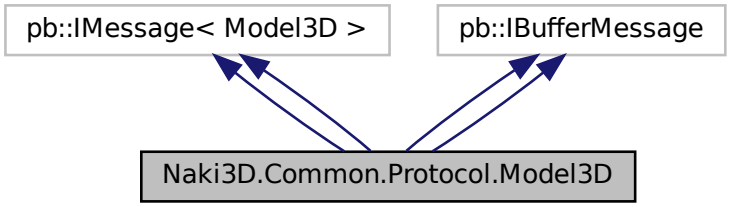
- emt-sdk/Generated/ScenePackage/Package.cs

5.41 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)
- **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** `[getset]`

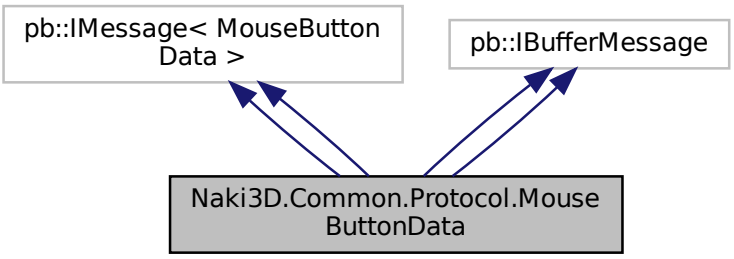
  GLTF contains models, composition, textures, everything sould be contained

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

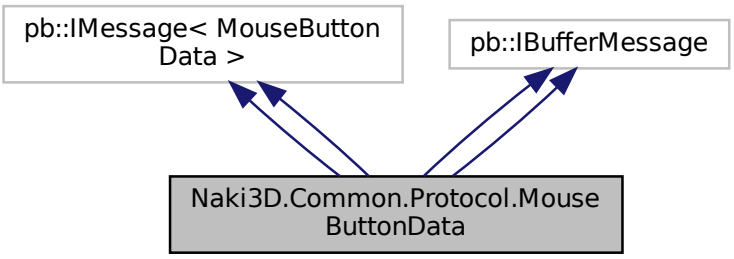
- emt-sdk/obj/Debug/netstandard2.0/Resource.cs
- emt-sdk/obj/Release/netstandard2.0/Resource.cs

5.42 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)
- **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 pbr::MessageDescriptor **Descriptor** `[get]`
- global::Naki3D.Common.Protocol.MouseActionType **Type** `[getset]`
- int **ButtonId** `[getset]`

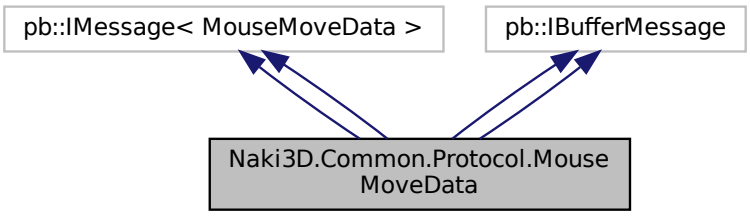
The documentation for this class was generated from the following files:

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

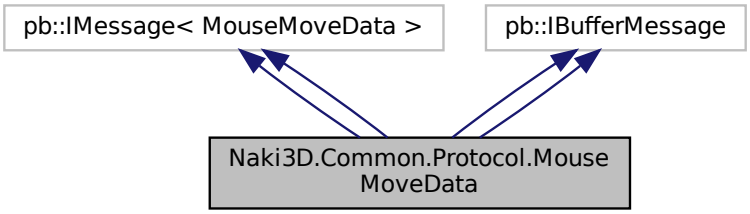
5.43 Naki3D.Common.Protocol.MouseMoveData Class Reference

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)
- **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** `[getset]`
- global::Naki3D.Common.Protocol.Vector2 **Relative** `[getset]`

