

Namespace asec.Compatibility.EaasApi

Classes

[BaseEaasClient](#)

Basic RestClient wrapper for EaaS services clients. Takes the EaaS base URL from the supplied configuration and allows child classes to just use the configured `_client` field for requests.

[ComponentsClient](#)

EaaS service client for managing components (storage, emulators/VMs, etc.) Allows starting, stopping components, managing their lifecycle and getting various information about them.

[EaasUploadClient](#)

EaaS client class for uploading files, so that the files can be mounted to a VM (environment/component) later.

[EmulatorRepositoryClient](#)

EaaS client for working with EaaS emulators (currently different to emulators mentioned elsewhere in this repo).

[ObjectRepositoryClient](#)

EaaS client for interacting with the object repository. Can be used to convert uploaded files into actual objects usable for mounting into components (emulator/VM).

Class BaseEaaSClient

Namespace: [asec.Compatibility.EaaSApi](#)

Assembly: asec.dll

Basic RestClient wrapper for EaaS services clients. Takes the EaaS base URL from the supplied configuration and allows child classes to just use the configured _client field for requests.

```
public abstract class BaseEaaSClient
```

Inheritance

[object](#) ← BaseEaaSClient

Derived

[ComponentsClient](#), [EaaSUploadClient](#), [ObjectRepositoryClient](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

BaseEaaSClient(IConfiguration)

Constructs the base client, setting up the RestClient field.

```
public BaseEaaSClient(IConfiguration configuration)
```

Parameters

configuration [IConfiguration](#)

App configuration from which to gather base URL of EaaS services

Exceptions

[ArgumentException](#)

Thrown when the BaseURL key cannot be found

Fields

_client

Derived classes should use this field for requests, as it will already be configured with the correct base URL from application configuration.

```
protected RestClient _client
```

Field Value

RestClient

Class ComponentsClient

Namespace: [asec.Compatibility.EaaSApi](#)

Assembly: asec.dll

EaaS service client for managing components (storage, emulators/VMs, etc.) Allows starting, stopping components, managing their lifecycle and getting various information about them.

```
public class ComponentsClient : BaseEaaSClient
```

Inheritance

[object](#) ← [BaseEaaSClient](#) ← ComponentsClient

Inherited Members

[BaseEaaSClient._client](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

ComponentsClient(IConfiguration)

```
public ComponentsClient(IConfiguration configuration)
```

Parameters

configuration [IConfiguration](#)

Methods

GetComponent(string)

Gets information about the specified component from EaaS.

```
public Task<ComponentResponse> GetComponent(string componentId)
```

Parameters

`componentId` [string](#)

EaaS ID of the component to get information for

Returns

[Task](#)<[ComponentResponse](#)>

Either [MachineComponentResponse](#) or [ComponentResponse](#) as appropriate

GetComponentState(string)

Gets the current EaaS state of the requested component.

```
public Task<ComponentStateResponse> GetComponentState(string componentId)
```

Parameters

`componentId` [string](#)

EaaS ID of the component

Returns

[Task](#)<[ComponentStateResponse](#)>

State of the requested component

GetControlUrls(string)

Get EaaS control URLs for the specified component. These can be used depending on the URL type, like sending commands to qemu, setting up network connections, etc.

```
public Task<Dictionary<string, Uri>> GetControlUrls(string componentId)
```

Parameters

componentId [string](#)

EaaS ID of the component

Returns

[Task](#)<[Dictionary](#)<[string](#), [Uri](#)>>

Map of the control URLs (maps string of the type to an URL)

Keepalive(string)

Sends a keepalive request to EaaS for the specified component. This is to ensure EaaS doesn't terminate the component prematurely.

```
public Task Keepalive(string componentId)
```

Parameters

componentId [string](#)

EaaS ID of the component

Returns

[Task](#)

Nothing

StartComponent(ComponentRequest)

Sends a request to EaaS to start components as specified in the supplied request.

```
public Task<ComponentResponse> StartComponent(ComponentRequest request)
```

Parameters

request [ComponentRequest](#)

EaaS component start request

Returns

[Task](#) <[ComponentResponse](#)>

EaaS response

Exceptions

[NotImplementedException](#)

Thrown when a component type other than [MachineComponentRequest](#) is requested.

StopComponent(string)

Request that EaaS stops the specified component. Usually means stopping the emulator or VM.

```
public Task StopComponent(string componentId)
```

Parameters

componentId [string](#)

EaaS ID of the component

Returns

[Task](#)

Nothing

Class EaasUploadClient

Namespace: [asec.Compatibility.EaasApi](#)

Assembly: asec.dll

EaaS client class for uploading files, so that the files can be mounted to a VM (environment/component) later.

```
public class EaasUploadClient : BaseEaasClient
```

Inheritance

[object](#) ← [BaseEaasClient](#) ← EaasUploadClient

Inherited Members

[BaseEaasClient._client](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

EaasUploadClient(IConfiguration)

```
public EaasUploadClient(IConfiguration configuration)
```

Parameters

configuration [IConfiguration](#)

Methods

Upload(string, CancellationToken)

Upload the specified file to EaaS.

```
public Task<UploadResponse> Upload(string filepath, CancellationToken  
cancellationToken)
```

Parameters

filepath [string](#)

Path to the file to upload

cancellationToken [CancellationToken](#)

Cancellation token

Returns

[Task](#)<[UploadResponse](#)>

EaaS response to the upload, which includes the upload status and the list of uploaded files.

Class EmulatorRepositoryClient

Namespace: [asec.Compatibility.EaaSApi](#)

Assembly: asec.dll

EaaS client for working with EaaS emulators (currently different to emulators mentioned elsewhere in this repo).

```
public class EmulatorRepositoryClient
```

Inheritance

[object](#) ← EmulatorRepositoryClient

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

EmulatorRepositoryClient(IConfiguration)

```
public EmulatorRepositoryClient(IConfiguration config)
```

Parameters

config [IConfiguration](#)

Methods

GetEmulators()

Request the list of available emulators from EaaS.

```
public Task<IEnumerable<EmulatorMetaData>> GetEmulators()
```

Returns

[Task](#) <[IEnumerable](#)<[EmulatorMetaDataTable](#)>>

Enumerable list of available EaaS emulators

Class ObjectRepositoryClient

Namespace: [asec.Compatibility.EaaSApi](#)

Assembly: asec.dll

EaaS client for interacting with the object repository. Can be used to convert uploaded files into actual objects usable for mounting into components (emulator/VM).

```
public class ObjectRepositoryClient : BaseEaaSClient
```

Inheritance

[object](#) ← [BaseEaaSClient](#) ← ObjectRepositoryClient

Inherited Members

[BaseEaaSClient._client](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

ObjectRepositoryClient(IConfiguration)

```
public ObjectRepositoryClient(IConfiguration configuration)
```

Parameters

configuration [IConfiguration](#)

Methods

ImportObjects(ImportObjectRequest, CancellationToken)

Import an (already uploaded) file into EaaS as an object. This makes it usable by the rest of EaaS for mounting into VMs and emulators.

```
public Task<string> ImportObjects(ImportObjectRequest request,  
CancellationToken cancellationToken)
```

Parameters

request [ImportObjectRequest](#)

Request containing which uploaded file (or files) to import as an object

cancellationToken [CancellationToken](#)

Cancellation token

Returns

[Task](#)<string>

EaaS ID of the resulting object

Namespace asec.Compatibility.EaaSApi.ControlUrls

Classes

[QemuControlUrlClient](#)

Client class wrapping commands available on the QemuControlUrl EaaS connector. Allows requesting USB devices connected to the EaaS host available for passthrough and requesting that they be passed through to the guest VM.

Class QemuControlUrlClient

Namespace: [asec.Compatibility.EaaSApi.ControlUrls](#)

Assembly: asec.dll

Client class wrapping commands available on the QemuControlUrl EaaS connector. Allows requesting USB devices connected to the EaaS host available for passthrough and requesting that they be passed through to the guest VM.

```
public class QemuControlUrlClient
```

Inheritance

[object](#) ← QemuControlUrlClient

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

QemuControlUrlClient(Uri)

Initialize the REST client for the QemuControlUrl connector.

```
public QemuControlUrlClient(Uri url)
```

Parameters

url [Uri](#)

URL of the connector, usually supplied by EaaS when the emulation components are created

Methods

GetDeviceInfos(CancellationToken)

Request information about devices available for passthrough - this includes the appropriate commands to both enable and disable passthrough for each device.

```
public Task<List<DeviceInfo>> GetDeviceInfos(CancellationToken cancellationToken  
= default)
```

Parameters

cancellationToken [CancellationToken](#)

Async cancellation token

Returns

[Task](#)<List<DeviceInfo>>

List of devices available for passthrough

PostCommand(string, CancellationToken)

Send the specified command to the underlying QEMU process running the VM. This will usually be a command supplied in the device list from [GetDeviceInfos\(CancellationToken\)](#).

```
public Task PostCommand(string cmd, CancellationToken cancellationToken = default)
```

Parameters

cmd [string](#)

Command to pass to QEMU

cancellationToken [CancellationToken](#)

Async cancellation token

Returns

[Task](#)

Nothing

Namespace asec.Compatibility.EaasApi.Models

Classes

[ComponentRequest](#)

[ComponentResponse](#)

[ComponentStateResponse](#)

[DeviceID](#)

[DeviceInfo](#)

[Drive](#)

[DriveDataSource](#)

[EmilResponseType](#)

[EmulatorMetaData](#)

[ImageMetaData](#)

[ImportFileInfo](#)

[ImportObjectRequest](#)

[MachineComponentRequest](#)

[MachineComponentResponse](#)

[ObjectArchivesResponse](#)

[ObjectDataSource](#)

[ProcessResultUrl](#)

[Provenance](#)

[RemovableMedia](#)

[TaskStateResponse](#)

[UploadResponse](#)

[UploadedItem](#)

Class ComponentRequest

Namespace: [asec.Compatibility.EaaSApi.Models](#)

Assembly: asec.dll

```
public record ComponentRequest : IEquatable<ComponentRequest>
```

Inheritance

[object](#) ← ComponentRequest

Implements

[IEquatable](#)<[ComponentRequest](#)>

Derived

[MachineComponentRequest](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

ComponentRequest(string)

```
public ComponentRequest(string type)
```

Parameters

type [string](#)

Properties

type

```
public string type { get; init; }
```

Property Value

[string](#) ↗

Class ComponentResponse

Namespace: [asec.Compatibility.EaaSApi.Models](#)

Assembly: asec.dll

```
public record ComponentResponse : IEquatable<ComponentResponse>
```

Inheritance

[object](#) ← ComponentResponse

Implements

[IEquatable](#)<[ComponentResponse](#)>

Derived

[ComponentStateResponse](#), [MachineComponentResponse](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

ComponentResponse(string)

```
public ComponentResponse(string id)
```

Parameters

id [string](#)

Properties

id

```
public string id { get; init; }
```

Property Value

[string](#) ↗

Class ComponentStateResponse

Namespace: [asec.Compatibility.EaaSApi.Models](#)

Assembly: asec.dll

```
public record ComponentStateResponse : ComponentResponse,  
IEquatable<ComponentResponse>, IEquatable<ComponentStateResponse>
```

Inheritance

[object](#) ← [ComponentResponse](#) ← ComponentStateResponse

Implements

[IEquatable](#)<[ComponentResponse](#)>, [IEquatable](#)<[ComponentStateResponse](#)>

Inherited Members

[ComponentResponse.id](#), [object.Equals\(object\)](#), [object.Equals\(object, object\)](#),
[object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#),
[object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Constructors

ComponentStateResponse(string, string)

```
public ComponentStateResponse(string id, string state)
```

Parameters

id [string](#)

state [string](#)

Properties

state

```
public string state { get; init; }
```

Property Value

[string](#) ↗

Class DeviceID

Namespace: [asec.Compatibility.EaaSApi.Models](#)

Assembly: asec.dll

```
public static class DeviceID
```

Inheritance

[object](#) ← DeviceID

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Fields

Cartridge

```
public static readonly string Cartridge
```

Field Value

[string](#)

Files

```
public static readonly string Files
```

Field Value

[string](#)

Floppy

```
public static readonly string Floppy
```

Field Value

[string](#)

ISO

```
public static readonly string ISO
```

Field Value

[string](#)

Methods

FromQID(string)

```
public static string FromQID(string qid)
```

Parameters

qid [string](#)

Returns

[string](#)

ToQID(string)

```
public static string ToQID(string name)
```

Parameters

name [string](#)

Returns

[string](#)

Class DeviceInfo

Namespace: [asec.Compatibility.EaaSApi.Models](#)

Assembly: asec.dll

```
public record DeviceInfo : IEquatable<DeviceInfo>
```

Inheritance

[object](#) ← DeviceInfo

Implements

[IEquatable](#)<[DeviceInfo](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

DeviceInfo(string, string, int, int, string, string, string)

```
public DeviceInfo(string vendor, string device, int idVendor, int idDevice, string  
connectCommand, string disconnectCommand, string deviceType)
```

Parameters

vendor [string](#)

device [string](#)

idVendor [int](#)

idDevice [int](#)

connectCommand [string](#)

disconnectCommand [string](#)

deviceType [string](#)

Properties

connectCommand

```
public string connectCommand { get; init; }
```

Property Value

[string](#) ↗

device

```
public string device { get; init; }
```

Property Value

[string](#) ↗

deviceType

```
public string deviceType { get; init; }
```

Property Value

[string](#) ↗

disconnectCommand

```
public string disconnectCommand { get; init; }
```

Property Value

[string](#)

idDevice

```
public int idDevice { get; init; }
```

Property Value

[int](#)

idVendor

```
public int idVendor { get; init; }
```

Property Value

[int](#)

vendor

```
public string vendor { get; init; }
```

Property Value

[string](#)

Class Drive

Namespace: [asec.Compatibility.EaaSApi.Models](#)

Assembly: asec.dll

```
public record Drive : IEquatable<Drive>
```

Inheritance

[object](#) ← Drive

Implements

[IEquatable](#)<Drive>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

Drive(string, ObjectDataSource, bool)

```
public Drive(string id, ObjectDataSource data, bool bootable = false)
```

Parameters

id [string](#)

data [ObjectDataSource](#)

bootable [bool](#)

Properties

bootable

```
public bool bootable { get; init; }
```

Property Value

[bool](#) ↗

data

```
public ObjectDataSource data { get; init; }
```

Property Value

[ObjectDataSource](#)

id

```
public string id { get; init; }
```

Property Value

[string](#) ↗

Class DriveDataSource

Namespace: [asec.Compatibility.EaaSApi.Models](#)

Assembly: asec.dll

```
public record DriveDataSource : IEquatable<DriveDataSource>
```

Inheritance

[object](#) ← DriveDataSource

Implements

[IEquatable](#)<DriveDataSource>

Derived

[ObjectDataSource](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

DriveDataSource(string)

```
public DriveDataSource(string kind)
```

Parameters

kind [string](#)

Properties

kind

```
public string kind { get; init; }
```

Property Value

[string](#) ↗

Class EmilResponseType

Namespace: [asec.Compatibility.EaaSApi.Models](#)

Assembly: asec.dll

```
public abstract record EmilResponseType : IEquatable<EmilResponseType>
```

Inheritance

[object](#) ← EmilResponseType

Implements

[IEquatable](#)<[EmilResponseType](#)>

Derived

[ObjectArchivesResponse](#), [TaskStateResponse](#), [UploadResponse](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

EmilResponseType(string, string)

```
protected EmilResponseType(string status, string message)
```

Parameters

status [string](#)

message [string](#)

Properties

message

```
public string message { get; init; }
```

Property Value

[string](#) ↗

status

```
public string status { get; init; }
```

Property Value

[string](#) ↗

Class EmulatorMetaData

Namespace: [asec.Compatibility.EaaSApi.Models](#)

Assembly: asec.dll

```
public record EmulatorMetaData : IEquatable<EmulatorMetaData>
```

Inheritance

[object](#) ← EmulatorMetaData

Implements

[IEquatable](#)<[EmulatorMetaData](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

EmulatorMetaData(string, string, string, string, string,
ISet<string>, Provenance, ImageMetaData)

```
public EmulatorMetaData(string kind, string id, string name, string version, string  
digest, ISet<string> tags, Provenance provenance, ImageMetaData image)
```

Parameters

kind [string](#)

id [string](#)

name [string](#)

version [string](#)

digest [string](#)

tags [ISet](#)<[string](#)>

provenance [Provenance](#)

image [ImageMetaData](#)

Properties

digest

```
public string digest { get; init; }
```

Property Value

[string](#) ↗

id

```
public string id { get; init; }
```

Property Value

[string](#) ↗

image

```
public ImageMetaData image { get; init; }
```

Property Value

[ImageMetaData](#)

kind

```
public string kind { get; init; }
```

Property Value

[string](#) ↗

name

```
public string name { get; init; }
```

Property Value

[string](#) ↗

provenance

```
public Provenance provenance { get; init; }
```

Property Value

[Provenance](#)

tags

```
public ISet<string> tags { get; init; }
```

Property Value

[ISet](#) ↗<[string](#) ↗>

version

```
public string version { get; init; }
```

Property Value

[string ↗](#)

Class ImageMetaData

Namespace: [asec.Compatibility.EaaSApi.Models](#)

Assembly: asec.dll

```
public record ImageMetaData : IEquatable<ImageMetaData>
```

Inheritance

[object](#) ← ImageMetaData

Implements

[IEquatable](#)<[ImageMetaData](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

`ImageMetaData(string, string, string, string, string)`

```
public ImageMetaData(string kind, string id, string fstype, string category,  
string label)
```

Parameters

`kind` [string](#)

`id` [string](#)

`fstype` [string](#)

`category` [string](#)

`label` [string](#)

Properties

category

```
public string category { get; init; }
```

Property Value

[string](#) ↗

fstype

```
public string fstype { get; init; }
```

Property Value

[string](#) ↗

id

```
public string id { get; init; }
```

Property Value

[string](#) ↗

kind

```
public string kind { get; init; }
```

Property Value

[string](#) ↗

label

```
public string label { get; init; }
```

Property Value

[string](#) ↗

Class ImportFileInfo

Namespace: [asec.Compatibility.EaaSApi.Models](#)

Assembly: asec.dll

```
public record ImportFileInfo : IEquatable<ImportFileInfo>
```

Inheritance

[object](#) ← ImportFileInfo

Implements

[IEquatable](#)<[ImportFileInfo](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

ImportFileInfo(string, string, string, string)

```
public ImportFileInfo(string url, string deviceId, string fileFmt, string filename)
```

Parameters

url [string](#)

deviceId [string](#)

fileFmt [string](#)

filename [string](#)

Properties

deviceId

```
public string deviceId { get; init; }
```

Property Value

[string](#) ↗

fileFmt

```
public string fileFmt { get; init; }
```

Property Value

[string](#) ↗

filename

```
public string filename { get; init; }
```

Property Value

[string](#) ↗

url

```
public string url { get; init; }
```

Property Value

[string](#) ↗

Class ImportObjectRequest

Namespace: [asec.Compatibility.EaaSApi.Models](#)

Assembly: asec.dll

```
public record ImportObjectRequest : IEquatable<ImportObjectRequest>
```

Inheritance

[object](#) ← ImportObjectRequest

Implements

[IEquatable](#)<[ImportObjectRequest](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

ImportObjectRequest(string, List<ImportFileInfo>)

```
public ImportObjectRequest(string label, List<ImportFileInfo> files)
```

Parameters

label [string](#)

files [List](#)<[ImportFileInfo](#)>

Properties

files

```
public List<ImportFileInfo> files { get; init; }
```

Property Value

[List](#) <[ImportFileInfo](#)>

label

```
public string label { get; init; }
```

Property Value

[string](#)

Class MachineComponentRequest

Namespace: [asec.Compatibility.EaaSApi.Models](#)

Assembly: asec.dll

```
public record MachineComponentRequest : ComponentRequest,  
IEquatable<ComponentRequest>, IEquatable<MachineComponentRequest>
```

Inheritance

[object](#) ← [ComponentRequest](#) ← MachineComponentRequest

Implements

[IEquatable](#)<[ComponentRequest](#)>, [IEquatable](#)<[MachineComponentRequest](#)>

Inherited Members

[ComponentRequest.type](#), [object.Equals\(object\)](#), [object.Equals\(object, object\)](#),
[object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#),
[object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Constructors

MachineComponentRequest(string, List<Drive>, string)

```
public MachineComponentRequest(string environment, List<Drive> drives, string  
archive = "default")
```

Parameters

environment [string](#)

drives [List](#)<[Drive](#)>

archive [string](#)

Properties

archive

```
public string archive { get; init; }
```

Property Value

[string](#)

drives

```
public List<Drive> drives { get; init; }
```

Property Value

[List](#)<[Drive](#)>

environment

```
public string environment { get; init; }
```

Property Value

[string](#)

Class MachineComponentResponse

Namespace: [asec.Compatibility.EaaSApi.Models](#)