5.43.1 Detailed Description

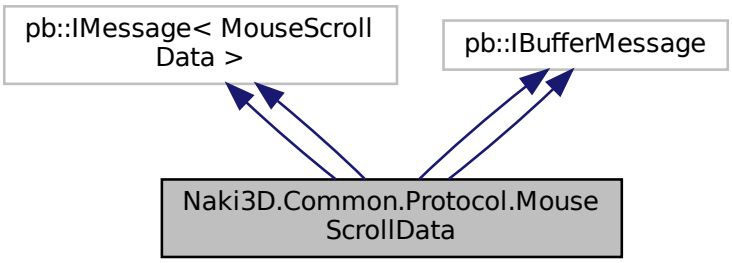
Raspi -> Device

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

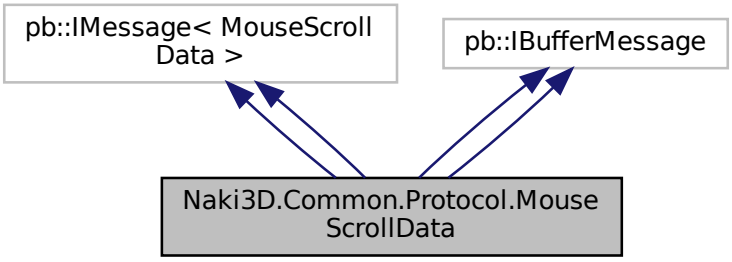
- emt-sdk/obj/Debug/netstandard2.0/Mouse.cs
- emt-sdk/obj/Release/netstandard2.0/Mouse.cs

5.44 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)
- **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** `[getset]`

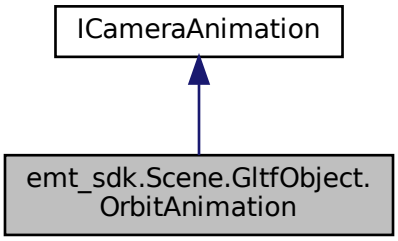
The documentation for this class was generated from the following files:

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

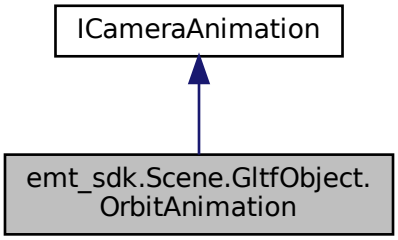
5.45 emt_sdk.Scene.GltfObject.OrbitAnimation Class Reference

Camera cylinder orbit definition

Inheritance diagram for emt_sdk.Scene.GltfObject.OrbitAnimation:



Collaboration diagram for emt_sdk.Scene.GltfObject.OrbitAnimation:



Properties

- GltfLocation **Origin** `[getset]`

  Origin point around which the camera rotates
- GltfLocation LookAt `[getset]`
- float **Distance** `[getset]`

  Distance of the camera from the object, radius of rotation path
- float **Height** `[getset]`

  Height of the camera relative to the object
- float **RevolutionTime** `[getset]`

  Time in seconds it takes to spin around the object once

5.45.1 Detailed Description

Camera cylinder orbit definition

5.45.2 Property Documentation

5.45.2.1 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

5.46 emt_sdk.Generated.ScenePackage.Package Class Reference

Properties

- string **Schema** `[getset]`
- List< Action > **Inputs** `[getset]`
- Metadata **Metadata** `[getset]`
- PackageClass **PackagePackage** `[getset]`
- Parameters **Parameters** `[getset]`
- Sync **Sync** `[getset]`
- string **Version** `[getset]`

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

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

5.47 emt_sdk.Generated.ScenePackage.PackageClass Class Reference

Properties

- string **Checksum** `[getset]`
- PackageType **Type** `[getset]`
- Uri **Url** `[getset]`

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

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

5.48 emt_sdk.ScenePackage.PackageLoader Class Reference

Public Member Functions

- **PackageLoader** (string schema=SCHEMA_PATH)
- Package **LoadPackage** (TextReader reader, bool validate=true)
- Package **LoadPackage** (Stream packageStream, bool validate=true)

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

- emt-sdk/ScenePackage/PackageLoader.cs

5.49 emt_sdk.Generated.ScenePackage.Parameters Class Reference

Properties

- DisplayType? **DisplayType** `[getset]`
- List< object > **Settings** `[getset]`

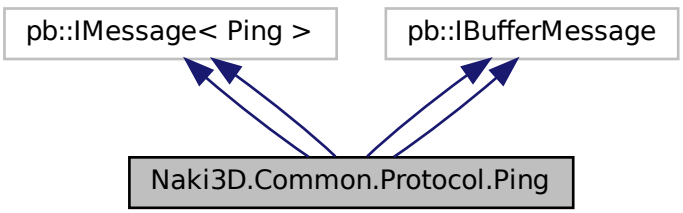
The documentation for this class was generated from the following file:

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

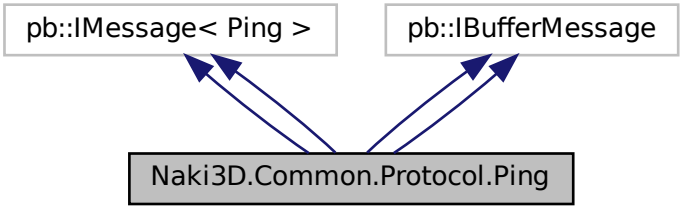
5.50 Naki3D.Common.Protocol.Ping Class Reference

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)
- **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 pbr::MessageDescriptor **Descriptor** `[get]`

5.50.1 Detailed Description

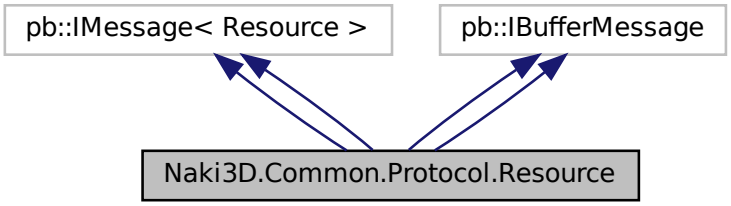
Basically an empty ping message, just to maintain connection.

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

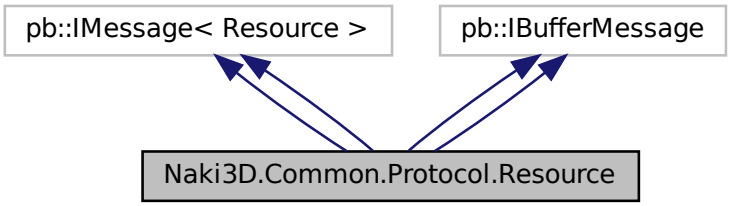
- emt-sdk/obj/Debug/netstandard2.0/Connection.cs
- emt-sdk/obj/Release/netstandard2.0/Connection.cs

5.51 Naki3D.Common.Protocol.Resource Class Reference

Inheritance diagram for Naki3D.Common.Protocol.Resource:



Collaboration diagram for Naki3D.Common.Protocol.Resource:



Public Types

- enum DataOneofCase {
  None = 0 , **Scene** = 1 , **Model** = 2 , **Image** = 3 ,
  Video = 4 , **None** = 0 , **Scene** = 1 , **Model** = 2 ,
  Image = 3 , **Video** = 4 }

  Enum of possible cases for the "data" oneof.
- enum DataOneofCase {
  None = 0 , **Scene** = 1 , **Model** = 2 , **Image** = 3 ,
  Video = 4 , **None** = 0 , **Scene** = 1 , **Model** = 2 ,
  Image = 3 , **Video** = 4 }

  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)
- **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 **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** `[getset]`
- global::Naki3D.Common.Protocol.Model3D?? **Model** `[getset]`
- global::Naki3D.Common.Protocol.Image?? **Image** `[getset]`
- global::Naki3D.Common.Protocol.Video?? **Video** `[getset]`
- string **InputMapping** `[getset]`

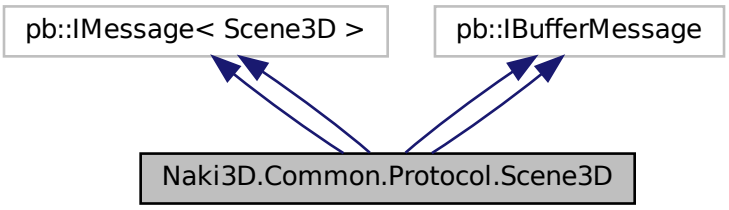
  Probably JSON, we've agreed there's no point in binding it on protobuf layer
- pbc::RepeatedField< global::Naki3D.Common.Protocol.EventScript > **AdditionalScripts** `[get]`
- DataOneofCase **DataCase** `[get]`