Assembly: asec.dll

```
public record MachineComponentResponse : ComponentResponse,  
IEquatable<ComponentResponse>, IEquatable<MachineComponentResponse>
```

Inheritance

[object](#) ← [ComponentResponse](#) ← MachineComponentResponse

Implements

[IEquatable](#)<[ComponentResponse](#)>, [IEquatable](#)<[MachineComponentResponse](#)>

Inherited Members

[ComponentResponse.id](#), [object.Equals\(object\)](#), [object.Equals\(object, object\)](#),
[object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#),
[object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Constructors

MachineComponentResponse(string, string,
List<RemovableMedia>)

```
public MachineComponentResponse(string id, string driveId,  
List<RemovableMedia> removableMediaList)
```

Parameters

[id](#) [string](#)

[driveId](#) [string](#)

[removableMediaList](#) [List](#)<[RemovableMedia](#)>

Properties

driveId

```
public string driveId { get; init; }
```

Property Value

[string](#)

removableMediaList

```
public List<RemovableMedia> removableMediaList { get; init; }
```

Property Value

[List](#)<[RemovableMedia](#)>

Class ObjectArchivesResponse

Namespace: [asec.Compatibility.EaaSApi.Models](#)

Assembly: asec.dll

```
public record ObjectArchivesResponse : EmilResponseType,  
IEquatable<EmilResponseType>, IEquatable<ObjectArchivesResponse>
```

Inheritance

[object](#) ← [EmilResponseType](#) ← ObjectArchivesResponse

Implements

[IEquatable](#)<[EmilResponseType](#)>, [IEquatable](#)<[ObjectArchivesResponse](#)>

Inherited Members

[EmilResponseType.status](#) , [EmilResponseType.message](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

ObjectArchivesResponse(string, string, List<string>)

```
public ObjectArchivesResponse(string status, string message, List<string> archives)
```

Parameters

status [string](#)

message [string](#)

archives [List](#)<[string](#)>

Properties

archives

```
public List<String> archives { get; init; }
```

Property Value

[List](#) <String>

Class ObjectDataSource

Namespace: [asec.Compatibility.EaaSApi.Models](#)

Assembly: asec.dll

```
public record ObjectDataSource : DriveDataSource, IEquatable<DriveDataSource>,  
IEquatable<ObjectDataSource>
```

Inheritance

[object](#) ← [DriveDataSource](#) ← ObjectDataSource

Implements

[IEquatable](#)<[DriveDataSource](#)>, [IEquatable](#)<[ObjectDataSource](#)>

Inherited Members

[DriveDataSource.kind](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

ObjectDataSource(string, string)

```
public ObjectDataSource(string id, string archive = "default")
```

Parameters

[id](#) [string](#)

[archive](#) [string](#)

Properties

archive

```
public string archive { get; init; }
```

Property Value

[string](#) ↗

id

```
public string id { get; init; }
```

Property Value

[string](#) ↗

Class ProcessResultUrl

Namespace: [asec.Compatibility.EaaSApi.Models](#)

Assembly: asec.dll

```
public record ProcessResultUrl : IEquatable<ProcessResultUrl>
```

Inheritance

[object](#) ← ProcessResultUrl

Implements

[IEquatable](#)<[ProcessResultUrl](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

ProcessResultUrl(string)

```
public ProcessResultUrl(string url)
```

Parameters

url [string](#)

Properties

url

```
public string url { get; init; }
```

Property Value

[string](#)

Class Provenance

Namespace: [asec.Compatibility.EaaSApi.Models](#)

Assembly: asec.dll

```
public record Provenance : IEquatable<Provenance>
```

Inheritance

[object](#) ← Provenance

Implements

[IEquatable](#)<[Provenance](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

Provenance(string, string, List<string>)

```
public Provenance(string url, string tag, List<string> layers)
```

Parameters

url [string](#)

tag [string](#)

layers [List](#)<[string](#)>

Properties

layers

```
public List<string> layers { get; init; }
```

Property Value

[List](#)<[string](#)>

tag

```
public string tag { get; init; }
```

Property Value

[string](#)

url

```
public string url { get; init; }
```

Property Value

[string](#)

Class RemovableMedia

Namespace: [asec.Compatibility.EaaSApi.Models](#)

Assembly: asec.dll

```
public record RemovableMedia : IEquatable<RemovableMedia>
```

Inheritance

[object](#) ← RemovableMedia

Implements

[IEquatable](#)<[RemovableMedia](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

RemovableMedia(string, string, string)

```
public RemovableMedia(string id, string archive, string driveIndex)
```

Parameters

id [string](#)

archive [string](#)

driveIndex [string](#)

Properties

archive

```
public string archive { get; init; }
```

Property Value

[string](#) ↗

driveIndex

```
public string driveIndex { get; init; }
```

Property Value

[string](#) ↗

id

```
public string id { get; init; }
```

Property Value

[string](#) ↗

Class TaskStateResponse

Namespace: [asec.Compatibility.EaaSApi.Models](#)

Assembly: asec.dll

```
public record TaskStateResponse : EmilResponseType, IEquatable<EmilResponseType>,  
IEquatable<TaskStateResponse>
```

Inheritance

[object](#) ← [EmilResponseType](#) ← TaskStateResponse

Implements

[IEquatable](#)<[EmilResponseType](#)>, [IEquatable](#)<[TaskStateResponse](#)>

Inherited Members

[EmilResponseType.status](#) , [EmilResponseType.message](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

TaskStateResponse(string, string, string, bool,
Dictionary<string, string>, string)

```
public TaskStateResponse(string status, string message, string taskId, bool isDone,  
Dictionary<string, string> userData, string object_)
```

Parameters

status [string](#)

message [string](#)

taskId [string](#)

isDone [bool](#)

userData [Dictionary](#)<[string](#), [string](#)>

object_ string

Properties

isDone

```
public bool isDone { get; init; }
```

Property Value

bool

object_

```
[JsonPropertyName("object")]
public string object_ { get; init; }
```

Property Value

string

taskId

```
public string taskId { get; init; }
```

Property Value

string

userData

```
public Dictionary<string, string> userData { get; init; }
```

Property Value

[Dictionary](#)<[string](#), [string](#)>

Class UploadResponse

Namespace: [asec.Compatibility.EaaSApi.Models](#)

Assembly: asec.dll

```
public record UploadResponse : EmilResponseType, IEquatable<EmilResponseType>,  
IEquatable<UploadResponse>
```

Inheritance

[object](#) ← [EmilResponseType](#) ← UploadResponse

Implements

[IEquatable](#)<[EmilResponseType](#)>, [IEquatable](#)<[UploadResponse](#)>

Inherited Members

[EmilResponseType.status](#) , [EmilResponseType.message](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

UploadResponse(string, string, List<string>, List<UploadedItem>)

```
public UploadResponse(string status, string message, List<string> uploads,  
List<UploadedItem> uploadedItemList)
```

Parameters

status [string](#)

message [string](#)

uploads [List](#)<[string](#)>

uploadedItemList [List](#)<[UploadedItem](#)>

Properties

uploadedItemList

```
public List<UploadedItem> uploadedItemList { get; init; }
```

Property Value

[List](#)<[UploadedItem](#)>

uploads

```
public List<string> uploads { get; init; }
```

Property Value

[List](#)<[string](#)>

Class UploadedItem

Namespace: [asec.Compatibility.EaaSApi.Models](#)

Assembly: asec.dll

```
public record UploadedItem : IEquatable<UploadedItem>
```

Inheritance

[object](#) ← UploadedItem

Implements

[IEquatable](#)<[UploadedItem](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

UploadedItem(string, string)

```
public UploadedItem(string url, string filename)
```

Parameters

url [string](#)

filename [string](#)

Properties

filename

```
public string filename { get; init; }
```

Property Value

[string](#) ↗

url|

```
public string url { get; init; }
```

Property Value

[string](#) ↗

Namespace asec.Configuration

Classes

[DigitalizationToolsOptions](#)

[DigitalizationToolsOptionsSetup](#)

[EmulatorOptions](#)

[EmulatorOptionsSetup](#)

Class DigitalizationToolsOptions

Namespace: [asec.Configuration](#)

Assembly: asec.dll

```
public class DigitalizationToolsOptions
```

Inheritance

[object](#) ← DigitalizationToolsOptions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Configurations

```
public ICollection<DigitalizationToolConfig> Configurations { get; set; }
```

Property Value

[ICollection](#)<[DigitalizationToolConfig](#)>

Class DigitalizationToolsOptionsSetup

Namespace: [asec.Configuration](#)

Assembly: asec.dll

```
public class DigitalizationToolsOptionsSetup :  
    IConfigureOptions<DigitalizationToolsOptions>
```

Inheritance

[object](#) ← DigitalizationToolsOptionsSetup

Implements

[IConfigureOptions](#)<[DigitalizationToolsOptions](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

DigitalizationToolsOptionsSetup(IConfiguration)

```
public DigitalizationToolsOptionsSetup(IConfiguration config)
```

Parameters

config [IConfiguration](#)

Methods

Configure(DigitalizationToolsOptions)

Invoked to configure a [DigitalizationToolsOptions](#) instance.

```
public void Configure(DigitalizationToolsOptions options)
```

Parameters

options [DigitalizationToolsOptions](#)

The options instance to configure.

Class EmulatorOptions

Namespace: [asec.Configuration](#)

Assembly: asec.dll

```
public class EmulatorOptions
```

Inheritance

[object](#) ← EmulatorOptions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Configurations

```
public ICollection<EmulatorConfig> Configurations { get; set; }
```

Property Value

[ICollection](#)<[EmulatorConfig](#)>

Class EmulatorOptionsSetup

Namespace: [asec.Configuration](#)

Assembly: asec.dll

```
public class EmulatorOptionsSetup : IConfigureOptions<EmulatorOptions>
```

Inheritance

[object](#) ← EmulatorOptionsSetup

Implements

[IConfigureOptions](#)<[EmulatorOptions](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

EmulatorOptionsSetup(IConfiguration)

```
public EmulatorOptionsSetup(IConfiguration config)
```

Parameters

config [IConfiguration](#)

Methods

Configure(EmulatorOptions)

Invoked to configure a [EmulatorOptions](#) instance.

```
public void Configure(EmulatorOptions options)
```

Parameters

`options EmulatorOptions`

The options instance to configure.

Namespace asec.Controllers

Classes

[ArtefactController](#)

Allows some interaction with artefacts. Actual creation of these is usually handled by digitalization or another similar process, creating the artefact from existing physical media.

[ConversionController](#)

Controller handling the process of converting an artefact (or a set of artefacts) to a format which the target intended emulator can consume.

[DigitalizationController](#)

Controller handling the process of digitalization of physical media to create their artefacts. Manages process creation and management for digitalization and the upload of the resulting artefacts to persistent storage.

[EmulationController](#)

Controller dealing with running emulations. Does not actually start an emulation process - that happens in the GamePackage controller as emulation is started from an existing GamePackage.

[EmulatorController](#)

Controller handling tasks regarding available emulators.

[GamePackageController](#)

Controller handling working with existing [GamePackages](#) and starting emulations using them.

[ParatextController](#)

Controller providing information about paratexts and allowing their modification.

[PlatformController](#)

Controller concerned platforms and their available emulators.

[VersionController](#)

Controller concerned with managing version metadata and paratexts.

[WorkController](#)

Controller managing works, their creation, updating and their paratexts.

Class ArtefactController

Namespace: [asec.Controllers](#)

Assembly: asec.dll

Allows some interaction with artefacts. Actual creation of these is usually handled by digitalization or another similar process, creating the artefact from existing physical media.

```
[ApiController]
[Route("/api/v1/artefacts")]
public class ArtefactController : ControllerBase
```

Inheritance

[object](#) ← [ControllerBase](#) ← ArtefactController

Inherited Members

[ControllerBase.StatusCode\(int\)](#) , [ControllerBase.StatusCode\(int, object\)](#) ,
[ControllerBase.Content\(string\)](#) , [ControllerBase.Content\(string, string\)](#) ,
[ControllerBase.Content\(string, string, Encoding\)](#) ,
[ControllerBase.Content\(string, MediaTypeHeaderValue\)](#) , [ControllerBase.NoContent\(\)](#) ,
[ControllerBase.Ok\(\)](#) , [ControllerBase.Ok\(object\)](#) , [ControllerBase.Redirect\(string\)](#) ,
[ControllerBase.RedirectPermanent\(string\)](#) , [ControllerBase.RedirectPreserveMethod\(string\)](#) ,
[ControllerBase.RedirectPermanentPreserveMethod\(string\)](#) , [ControllerBase.LocalRedirect\(string\)](#) ,
[ControllerBase.LocalRedirectPermanent\(string\)](#) ,
[ControllerBase.LocalRedirectPreserveMethod\(string\)](#) ,
[ControllerBase.LocalRedirectPermanentPreserveMethod\(string\)](#) ,
[ControllerBase.RedirectToAction\(\)](#) , [ControllerBase.RedirectToAction\(string\)](#) ,
[ControllerBase.RedirectToAction\(string, object\)](#) , [ControllerBase.RedirectToAction\(string, string\)](#) ,
[ControllerBase.RedirectToAction\(string, string, object\)](#) ,
[ControllerBase.RedirectToAction\(string, string, string\)](#) ,
[ControllerBase.RedirectToAction\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPreserveMethod\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, object\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, object\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPermanentPreserveMethod\(string, string, object, string\)](#) ,

[ControllerBase.RedirectToRoute\(string\)](#) , [ControllerBase.RedirectToRoute\(object\)](#) ,
 [ControllerBase.RedirectToRoute\(string, object\)](#) , [ControllerBase.RedirectToRoute\(string, string\)](#) ,
 [ControllerBase.RedirectToRoute\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePreserveMethod\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(object\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, object\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanentPreserveMethod\(string, object, string\)](#) ,
 [ControllerBase.RedirectToPage\(string\)](#) , [ControllerBase.RedirectToPage\(string, object\)](#) ,
 [ControllerBase.RedirectToPage\(string, string\)](#) ,
 [ControllerBase.RedirectToPage\(string, string, object\)](#) ,
 [ControllerBase.RedirectToPage\(string, string, string\)](#) ,
 [ControllerBase.RedirectToPage\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, object\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePermanentPreserveMethod\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePermanentPreserveMethod\(string, string, object, string\)](#) ,
 [ControllerBase.File\(byte\[\], string\)](#) , [ControllerBase.File\(byte\[\], string, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, string\)](#) , [ControllerBase.File\(byte\[\], string, string, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(byte\[\], string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(byte\[\], string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(Stream, string\)](#) , [ControllerBase.File\(Stream, string, bool\)](#) ,
 [ControllerBase.File\(Stream, string, string\)](#) , [ControllerBase.File\(Stream, string, string, bool\)](#) ,
 [ControllerBase.File\(Stream, string, DateTimeOffset?\)](#) , [ControllerBase.EntityTagHeaderValue](#) ,
 [ControllerBase.File\(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(Stream, string, string, DateTimeOffset?\)](#) , [ControllerBase.EntityTagHeaderValue](#) ,
 [ControllerBase.File\(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(string, string\)](#) , [ControllerBase.File\(string, string, bool\)](#) ,
 [ControllerBase.File\(string, string, string\)](#) , [ControllerBase.File\(string, string, string, bool\)](#) ,
 [ControllerBase.File\(string, string, DateTimeOffset?\)](#) , [ControllerBase.EntityTagHeaderValue](#) ,
 [ControllerBase.File\(string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(string, string, string, DateTimeOffset?\)](#) , [ControllerBase.EntityTagHeaderValue](#) ,
 [ControllerBase.File\(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,

[ControllerBase.PhysicalFile\(string, string\)](#) , [ControllerBase.PhysicalFile\(string, string, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.Unauthorized\(\)](#) , [ControllerBase.Unauthorized\(object\)](#) ,
 [ControllerBase.NotFound\(\)](#) , [ControllerBase.NotFound\(object\)](#) , [ControllerBase.BadRequest\(\)](#) ,
 [ControllerBase.BadRequest\(object\)](#) , [ControllerBase.BadRequest\(ModelStateDictionary\)](#) ,
 [ControllerBase.UnprocessableEntity\(\)](#) , [ControllerBase.UnprocessableEntity\(object\)](#) ,
 [ControllerBase.UnprocessableEntity\(ModelStateDictionary\)](#) , [ControllerBase.Conflict\(\)](#) ,
 [ControllerBase.Conflict\(object\)](#) , [ControllerBase.Conflict\(ModelStateDictionary\)](#) ,
 [ControllerBase.Problem\(string, string, int?, string, string\)](#) ,
 [ControllerBase.ValidationProblem\(ValidationProblemDetails\)](#) ,
 [ControllerBase.ValidationProblem\(ModelStateDictionary\)](#) , [ControllerBase.ValidationProblem\(\)](#) ,
 [ControllerBase.ValidationProblem\(string, string, int?, string, string, ModelStateDictionary\)](#) ,
 [ControllerBase.Created\(string, object\)](#) , [ControllerBase.Created\(Uri, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, object, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, string, object, object\)](#) ,
 [ControllerBase.CreatedAtRoute\(string, object\)](#) , [ControllerBase.CreatedAtRoute\(object, object\)](#) ,
 [ControllerBase.CreatedAtRoute\(string, object, object\)](#) , [ControllerBase.Accepted\(\)](#) ,
 [ControllerBase.Accepted\(object\)](#) , [ControllerBase.Accepted\(Uri\)](#) ,
 [ControllerBase.Accepted\(string\)](#) , [ControllerBase.Accepted\(string, object\)](#) ,
 [ControllerBase.Accepted\(Uri, object\)](#) , [ControllerBase.AcceptedAtAction\(string\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, string\)](#) , [ControllerBase.AcceptedAtAction\(string, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, string, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, object, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, string, object, object\)](#) ,
 [ControllerBase.AcceptedAtRoute\(object\)](#) , [ControllerBase.AcceptedAtRoute\(string\)](#) ,
 [ControllerBase.AcceptedAtRoute\(string, object\)](#) , [ControllerBase.AcceptedAtRoute\(object, object\)](#) ,
 [ControllerBase.AcceptedAtRoute\(string, object, object\)](#) , [ControllerBase.Challenge\(\)](#) ,
 [ControllerBase.Challenge\(params string\[\]\)](#) , [ControllerBase.Challenge\(AuthenticationProperties\)](#) ,
 [ControllerBase.Challenge\(AuthenticationProperties, params string\[\]\)](#) , [ControllerBase.Forbid\(\)](#) ,
 [ControllerBase.Forbid\(params string\[\]\)](#) , [ControllerBase.Forbid\(AuthenticationProperties\)](#) ,
 [ControllerBase.Forbid\(AuthenticationProperties, params string\[\]\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal\)](#) , [ControllerBase.SignIn\(ClaimsPrincipal, string\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal, AuthenticationProperties\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal, AuthenticationProperties, string\)](#) , [ControllerBase.SignOut\(\)](#) ,

[ControllerBase.SignOut\(AuthenticationProperties\)](#) , [ControllerBase.SignOut\(params string\[\]\)](#) ,
 [ControllerBase.SignOut\(AuthenticationProperties, params string\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, params Expression<Func<TModel, object>>\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider, params Expression<Func<TModel, object>>\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryUpdateModelAsync\(object, Type, string\)](#) ,
 [ControllerBase.TryUpdateModelAsync\(object, Type, string, IValueProvider, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryValidateModel\(object\)](#) , [ControllerBase.TryValidateModel\(object, string\)](#) ,
 [ControllerBase.HttpContext](#) , [ControllerBase.Request](#) , [ControllerBase.Response](#) ,
 [ControllerBase.RouteData](#) , [ControllerBase.ModelState](#) , [ControllerBase.ControllerContext](#) ,
 [ControllerBase.MetadataProvider](#) , [ControllerBase.ModelBinderFactory](#) , [ControllerBase.Url](#) ,
 [ControllerBase.ObjectValidator](#) , [ControllerBase.ProblemDetailsFactory](#) , [ControllerBase.User](#) ,
 [ControllerBase.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
 [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
 [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

ArtefactController(AsecDBContext)

```
public ArtefactController(AsecDBContext dbContext)
```

Parameters

dbContext [AsecDBContext](#)

Methods

GetArtefact(string)

Gets the specified artefact's details.

```
[HttpGet("{artefactId}")]
[Produces(typeof(Artifact))]
public Task<IActionResult> GetArtefact(string artefactId)
```

Parameters

artefactId [string](#)

ID of the artefact to find

Returns

[Task](#)<[IActionResult](#)>

Details of the specified artefact if found, 404 otherwise

UpdateArtefact(string, Artifact)

Update the details of the specified artefact.

```
[HttpPost("{artefactId}")]
[Produces(typeof(Artifact))]
public Task<IActionResult> UpdateArtefact(string artefactId, Artifact iartefact)
```

Parameters

artefactId [string](#)