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

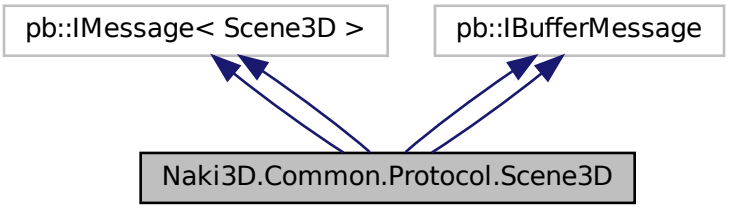
- emt-sdk/obj/Debug/netstandard2.0/Resource.cs
- emt-sdk/obj/Release/netstandard2.0/Resource.cs

5.52 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)
- **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** `[getset]`
- string **DatapackId** `[getset]`

  alternatively bytes datapack_payload = 2;

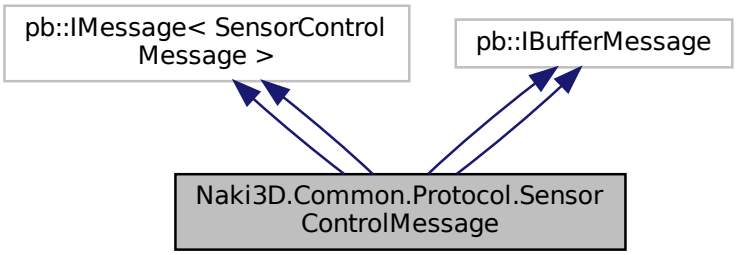
The documentation for this class was generated from the following files:

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

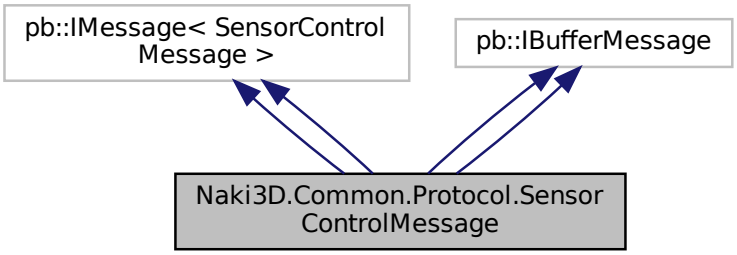
5.53 Naki3D.Common.Protocol.SensorControlMessage Class Reference

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 {
  None = 0 , **SensorList** = 16 , **CecMessage** = 17 , **None** = 0 ,
  SensorList = 16 , **CecMessage** = 17 }

  Enum of possible cases for the "message" oneof.
- enum MessageOneofCase {
  None = 0 , **SensorList** = 16 , **CecMessage** = 17 , **None** = 0 ,
  SensorList = 16 , **CecMessage** = 17 }

  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)
- **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** `[getset]`
- global::Naki3D.Common.Protocol.SensorListRequest?? **SensorList** `[getset]`
- global::Naki3D.Common.Protocol.CECMessage?? **CecMessage** `[getset]`
- MessageOneofCase **MessageCase** `[get]`

5.53.1 Detailed Description

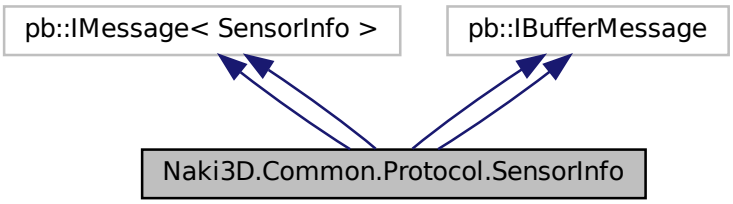
Device -> RasPi Message wrapper, same as above.

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

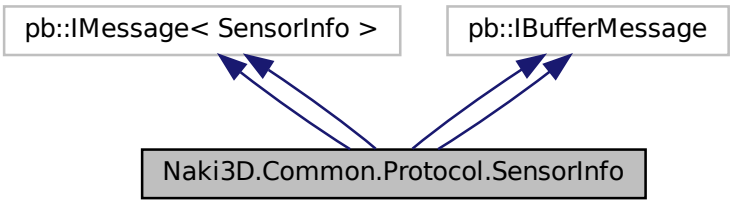
- emt-sdk/obj/Debug/netstandard2.0/Wrappers.cs
- emt-sdk/obj/Release/netstandard2.0/Wrappers.cs

5.54 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)
- **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