ID of the artefact

iartefact [Artifact](#)

Details of the artefact

Returns

[Task](#)<[IActionResult](#)>

The updated artefact

Class ConversionController

Namespace: [asec.Controllers](#)

Assembly: asec.dll

Controller handling the process of converting an artefact (or a set of artefacts) to a format which the target intended emulator can consume.

```
[ApiController]
[Route("/api/v1/conversion")]
public class ConversionController : ControllerBase
```

Inheritance

[object](#) ← [ControllerBase](#) ← ConversionController

Inherited Members

[ControllerBase.StatusCode\(int\)](#) , [ControllerBase.StatusCode\(int, object\)](#) ,
[ControllerBase.Content\(string\)](#) , [ControllerBase.Content\(string, string\)](#) ,
[ControllerBase.Content\(string, string, Encoding\)](#) ,
[ControllerBase.Content\(string, MediaTypeHeaderValue\)](#) , [ControllerBase.NoContent\(\)](#) ,
[ControllerBase.Ok\(\)](#) , [ControllerBase.Ok\(object\)](#) , [ControllerBase.Redirect\(string\)](#) ,
[ControllerBase.RedirectPermanent\(string\)](#) , [ControllerBase.RedirectPreserveMethod\(string\)](#) ,
[ControllerBase.RedirectPermanentPreserveMethod\(string\)](#) , [ControllerBase.LocalRedirect\(string\)](#) ,
[ControllerBase.LocalRedirectPermanent\(string\)](#) ,
[ControllerBase.LocalRedirectPreserveMethod\(string\)](#) ,
[ControllerBase.LocalRedirectPermanentPreserveMethod\(string\)](#) ,
[ControllerBase.RedirectToAction\(\)](#) , [ControllerBase.RedirectToAction\(string\)](#) ,
[ControllerBase.RedirectToAction\(string, object\)](#) , [ControllerBase.RedirectToAction\(string, string\)](#) ,
[ControllerBase.RedirectToAction\(string, string, object\)](#) ,
[ControllerBase.RedirectToAction\(string, string, string\)](#) ,
[ControllerBase.RedirectToAction\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPreserveMethod\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, object\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, object\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPermanentPreserveMethod\(string, string, object, string\)](#) ,

[ControllerBase.RedirectToRoute\(string\)](#) , [ControllerBase.RedirectToRoute\(object\)](#) ,
 [ControllerBase.RedirectToRoute\(string, object\)](#) , [ControllerBase.RedirectToRoute\(string, string\)](#) ,
 [ControllerBase.RedirectToRoute\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePreserveMethod\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(object\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, object\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanentPreserveMethod\(string, object, string\)](#) ,
 [ControllerBase.RedirectToPage\(string\)](#) , [ControllerBase.RedirectToPage\(string, object\)](#) ,
 [ControllerBase.RedirectToPage\(string, string\)](#) ,
 [ControllerBase.RedirectToPage\(string, string, object\)](#) ,
 [ControllerBase.RedirectToPage\(string, string, string\)](#) ,
 [ControllerBase.RedirectToPage\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, object\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePermanentPreserveMethod\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePermanentPreserveMethod\(string, string, object, string\)](#) ,
 [ControllerBase.File\(byte\[\], string\)](#) , [ControllerBase.File\(byte\[\], string, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, string\)](#) , [ControllerBase.File\(byte\[\], string, string, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(byte\[\], string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
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 [ControllerBase.File\(byte\[\], string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
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 [ControllerBase.File\(Stream, string, string\)](#) , [ControllerBase.File\(Stream, string, string, bool\)](#) ,
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 [ControllerBase.File\(string, string, string\)](#) , [ControllerBase.File\(string, string, string, bool\)](#) ,
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 [ControllerBase.File\(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,

[ControllerBase.PhysicalFile\(string, string\)](#) , [ControllerBase.PhysicalFile\(string, string, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, bool\)](#) ,
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 [ControllerBase.PhysicalFile\(string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
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 [ControllerBase.PhysicalFile\(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.Unauthorized\(\)](#) , [ControllerBase.Unauthorized\(object\)](#) ,
 [ControllerBase.NotFound\(\)](#) , [ControllerBase.NotFound\(object\)](#) , [ControllerBase.BadRequest\(\)](#) ,
 [ControllerBase.BadRequest\(object\)](#) , [ControllerBase.BadRequest\(ModelStateDictionary\)](#) ,
 [ControllerBase.UnprocessableEntity\(\)](#) , [ControllerBase.UnprocessableEntity\(object\)](#) ,
 [ControllerBase.UnprocessableEntity\(ModelStateDictionary\)](#) , [ControllerBase.Conflict\(\)](#) ,
 [ControllerBase.Conflict\(object\)](#) , [ControllerBase.Conflict\(ModelStateDictionary\)](#) ,
 [ControllerBase.Problem\(string, string, int?, string, string\)](#) ,
 [ControllerBase.ValidationProblem\(ValidationProblemDetails\)](#) ,
 [ControllerBase.ValidationProblem\(ModelStateDictionary\)](#) , [ControllerBase.ValidationProblem\(\)](#) ,
 [ControllerBase.ValidationProblem\(string, string, int?, string, string, ModelStateDictionary\)](#) ,
 [ControllerBase.Created\(string, object\)](#) , [ControllerBase.Created\(Uri, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, object, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, string, object, object\)](#) ,
 [ControllerBase.CreatedAtRoute\(string, object\)](#) , [ControllerBase.CreatedAtRoute\(object, object\)](#) ,
 [ControllerBase.CreatedAtRoute\(string, object, object\)](#) , [ControllerBase.Accepted\(\)](#) ,
 [ControllerBase.Accepted\(object\)](#) , [ControllerBase.Accepted\(Uri\)](#) ,
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 [ControllerBase.Accepted\(Uri, object\)](#) , [ControllerBase.AcceptedAtAction\(string\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, string\)](#) , [ControllerBase.AcceptedAtAction\(string, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, string, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, object, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, string, object, object\)](#) ,
 [ControllerBase.AcceptedAtRoute\(object\)](#) , [ControllerBase.AcceptedAtRoute\(string\)](#) ,
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 [ControllerBase.Challenge\(params string\[\]\)](#) , [ControllerBase.Challenge\(AuthenticationProperties\)](#) ,
 [ControllerBase.Challenge\(AuthenticationProperties, params string\[\]\)](#) , [ControllerBase.Forbid\(\)](#) ,
 [ControllerBase.Forbid\(params string\[\]\)](#) , [ControllerBase.Forbid\(AuthenticationProperties\)](#) ,
 [ControllerBase.Forbid\(AuthenticationProperties, params string\[\]\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal\)](#) , [ControllerBase.SignIn\(ClaimsPrincipal, string\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal, AuthenticationProperties\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal, AuthenticationProperties, string\)](#) , [ControllerBase.SignOut\(\)](#) ,

[ControllerBase.SignOut\(AuthenticationProperties\)](#) , [ControllerBase.SignOut\(params string\[\]\)](#) ,
 [ControllerBase.SignOut\(AuthenticationProperties, params string\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, params Expression<Func<TModel, object>>\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider, params Expression<Func<TModel, object>>\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryUpdateModelAsync\(object, Type, string\)](#) ,
 [ControllerBase.TryUpdateModelAsync\(object, Type, string, IValueProvider, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryValidateModel\(object\)](#) , [ControllerBase.TryValidateModel\(object, string\)](#) ,
 [ControllerBase.HttpContext](#) , [ControllerBase.Request](#) , [ControllerBase.Response](#) ,
 [ControllerBase.RouteData](#) , [ControllerBase.ModelState](#) , [ControllerBase.ControllerContext](#) ,
 [ControllerBase.MetadataProvider](#) , [ControllerBase.ModelBinderFactory](#) , [ControllerBase.Url](#) ,
 [ControllerBase.ObjectValidator](#) , [ControllerBase.ProblemDetailsFactory](#) , [ControllerBase.User](#) ,
 [ControllerBase.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
 [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
 [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

ConversionController(ILogger<ConversionController>,
AsecDBContext, IProcessManager<Process,
ConversionResult>, IEmulatorRepository,
IServiceScopeFactory, IConfiguration, EaasUploadClient,
ObjectRepositoryClient)

```
public ConversionController(ILogger<ConversionController> logger, AsecDBContext  
dbContext, IProcessManager<Process, ConversionResult> processManager,  
IEmulatorRepository emulatorRepository, IServiceScopeFactory  
serviceScopeFactory, IConfiguration config, EaasUploadClient eaasUploadClient,  
ObjectRepositoryClient eaasObjectRepositoryClient)
```

Parameters

logger [ILogger](#)<ConversionController>

dbContext [AsecDBContext](#)

processManager [IProcessManager](#)<Process, ConversionResult>

emulatorRepository [IEmulatorRepository](#)

serviceScopeFactory [IServiceScopeFactory](#)

config [IConfiguration](#)

eaasUploadClient [EaaSUploadClient](#)

eaasObjectRepositoryClient [ObjectRepositoryClient](#)

Methods

FinalizeConversionProcess(string, GamePackage, CancellationToken)

Finalize the conversion process, taking the resulting files and uploading them to EaaS in preparation to attach them to an emulator environment/VM. The finalized process is expected to be in the [Success](#) state.

```
[HttpPost("{processId}/finalize")]
[Produces(typeof(GamePackage))]
public Task<IActionResult> FinalizeConversionProcess(string processId, GamePackage
package, CancellationToken cancellationToken = default)
```

Parameters

processId [string](#)

ID of the process to finalize

package [GamePackage](#)

Properties to apply to the resulting GamePackage

cancellationToken [CancellationToken](#)

Cancellation token

Returns

[Task](#)< [IActionResult](#)>

The resulting GamePackage

GetConversionProcessLog(string)

Fetches the text log of a running process.

```
[HttpGet("{processId}/log")]
public IActionResult GetConversionProcessLog(string processId)
```

Parameters

processId [string](#)

ID of the process

Returns

[IActionResult](#)

The process' log file as text/plain

GetConversionProcessStatus(string)

Fetches the current status of the specified process.

```
[HttpGet("{processId}/status")]
[Produces(typeof(ConversionProcess))]
public IActionResult GetConversionProcessStatus(string processId)
```

Parameters

`processId` [string](#)

ID of the conversion process

Returns

[IActionResult](#)

Information about the specified process

ProvideConversionInput(string, ConversionInput)

Provide a text input to the digitalization process.

```
[HttpPost("{processId}/input")]
[Produces(typeof(ConversionProcess))]
public Task<IActionResult> ProvideConversionInput(string processId,
ConversionInput input)
```

Parameters

`processId` [string](#)

ID of the process

`input` [ConversionInput](#)

Input data

Returns

[Task](#)<[IActionResult](#)>

Nothing

RestartConversionProcess(string)

Request that an existing conversion process is restarted. The system will stop the current process and create a new one with the same parameters as the original.

```
[HttpPost("{processId}/restart")]
[Produces(typeof(ConversionProcess))]
public Task<IActionResult> RestartConversionProcess(string processId)
```

Parameters

processId [string](#)

ID of the process to restart

Returns

[Task](#)<[IActionResult](#)>

Information about the new process

StartConversionForEmulator(ConversionRequest)

Request that a conversion for the specified emulator be started, using the specified artefacts. This will create a process that can later be checked for status and progress, and needs to be explicitly finished for the results to persist.

```
[HttpPut("start")]
[Produces(typeof(ConversionProcess))]
public Task<IActionResult> StartConversionForEmulator(ConversionRequest
conversionRequest)
```

Parameters

conversionRequest [ConversionRequest](#)

Conversion request details, including the target emulator and used artefacts

Returns

[Task](#)<[IActionResult](#)>

Details of the newly created process

StopConversionProcess(string)

Request that the specified process be stopped. This will result in discarding any data created during the process.

```
[HttpPost("{processId}/stop")]
[Produces(typeof(ConversionProcess))]
public Task<IActionResult> StopConversionProcess(string processId)
```

Parameters

processId [string](#)

ID of the process to stop

Returns

[Task](#)<[IActionResult](#)>

Status of the stopped process

Class DigitalizationController

Namespace: [asec.Controllers](#)

Assembly: asec.dll

Controller handling the process of digitalization of physical media to create their artefacts. Manages process creation and management for digitalization and the upload of the resulting artefacts to persistent storage.

```
[ApiController]
[Route("/api/v1/digitalization")]
public class DigitalizationController : ControllerBase
```

Inheritance

[object](#) ← [ControllerBase](#) ← [DigitalizationController](#)

Inherited Members

[ControllerBase.StatusCode\(int\)](#) , [ControllerBase.StatusCode\(int, object\)](#) ,
[ControllerBase.Content\(string\)](#) , [ControllerBase.Content\(string, string\)](#) ,
[ControllerBase.Content\(string, string, Encoding\)](#) ,
[ControllerBase.Content\(string, MediaTypeHeaderValue\)](#) , [ControllerBase.NoContent\(\)](#) ,
[ControllerBase.Ok\(\)](#) , [ControllerBase.Ok\(object\)](#) , [ControllerBase.Redirect\(string\)](#) ,
[ControllerBase.RedirectPermanent\(string\)](#) , [ControllerBase.RedirectPreserveMethod\(string\)](#) ,
[ControllerBase.RedirectPermanentPreserveMethod\(string\)](#) , [ControllerBase.LocalRedirect\(string\)](#) ,
[ControllerBase.LocalRedirectPermanent\(string\)](#) ,
[ControllerBase.LocalRedirectPreserveMethod\(string\)](#) ,
[ControllerBase.LocalRedirectPermanentPreserveMethod\(string\)](#) ,
[ControllerBase.RedirectToAction\(\)](#) , [ControllerBase.RedirectToAction\(string\)](#) ,
[ControllerBase.RedirectToAction\(string, object\)](#) , [ControllerBase.RedirectToAction\(string, string\)](#) ,
[ControllerBase.RedirectToAction\(string, string, object\)](#) ,
[ControllerBase.RedirectToAction\(string, string, string\)](#) ,
[ControllerBase.RedirectToAction\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPreserveMethod\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, object\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, object\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, object, string\)](#) ,

[ControllerBase.RedirectToActionPermanentPreserveMethod\(string, string, object, string\)](#) ,
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 [ControllerBase.RedirectToRoute\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePreserveMethod\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(object\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, object\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanentPreserveMethod\(string, object, string\)](#) ,
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 [ControllerBase.RedirectToPage\(string, string\)](#) ,
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 [ControllerBase.RedirectToPagePermanent\(string, object\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePreserveMethod\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePermanentPreserveMethod\(string, string, object, string\)](#) ,
 [ControllerBase.File\(byte\[\], string\)](#) , [ControllerBase.File\(byte\[\], string, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, string\)](#) , [ControllerBase.File\(byte\[\], string, string, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(byte\[\], string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(byte\[\], string, string, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(Stream, string\)](#) , [ControllerBase.File\(Stream, string, bool\)](#) ,
 [ControllerBase.File\(Stream, string, string\)](#) , [ControllerBase.File\(Stream, string, string, bool\)](#) ,
 [ControllerBase.File\(Stream, string, DateTimeOffset?\)](#) , [ControllerBase.EntityTagHeaderValue](#) ,
 [ControllerBase.File\(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(Stream, string, string, DateTimeOffset?\)](#) , [ControllerBase.EntityTagHeaderValue](#) ,
 [ControllerBase.File\(Stream, string, string, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(string, string\)](#) , [ControllerBase.File\(string, string, bool\)](#) ,
 [ControllerBase.File\(string, string, string\)](#) , [ControllerBase.File\(string, string, string, bool\)](#) ,
 [ControllerBase.File\(string, string, DateTimeOffset?\)](#) , [ControllerBase.EntityTagHeaderValue](#) ,
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[ControllerBase.File\(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
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 [ControllerBase.PhysicalFile\(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.Unauthorized\(\)](#) , [ControllerBase.Unauthorized\(object\)](#) ,
 [ControllerBase.NotFound\(\)](#) , [ControllerBase.NotFound\(object\)](#) , [ControllerBase.BadRequest\(\)](#) ,
 [ControllerBase.BadRequest\(object\)](#) , [ControllerBase.BadRequest\(ModelStateDictionary\)](#) ,
 [ControllerBase.UnprocessableEntity\(\)](#) , [ControllerBase.UnprocessableEntity\(object\)](#) ,
 [ControllerBase.UnprocessableEntity\(ModelStateDictionary\)](#) , [ControllerBase.Conflict\(\)](#) ,
 [ControllerBase.Conflict\(object\)](#) , [ControllerBase.Conflict\(ModelStateDictionary\)](#) ,
 [ControllerBase.Problem\(string, string, int?, string, string\)](#) ,
 [ControllerBase.ValidationProblem\(ValidationProblemDetails\)](#) ,
 [ControllerBase.ValidationProblem\(ModelStateDictionary\)](#) , [ControllerBase.ValidationProblem\(\)](#) ,
 [ControllerBase.ValidationProblem\(string, string, int?, string, string, ModelStateDictionary\)](#) ,
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 [ControllerBase.CreatedAtAction\(string, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, object, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, string, object, object\)](#) ,
 [ControllerBase.CreatedAtRoute\(string, object\)](#) , [ControllerBase.CreatedAtRoute\(object, object\)](#) ,
 [ControllerBase.CreatedAtRoute\(string, object, object\)](#) , [ControllerBase.Accepted\(\)](#) ,
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 [ControllerBase.AcceptedAtAction\(string, object, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, string, object, object\)](#) ,
 [ControllerBase.AcceptedAtRoute\(object\)](#) , [ControllerBase.AcceptedAtRoute\(string\)](#) ,
 [ControllerBase.AcceptedAtRoute\(string, object\)](#) , [ControllerBase.AcceptedAtRoute\(object, object\)](#) ,
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 [ControllerBase.Challenge\(AuthenticationProperties, params string\[\]\)](#) , [ControllerBase.Forbid\(\)](#) ,
 [ControllerBase.Forbid\(params string\[\]\)](#) , [ControllerBase.Forbid\(AuthenticationProperties\)](#) ,
 [ControllerBase.Forbid\(AuthenticationProperties, params string\[\]\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal\)](#) , [ControllerBase.SignIn\(ClaimsPrincipal, string\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal, AuthenticationProperties\)](#) ,

[ControllerBase.SignIn\(ClaimsPrincipal, AuthenticationProperties, string\)](#) , [ControllerBase.SignOut\(\)](#) ,
 [ControllerBase.SignOut\(AuthenticationProperties\)](#) , [ControllerBase.SignOut\(params string\[\]\)](#) ,
 [ControllerBase.SignOut\(AuthenticationProperties, params string\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, params Expression<Func<TModel, object>>\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider, params Expression<Func<TModel, object>>\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryUpdateModelAsync\(object, Type, string\)](#) ,
 [ControllerBase.TryUpdateModelAsync\(object, Type, string, IValueProvider, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryValidateModel\(object\)](#) , [ControllerBase.TryValidateModel\(object, string\)](#) ,
 [ControllerBase.HttpContext](#) , [ControllerBase.Request](#) , [ControllerBase.Response](#) ,
 [ControllerBase.RouteData](#) , [ControllerBase.ModelState](#) , [ControllerBase.ControllerContext](#) ,
 [ControllerBase.MetadataProvider](#) , [ControllerBase.ModelBinderFactory](#) , [ControllerBase.Url](#) ,
 [ControllerBase.ObjectValidator](#) , [ControllerBase.ProblemDetailsFactory](#) , [ControllerBase.User](#) ,
 [ControllerBase.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
 [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
 [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

DigitalizationController(ILogger<DigitalizationController>,
IToolRepository, IProcessManager<Process,
DigitalizationResult>, IMinioClient, IConfiguration,
AsecDBContext)

```
public DigitalizationController(ILogger<DigitalizationController> logger,  
IToolRepository tools, IProcessManager<Process, DigitalizationResult>  
processManager, IMinioClient minioClient, IConfiguration config,  
AsecDBContext dbContext)
```

Parameters

```
logger ILogger<DigitalizationController>
tools IToolRepository
processManager IProcessManager<Process, DigitalizationResult>
minioClient IMinioClient
config IConfiguration
dbContext AsecDbContext
```

Methods

FinalizeVersionArtifact(string, Artefact)

Finalize a successful digitalization process to persist the results and create the resulting [Artefact](#).

```
[HttpPost("{processId}/finalize")]
[Produces(typeof(Artefact))]
public Task<IActionResult> FinalizeVersionArtifact(string processId,
Artefact artefact)
```

Parameters

processId [string](#)

ID of the process to finalize

artefact [Artefact](#)

Details to include in the created artefact

Returns

[Task](#)<[IActionResult](#)>

The created artefact

GetDigitalizationProcessStatus(string)

Get the status of the specified digitalization process.

```
[HttpGet("{processId}/status")]
[Produces(typeof(DigitalizationProcess))]
public IActionResult GetDigitalizationProcessStatus(string processId)
```

Parameters

`processId` [string](#)

ID of the process

Returns

[IActionResult](#)

Details of the digitalization process

GetDigitalizationTool(string)

Get a specific digitalization tool using its ID. To get a list of available IDs, see [GetDigitalizationTools\(\)](#)

```
[HttpGet("tools/{toolId}")]
[Produces(typeof(DigitalizationTool))]
public IActionResult GetDigitalizationTool(string toolId)
```

Parameters

`toolId` [string](#)

ID of the requested tool

Returns

[IActionResult](#)

Details of the digitalization tool

GetDigitalizationTools()

Acquire a list of available digitalization tools. This will depend on both configuration and actual availability of physical devices needed by the various tool implementations for digitalization.

```
[HttpGet("tools")]
[Produces(typeof(IEnumerable<DigitalizationTool>))]
public IActionResult GetDigitalizationTools()
```

Returns

[IActionResult](#)

Enumerable of available tools

GetProcessLog(string)

Get the text log file of a running digitalization process

```
[HttpGet("{processId}/log")]
public IActionResult GetProcessLog(string processId)
```

Parameters

`processId` [string](#)

ID of the process

Returns

[IActionResult](#)

Log file of the process as text/plain

GetRunningProcesses()

```
public void GetRunningProcesses()
```

ProvideDigitalizationInput(string, DigitalizationInput)

If a digitalization process is in the [WaitingForInput](#) state, provide the input it is waiting for in the form of a string.

```
[HttpPost("{processId}/input")]
[Produces(typeof(DigitalizationProcess))]
public Task<IActionResult> ProvideDigitalizationInput(string processId,
DigitalizationInput input)
```

Parameters

processId [string](#)

ID of the process to provide input for

input [DigitalizationInput](#)

Data of the input

Returns

[Task](#)<[IActionResult](#)>

The process for which input was provided

RestartDigitalizationProcess(string)

Request that a digitalization process is restarted. This will result in the current process being cancelled and a new process being started with the same arguments.

```
[HttpPost("{processId}/restart")]
[Produces(typeof(DigitalizationProcess))]
public Task<IActionResult> RestartDigitalizationProcess(string processId)
```

Parameters

processId [string](#)

ID of the process to restart

Returns

[Task](#)<IActionResult>

Details of the new process

StartDigitalizationProcess(DigitalizationRequest)

Start the process of digitizing a physical media using the tool specified in the digitalization request. The request includes reference to a [Version](#) for which the media should be digitalized.

```
[HttpPost("start")]
[Produces(typeof(DigitalizationProcess))]
public Task<IActionResult> StartDigitalizationProcess(DigitalizationRequest request)
```

Parameters

request [DigitalizationRequest](#)

Digitalization request details including tool and version

Returns

[Task](#)<IActionResult>

Details of the started digitalization process

StopDigitalizationProcess(string)

Request that a running digitalization process is stopped. No artefact from this process will be saved.

```
[HttpPost("{processId}/stop")]
[Produces(typeof(DigitalizationProcess))]
public Task<IActionResult> StopDigitalizationProcess(string processId)
```

Parameters

processId [string](#)

ID of the process to stop

Returns

[Task](#)<[IActionResult](#)>

Details of the stopped process

UploadDigitalizationFile(string, string, IFormFile)

Upload a file if this is requested by the digitalization process.

```
[HttpPost("{processId}/upload/{uploadId}")]
[Produces(typeof(DigitalizationProcess))]
public Task<IActionResult> UploadDigitalizationFile(string processId, string
uploadId, IFormFile file)
```

Parameters

processId [string](#)

ID of the process to upload a file for

uploadId [string](#)

ID of the upload (should be provided by the process in status details)

file [IFormFile](#)

The uploaded file

Returns

[Task](#)<[IActionResult](#)>

Detail of the process for which the file was uploaded

Class EmulationController

Namespace: [asec.Controllers](#)

Assembly: asec.dll

Controller dealing with running emulations. Does not actually start an emulation process - that happens in the GamePackage controller as emulation is started from an existing GamePackage.

```
[ApiController]
[Route("/api/v1/emulation")]
public class EmulationController : ControllerBase
```

Inheritance

[object](#) ← [ControllerBase](#) ← EmulationController

Inherited Members

[ControllerBase.StatusCode\(int\)](#) , [ControllerBase.StatusCode\(int, object\)](#) ,
[ControllerBase.Content\(string\)](#) , [ControllerBase.Content\(string, string\)](#) ,
[ControllerBase.Content\(string, string, Encoding\)](#) ,
[ControllerBase.Content\(string, MediaTypeHeaderValue\)](#) , [ControllerBase.NoContent\(\)](#) ,
[ControllerBase.Ok\(\)](#) , [ControllerBase.Ok\(object\)](#) , [ControllerBase.Redirect\(string\)](#) ,
[ControllerBase.RedirectPermanent\(string\)](#) , [ControllerBase.RedirectPreserveMethod\(string\)](#) ,
[ControllerBase.RedirectPermanentPreserveMethod\(string\)](#) , [ControllerBase.LocalRedirect\(string\)](#) ,
[ControllerBase.LocalRedirectPermanent\(string\)](#) ,
[ControllerBase.LocalRedirectPreserveMethod\(string\)](#) ,
[ControllerBase.LocalRedirectPermanentPreserveMethod\(string\)](#) ,
[ControllerBase.RedirectToAction\(\)](#) , [ControllerBase.RedirectToAction\(string\)](#) ,
[ControllerBase.RedirectToAction\(string, object\)](#) , [ControllerBase.RedirectToAction\(string, string\)](#) ,
[ControllerBase.RedirectToAction\(string, string, object\)](#) ,
[ControllerBase.RedirectToAction\(string, string, string\)](#) ,
[ControllerBase.RedirectToAction\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPreserveMethod\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, object\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, object\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPermanentPreserveMethod\(string, string, object, string\)](#) ,

[ControllerBase.RedirectToRoute\(string\)](#) , [ControllerBase.RedirectToRoute\(object\)](#) ,
 [ControllerBase.RedirectToRoute\(string, object\)](#) , [ControllerBase.RedirectToRoute\(string, string\)](#) ,
 [ControllerBase.RedirectToRoute\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePreserveMethod\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(object\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, object\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanentPreserveMethod\(string, object, string\)](#) ,
 [ControllerBase.RedirectToPage\(string\)](#) , [ControllerBase.RedirectToPage\(string, object\)](#) ,
 [ControllerBase.RedirectToPage\(string, string\)](#) ,
 [ControllerBase.RedirectToPage\(string, string, object\)](#) ,
 [ControllerBase.RedirectToPage\(string, string, string\)](#) ,
 [ControllerBase.RedirectToPage\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, object\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePermanentPreserveMethod\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePermanentPreserveMethod\(string, string, object, string\)](#) ,
 [ControllerBase.File\(byte\[\], string\)](#) , [ControllerBase.File\(byte\[\], string, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, string\)](#) , [ControllerBase.File\(byte\[\], string, string, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(byte\[\], string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(byte\[\], string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(Stream, string\)](#) , [ControllerBase.File\(Stream, string, bool\)](#) ,
 [ControllerBase.File\(Stream, string, string\)](#) , [ControllerBase.File\(Stream, string, string, bool\)](#) ,
 [ControllerBase.File\(Stream, string, DateTimeOffset?\)](#) , [ControllerBase.EntityTagHeaderValue](#) ,
 [ControllerBase.File\(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(Stream, string, string, DateTimeOffset?\)](#) , [ControllerBase.EntityTagHeaderValue](#) ,
 [ControllerBase.File\(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
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 [ControllerBase.File\(string, string, string\)](#) , [ControllerBase.File\(string, string, string, bool\)](#) ,
 [ControllerBase.File\(string, string, DateTimeOffset?\)](#) , [ControllerBase.EntityTagHeaderValue](#) ,
 [ControllerBase.File\(string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(string, string, string, DateTimeOffset?\)](#) , [ControllerBase.EntityTagHeaderValue](#) ,
 [ControllerBase.File\(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,

[ControllerBase.PhysicalFile\(string, string\)](#) , [ControllerBase.PhysicalFile\(string, string, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.Unauthorized\(\)](#) , [ControllerBase.Unauthorized\(object\)](#) ,
 [ControllerBase.NotFound\(\)](#) , [ControllerBase.NotFound\(object\)](#) , [ControllerBase.BadRequest\(\)](#) ,
 [ControllerBase.BadRequest\(object\)](#) , [ControllerBase.BadRequest\(ModelStateDictionary\)](#) ,
 [ControllerBase.UnprocessableEntity\(\)](#) , [ControllerBase.UnprocessableEntity\(object\)](#) ,
 [ControllerBase.UnprocessableEntity\(ModelStateDictionary\)](#) , [ControllerBase.Conflict\(\)](#) ,
 [ControllerBase.Conflict\(object\)](#) , [ControllerBase.Conflict\(ModelStateDictionary\)](#) ,
 [ControllerBase.Problem\(string, string, int?, string, string\)](#) ,
 [ControllerBase.ValidationProblem\(ValidationProblemDetails\)](#) ,
 [ControllerBase.ValidationProblem\(ModelStateDictionary\)](#) , [ControllerBase.ValidationProblem\(\)](#) ,
 [ControllerBase.ValidationProblem\(string, string, int?, string, string, ModelStateDictionary\)](#) ,
 [ControllerBase.Created\(string, object\)](#) , [ControllerBase.Created\(Uri, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, object, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, string, object, object\)](#) ,
 [ControllerBase.CreatedAtRoute\(string, object\)](#) , [ControllerBase.CreatedAtRoute\(object, object\)](#) ,
 [ControllerBase.CreatedAtRoute\(string, object, object\)](#) , [ControllerBase.Accepted\(\)](#) ,
 [ControllerBase.Accepted\(object\)](#) , [ControllerBase.Accepted\(Uri\)](#) ,
 [ControllerBase.Accepted\(string\)](#) , [ControllerBase.Accepted\(string, object\)](#) ,
 [ControllerBase.Accepted\(Uri, object\)](#) , [ControllerBase.AcceptedAtAction\(string\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, string\)](#) , [ControllerBase.AcceptedAtAction\(string, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, string, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, object, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, string, object, object\)](#) ,
 [ControllerBase.AcceptedAtRoute\(object\)](#) , [ControllerBase.AcceptedAtRoute\(string\)](#) ,
 [ControllerBase.AcceptedAtRoute\(string, object\)](#) , [ControllerBase.AcceptedAtRoute\(object, object\)](#) ,
 [ControllerBase.AcceptedAtRoute\(string, object, object\)](#) , [ControllerBase.Challenge\(\)](#) ,
 [ControllerBase.Challenge\(params string\[\]\)](#) , [ControllerBase.Challenge\(AuthenticationProperties\)](#) ,
 [ControllerBase.Challenge\(AuthenticationProperties, params string\[\]\)](#) , [ControllerBase.Forbid\(\)](#) ,
 [ControllerBase.Forbid\(params string\[\]\)](#) , [ControllerBase.Forbid\(AuthenticationProperties\)](#) ,
 [ControllerBase.Forbid\(AuthenticationProperties, params string\[\]\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal\)](#) , [ControllerBase.SignIn\(ClaimsPrincipal, string\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal, AuthenticationProperties\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal, AuthenticationProperties, string\)](#) , [ControllerBase.SignOut\(\)](#) ,

[ControllerBase.SignOut\(AuthenticationProperties\)](#) , [ControllerBase.SignOut\(params string\[\]\)](#) ,
 [ControllerBase.SignOut\(AuthenticationProperties, params string\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, params Expression<Func<TModel, object>>\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider, params Expression<Func<TModel, object>>\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryUpdateModelAsync\(object, Type, string\)](#) ,
 [ControllerBase.TryUpdateModelAsync\(object, Type, string, IValueProvider, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryValidateModel\(object\)](#) , [ControllerBase.TryValidateModel\(object, string\)](#) ,
 [ControllerBase.HttpContext](#) , [ControllerBase.Request](#) , [ControllerBase.Response](#) ,
 [ControllerBase.RouteData](#) , [ControllerBase.ModelState](#) , [ControllerBase.ControllerContext](#) ,
 [ControllerBase.MetadataProvider](#) , [ControllerBase.ModelBinderFactory](#) , [ControllerBase.Url](#) ,
 [ControllerBase.ObjectValidator](#) , [ControllerBase.ProblemDetailsFactory](#) , [ControllerBase.User](#) ,
 [ControllerBase.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
 [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
 [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

EmulationController(IProcessManager<Process, EmulationResult>, AsecDBContext, IMinioClient, IConfiguration)

```
public EmulationController(IProcessManager<Process, EmulationResult> processManager,  
AsecDBContext dbContext, IMinioClient minioClient, IConfiguration configuration)
```

Parameters

processManager [IProcessManager<Process, EmulationResult>](#)

dbContext [AsecDBContext](#)

minioClient [IMinioClient](#)

configuration [IConfiguration](#)

Methods

FinishEmulation(string, EmulationFinishRequest)

End a running emulation, optionally saving recordings.

```
[HttpPost("{emulationId}/finish")]
public Task<IActionResult> FinishEmulation(string emulationId,
EmulationFinishRequest finishRequest)
```

Parameters

emulationId [string](#)

ID of the emulation to finish

finishRequest [EmulationFinishRequest](#)

Details on what to save from the finished emulation

Returns

[Task](#)< [IActionResult](#)>

Nothing

GetVideoStreamFrame(string)

Get an URL that can be used to watch the video stream of a running emulation process. Useful for including via an iframe.

```
[HttpGet("{emulationId}/video")]
public IActionResult GetVideoStreamFrame(string emulationId)
```

Parameters

emulationId [string](#)

ID of the emulation

Returns

[IActionResult](#)

URL of the video stream

PingRunningEmulation(string)

Ping a running emulation to ensure it is not deleted for inactivity. Also returns the current state of the emulation process.

```
[HttpGet("{emulationId}/ping")]
public Task<IActionResult> PingRunningEmulation(string emulationId)
```

Parameters

[emulationId](#) [string](#)

ID of the emulation process

Returns

[Task](#)<[IActionResult](#)>

Details of the emulation process

Class EmulatorController

Namespace: [asec.Controllers](#)

Assembly: asec.dll

Controller handling tasks regarding available emulators.

```
[ApiController]
[Route("/api/v1/emulators")]
public class EmulatorController : ControllerBase
```

Inheritance

[object](#) ← [ControllerBase](#) ← EmulatorController

Inherited Members

[ControllerBase.StatusCode\(int\)](#) , [ControllerBase.StatusCode\(int, object\)](#) ,
[ControllerBase.Content\(string\)](#) , [ControllerBase.Content\(string, string\)](#) ,
[ControllerBase.Content\(string, string, Encoding\)](#) ,
[ControllerBase.Content\(string, MediaTypeHeaderValue\)](#) , [ControllerBase.NoContent\(\)](#) ,
[ControllerBase.Ok\(\)](#) , [ControllerBase.Ok\(object\)](#) , [ControllerBase.Redirect\(string\)](#) ,
[ControllerBase.RedirectPermanent\(string\)](#) , [ControllerBase.RedirectPreserveMethod\(string\)](#) ,
[ControllerBase.RedirectPermanentPreserveMethod\(string\)](#) , [ControllerBase.LocalRedirect\(string\)](#) ,
[ControllerBase.LocalRedirectPermanent\(string\)](#) ,
[ControllerBase.LocalRedirectPreserveMethod\(string\)](#) ,
[ControllerBase.LocalRedirectPermanentPreserveMethod\(string\)](#) ,
[ControllerBase.RedirectToAction\(\)](#) , [ControllerBase.RedirectToAction\(string\)](#) ,
[ControllerBase.RedirectToAction\(string, object\)](#) , [ControllerBase.RedirectToAction\(string, string\)](#) ,
[ControllerBase.RedirectToAction\(string, string, object\)](#) ,
[ControllerBase.RedirectToAction\(string, string, string\)](#) ,
[ControllerBase.RedirectToAction\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPreserveMethod\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, object\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, object\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPermanentPreserveMethod\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToRoute\(string\)](#) , [ControllerBase.RedirectToRoute\(object\)](#) ,

[ControllerBase.RedirectToRoute\(string, object\)](#) , [ControllerBase.RedirectToRoute\(string, string\)](#) ,
 [ControllerBase.RedirectToRoute\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePreserveMethod\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(object\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, object\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanentPreserveMethod\(string, object, string\)](#) ,
 [ControllerBase.RedirectToPage\(string\)](#) , [ControllerBase.RedirectToPage\(string, object\)](#) ,
 [ControllerBase.RedirectToPage\(string, string\)](#) ,
 [ControllerBase.RedirectToPage\(string, string, object\)](#) ,
 [ControllerBase.RedirectToPage\(string, string, string\)](#) ,
 [ControllerBase.RedirectToPage\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, object\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePreserveMethod\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePermanentPreserveMethod\(string, string, object, string\)](#) ,
 [ControllerBase.File\(byte\[\], string\)](#) , [ControllerBase.File\(byte\[\], string, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, string\)](#) , [ControllerBase.File\(byte\[\], string, string, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(byte\[\], string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(byte\[\], string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(Stream, string\)](#) , [ControllerBase.File\(Stream, string, bool\)](#) ,
 [ControllerBase.File\(Stream, string, string\)](#) , [ControllerBase.File\(Stream, string, string, bool\)](#) ,
 [ControllerBase.File\(Stream, string, DateTimeOffset?\)](#) ,
 [ControllerBase.File\(Stream, string, string, DateTimeOffset?\)](#) ,
 [ControllerBase.File\(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(string, string\)](#) , [ControllerBase.File\(string, string, bool\)](#) ,
 [ControllerBase.File\(string, string, string\)](#) , [ControllerBase.File\(string, string, string, bool\)](#) ,
 [ControllerBase.File\(string, string, DateTimeOffset?\)](#) ,
 [ControllerBase.File\(string, string, string, DateTimeOffset?\)](#) ,
 [ControllerBase.File\(string, string, string, DateTimeOffset?\)](#) ,
 [ControllerBase.File\(string, string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.PhysicalFile\(string, string\)](#) , [ControllerBase.PhysicalFile\(string, string, bool\)](#) ,

[ControllerBase.PhysicalFile\(string, string, string\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.Unauthorized\(\)](#) , [ControllerBase.Unauthorized\(object\)](#) ,
 [ControllerBase.NotFound\(\)](#) , [ControllerBase.NotFound\(object\)](#) , [ControllerBase.BadRequest\(\)](#) ,
 [ControllerBase.BadRequest\(object\)](#) , [ControllerBase.BadRequest\(ModelStateDictionary\)](#) ,
 [ControllerBase.UnprocessableEntity\(\)](#) , [ControllerBase.UnprocessableEntity\(object\)](#) ,
 [ControllerBase.UnprocessableEntity\(ModelStateDictionary\)](#) , [ControllerBase.Conflict\(\)](#) ,
 [ControllerBase.Conflict\(object\)](#) , [ControllerBase.Conflict\(ModelStateDictionary\)](#) ,
 [ControllerBase.Problem\(string, string, int?, string, string\)](#) ,
 [ControllerBase.ValidationProblem\(ValidationProblemDetails\)](#) ,
 [ControllerBase.ValidationProblem\(ModelStateDictionary\)](#) , [ControllerBase.ValidationProblem\(\)](#) ,
 [ControllerBase.ValidationProblem\(string, string, int?, string, string, ModelStateDictionary\)](#) ,
 [ControllerBase.Created\(string, object\)](#) , [ControllerBase.Created\(Uri, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, object, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, string, object, object\)](#) ,
 [ControllerBase.CreatedAtRoute\(string, object\)](#) , [ControllerBase.CreatedAtRoute\(object, object\)](#) ,
 [ControllerBase.CreatedAtRoute\(string, object, object\)](#) , [ControllerBase.Accepted\(\)](#) ,
 [ControllerBase.Accepted\(object\)](#) , [ControllerBase.Accepted\(Uri\)](#) ,
 [ControllerBase.Accepted\(string\)](#) , [ControllerBase.Accepted\(string, object\)](#) ,
 [ControllerBase.Accepted\(Uri, object\)](#) , [ControllerBase.AcceptedAtAction\(string\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, string\)](#) , [ControllerBase.AcceptedAtAction\(string, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, string, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, object, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, string, object, object\)](#) ,
 [ControllerBase.AcceptedAtRoute\(object\)](#) , [ControllerBase.AcceptedAtRoute\(string\)](#) ,
 [ControllerBase.AcceptedAtRoute\(string, object\)](#) , [ControllerBase.AcceptedAtRoute\(object, object\)](#) ,
 [ControllerBase.AcceptedAtRoute\(string, object, object\)](#) , [ControllerBase.Challenge\(\)](#) ,
 [ControllerBase.Challenge\(params string\[\]\)](#) , [ControllerBase.Challenge\(AuthenticationProperties\)](#) ,
 [ControllerBase.Challenge\(AuthenticationProperties, params string\[\]\)](#) , [ControllerBase.Forbid\(\)](#) ,
 [ControllerBase.Forbid\(params string\[\]\)](#) , [ControllerBase.Forbid\(AuthenticationProperties\)](#) ,
 [ControllerBase.Forbid\(AuthenticationProperties, params string\[\]\)](#) ,
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 [ControllerBase.SignIn\(ClaimsPrincipal, AuthenticationProperties\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal, AuthenticationProperties, string\)](#) , [ControllerBase.SignOut\(\)](#) ,
 [ControllerBase.SignOut\(AuthenticationProperties\)](#) , [ControllerBase.SignOut\(params string\[\]\)](#) ,