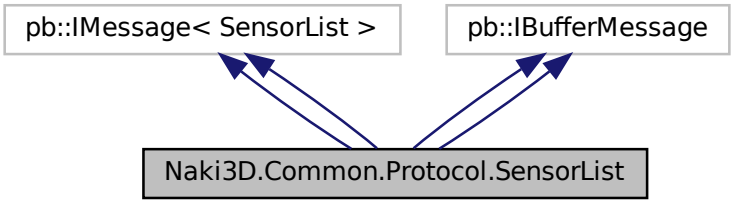
- static pb::MessageParser< SensorInfo > **Parser** `[get]`
- static pbr::MessageDescriptor **Descriptor** `[get]`
- string **SensorName** `[getset]`
- global::Naki3D.Common.Protocol.SensorType **Type** `[getset]`

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

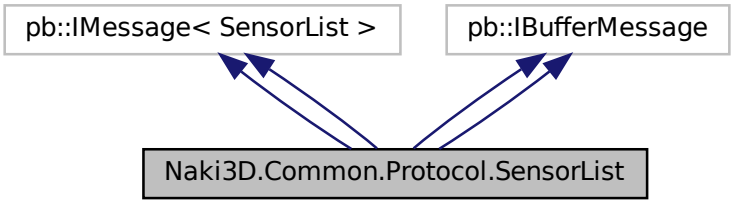
- emt-sdk/obj/Debug/netstandard2.0/Sensor.cs
- emt-sdk/obj/Release/netstandard2.0/Sensor.cs

5.55 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)
- **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

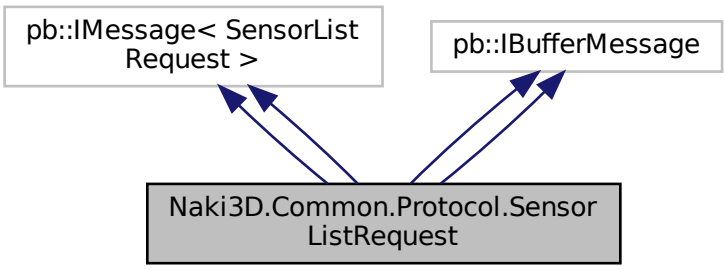
- static pb::MessageParser< SensorList > **Parser** `[get]`
- static pbr::MessageDescriptor **Descriptor** `[get]`
- pbc::RepeatedField< global::Naki3D.Common.Protocol.SensorInfo > **Sensors** `[get]`

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

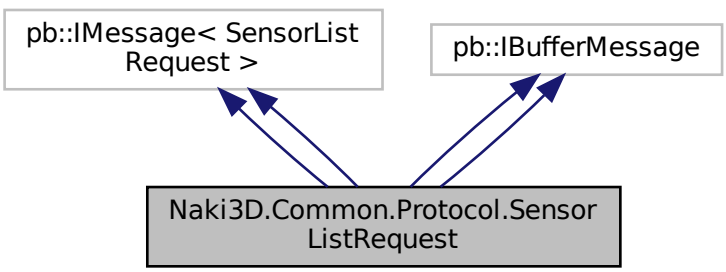
- emt-sdk/obj/Debug/netstandard2.0/Sensor.cs
- emt-sdk/obj/Release/netstandard2.0/Sensor.cs

5.56 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)
- **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 pbr::MessageDescriptor **Descriptor** `[get]`

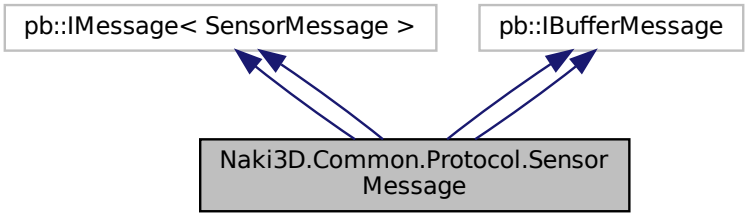
The documentation for this class was generated from the following files:

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

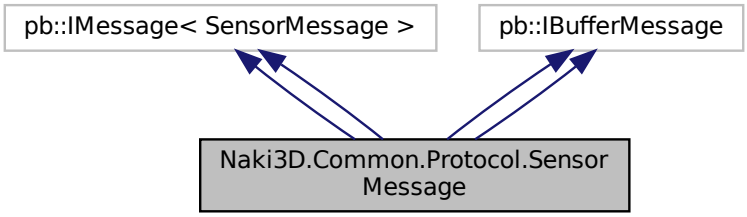
5.57 Naki3D.Common.Protocol.SensorMessage Class Reference