[ControllerBase.SignOut\(AuthenticationProperties, params string\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, params Expression<Func<TModel, object>>\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider, params Expression<Func<TModel, object>>\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryUpdateModelAsync\(object, Type, string\)](#) ,
 [ControllerBase.TryUpdateModelAsync\(object, Type, string, IValueProvider, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryValidateModel\(object\)](#) , [ControllerBase.TryValidateModel\(object, string\)](#) ,
 [ControllerBase.HttpContext](#) , [ControllerBase.Request](#) , [ControllerBase.Response](#) ,
 [ControllerBase.RouteData](#) , [ControllerBase.ModelState](#) , [ControllerBase.ControllerContext](#) ,
 [ControllerBase.MetadataProvider](#) , [ControllerBase.ModelBinderFactory](#) , [ControllerBase.Url](#) ,
 [ControllerBase.ObjectValidator](#) , [ControllerBase.ProblemDetailsFactory](#) , [ControllerBase.User](#) ,
 [ControllerBase.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
 [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
 [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

EmulatorController(AsecDBContext)

```
public EmulatorController(AsecDBContext dbContext)
```

Parameters

dbContext [AsecDBContext](#)

Methods

GetEmulators()

Get the configured available emulators.

```
[HttpGet]  
[Produces(typeof(IEnumerable<Emulator>))]  
public Task<IActionResult> GetEmulators()
```

Returns

[Task](#)<[IActionResult](#)>

List of available emulators

Class GamePackageController

Namespace: [asec.Controllers](#)

Assembly: asec.dll

Controller handling working with existing [GamePackage](#)s and starting emulations using them.

```
[ApiController]
[Route("/api/v1/packages")]
public class GamePackageController : ControllerBase
```

Inheritance

[object](#) ← [ControllerBase](#) ← GamePackageController

Inherited Members

[ControllerBase.StatusCode\(int\)](#) , [ControllerBase.StatusCode\(int, object\)](#) ,
[ControllerBase.Content\(string\)](#) , [ControllerBase.Content\(string, string\)](#) ,
[ControllerBase.Content\(string, string, Encoding\)](#) ,
[ControllerBase.Content\(string, MediaTypeHeaderValue\)](#) , [ControllerBase.NoContent\(\)](#) ,
[ControllerBase.Ok\(\)](#) , [ControllerBase.Ok\(object\)](#) , [ControllerBase.Redirect\(string\)](#) ,
[ControllerBase.RedirectPermanent\(string\)](#) , [ControllerBase.RedirectPreserveMethod\(string\)](#) ,
[ControllerBase.RedirectPermanentPreserveMethod\(string\)](#) , [ControllerBase.LocalRedirect\(string\)](#) ,
[ControllerBase.LocalRedirectPermanent\(string\)](#) ,
[ControllerBase.LocalRedirectPreserveMethod\(string\)](#) ,
[ControllerBase.LocalRedirectPermanentPreserveMethod\(string\)](#) ,
[ControllerBase.RedirectToAction\(\)](#) , [ControllerBase.RedirectToAction\(string\)](#) ,
[ControllerBase.RedirectToAction\(string, object\)](#) , [ControllerBase.RedirectToAction\(string, string\)](#) ,
[ControllerBase.RedirectToAction\(string, string, object\)](#) ,
[ControllerBase.RedirectToAction\(string, string, string\)](#) ,
[ControllerBase.RedirectToAction\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPreserveMethod\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, object\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, object\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPermanentPreserveMethod\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToRoute\(string\)](#) , [ControllerBase.RedirectToRoute\(object\)](#) ,

[ControllerBase.RedirectToRoute\(string, object\)](#) , [ControllerBase.RedirectToRoute\(string, string\)](#) ,
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 [ControllerBase.RedirectToRoutePreserveMethod\(string, object, string\)](#) ,
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 [ControllerBase.RedirectToRoutePermanent\(object\)](#) ,
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 [ControllerBase.RedirectToRoutePermanent\(string, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanentPreserveMethod\(string, object, string\)](#) ,
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 [ControllerBase.RedirectToPagePermanent\(string, string, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePreserveMethod\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePermanentPreserveMethod\(string, string, object, string\)](#) ,
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 [ControllerBase.File\(Stream, string, string, DateTimeOffset?\)](#) ,
 [ControllerBase.File\(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(string, string\)](#) , [ControllerBase.File\(string, string, bool\)](#) ,
 [ControllerBase.File\(string, string, string\)](#) , [ControllerBase.File\(string, string, string, bool\)](#) ,
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 [ControllerBase.File\(string, string, string, DateTimeOffset?\)](#) ,
 [ControllerBase.File\(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
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[ControllerBase.PhysicalFile\(string, string, string\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.Unauthorized\(\)](#) , [ControllerBase.Unauthorized\(object\)](#) ,
 [ControllerBase.NotFound\(\)](#) , [ControllerBase.NotFound\(object\)](#) , [ControllerBase.BadRequest\(\)](#) ,
 [ControllerBase.BadRequest\(object\)](#) , [ControllerBase.BadRequest\(ModelStateDictionary\)](#) ,
 [ControllerBase.UnprocessableEntity\(\)](#) , [ControllerBase.UnprocessableEntity\(object\)](#) ,
 [ControllerBase.UnprocessableEntity\(ModelStateDictionary\)](#) , [ControllerBase.Conflict\(\)](#) ,
 [ControllerBase.Conflict\(object\)](#) , [ControllerBase.Conflict\(ModelStateDictionary\)](#) ,
 [ControllerBase.Problem\(string, string, int?, string, string\)](#) ,
 [ControllerBase.ValidationProblem\(ValidationProblemDetails\)](#) ,
 [ControllerBase.ValidationProblem\(ModelStateDictionary\)](#) , [ControllerBase.ValidationProblem\(\)](#) ,
 [ControllerBase.ValidationProblem\(string, string, int?, string, string, ModelStateDictionary\)](#) ,
 [ControllerBase.Created\(string, object\)](#) , [ControllerBase.Created\(Uri, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, object, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, string, object, object\)](#) ,
 [ControllerBase.CreatedAtRoute\(string, object\)](#) , [ControllerBase.CreatedAtRoute\(object, object\)](#) ,
 [ControllerBase.CreatedAtRoute\(string, object, object\)](#) , [ControllerBase.Accepted\(\)](#) ,
 [ControllerBase.Accepted\(object\)](#) , [ControllerBase.Accepted\(Uri\)](#) ,
 [ControllerBase.Accepted\(string\)](#) , [ControllerBase.Accepted\(string, object\)](#) ,
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 [ControllerBase.AcceptedAtAction\(string, object, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, string, object, object\)](#) ,
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 [ControllerBase.Challenge\(AuthenticationProperties, params string\[\]\)](#) , [ControllerBase.Forbid\(\)](#) ,
 [ControllerBase.Forbid\(params string\[\]\)](#) , [ControllerBase.Forbid\(AuthenticationProperties\)](#) ,
 [ControllerBase.Forbid\(AuthenticationProperties, params string\[\]\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal\)](#) , [ControllerBase.SignIn\(ClaimsPrincipal, string\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal, AuthenticationProperties\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal, AuthenticationProperties, string\)](#) , [ControllerBase.SignOut\(\)](#) ,
 [ControllerBase.SignOut\(AuthenticationProperties\)](#) , [ControllerBase.SignOut\(params string\[\]\)](#) ,

[ControllerBase.SignOut\(AuthenticationProperties, params string\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, params Expression<Func<TModel, object>>\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider, params Expression<Func<TModel, object>>\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryUpdateModelAsync\(object, Type, string\)](#) ,
 [ControllerBase.TryUpdateModelAsync\(object, Type, string, IValueProvider, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryValidateModel\(object\)](#) , [ControllerBase.TryValidateModel\(object, string\)](#) ,
 [ControllerBase.HttpContext](#) , [ControllerBase.Request](#) , [ControllerBase.Response](#) ,
 [ControllerBase.RouteData](#) , [ControllerBase.ModelState](#) , [ControllerBase.ControllerContext](#) ,
 [ControllerBase.MetadataProvider](#) , [ControllerBase.ModelBinderFactory](#) , [ControllerBase.Url](#) ,
 [ControllerBase.ObjectValidator](#) , [ControllerBase.ProblemDetailsFactory](#) , [ControllerBase.User](#) ,
 [ControllerBase.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
 [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
 [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

GamePackageController(IConfiguration, AsecDBContext, IServiceScopeFactory, IProcessManager<Process, EmulationResult>)

```
public GamePackageController(IConfiguration configuration, AsecDBContext dbContext, IServiceScopeFactory serviceScopeFactory, IProcessManager<Process, EmulationResult> processManager)
```

Parameters

configuration [IConfiguration](#)

dbContext [AsecDBContext](#)

serviceScopeFactory [IServiceScopeFactory](#)

processManager [IProcessManager<Process, EmulationResult>](#)

Methods

EmulateGamePackage(string)

Start emulation for the specified game package. Makes the appropriate setup using EaaS.

```
[HttpPost("{packageId}/emulate")]
[Produces(typeof(EmulationState))]
public Task<IActionResult> EmulateGamePackage(string packageId)
```

Parameters

packageId [string](#)

ID of the package to start

Returns

[Task](#)<[IActionResult](#)>

State of the emulation

GetGamePackage(string)

Get the details of the specified GamePackage.

```
[HttpGet("{packageId}")]
[Produces(typeof(GamePackage))]
public Task<IActionResult> GetGamePackage(string packageId)
```

Parameters

packageId [string](#)

ID of the GamePackage

Returns

[Task](#)<[IActionResult](#)>

Details of the GamePackage

GetPackageParatexts(string)

Get paratexts for the specified game package.

```
[HttpGet("{packageId}/paratexts")]
[Produces(typeof(IEnumerable<Paratext>))]
public Task<IActionResult> GetPackageParatexts(string packageId)
```

Parameters

packageId [string](#)

ID of the game package

Returns

[Task](#)<[IActionResult](#)>

Enumerable of available paratexts

UpdateGamePackage(string, GamePackage)

Update GamePackage metadata.

```
[HttpPost("{packageId}")]
[Produces(typeof(GamePackage))]
public Task<IActionResult> UpdateGamePackage(string packageId,
GamePackage inPackage)
```

Parameters

packageId [string](#)

ID of the GamePackage to update

inPackage [GamePackage](#)

Metadata to update

Returns

[Task](#)<[IActionResult](#)>

The updated GamePackage

Class ParatextController

Namespace: [asec.Controllers](#)

Assembly: asec.dll

Controller providing information about paratexts and allowing their modification.

```
[ApiController]
[Route("/api/v1/paratexts")]
public class ParatextController : ControllerBase
```

Inheritance

[object](#) ← [ControllerBase](#) ← ParatextController

Inherited Members

[ControllerBase.StatusCode\(int\)](#) , [ControllerBase.StatusCode\(int, object\)](#) ,
[ControllerBase.Content\(string\)](#) , [ControllerBase.Content\(string, string\)](#) ,
[ControllerBase.Content\(string, string, Encoding\)](#) ,
[ControllerBase.Content\(string, MediaTypeHeaderValue\)](#) , [ControllerBase.NoContent\(\)](#) ,
[ControllerBase.Ok\(\)](#) , [ControllerBase.Ok\(object\)](#) , [ControllerBase.Redirect\(string\)](#) ,
[ControllerBase.RedirectPermanent\(string\)](#) , [ControllerBase.RedirectPreserveMethod\(string\)](#) ,
[ControllerBase.RedirectPermanentPreserveMethod\(string\)](#) , [ControllerBase.LocalRedirect\(string\)](#) ,
[ControllerBase.LocalRedirectPermanent\(string\)](#) ,
[ControllerBase.LocalRedirectPreserveMethod\(string\)](#) ,
[ControllerBase.LocalRedirectPermanentPreserveMethod\(string\)](#) ,
[ControllerBase.RedirectToAction\(\)](#) , [ControllerBase.RedirectToAction\(string\)](#) ,
[ControllerBase.RedirectToAction\(string, object\)](#) , [ControllerBase.RedirectToAction\(string, string\)](#) ,
[ControllerBase.RedirectToAction\(string, string, object\)](#) ,
[ControllerBase.RedirectToAction\(string, string, string\)](#) ,
[ControllerBase.RedirectToAction\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPreserveMethod\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, object\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, object\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPermanentPreserveMethod\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToRoute\(string\)](#) , [ControllerBase.RedirectToRoute\(object\)](#) ,

[ControllerBase.RedirectToRoute\(string, object\)](#) , [ControllerBase.RedirectToRoute\(string, string\)](#) ,
 [ControllerBase.RedirectToRoute\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePreserveMethod\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(object\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, object\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanentPreserveMethod\(string, object, string\)](#) ,
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 [ControllerBase.RedirectToPage\(string, string\)](#) ,
 [ControllerBase.RedirectToPage\(string, string, object\)](#) ,
 [ControllerBase.RedirectToPage\(string, string, string\)](#) ,
 [ControllerBase.RedirectToPage\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, object\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePreserveMethod\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePermanentPreserveMethod\(string, string, object, string\)](#) ,
 [ControllerBase.File\(byte\[\], string\)](#) , [ControllerBase.File\(byte\[\], string, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, string\)](#) , [ControllerBase.File\(byte\[\], string, string, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(byte\[\], string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
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 [ControllerBase.File\(byte\[\], string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
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 [ControllerBase.File\(Stream, string, string\)](#) , [ControllerBase.File\(Stream, string, string, bool\)](#) ,
 [ControllerBase.File\(Stream, string, DateTimeOffset?\)](#) ,
 [ControllerBase.File\(Stream, string, string, DateTimeOffset?\)](#) ,
 [ControllerBase.File\(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(string, string\)](#) , [ControllerBase.File\(string, string, bool\)](#) ,
 [ControllerBase.File\(string, string, string\)](#) , [ControllerBase.File\(string, string, string, bool\)](#) ,
 [ControllerBase.File\(string, string, DateTimeOffset?\)](#) ,
 [ControllerBase.File\(string, string, string, DateTimeOffset?\)](#) ,
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[ControllerBase.PhysicalFile\(string, string, string\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.Unauthorized\(\)](#) , [ControllerBase.Unauthorized\(object\)](#) ,
 [ControllerBase.NotFound\(\)](#) , [ControllerBase.NotFound\(object\)](#) , [ControllerBase.BadRequest\(\)](#) ,
 [ControllerBase.BadRequest\(object\)](#) , [ControllerBase.BadRequest\(ModelStateDictionary\)](#) ,
 [ControllerBase.UnprocessableEntity\(\)](#) , [ControllerBase.UnprocessableEntity\(object\)](#) ,
 [ControllerBase.UnprocessableEntity\(ModelStateDictionary\)](#) , [ControllerBase.Conflict\(\)](#) ,
 [ControllerBase.Conflict\(object\)](#) , [ControllerBase.Conflict\(ModelStateDictionary\)](#) ,
 [ControllerBase.Problem\(string, string, int?, string, string\)](#) ,
 [ControllerBase.ValidationProblem\(ValidationProblemDetails\)](#) ,
 [ControllerBase.ValidationProblem\(ModelStateDictionary\)](#) , [ControllerBase.ValidationProblem\(\)](#) ,
 [ControllerBase.ValidationProblem\(string, string, int?, string, string, ModelStateDictionary\)](#) ,
 [ControllerBase.Created\(string, object\)](#) , [ControllerBase.Created\(Uri, object\)](#) ,
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 [ControllerBase.CreatedAtAction\(string, object, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, string, object, object\)](#) ,
 [ControllerBase.CreatedAtRoute\(string, object\)](#) , [ControllerBase.CreatedAtRoute\(object, object\)](#) ,
 [ControllerBase.CreatedAtRoute\(string, object, object\)](#) , [ControllerBase.Accepted\(\)](#) ,
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 [ControllerBase.Forbid\(params string\[\]\)](#) , [ControllerBase.Forbid\(AuthenticationProperties\)](#) ,
 [ControllerBase.Forbid\(AuthenticationProperties, params string\[\]\)](#) ,
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 [ControllerBase.SignIn\(ClaimsPrincipal, AuthenticationProperties\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal, AuthenticationProperties, string\)](#) , [ControllerBase.SignOut\(\)](#) ,
 [ControllerBase.SignOut\(AuthenticationProperties\)](#) , [ControllerBase.SignOut\(params string\[\]\)](#) ,

[ControllerBase.SignOut\(AuthenticationProperties, params string\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, params Expression<Func<TModel, object>>\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider, params Expression<Func<TModel, object>>\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryUpdateModelAsync\(object, Type, string\)](#) ,
 [ControllerBase.TryUpdateModelAsync\(object, Type, string, IValueProvider, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryValidateModel\(object\)](#) , [ControllerBase.TryValidateModel\(object, string\)](#) ,
 [ControllerBase.HttpContext](#) , [ControllerBase.Request](#) , [ControllerBase.Response](#) ,
 [ControllerBase.RouteData](#) , [ControllerBase.ModelState](#) , [ControllerBase.ControllerContext](#) ,
 [ControllerBase.MetadataProvider](#) , [ControllerBase.ModelBinderFactory](#) , [ControllerBase.Url](#) ,
 [ControllerBase.ObjectValidator](#) , [ControllerBase.ProblemDetailsFactory](#) , [ControllerBase.User](#) ,
 [ControllerBase.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
 [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
 [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

ParatextController(AsecDBContext, IMinioClient, IConfiguration)

```
public ParatextController(AsecDBContext dbContext, IMinioClient minioClient, IConfiguration configuration)
```

Parameters

dbContext [AsecDBContext](#)

minioClient [IMinioClient](#)

configuration [IConfiguration](#)

Methods

DownloadParatextFile(string)

Download the file of the specified paratext.

```
[HttpGet("{paratextId}/download")]
public Task<IActionResult> DownloadParatextFile(string paratextId)
```

Parameters

paratextId [string](#)

ID of the paratext to download the file of

Returns

[Task](#)<[IActionResult](#)>

Stream of the paratext's file as application/octet-stream

GetParatext(string)

Get the details of the specified paratext.

```
[HttpGet("{paratextId}")]
[Produces(typeof(Paratext))]
public Task<IActionResult> GetParatext(string paratextId)
```

Parameters

paratextId [string](#)

ID of the paratext

Returns

[Task](#)<[IActionResult](#)>

Details of the paratext

UpdateParatext(string, Paratext)

Update the details of the specified paratext.

```
[HttpPost("{paratextId}")]
[Produces(typeof(Paratext))]
public Task<IActionResult> UpdateParatext(string paratextId, Paratext paratext)
```

Parameters

paratextId [string](#)

ID of the paratext to update

paratext [Paratext](#)

New details of the paratext

Returns

[Task](#)<[IActionResult](#)>

The updated paratext

UploadParatextFile(string, string, IFormFile)

Add a file to the paratext. This file will then be available for download.

```
[HttpPost("{paratextId}/upload/{filename}")]
[Produces(typeof(Paratext))]
public Task<IActionResult> UploadParatextFile(string paratextId, string filename,
IFormFile file)
```

Parameters

paratextId [string](#)

ID of the paratext

filename [string](#)

Name of the uploaded file

`file IFormFile`

The uploaded file

Returns

`Task<ActionResult>`

The updated (now downloadable) paratext

Class PlatformController

Namespace: [asec.Controllers](#)

Assembly: asec.dll

Controller concerned platforms and their available emulators.

```
[ApiController]
[Route("/api/v1/platforms")]
public class PlatformController : ControllerBase
```

Inheritance

[object](#) ← [ControllerBase](#) ← PlatformController

Inherited Members

[ControllerBase.StatusCode\(int\)](#) , [ControllerBase.StatusCode\(int, object\)](#) ,
 [ControllerBase.Content\(string\)](#) , [ControllerBase.Content\(string, string\)](#) ,
 [ControllerBase.Content\(string, string, Encoding\)](#) ,
 [ControllerBase.Content\(string, MediaTypeHeaderValue\)](#) , [ControllerBase.NoContent\(\)](#) ,
 [ControllerBase.Ok\(\)](#) , [ControllerBase.Ok\(object\)](#) , [ControllerBase.Redirect\(string\)](#) ,
 [ControllerBase.RedirectPermanent\(string\)](#) , [ControllerBase.RedirectPreserveMethod\(string\)](#) ,
 [ControllerBase.RedirectPermanentPreserveMethod\(string\)](#) , [ControllerBase.LocalRedirect\(string\)](#) ,
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 [ControllerBase.LocalRedirectPreserveMethod\(string\)](#) ,
 [ControllerBase.LocalRedirectPermanentPreserveMethod\(string\)](#) ,
 [ControllerBase.RedirectToAction\(\)](#) , [ControllerBase.RedirectToAction\(string\)](#) ,
 [ControllerBase.RedirectToAction\(string, object\)](#) , [ControllerBase.RedirectToAction\(string, string\)](#) ,
 [ControllerBase.RedirectToAction\(string, string, object\)](#) ,
 [ControllerBase.RedirectToAction\(string, string, string\)](#) ,
 [ControllerBase.RedirectToAction\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToActionPreserveMethod\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToActionPermanent\(string\)](#) ,
 [ControllerBase.RedirectToActionPermanent\(string, object\)](#) ,
 [ControllerBase.RedirectToActionPermanent\(string, string\)](#) ,
 [ControllerBase.RedirectToActionPermanent\(string, string, string\)](#) ,
 [ControllerBase.RedirectToActionPermanent\(string, string, object\)](#) ,
 [ControllerBase.RedirectToActionPermanent\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToActionPermanentPreserveMethod\(string, string, object, string\)](#) ,
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[ControllerBase.RedirectToRoute\(string, object\)](#) , [ControllerBase.RedirectToRoute\(string, string\)](#) ,
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 [ControllerBase.RedirectToRoutePermanent\(string, string\)](#) ,
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 [ControllerBase.RedirectToRoutePermanentPreserveMethod\(string, object, string\)](#) ,
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 [ControllerBase.RedirectToPage\(string, string, object, string\)](#) ,
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 [ControllerBase.RedirectToPagePermanent\(string, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePreserveMethod\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePermanentPreserveMethod\(string, string, object, string\)](#) ,
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 [ControllerBase.File\(byte\[\], string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(byte\[\], string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(byte\[\], string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
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 [ControllerBase.File\(Stream, string, string\)](#) , [ControllerBase.File\(Stream, string, string, bool\)](#) ,
 [ControllerBase.File\(Stream, string, DateTimeOffset?\)](#) , [ControllerBase.EntityTagHeaderValue](#) ,
 [ControllerBase.File\(Stream, string, string, DateTimeOffset?\)](#) , [ControllerBase.EntityTagHeaderValue](#) ,
 [ControllerBase.File\(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(string, string\)](#) , [ControllerBase.File\(string, string, bool\)](#) ,
 [ControllerBase.File\(string, string, string\)](#) , [ControllerBase.File\(string, string, string, bool\)](#) ,
 [ControllerBase.File\(string, string, DateTimeOffset?\)](#) , [ControllerBase.EntityTagHeaderValue](#) ,
 [ControllerBase.File\(string, string, string, DateTimeOffset?\)](#) , [ControllerBase.EntityTagHeaderValue](#) ,
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[ControllerBase.PhysicalFile\(string, string, string\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.Unauthorized\(\)](#) , [ControllerBase.Unauthorized\(object\)](#) ,
 [ControllerBase.NotFound\(\)](#) , [ControllerBase.NotFound\(object\)](#) , [ControllerBase.BadRequest\(\)](#) ,
 [ControllerBase.BadRequest\(object\)](#) , [ControllerBase.BadRequest\(ModelStateDictionary\)](#) ,
 [ControllerBase.UnprocessableEntity\(\)](#) , [ControllerBase.UnprocessableEntity\(object\)](#) ,
 [ControllerBase.UnprocessableEntity\(ModelStateDictionary\)](#) , [ControllerBase.Conflict\(\)](#) ,
 [ControllerBase.Conflict\(object\)](#) , [ControllerBase.Conflict\(ModelStateDictionary\)](#) ,
 [ControllerBase.Problem\(string, string, int?, string, string\)](#) ,
 [ControllerBase.ValidationProblem\(ValidationProblemDetails\)](#) ,
 [ControllerBase.ValidationProblem\(ModelStateDictionary\)](#) , [ControllerBase.ValidationProblem\(\)](#) ,
 [ControllerBase.ValidationProblem\(string, string, int?, string, string, ModelStateDictionary\)](#) ,
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 [ControllerBase.CreatedAtAction\(string, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, object, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, string, object, object\)](#) ,
 [ControllerBase.CreatedAtRoute\(string, object\)](#) , [ControllerBase.CreatedAtRoute\(object, object\)](#) ,
 [ControllerBase.CreatedAtRoute\(string, object, object\)](#) , [ControllerBase.Accepted\(\)](#) ,
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 [ControllerBase.AcceptedAtAction\(string, object, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, string, object, object\)](#) ,
 [ControllerBase.AcceptedAtRoute\(object\)](#) , [ControllerBase.AcceptedAtRoute\(string\)](#) ,
 [ControllerBase.AcceptedAtRoute\(string, object\)](#) , [ControllerBase.AcceptedAtRoute\(object, object\)](#) ,
 [ControllerBase.AcceptedAtRoute\(string, object, object\)](#) , [ControllerBase.Challenge\(\)](#) ,
 [ControllerBase.Challenge\(params string\[\]\)](#) , [ControllerBase.Challenge\(AuthenticationProperties\)](#) ,
 [ControllerBase.Challenge\(AuthenticationProperties, params string\[\]\)](#) , [ControllerBase.Forbid\(\)](#) ,
 [ControllerBase.Forbid\(params string\[\]\)](#) , [ControllerBase.Forbid\(AuthenticationProperties\)](#) ,
 [ControllerBase.Forbid\(AuthenticationProperties, params string\[\]\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal\)](#) , [ControllerBase.SignIn\(ClaimsPrincipal, string\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal, AuthenticationProperties\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal, AuthenticationProperties, string\)](#) , [ControllerBase.SignOut\(\)](#) ,
 [ControllerBase.SignOut\(AuthenticationProperties\)](#) , [ControllerBase.SignOut\(params string\[\]\)](#) ,

[ControllerBase.SignOut\(AuthenticationProperties, params string\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, params Expression<Func<TModel, object>>\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider, params Expression<Func<TModel, object>>\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryUpdateModelAsync\(object, Type, string\)](#) ,
 [ControllerBase.TryUpdateModelAsync\(object, Type, string, IValueProvider, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryValidateModel\(object\)](#) , [ControllerBase.TryValidateModel\(object, string\)](#) ,
 [ControllerBase.HttpContext](#) , [ControllerBase.Request](#) , [ControllerBase.Response](#) ,
 [ControllerBase.RouteData](#) , [ControllerBase.ModelState](#) , [ControllerBase.ControllerContext](#) ,
 [ControllerBase.MetadataProvider](#) , [ControllerBase.ModelBinderFactory](#) , [ControllerBase.Url](#) ,
 [ControllerBase.ObjectValidator](#) , [ControllerBase.ProblemDetailsFactory](#) , [ControllerBase.User](#) ,
 [ControllerBase.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
 [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
 [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

PlatformController(AsecDBContext,
ILogger<PlatformController>)

```
public PlatformController(AsecDBContext dbContext, ILogger<PlatformController>  
logger)
```

Parameters

dbContext [AsecDBContext](#)

logger [ILogger](#)<PlatformController>

Methods

GetEmulatorsForPlatform(string)

Get all emulators for the specified platform.

```
[HttpGet("{platformName}/emulators")]
[Produces(typeof(IEnumerable<Emulator>))]
public Task<IActionResult> GetEmulatorsForPlatform(string platformName)
```

Parameters

platformName [string](#)

Name of the platform

Returns

[Task](#)<[IActionResult](#)>

Enumerable of available emulators

GetPlatforms()

Get all available (configured) platforms.

```
[HttpGet]
[Produces(typeof(IEnumerable<Platform>))]
public Task<IActionResult> GetPlatforms()
```

Returns

[Task](#)<[IActionResult](#)>

Enumerable of available platforms

Class VersionController

Namespace: [asec.Controllers](#)

Assembly: asec.dll

Controller concerned with managing version metadata and paratexts.

```
[ApiController]
[Route("/api/v1/versions")]
public class VersionController : ControllerBase
```

Inheritance

[object](#) ← [ControllerBase](#) ← VersionController

Inherited Members

[ControllerBase.StatusCode\(int\)](#) , [ControllerBase.StatusCode\(int, object\)](#) ,
 [ControllerBase.Content\(string\)](#) , [ControllerBase.Content\(string, string\)](#) ,
 [ControllerBase.Content\(string, string, Encoding\)](#) ,
 [ControllerBase.Content\(string, MediaTypeHeaderValue\)](#) , [ControllerBase.NoContent\(\)](#) ,
 [ControllerBase.Ok\(\)](#) , [ControllerBase.Ok\(object\)](#) , [ControllerBase.Redirect\(string\)](#) ,
 [ControllerBase.RedirectPermanent\(string\)](#) , [ControllerBase.RedirectPreserveMethod\(string\)](#) ,
 [ControllerBase.RedirectPermanentPreserveMethod\(string\)](#) , [ControllerBase.LocalRedirect\(string\)](#) ,
 [ControllerBase.LocalRedirectPermanent\(string\)](#) ,
 [ControllerBase.LocalRedirectPreserveMethod\(string\)](#) ,
 [ControllerBase.LocalRedirectPermanentPreserveMethod\(string\)](#) ,
 [ControllerBase.RedirectToAction\(\)](#) , [ControllerBase.RedirectToAction\(string\)](#) ,
 [ControllerBase.RedirectToAction\(string, object\)](#) , [ControllerBase.RedirectToAction\(string, string\)](#) ,
 [ControllerBase.RedirectToAction\(string, string, object\)](#) ,
 [ControllerBase.RedirectToAction\(string, string, string\)](#) ,
 [ControllerBase.RedirectToAction\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToActionPreserveMethod\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToActionPermanent\(string\)](#) ,
 [ControllerBase.RedirectToActionPermanent\(string, object\)](#) ,
 [ControllerBase.RedirectToActionPermanent\(string, string\)](#) ,
 [ControllerBase.RedirectToActionPermanent\(string, string, string\)](#) ,
 [ControllerBase.RedirectToActionPermanent\(string, string, object\)](#) ,
 [ControllerBase.RedirectToActionPermanent\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToActionPermanentPreserveMethod\(string, string, object, string\)](#) ,
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[ControllerBase.RedirectToRoute\(string, object\)](#) , [ControllerBase.RedirectToRoute\(string, string\)](#) ,
 [ControllerBase.RedirectToRoute\(string, object, string\)](#) ,
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 [ControllerBase.RedirectToRoutePermanent\(string, string\)](#) ,
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 [ControllerBase.RedirectToRoutePermanentPreserveMethod\(string, object, string\)](#) ,
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 [ControllerBase.RedirectToPage\(string, string\)](#) ,
 [ControllerBase.RedirectToPage\(string, string, object\)](#) ,
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 [ControllerBase.RedirectToPagePermanent\(string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, object\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePreserveMethod\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePermanentPreserveMethod\(string, string, object, string\)](#) ,
 [ControllerBase.File\(byte\[\], string\)](#) , [ControllerBase.File\(byte\[\], string, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, string\)](#) , [ControllerBase.File\(byte\[\], string, string, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(byte\[\], string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(byte\[\], string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
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 [ControllerBase.File\(Stream, string, string\)](#) , [ControllerBase.File\(Stream, string, string, bool\)](#) ,
 [ControllerBase.File\(Stream, string, DateTimeOffset?\)](#) , [ControllerBase.EntityTagHeaderValue](#) ,
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[ControllerBase.PhysicalFile\(string, string, string\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.Unauthorized\(\)](#) , [ControllerBase.Unauthorized\(object\)](#) ,
 [ControllerBase.NotFound\(\)](#) , [ControllerBase.NotFound\(object\)](#) , [ControllerBase.BadRequest\(\)](#) ,
 [ControllerBase.BadRequest\(object\)](#) , [ControllerBase.BadRequest\(ModelStateDictionary\)](#) ,
 [ControllerBase.UnprocessableEntity\(\)](#) , [ControllerBase.UnprocessableEntity\(object\)](#) ,
 [ControllerBase.UnprocessableEntity\(ModelStateDictionary\)](#) , [ControllerBase.Conflict\(\)](#) ,
 [ControllerBase.Conflict\(object\)](#) , [ControllerBase.Conflict\(ModelStateDictionary\)](#) ,
 [ControllerBase.Problem\(string, string, int?, string, string\)](#) ,
 [ControllerBase.ValidationProblem\(ValidationProblemDetails\)](#) ,
 [ControllerBase.ValidationProblem\(ModelStateDictionary\)](#) , [ControllerBase.ValidationProblem\(\)](#) ,
 [ControllerBase.ValidationProblem\(string, string, int?, string, string, ModelStateDictionary\)](#) ,
 [ControllerBase.Created\(string, object\)](#) , [ControllerBase.Created\(Uri, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, object, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, string, object, object\)](#) ,
 [ControllerBase.CreatedAtRoute\(string, object\)](#) , [ControllerBase.CreatedAtRoute\(object, object\)](#) ,
 [ControllerBase.CreatedAtRoute\(string, object, object\)](#) , [ControllerBase.Accepted\(\)](#) ,
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 [ControllerBase.Accepted\(Uri, object\)](#) , [ControllerBase.AcceptedAtAction\(string\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, string\)](#) , [ControllerBase.AcceptedAtAction\(string, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, string, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, object, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, string, object, object\)](#) ,
 [ControllerBase.AcceptedAtRoute\(object\)](#) , [ControllerBase.AcceptedAtRoute\(string\)](#) ,
 [ControllerBase.AcceptedAtRoute\(string, object\)](#) , [ControllerBase.AcceptedAtRoute\(object, object\)](#) ,
 [ControllerBase.AcceptedAtRoute\(string, object, object\)](#) , [ControllerBase.Challenge\(\)](#) ,
 [ControllerBase.Challenge\(params string\[\]\)](#) , [ControllerBase.Challenge\(AuthenticationProperties\)](#) ,
 [ControllerBase.Challenge\(AuthenticationProperties, params string\[\]\)](#) , [ControllerBase.Forbid\(\)](#) ,
 [ControllerBase.Forbid\(params string\[\]\)](#) , [ControllerBase.Forbid\(AuthenticationProperties\)](#) ,
 [ControllerBase.Forbid\(AuthenticationProperties, params string\[\]\)](#) ,
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 [ControllerBase.SignIn\(ClaimsPrincipal, AuthenticationProperties\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal, AuthenticationProperties, string\)](#) , [ControllerBase.SignOut\(\)](#) ,
 [ControllerBase.SignOut\(AuthenticationProperties\)](#) , [ControllerBase.SignOut\(params string\[\]\)](#) ,

[ControllerBase.SignOut\(AuthenticationProperties, params string\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, params Expression<Func<TModel, object>>\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider, params Expression<Func<TModel, object>>\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider, Func<ModelMetadata, bool>\)](#) ,
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 [ControllerBase.TryUpdateModelAsync\(object, Type, string, IValueProvider, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryValidateModel\(object\)](#) , [ControllerBase.TryValidateModel\(object, string\)](#) ,
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 [ControllerBase.RouteData](#) , [ControllerBase.ModelState](#) , [ControllerBase.ControllerContext](#) ,
 [ControllerBase.MetadataProvider](#) , [ControllerBase.ModelBinderFactory](#) , [ControllerBase.Url](#) ,
 [ControllerBase.ObjectValidator](#) , [ControllerBase.ProblemDetailsFactory](#) , [ControllerBase.User](#) ,
 [ControllerBase.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
 [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
 [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

VersionController(ILogger<VersionController>, AsecDBContext)

```
public VersionController(ILogger<VersionController> logger, AsecDBContext dbContext)
```

Parameters

logger [ILogger](#)<VersionController>

dbContext [AsecDBContext](#)

Methods

AddVersion(Version)

Create a new work version with the specified details (a new ID will be generated).

```
[HttpPost]  
[Produces(typeof(Version))]  
public Task<IActionResult> AddVersion(Version version)
```

Parameters

version [Version](#)

Details of the version to create

Returns

[Task](#)<[IActionResult](#)>

The newly created version

AddVersionParatext(string, Paratext)

Add a new paratext with the specified details to the specified version.

```
[HttpPost("{versionId}/paratexts")]  
[Produces(typeof(Paratext))]  
public Task<IActionResult> AddVersionParatext(string versionId, Paratext paratext)
```

Parameters

versionId [string](#)

ID of the version

paratext [Paratext](#)

Details of the paratext

Returns

[Task](#)<[IActionResult](#)>

The newly created paratext

GetArtefacts(string)

Get all artefacts tied to the specified work version.

```
[HttpGet("{versionId}/artefacts")]
[Produces(typeof(IEnumerable<Artefact>))]
public Task<IActionResult> GetArtefacts(string versionId)
```

Parameters

versionId [string](#)

ID of the version

Returns

[Task](#)<[IActionResult](#)>

Enumerable of artefacts

GetGamePackages(string)

Get all game packages tied to the specified work version.

```
[HttpGet("{versionId}/packages")]
[Produces(typeof(IEnumerable<GamePackage>))]
public Task<IActionResult> GetGamePackages(string versionId)
```

Parameters

versionId [string](#)

ID of the version

Returns

[Task](#)<[IActionResult](#)>

Enumerable of game packages

GetVersion(string)

Get the details of the specified work version.

```
[HttpGet("{versionId}")]
[Produces(typeof(Version))]
public Task<IActionResult> GetVersion(string versionId)
```

Parameters

versionId [string](#)

ID of the version

Returns

[Task](#)<[IActionResult](#)>

Details of the version

GetVersionParatexts(string)

Get all paratexts for the specified version.

```
[HttpGet("{versionId}/paratexts")]
[Produces(typeof(IEnumerable<Paratext>))]
public Task<IActionResult> GetVersionParatexts(string versionId)
```

Parameters

versionId [string](#)

ID of the version

Returns

[Task](#)<[IActionResult](#)>

Enumerable of the available paratexts

UpdateVersion(string, Version)

Update the specified version with new details.

```
[HttpPost("{versionId}")]
[Produces(typeof(Version))]
public Task<IActionResult> UpdateVersion(string versionId, Version version)
```

Parameters

versionId [string](#)

ID of the version to update

version [Version](#)

New version details

Returns

[Task](#)<[IActionResult](#)>

The updated work version

Class WorkController

Namespace: [asec.Controllers](#)

Assembly: asec.dll

Controller managing works, their creation, updating and their paratexts.

```
[ApiController]
[Route("/api/v1/works")]
public class WorkController : ControllerBase
```

Inheritance

[object](#) ← [ControllerBase](#) ← WorkController

Inherited Members

[ControllerBase.StatusCode\(int\)](#) , [ControllerBase.StatusCode\(int, object\)](#) ,
[ControllerBase.Content\(string\)](#) , [ControllerBase.Content\(string, string\)](#) ,
[ControllerBase.Content\(string, string, Encoding\)](#) ,
[ControllerBase.Content\(string, MediaTypeHeaderValue\)](#) , [ControllerBase.NoContent\(\)](#) ,
[ControllerBase.Ok\(\)](#) , [ControllerBase.Ok\(object\)](#) , [ControllerBase.Redirect\(string\)](#) ,
[ControllerBase.RedirectPermanent\(string\)](#) , [ControllerBase.RedirectPreserveMethod\(string\)](#) ,
[ControllerBase.RedirectPermanentPreserveMethod\(string\)](#) , [ControllerBase.LocalRedirect\(string\)](#) ,
[ControllerBase.LocalRedirectPermanent\(string\)](#) ,
[ControllerBase.LocalRedirectPreserveMethod\(string\)](#) ,
[ControllerBase.LocalRedirectPermanentPreserveMethod\(string\)](#) ,
[ControllerBase.RedirectToAction\(\)](#) , [ControllerBase.RedirectToAction\(string\)](#) ,
[ControllerBase.RedirectToAction\(string, object\)](#) , [ControllerBase.RedirectToAction\(string, string\)](#) ,
[ControllerBase.RedirectToAction\(string, string, object\)](#) ,
[ControllerBase.RedirectToAction\(string, string, string\)](#) ,
[ControllerBase.RedirectToAction\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPreserveMethod\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, object\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, string\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, object\)](#) ,
[ControllerBase.RedirectToActionPermanent\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToActionPermanentPreserveMethod\(string, string, object, string\)](#) ,
[ControllerBase.RedirectToRoute\(string\)](#) , [ControllerBase.RedirectToRoute\(object\)](#) ,