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 {
  None = 0 , **Gesture** = 16 , **HandMovement** = 17 , **BestUserChanged** = 18 ,
  KeyboardUpdate = 19 , **MouseMove** = 20 , **MouseButton** = 21 , **MouseScroll** = 22 ,
  None = 0 , **Gesture** = 16 , **HandMovement** = 17 , **BestUserChanged** = 18 ,
  KeyboardUpdate = 19 , **MouseMove** = 20 , **MouseButton** = 21 , **MouseScroll** = 22 }

  Enum of possible cases for the "data" oneof.
- enum DataOneofCase {
  None = 0 , **Gesture** = 16 , **HandMovement** = 17 , **BestUserChanged** = 18 ,
  KeyboardUpdate = 19 , **MouseMove** = 20 , **MouseButton** = 21 , **MouseScroll** = 22 ,
  None = 0 , **Gesture** = 16 , **HandMovement** = 17 , **BestUserChanged** = 18 ,
  KeyboardUpdate = 19 , **MouseMove** = 20 , **MouseButton** = 21 , **MouseScroll** = 22 }

  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)
- **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 **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.

Properties

- static pb::MessageParser< SensorMessage > **Parser** `[get]`
- static pbr::MessageDescriptor **Descriptor** `[get]`
- string **SensorId** `[getset]`
- ulong **Timestamp** `[getset]`

  Microseconds since startup (Camera timing is in microseconds, may as well keep it)
- global::Naki3D.Common.Protocol.GestureData?? **Gesture** `[getset]`

  Keeping some space for extra info
- global::Naki3D.Common.Protocol.HandMovementData?? **HandMovement** `[getset]`
- global::Naki3D.Common.Protocol.BestUserChangedData?? **BestUserChanged** `[getset]`
- global::Naki3D.Common.Protocol.KeyboardUpdateData?? **KeyboardUpdate** `[getset]`
- global::Naki3D.Common.Protocol.MouseMoveData?? **MouseMove** `[getset]`
- global::Naki3D.Common.Protocol.MouseButtonData?? **MouseButton** `[getset]`
- global::Naki3D.Common.Protocol.MouseScrollData?? **MouseScroll** `[getset]`
- DataOneofCase **DataCase** `[get]`

5.57.1 Detailed Description

RasPi -> Device Message wrapper, same as above.

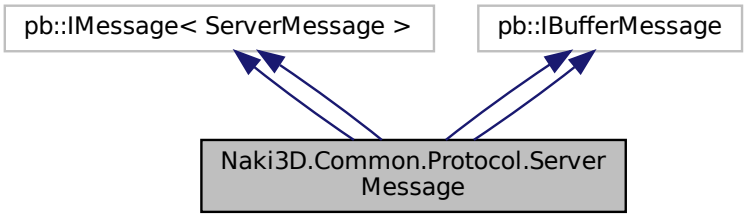
The documentation for this class was generated from the following files:

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

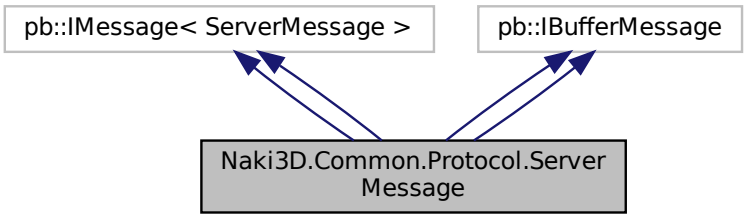
5.58 Naki3D.Common.Protocol.ServerMessage Class Reference

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 {
  None = 0 , **EncryptionInfo** = 16 , **LoadPackage** = 17 , **ClearPackage** = 18 ,
  None = 0 , **EncryptionInfo** = 16 , **LoadPackage** = 17 , **ClearPackage** = 18 }

  Enum of possible cases for the "message" oneof.
- enum MessageOneofCase {
  None = 0 , **EncryptionInfo** = 16 , **LoadPackage** = 17 , **ClearPackage** = 18 ,
  None = 0 , **EncryptionInfo** = 16 , **LoadPackage** = 17 , **ClearPackage** = 18 }