[ControllerBase.RedirectToRoute\(string, object\)](#) , [ControllerBase.RedirectToRoute\(string, string\)](#) ,
 [ControllerBase.RedirectToRoute\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePreserveMethod\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(object\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, object\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanent\(string, object, string\)](#) ,
 [ControllerBase.RedirectToRoutePermanentPreserveMethod\(string, object, string\)](#) ,
 [ControllerBase.RedirectToPage\(string\)](#) , [ControllerBase.RedirectToPage\(string, object\)](#) ,
 [ControllerBase.RedirectToPage\(string, string\)](#) ,
 [ControllerBase.RedirectToPage\(string, string, object\)](#) ,
 [ControllerBase.RedirectToPage\(string, string, string\)](#) ,
 [ControllerBase.RedirectToPage\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, object\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string, string\)](#) ,
 [ControllerBase.RedirectToPagePermanent\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePreserveMethod\(string, string, object, string\)](#) ,
 [ControllerBase.RedirectToPagePermanentPreserveMethod\(string, string, object, string\)](#) ,
 [ControllerBase.File\(byte\[\], string\)](#) , [ControllerBase.File\(byte\[\], string, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, string\)](#) , [ControllerBase.File\(byte\[\], string, string, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(byte\[\], string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(byte\[\], string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.File\(byte\[\], string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(Stream, string\)](#) , [ControllerBase.File\(Stream, string, bool\)](#) ,
 [ControllerBase.File\(Stream, string, string\)](#) , [ControllerBase.File\(Stream, string, string, bool\)](#) ,
 [ControllerBase.File\(Stream, string, DateTimeOffset?\)](#) ,
 [ControllerBase.File\(Stream, string, string, DateTimeOffset?\)](#) ,
 [ControllerBase.File\(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.File\(string, string\)](#) , [ControllerBase.File\(string, string, bool\)](#) ,
 [ControllerBase.File\(string, string, string\)](#) , [ControllerBase.File\(string, string, string, bool\)](#) ,
 [ControllerBase.File\(string, string, DateTimeOffset?\)](#) ,
 [ControllerBase.File\(string, string, string, DateTimeOffset?\)](#) ,
 [ControllerBase.File\(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string\)](#) , [ControllerBase.PhysicalFile\(string, string, bool\)](#) ,

[ControllerBase.PhysicalFile\(string, string, string\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, DateTimeOffset?, EntityTagHeaderValue\)](#) ,
 [ControllerBase.PhysicalFile\(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool\)](#) ,
 [ControllerBase.Unauthorized\(\)](#) , [ControllerBase.Unauthorized\(object\)](#) ,
 [ControllerBase.NotFound\(\)](#) , [ControllerBase.NotFound\(object\)](#) , [ControllerBase.BadRequest\(\)](#) ,
 [ControllerBase.BadRequest\(object\)](#) , [ControllerBase.BadRequest\(ModelStateDictionary\)](#) ,
 [ControllerBase.UnprocessableEntity\(\)](#) , [ControllerBase.UnprocessableEntity\(object\)](#) ,
 [ControllerBase.UnprocessableEntity\(ModelStateDictionary\)](#) , [ControllerBase.Conflict\(\)](#) ,
 [ControllerBase.Conflict\(object\)](#) , [ControllerBase.Conflict\(ModelStateDictionary\)](#) ,
 [ControllerBase.Problem\(string, string, int?, string, string\)](#) ,
 [ControllerBase.ValidationProblem\(ValidationProblemDetails\)](#) ,
 [ControllerBase.ValidationProblem\(ModelStateDictionary\)](#) , [ControllerBase.ValidationProblem\(\)](#) ,
 [ControllerBase.ValidationProblem\(string, string, int?, string, string, ModelStateDictionary\)](#) ,
 [ControllerBase.Created\(string, object\)](#) , [ControllerBase.Created\(Uri, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, object, object\)](#) ,
 [ControllerBase.CreatedAtAction\(string, string, object, object\)](#) ,
 [ControllerBase.CreatedAtRoute\(string, object\)](#) , [ControllerBase.CreatedAtRoute\(object, object\)](#) ,
 [ControllerBase.CreatedAtRoute\(string, object, object\)](#) , [ControllerBase.Accepted\(\)](#) ,
 [ControllerBase.Accepted\(object\)](#) , [ControllerBase.Accepted\(Uri\)](#) ,
 [ControllerBase.Accepted\(string\)](#) , [ControllerBase.Accepted\(string, object\)](#) ,
 [ControllerBase.Accepted\(Uri, object\)](#) , [ControllerBase.AcceptedAtAction\(string\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, string\)](#) , [ControllerBase.AcceptedAtAction\(string, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, string, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, object, object\)](#) ,
 [ControllerBase.AcceptedAtAction\(string, string, object, object\)](#) ,
 [ControllerBase.AcceptedAtRoute\(object\)](#) , [ControllerBase.AcceptedAtRoute\(string\)](#) ,
 [ControllerBase.AcceptedAtRoute\(string, object\)](#) , [ControllerBase.AcceptedAtRoute\(object, object\)](#) ,
 [ControllerBase.AcceptedAtRoute\(string, object, object\)](#) , [ControllerBase.Challenge\(\)](#) ,
 [ControllerBase.Challenge\(params string\[\]\)](#) , [ControllerBase.Challenge\(AuthenticationProperties\)](#) ,
 [ControllerBase.Challenge\(AuthenticationProperties, params string\[\]\)](#) , [ControllerBase.Forbid\(\)](#) ,
 [ControllerBase.Forbid\(params string\[\]\)](#) , [ControllerBase.Forbid\(AuthenticationProperties\)](#) ,
 [ControllerBase.Forbid\(AuthenticationProperties, params string\[\]\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal\)](#) , [ControllerBase.SignIn\(ClaimsPrincipal, string\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal, AuthenticationProperties\)](#) ,
 [ControllerBase.SignIn\(ClaimsPrincipal, AuthenticationProperties, string\)](#) , [ControllerBase.SignOut\(\)](#) ,
 [ControllerBase.SignOut\(AuthenticationProperties\)](#) , [ControllerBase.SignOut\(params string\[\]\)](#) ,

[ControllerBase.SignOut\(AuthenticationProperties, params string\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, params Expression<Func<TModel, object>>\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider, params Expression<Func<TModel, object>>\[\]\)](#) ,
 [ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, IValueProvider, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryUpdateModelAsync\(object, Type, string\)](#) ,
 [ControllerBase.TryUpdateModelAsync\(object, Type, string, IValueProvider, Func<ModelMetadata, bool>\)](#) ,
 [ControllerBase.TryValidateModel\(object\)](#) , [ControllerBase.TryValidateModel\(object, string\)](#) ,
 [ControllerBase.HttpContext](#) , [ControllerBase.Request](#) , [ControllerBase.Response](#) ,
 [ControllerBase.RouteData](#) , [ControllerBase.ModelState](#) , [ControllerBase.ControllerContext](#) ,
 [ControllerBase.MetadataProvider](#) , [ControllerBase.ModelBinderFactory](#) , [ControllerBase.Url](#) ,
 [ControllerBase.ObjectValidator](#) , [ControllerBase.ProblemDetailsFactory](#) , [ControllerBase.User](#) ,
 [ControllerBase.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
 [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
 [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

WorkController(AsecDBContext, ILogger<WorkController>)

```
public WorkController(AsecDBContext dbContext, ILogger<WorkController> logger)
```

Parameters

dbContext [AsecDBContext](#)

logger [ILogger](#)<[WorkController](#)>

Methods

AddWork(Work)

Add a new work to the database.

```
[HttpPost]  
[Produces(typeof(Work))]  
public Task<IActionResult> AddWork(Work work)
```

Parameters

work [Work](#)

Details of the work to add

Returns

[Task](#)<[IActionResult](#)>

The newly added work

AddWorkParatext(string, Paratext)

Add a new paratext to the specified work.

```
[HttpPost("{workId}/paratexts")]  
[Produces(typeof(Paratext))]  
public Task<IActionResult> AddWorkParatext(string workId, Paratext paratext)
```

Parameters

workId [string](#)

ID of the work

paratext [Paratext](#)

Details of the new paratext

Returns

[Task](#)<[IActionResult](#)>

The newly created paratext

GetWork(string)

Get the details of the specified work.

```
[HttpGet("{workId}")]
[Produces(typeof(Work))]
public Task<IActionResult> GetWork(string workId)
```

Parameters

`workId` [string](#)

ID of the work

Returns

[Task](#)<[IActionResult](#)>

Details of the work

GetWorkParatexts(string)

Get all paratexts of the specified work.

```
[HttpGet("{workId}/paratexts")]
[Produces(typeof(IEnumerable<Paratext>))]
public Task<IActionResult> GetWorkParatexts(string workId)
```

Parameters

`workId` [string](#)

ID of the work

Returns

[Task](#)<[IActionResult](#)>

Enumerable of the work's paratexts

GetWorkVersions(string)

Get all versions of the specified work.

```
[HttpGet("{workId}/versions")]
[Produces(typeof(IEnumerable<Version>))]
public Task<IActionResult> GetWorkVersions(string workId)
```

Parameters

workId [string](#)

ID of the work

Returns

[Task](#)<[IActionResult](#)>

Enumerable of the work's versions

GetWorks()

Get all works in the database.

```
[HttpGet]
[Produces(typeof(IEnumerable<Work>))]
public Task<IActionResult> GetWorks()
```

Returns

[Task](#)<[IActionResult](#)>

Enumerable of all works

UpdateWork(string, Work)

Update the details of the specified work.

```
[HttpPost("{workId}")]
[Produces(typeof(Work))]
public Task<IActionResult> UpdateWork(string workId, Work work)
```

Parameters

workId [string](#)

ID of the work

work [Work](#)

New details of the work

Returns

[Task](#)<[IActionResult](#)>

The newly updated work

Namespace asec.DataConversion

Classes

[ConversionResult](#)

[ConvertedFile](#)

[Process](#)

Class ConversionResult

Namespace: [asec.DataConversion](#)

Assembly: asec.dll

```
public record ConversionResult : IEquatable<ConversionResult>
```

Inheritance

[object](#) ← ConversionResult

Implements

[IEquatable](#)<[ConversionResult](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

ConversionResult(IList<ConvertedFile>)

```
public ConversionResult(IList<ConvertedFile> Files)
```

Parameters

Files [IList](#)<[ConvertedFile](#)>

Properties

Files

```
public IList<ConvertedFile> Files { get; init; }
```

Property Value

[IList](#)<[ConvertedFile](#)>

Class ConvertedFile

Namespace: [asec.DataConversion](#)

Assembly: asec.dll

```
public record ConvertedFile : IEquatable<ConvertedFile>
```

Inheritance

[object](#) ← ConvertedFile

Implements

[IEquatable](#)<[ConvertedFile](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

ConvertedFile(string, string)

```
public ConvertedFile(string Filename, string Type)
```

Parameters

Filename [string](#)

Type [string](#)

Properties

Filename

```
public string Filename { get; init; }
```

Property Value

[string](#) ↗

Type

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

Property Value

[string](#) ↗

Class Process

Namespace: [asec.DataConversion](#)

Assembly: asec.dll

```
public class Process : IProcess<ConversionResult>
```

Inheritance

[object](#) ← Process

Implements

[IProcess<ConversionResult>](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

Process(Guid, IConverter, List<Artefact>,
IServiceScopeFactory, string, string, string)

```
public Process(Guid environmentId, IConverter converter, List<Artefact> artefacts,  
IServiceScopeFactory serviceScopeFactory, string dirsBase, string artefactBucket,  
string unzipBin)
```

Parameters

environmentId [Guid](#)

converter [IConverter](#)

artefacts [List](#)<Artefact>

serviceScopeFactory [IServiceScopeFactory](#)

dirsBase [string](#)

artefactBucket [string](#)

[unzipBin](#) [string](#)

Properties

Artefacts

```
public List<Artefact> Artefacts { get; set; }
```

Property Value

[List](#)<[Artefact](#)>

BaseDir

```
public string BaseDir { get; }
```

Property Value

[string](#)

CancellationToken

```
public CancellationToken CancellationToken { get; }
```

Property Value

[CancellationToken](#)

Converter

```
public IConverter Converter { get; }
```

Property Value

[IConverter](#)

EnvironmentId

```
public Guid EnvironmentId { get; }
```

Property Value

[Guid](#)

FetchDir

```
public string FetchDir { get; }
```

Property Value

[string](#)

Id

```
public Guid Id { get; }
```

Property Value

[Guid](#)

InputChannel

```
public ChannelWriter<string> InputChannel { get; }
```

Property Value

[ChannelWriter](#)<[string](#)>

LogPath

```
public string LogPath { get; }
```

Property Value

[string](#) ↗

OutputDir

```
public string OutputDir { get; }
```

Property Value

[string](#) ↗

StartTime

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

Property Value

[DateTime](#) ↗

Status

```
public ProcessStatus Status { get; set; }
```

Property Value

[ProcessStatus](#)

StatusDetail

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

Property Value

[string](#)

WorkDir

```
public string WorkDir { get; }
```

Property Value

[string](#)

Methods

FetchArtefact(Artefact, bool, CancellationToken)

```
public Task<string> FetchArtefact(Artefact artefact, bool extractArchive,  
CancellationToken cancellationToken = default)
```

Parameters

artefact [Artefact](#)

extractArchive [bool](#)

cancellationToken [CancellationToken](#)

Returns

[Task](#)<string>

Start(CancellationToken)

```
public Task<ConversionResult> Start(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

[Task ↗<ConversionResult>](#)

WaitForInput(string, CancellationToken)

```
public Task<string> WaitForInput(string statusDetail, CancellationToken  
cancellationToken)
```

Parameters

statusDetail [string ↗](#)

cancellationToken [CancellationToken ↗](#)

Returns

[Task ↗<string ↗>](#)

Namespace asec.DataConversion.Converters

Classes

[AudioTapeConverter](#)

[AudioTapeConverterConfig](#)

[ConverterConfig](#)

[FloppyConverter](#)

[FloppyConverterConfig](#)

Interfaces

[IConverter](#)

Class AudioTapeConverter

Namespace: [asec.DataConversion.Converters](#)

Assembly: asec.dll

```
public class AudioTapeConverter : IConverter
```

Inheritance

[object](#) ← AudioTapeConverter

Implements

[IConverter](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

AudioTapeConverter(AudioTapeConverterConfig)

```
public AudioTapeConverter(AudioTapeConverterConfig config)
```

Parameters

config [AudioTapeConverterConfig](#)

Properties

Environment

```
public string Environment { get; }
```

Property Value

[string](#)

Id

```
public Guid Id { get; set; }
```

Property Value

[Guid](#)

Name

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

Property Value

[string](#)

SupportedArtifactTypes

```
public IList<ArtifactType> SupportedArtifactTypes { get; }
```

Property Value

[IList](#)<[ArtifactType](#)>

Version

```
public string Version { get; }
```

Property Value

[string](#)

Methods

Start(Process, CancellationToken)

```
public Task<ConversionResult> Start(Process process, CancellationToken  
cancellationToken)
```

Parameters

process [Process](#)

cancellationToken [CancellationToken](#)

Returns

[Task](#)<[ConversionResult](#)>

Class AudioTapeConverterConfig

Namespace: [asec.DataConversion.Converters](#)

Assembly: asec.dll

```
public class AudioTapeConverterConfig : ConverterConfig
```

Inheritance

[object](#) ← [ConverterConfig](#) ← AudioTapeConverterConfig

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Audio2TapePath

```
public string Audio2TapePath { get; set; }
```

Property Value

[string](#)

Methods

ConstructConverter()

```
public override IConverter ConstructConverter()
```

Returns

[IConverter](#)

Class ConverterConfig

Namespace: [asec.DataConversion.Converters](#)

Assembly: asec.dll

```
[JsonDerivedType(typeof(FloppyConverterConfig), "floppy")]
[JsonDerivedType(typeof(AudioTapeConverterConfig), "audiotape")]
public abstract class ConverterConfig
```

Inheritance

[object](#) ← ConverterConfig

Derived

[AudioTapeConverterConfig](#), [FloppyConverterConfig](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

ConstructConverter()

```
public abstract IConverter ConstructConverter()
```

Returns

[IConverter](#)

Class FloppyConverter

Namespace: [asec.DataConversion.Converters](#)

Assembly: asec.dll

```
public class FloppyConverter : IConverter
```

Inheritance

[object](#) ← FloppyConverter

Implements

[IConverter](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

FloppyConverter(FloppyConverterConfig)

```
public FloppyConverter(FloppyConverterConfig config)
```

Parameters

config [FloppyConverterConfig](#)

Properties

Environment

```
public string Environment { get; }
```

Property Value

[string](#)

Id

```
public Guid Id { get; set; }
```

Property Value

[Guid](#)

Name

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

Property Value

[string](#)

SupportedArtifactTypes

```
public IList<ArtifactType> SupportedArtifactTypes { get; }
```

Property Value

[IList](#)<[ArtifactType](#)>

Version

```
public string Version { get; }
```

Property Value

[string](#)

Methods

Start(Process, CancellationToken)

```
public Task<ConversionResult> Start(Process process, CancellationToken  
cancellationToken)
```

Parameters

process [Process](#)

cancellationToken [CancellationToken](#)

Returns

[Task](#)<[ConversionResult](#)>

Class FloppyConverterConfig

Namespace: [asec.DataConversion.Converters](#)

Assembly: asec.dll

```
public class FloppyConverterConfig : ConverterConfig
```

Inheritance

[object](#) ← [ConverterConfig](#) ← FloppyConverterConfig

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

ConversionFormat

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

Property Value

[string](#)

ConversionSuffix

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

Property Value

[string](#)

GWPath

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

Property Value

[string](#)

Methods

ConstructConverter()

```
public override IConverter ConstructConverter()
```

Returns

[IConverter](#)

Interface IConverter

Namespace: [asec.DataConversion.Converters](#)

Assembly: asec.dll

```
public interface IConverter
```

Properties

Environment

```
string Environment { get; }
```

Property Value

[string](#) ↗

Id

```
Guid Id { get; set; }
```

Property Value

[Guid](#) ↗

Name

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

Property Value

[string](#) ↗

SupportedArtifactTypes

`IList<ArtifactType> SupportedArtifactTypes { get; }`

Property Value

`IList<ArtifactType>`

Version

`string Version { get; }`

Property Value

`string`

Methods

EqualsToDB(Converter)

`bool EqualsToDB(Converter converter)`

Parameters

`converter Converter`

Returns

`bool`

Start(Process, CancellationToken)

`Task<ConversionResult> Start(Process process, CancellationToken cancellationToken)`

Parameters

process [Process](#)

cancellationToken [CancellationToken](#)

Returns

[Task](#)<[ConversionResult](#)>

Namespace asec.Digitalization

Classes

[DigitalizationResult](#)

[Process](#)

[ProcessManager<TProcess, TResult>](#)

[ToolRepository](#)

Interfaces

[IToolRepository](#)

Class DigitalizationResult

Namespace: [asec.Digitalization](#)

Assembly: asec.dll

```
public record DigitalizationResult : IEquatable<DigitalizationResult>
```

Inheritance

[object](#) ← DigitalizationResult

Implements

[IEquatable](#)<[DigitalizationResult](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

DigitalizationResult(string, ArtefactType)

```
public DigitalizationResult(string Filename, ArtefactType Type)
```

Parameters

Filename [string](#)

Type [ArtefactType](#)

Properties

Filename

```
public string Filename { get; init; }
```

Property Value

[string](#) ↗

Type

```
public ArtefactType Type { get; init; }
```

Property Value

[ArtefactType](#)

Interface IToolRepository

Namespace: [asec.Digitalization](#)

Assembly: asec.dll

```
public interface IToolRepository : IHostedService
```

Inherited Members

[IHostedService.StartAsync\(CancellationToken\)](#) , [IHostedService.StopAsync\(CancellationToken\)](#)

Methods

GetDigitalizationTool(string)

```
IDigitalizationTool GetDigitalizationTool(string toolId)
```

Parameters

toolId [string](#)

Returns

[IDigitalizationTool](#)

GetDigitalizationTools()

```
IEnumerable<IDigitalizationTool> GetDigitalizationTools()
```

Returns

[IEnumerable](#)<[IDigitalizationTool](#)>

Class Process

Namespace: [asec.Digitalization](#)

Assembly: asec.dll

```
public class Process : IProcess<DigitalizationResult>
```

Inheritance

[object](#) ← Process

Implements

[IProcess<DigitalizationResult>](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

Process(IDigitalizationTool, Version, string)

```
public Process(IDigitalizationTool digitalizationTool, Version version,  
string dirsBase)
```

Parameters

digitalizationTool [IDigitalizationTool](#)

version [Version](#)

dirsBase [string](#)

Properties

BaseDir

```
public string BaseDir { get; }
```

Property Value

[string](#)

CancellationToken

```
public CancellationToken CancellationToken { get; }
```

Property Value

[CancellationToken](#)

DigitalizationTool

```
public IDigitalizationTool DigitalizationTool { get; }
```

Property Value

[IDigitalizationTool](#)

Id

```
public Guid Id { get; }
```

Property Value

[Guid](#)

InputChannel

```
public ChannelWriter<string> InputChannel { get; }
```

Property Value

[ChannelWriter](#)<[string](#)>

LogPath

```
public string LogPath { get; }
```

Property Value

[string](#)

OutputPath

```
public string OutputPath { get; }
```

Property Value

[string](#)

StartTime

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

Property Value

[DateTime](#)

Status

```
public ProcessStatus Status { get; set; }
```

Property Value

[ProcessStatus](#)

StatusDetail

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

Property Value

[string](#)

UploadDir

```
public string UploadDir { get; }
```

Property Value

[string](#)

VersionId

```
public Guid VersionId { get; }
```

Property Value

[Guid](#)

WorkDir

```
public string WorkDir { get; }
```

Property Value

[string](#)

Methods

Start(CancellationToken)

```
public Task<DigitalizationResult> Start(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken](#)

Returns

[Task](#)<[DigitalizationResult](#)>

WaitForInput(string, CancellationToken)

```
public Task<string> WaitForInput(string statusDetail, CancellationToken cancellationToken)
```

Parameters

statusDetail [string](#)

cancellationToken [CancellationToken](#)

Returns

[Task](#)<[string](#)>

Class ProcessManager<TProcess, TResult>

Namespace: [asec.Digitalization](#)

Assembly: asec.dll

```
public class ProcessManager<TProcess, TResult> : IProcessManager<TProcess, TResult>,  
IHostedService where TProcess : IProcess<TResult>
```

Type Parameters

TProcess

TResult

Inheritance

[object](#) ← ProcessManager<TProcess, TResult>

Implements

[IProcessManager](#)<TProcess, TResult>, [IHostedService](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Methods

CancelProcessAsync(Guid)

```
public Task CancelProcessAsync(Guid processId)
```

Parameters

processId [Guid](#)

Returns

[Task](#)

FinishProcessAsync(Guid)

```
public Task<TResult> FinishProcessAsync(Guid processId)
```

Parameters

processId [Guid](#)

Returns

[Task](#)<TResult>

GetProcess(Guid)

```
public TProcess GetProcess(Guid processId)
```

Parameters

processId [Guid](#)

Returns

TProcess

RemoveProcess(TProcess)

```
public void RemoveProcess(TProcess process)
```

Parameters

process TProcess

StartAsync(CancellationToken)

Triggered when the application host is ready to start the service.

```
public Task StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Indicates that the start process has been aborted.

Returns

[Task ↗](#)

StartProcess(TProcess)

```
public void StartProcess(TProcess process)
```

Parameters

process TProcess

StopAsync(CancellationToken)

Triggered when the application host is performing a graceful shutdown.