  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)
- **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 pbr::MessageDescriptor **Descriptor** `[get]`
- string **ConnectionId** `[getset]`
- global::Naki3D.Common.Protocol.EncryptionInfo?? **EncryptionInfo** `[getset]`

  connection.proto
- global::Naki3D.Common.Protocol.LoadPackage?? **LoadPackage** `[getset]`

  commands.proto
- global::Naki3D.Common.Protocol.ClearPackage?? **ClearPackage** `[getset]`
- MessageOneofCase **MessageCase** `[get]`

5.58.1 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 files:

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

5.59 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 `[getset]`
- Vector2 TopRight `[getset]`
- Vector2 BottomLeft `[getset]`
- Vector2 BottomRight `[getset]`

5.59.1 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

5.59.2 Member Function Documentation

5.59.2.1 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

5.59.3 Property Documentation

5.59.3.1 BottomLeft

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

Initial value:

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

5.59.3.2 BottomRight

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

Initial value:

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

5.59.3.3 TopLeft

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

Initial value:

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

5.59.3.4 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

5.60 emt_sdk.Generated.ScenePackage.Sync Class Reference

Properties

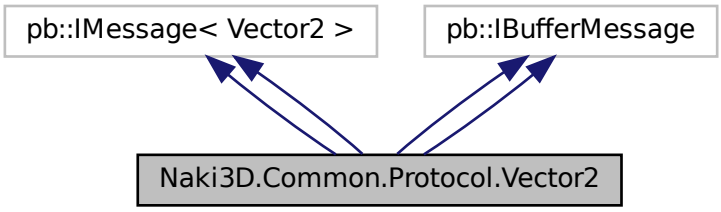
- CanvasDimensions **CanvasDimensions** `[getset]`
- List< Element > **Elements** `[getset]`
- long **SelfIndex** `[getset]`

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

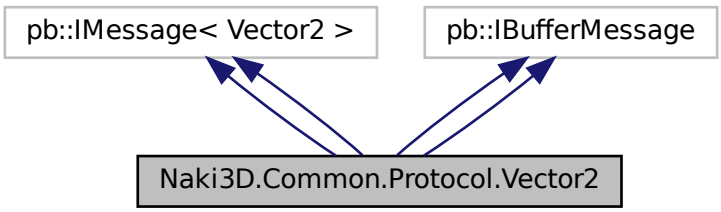
- emt-sdk/Generated/ScenePackage/Package.cs

5.61 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)
- **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

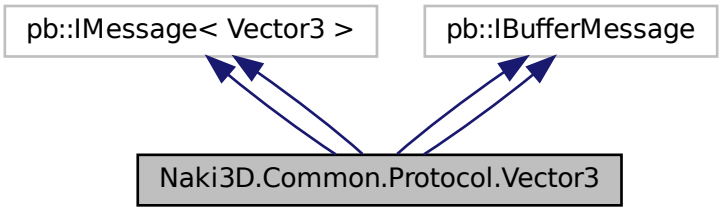
- static pb::MessageParser< Vector2 > **Parser** `[get]`
- static pbr::MessageDescriptor **Descriptor** `[get]`
- float **X** `[getset]`
- float **Y** `[getset]`

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

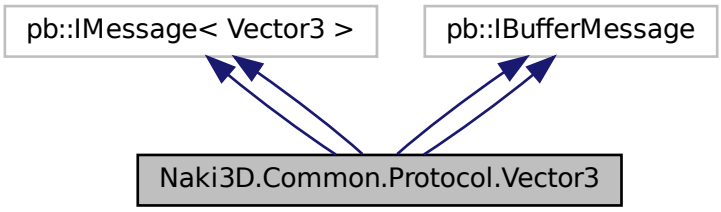
- emt-sdk/obj/Debug/netstandard2.0/Types.cs
- emt-sdk/obj/Release/netstandard2.0/Types.cs

5.62 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)
- **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 pbr::MessageDescriptor **Descriptor** `[get]`
- float **X** `[getset]`
- float **Y** `[getset]`
- float **Z** `[getset]`

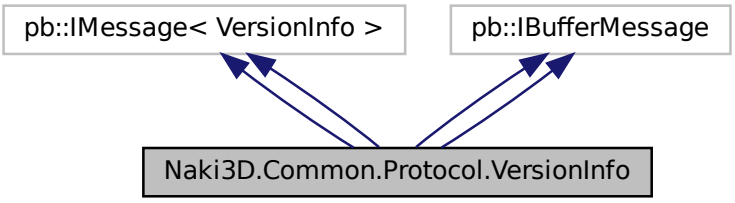
The documentation for this class was generated from the following files:

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

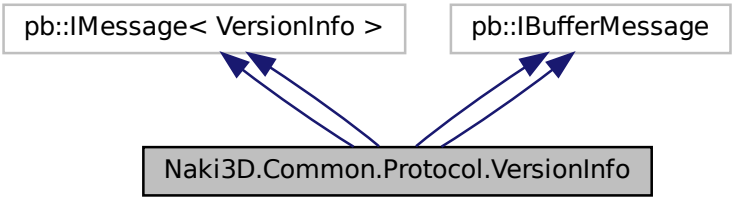
5.63 Naki3D.Common.Protocol.VersionInfo Class Reference

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)
- **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 pbr::MessageDescriptor **Descriptor** `[get]`
- uint **Major** `[getset]`
- uint **Minor** `[getset]`
- uint **Patch** `[getset]`
- string **Build** `[getset]`

5.63.1 Detailed Description

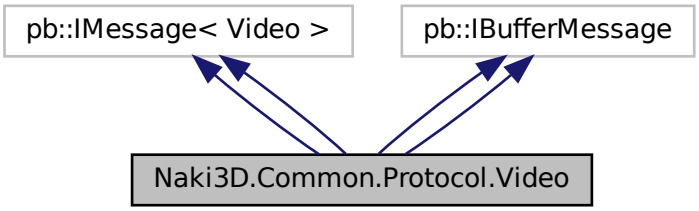
Same for both peers, version for compatibility checks. Probably SEMVER?

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

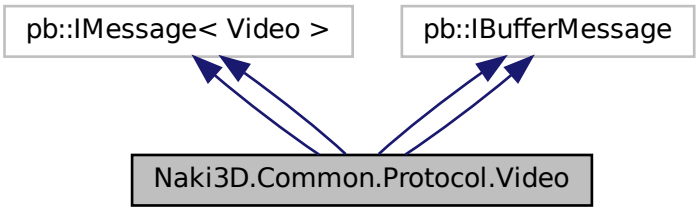
- emt-sdk/obj/Debug/netstandard2.0/Connection.cs
- emt-sdk/obj/Release/netstandard2.0/Connection.cs

5.64 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)

- **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 pbr::MessageDescriptor **Descriptor** `[get]`
- pb::ByteString **Data** `[getset]`

  Separate audio/video streams maybe?
- global::Naki3D.Common.Protocol.Video.Types.VideoCodec **VideoCodec** `[getset]`
- global::Naki3D.Common.Protocol.Video.Types.AudioCodec **AudioCodec** `[getset]`

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

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

5.65 emt_sdk.Scene.VideoScene.VideoEvent Class Reference

Properties

- float **Timestamp** `[getset]`

  Point in time when the event should be raised in seconds
- string **EventName** `[getset]`

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

- emt-sdk/Scene/VideoScene.cs

5.66 emt_sdk.Scene.VideoScene Class Reference

Definition of video scene specific data

Classes

- class VideoEvent

Public Types

- enum VideoAspectRatioEnum { FitInside , FitOutside , Stretch }

  Defines how the video should be scaled

Properties

- string **FileName** `[getset]`

  Gets or sets the filename of the video file to be played
- bool **Loop** `[getset]`

  Whether the video should automatically loop
- bool **AutoStart** `[getset]`

  Whether the video should start playing as soon as the scene loads
- VideoAspectRatioEnum **AspectRatio** `[getset]`

  Determines how the video content will be rescaled to fit the screen
- string **BackgroundColor** `[getset]`

  Background color in hex, formatted as #RRGGBB (e.g. #A1FF12)
- VideoEvent[ ] **VideoEvents** `[getset]`

5.66.1 Detailed Description

Definition of video scene specific data

5.66.2 Member Enumeration Documentation

5.66.2.1 VideoAspectRatioEnum

`enum emt_sdk.Scene.VideoScene.VideoAspectRatioEnum`

Defines how the video should be scaled

Enumerator

FitInside	Fits video into the viewport, adding black bars - Fit larger side
FitOutside	Fits the video into the viewport, cropping parts that don't fit - Fit smaller side
Stretch	Stretches the video across the entire viewport (distorts image)

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

- emt-sdk/Scene/VideoScene.cs

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