```
public Task StopAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Indicates that the shutdown process should no longer be graceful.

Returns

[Task ↗](#)

Class ToolRepository

Namespace: [asec.Digitalization](#)

Assembly: asec.dll

```
public class ToolRepository : IToolRepository, IHostedService
```

Inheritance

[object](#) ← ToolRepository

Implements

[IToolRepository](#), [IHostedService](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Constructors

ToolRepository(ILogger<ToolRepository>,
IOptions<DigitalizationToolsOptions>, IServiceProvider)

```
public ToolRepository(ILogger<ToolRepository> logger,  
IOptions<DigitalizationToolsOptions> options, IServiceProvider serviceProvider)
```

Parameters

logger [ILogger](#)<[ToolRepository](#)>

options [IOptions](#)<[DigitalizationToolsOptions](#)>

serviceProvider [IServiceProvider](#)

Methods

GetDigitalizationTool(string)

```
public IDigitalizationTool GetDigitalizationTool(string toolId)
```

Parameters

toolId [string](#)

Returns

[IDigitalizationTool](#)

GetDigitalizationTools()

```
public IEnumerable<IDigitalizationTool> GetDigitalizationTools()
```

Returns

[IEnumerable](#)<[IDigitalizationTool](#)>

StartAsync(CancellationToken)

Triggered when the application host is ready to start the service.

```
public Task StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken](#)

Indicates that the start process has been aborted.

Returns

[Task](#)

StopAsync(CancellationToken)

Triggered when the application host is performing a graceful shutdown.

```
public Task StopAsync(CancellationToken cancellationToken)
```

Parameters

`cancellationToken` [CancellationToken ↗](#)

Indicates that the shutdown process should no longer be graceful.

Returns

[Task ↗](#)

Namespace asec.Digitalization.Tools

Classes

[DigitalizationToolConfig](#)

[FfmpegRecordingTool](#)

[FfmpegRecordingToolConfig](#)

[GreaseweazleTool](#)

[GreaseweazleToolConfig](#)

Interfaces

[IDigitalizationTool](#)

Class DigitalizationToolConfig

Namespace: [asec.Digitalization.Tools](#)

Assembly: asec.dll

```
[JsonDerivedType(typeof(GreaseweazleToolConfig), "greaseweazle")]
[JsonDerivedType(typeof(FFmpegRecordingToolConfig), "ffmpegrec")]
public abstract class DigitalizationToolConfig
```

Inheritance

[object](#) ← DigitalizationToolConfig

Derived

[FFmpegRecordingToolConfig](#), [GreaseweazleToolConfig](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Slug

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

Property Value

[string](#)

Methods

ConstructTool()

```
public abstract IDigitalizationTool ConstructTool()
```

Returns

[IDigitalizationTool](#)

Class FfmpegRecordingTool

Namespace: [asec.Digitalization.Tools](#)

Assembly: asec.dll

```
public class FfmpegRecordingTool : IDigitalizationTool
```

Inheritance

[object](#) ← FfmpegRecordingTool

Implements

[IDigitalizationTool](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

FfmpegRecordingTool(FfmpegRecordingToolConfig config)

Parameters

config [FfmpegRecordingToolConfig](#)

Properties

Environment

```
public string Environment { get; }
```

Property Value

[string](#)

Id

```
public Guid Id { get; set; }
```

Property Value

[Guid](#) ↗

IsAvailable

```
public bool IsAvailable { get; }
```

Property Value

[bool](#) ↗

Name

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

Property Value

[string](#) ↗

PhysicalMedia

```
public PhysicalMediaType PhysicalMedia { get; }
```

Property Value

[PhysicalMediaType](#)

Slug

```
public string Slug { get; }
```

Property Value

[string](#)

Version

```
public string Version { get; }
```

Property Value

[string](#)

Methods

Initialize(CancellationToken)

```
public Task Initialize(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken](#)

Returns

[Task](#)

Start(Process, CancellationToken)

```
public Task<DigitalizationResult> Start(Process process, CancellationToken cancellationToken)
```

Parameters

process [Process](#)

cancellationToken [CancellationToken](#)

Returns

[Task](#)<[DigitalizationResult](#)>

Class FfmpegRecordingToolConfig

Namespace: [asec.Digitalization.Tools](#)

Assembly: asec.dll

```
public class FfmpegRecordingToolConfig : DigitalizationToolConfig
```

Inheritance

[object](#) ← [DigitalizationToolConfig](#) ← FfmpegRecordingToolConfig

Inherited Members

[DigitalizationToolConfig.Slug](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Arguments

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

Property Value

[List](#)<[string](#)>

FfmpegPath

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

Property Value

[string](#)

InputDevice

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

Property Value

[string](#) ↗

InputPath

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

Property Value

[string](#) ↗

Methods

ConstructTool()

```
public override IDigitalizationTool ConstructTool()
```

Returns

[IDigitalizationTool](#)

Class GreaseweazleTool

Namespace: [asec.Digitalization.Tools](#)

Assembly: asec.dll

```
public class GreaseweazleTool : IDigitalizationTool
```

Inheritance

[object](#) ← GreaseweazleTool

Implements

[IDigitalizationTool](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

GreaseweazleTool(GreaseweazleToolConfig)

```
public GreaseweazleTool(GreaseweazleToolConfig config)
```

Parameters

config [GreaseweazleToolConfig](#)

Properties

Environment

```
public string Environment { get; }
```

Property Value

[string](#)

Id

```
public Guid Id { get; set; }
```

Property Value

[Guid](#) ↗

IsAvailable

```
public bool IsAvailable { get; }
```

Property Value

[bool](#) ↗

Name

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

Property Value

[string](#) ↗

PhysicalMedia

```
public PhysicalMediaType PhysicalMedia { get; }
```

Property Value

[PhysicalMediaType](#)

Slug

```
public string Slug { get; }
```

Property Value

[string](#)

Version

```
public string Version { get; }
```

Property Value

[string](#)

Methods

Initialize(CancellationToken)

```
public Task Initialize(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken](#)

Returns

[Task](#)

Start(Process, CancellationToken)

```
public Task<DigitalizationResult> Start(Process process, CancellationToken cancellationToken)
```

Parameters

process [Process](#)

cancellationToken [CancellationToken](#)

Returns

[Task](#)<[DigitalizationResult](#)>

Class GreaseweazleToolConfig

Namespace: [asec.Digitalization.Tools](#)

Assembly: asec.dll

```
public class GreaseweazleToolConfig : DigitalizationToolConfig
```

Inheritance

[object](#) ← [DigitalizationToolConfig](#) ← GreaseweazleToolConfig

Inherited Members

[DigitalizationToolConfig.Slug](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

DevicePath

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

Property Value

[string](#)

Drive

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

Property Value

[string](#)

GWPath

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

Property Value

[string](#)

MediaType

```
public PhysicalMediaType MediaType { get; set; }
```

Property Value

[PhysicalMediaType](#)

Methods

ConstructTool()

```
public override IDigitalizationTool ConstructTool()
```

Returns

[IDigitalizationTool](#)

Interface IDigitalizationTool

Namespace: [asec.Digitalization.Tools](#)

Assembly: asec.dll

```
public interface IDigitalizationTool
```

Properties

Environment

```
string Environment { get; }
```

Property Value

[string](#) ↗

Id

```
Guid Id { get; set; }
```

Property Value

[Guid](#) ↗

IsAvailable

```
bool IsAvailable { get; }
```

Property Value

[bool](#) ↗

Name

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

Property Value

[string](#) ↗

PhysicalMedia

```
PhysicalMediaType PhysicalMedia { get; }
```

Property Value

[PhysicalMediaType](#)

Slug

```
string Slug { get; }
```

Property Value

[string](#) ↗

Version

```
string Version { get; }
```

Property Value

[string](#) ↗

Methods

EqualsToDB(DigitalizationTool)

```
bool EqualsToDB(DigitalizationTool digitalizationTool)
```

Parameters

digitalizationTool [DigitalizationTool](#)

Returns

[bool](#)

Initialize(CancellationToken)

```
Task Initialize(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken](#)

Returns

[Task](#)

Start(Process, CancellationToken)

```
Task<DigitalizationResult> Start(Process process, CancellationToken cancellationToken)
```

Parameters

process [Process](#)

cancellationToken [CancellationToken](#)

Returns

[Task](#) <[DigitalizationResult](#)>

Namespace asec.Emulation

Classes

[EmulationConfig](#)

[EmulationResult](#)

[EmulatorConfig](#)

[EmulatorEnvironmentConfig](#)

[EmulatorRepository](#)

[Process](#)

[VideoFile](#)

Interfaces

[IEmulatorRepository](#)

Enums

[Process.EmulationMessage](#)

[RecordingType](#)

Class EmulationConfig

Namespace: [asec.Emulation](#)

Assembly: asec.dll

```
public class EmulationConfig
```

Inheritance

[object](#) ← EmulationConfig

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Fields

DirsBase

```
public string DirsBase
```

Field Value

[string](#)

EaasTargetDrive

```
public string EaasTargetDrive
```

Field Value

[string](#)

FfmpegPath

```
public string FfmpegPath
```

Field Value

[string](#) ↗

MainDisplay

```
public string MainDisplay
```

Field Value

[string](#) ↗

StreamBaseUrl

```
public string StreamBaseUrl
```

Field Value

[string](#) ↗

WebcamDevice

```
public string WebcamDevice
```

Field Value

[string](#) ↗

Class EmulationResult

Namespace: [asec.Emulation](#)

Assembly: asec.dll

```
public record EmulationResult : IEquatable<EmulationResult>
```

Inheritance

[object](#) ← EmulationResult

Implements

[IEquatable](#)<[EmulationResult](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

EmulationResult(List<VideoFile>, string)

```
public EmulationResult(List<VideoFile> VideoFiles, string SnapshotId)
```

Parameters

VideoFiles [List](#)<[VideoFile](#)>

SnapshotId [string](#)

Properties

SnapshotId

```
public string SnapshotId { get; init; }
```

Property Value

[string](#)

VideoFiles

```
public List<VideoFile> VideoFiles { get; init; }
```

Property Value

[List](#)<[VideoFile](#)>

Class EmulatorConfig

Namespace: [asec.Emulation](#)

Assembly: asec.dll

```
public class EmulatorConfig
```

Inheritance

[object](#) ← EmulatorConfig

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Environments

```
public IList<EmulatorEnvironmentConfig> Environments { get; set; }
```

Property Value

[IList](#)<[EmulatorEnvironmentConfig](#)>

Homepage

```
public Uri Homepage { get; set; }
```

Property Value

[Uri](#)

Name

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

Property Value

[string](#)

Platforms

```
public IList<string> Platforms { get; set; }
```

Property Value

[IList](#)<[string](#)>

Class EmulatorEnvironmentConfig

Namespace: [asec.Emulation](#)

Assembly: asec.dll

```
public class EmulatorEnvironmentConfig
```

Inheritance

[object](#) ← EmulatorEnvironmentConfig

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Converters

```
public IList<ConverterConfig> Converters { get; set; }
```

Property Value

[IList](#)<[ConverterConfig](#)>

EaasId

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

Property Value

[string](#)

Version

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

Property Value

[string](#) ↗

Class EmulatorRepository

Namespace: [asec.Emulation](#)

Assembly: asec.dll

```
public class EmulatorRepository : IEmulatorRepository, IHostedService
```

Inheritance

[object](#) ← EmulatorRepository

Implements

[IEmulatorRepository](#), [IHostedService](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

EmulatorRepository(ILOGGER<EmulatorRepository>,
IServiceProvider, IOptions<EmulatorOptions>)

```
public EmulatorRepository(ILOGGER<EmulatorRepository> logger, IServiceProvider  
serviceProvider, IOptions<EmulatorOptions> options)
```

Parameters

logger [ILOGGER](#)<[EmulatorRepository](#)>

serviceProvider [IServiceProvider](#)

options [IOptions](#)<[EmulatorOptions](#)>

Methods

GetEmulatorAsync(Guid)

```
public Task<Emulator> GetEmulatorAsync(Guid id)
```

Parameters

[id](#) [Guid](#)

Returns

[Task](#)<[Emulator](#)>

GetEnvironmentAsync(Guid)

```
public Task<EmulationEnvironment> GetEnvironmentAsync(Guid id)
```

Parameters

[id](#) [Guid](#)

Returns

[Task](#)<[EmulationEnvironment](#)>

GetEnvironmentConverterAsync(Guid, ArtefactType)

```
public Task<IConverter> GetEnvironmentConverterAsync(Guid emulatorId,  
ArtefactType sourceType)
```

Parameters

[emulatorId](#) [Guid](#)

[sourceType](#) [ArtefactType](#)

Returns

[Task](#)<[IConverter](#)>

GetEnvironmentConvertersAsync(Guid)

```
public Task<IEnumerable<IConverter>> GetEnvironmentConvertersAsync(Guid emulatorId)
```

Parameters

emulatorId [Guid](#)

Returns

[Task](#)<[IEnumerable](#)<[IConverter](#)>>

StartAsync(CancellationToken)

Triggered when the application host is ready to start the service.

```
public Task StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken](#)

Indicates that the start process has been aborted.

Returns

[Task](#)

StopAsync(CancellationToken)

Triggered when the application host is performing a graceful shutdown.

```
public Task StopAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken](#)

Indicates that the shutdown process should no longer be graceful.

Returns

[Task ↗](#)

Interface IEmulatorRepository

Namespace: [asec.Emulation](#)

Assembly: asec.dll

```
public interface IEmulatorRepository : IHostedService
```

Inherited Members

[IHostedService.StartAsync\(CancellationToken\)](#) , [IHostedService.StopAsync\(CancellationToken\)](#)

Methods

GetEmulatorAsync(Guid)

```
Task<Emulator> GetEmulatorAsync(Guid id)
```

Parameters

[id Guid](#)

Returns

[Task<Emulator>](#)

GetEnvironmentAsync(Guid)

```
Task<EmulationEnvironment> GetEnvironmentAsync(Guid id)
```

Parameters

[id Guid](#)

Returns

[Task<EmulationEnvironment>](#)

GetEnvironmentConverterAsync(Guid, ArtefactType)

```
Task<IConverter> GetEnvironmentConverterAsync(Guid environmentId,  
ArtefactType sourceType)
```

Parameters

environmentId [Guid](#)

sourceType [ArtefactType](#)

Returns

[Task](#)<IConverter>

GetEnvironmentConvertersAsync(Guid)

```
Task<IEnumerable<IConverter>> GetEnvironmentConvertersAsync(Guid environmentId)
```

Parameters

environmentId [Guid](#)

Returns

[Task](#)<IEnumerable<IConverter>>

Class Process

Namespace: [asec.Emulation](#)

Assembly: asec.dll

```
public class Process : IProcess<EmulationResult>
```

Inheritance

[object](#) ← Process

Implements

[IProcess<EmulationResult>](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

Process(Guid, IServiceScopeFactory, EmulationConfig)

```
public Process(Guid packageId, IServiceScopeFactory serviceScopeFactory,  
EmulationConfig config)
```

Parameters

packageId [Guid](#)

serviceScopeFactory [IServiceScopeFactory](#)

config [EmulationConfig](#)

Properties

BaseDir

```
public string BaseDir { get; }
```

Property Value

[string](#)

CancellationToken

```
public CancellationToken CancellationToken { get; }
```

Property Value

[CancellationToken](#)

ChannelWriter

```
public ChannelWriter<Process.EmulationMessage> ChannelWriter { get; }
```

Property Value

[ChannelWriter](#)<[Process.EmulationMessage](#)>

Id

```
public Guid Id { get; }
```

Property Value

[Guid](#)

IsGpuPassthrough

```
public bool IsGpuPassthrough { get; }
```

Property Value

[bool](#)

IsUsbPassthrough

```
public bool IsUsbPassthrough { get; }
```

Property Value

[bool](#)

LogPath

```
public string LogPath { get; }
```

Property Value

[string](#)

Packageld

```
public Guid PackageId { get; }
```

Property Value

[Guid](#)

RecordingsDir

```
public string RecordingsDir { get; }
```

Property Value

[string](#)

StartTime

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

Property Value

[DateTime](#)

Status

```
public ProcessStatus Status { get; }
```

Property Value

[ProcessStatus](#)

StatusDetail

```
public string StatusDetail { get; }
```

Property Value

[string](#)

SubprocessLogsDir

```
public string SubprocessLogsDir { get; }
```

Property Value

[string](#)

Methods

Start(CancellationToken)

```
public Task<EmulationResult> Start(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken](#)

Returns

[Task](#)<[EmulationResult](#)>

Enum Process.EmulationMessage

Namespace: [asec.Emulation](#)

Assembly: asec.dll

```
public enum Process.EmulationMessage
```

Fields

Ping = 0

SaveMachineState = 1

NoSaveMachineState = 2

Quit = 3

Enum RecordingType

Namespace: [asec.Emulation](#)

Assembly: asec.dll

```
public enum RecordingType
```

Fields

Screen = 0

Webcam = 1

Class VideoFile

Namespace: [asec.Emulation](#)

Assembly: asec.dll

```
public record VideoFile : IEquatable<VideoFile>
```

Inheritance

[object](#) ← VideoFile

Implements

[IEquatable](#)<[VideoFile](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

VideoFile(string, RecordingType)

```
public VideoFile(string Path, RecordingType Type)
```

Parameters

Path [string](#)

Type [RecordingType](#)

Properties

Path

```
public string Path { get; init; }
```

Property Value

[string](#) ↗

Type

```
public RecordingType Type { get; init; }
```

Property Value

[RecordingType](#)

Namespace asec.Extensions

Classes

[IServiceCollectionExtensions](#)

[PlatformLoader](#)

Class IServiceCollectionExtensions

Namespace: [asec.Extensions](#)

Assembly: asec.dll

```
public static class IServiceCollectionExtensions
```

Inheritance

[object](#) ← IServiceCollectionExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

AddAsecServices(IServiceCollection)

```
public static IServiceCollection AddAsecServices(this IServiceCollection services)
```

Parameters

services [IServiceCollection](#)

Returns

[IServiceCollection](#)

Class PlatformLoader

Namespace: [asec.Extensions](#)

Assembly: asec.dll

```
public static class PlatformLoader
```

Inheritance

[object](#) ← PlatformLoader

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

LoadPlatforms(WebApplication)

```
public static void LoadPlatforms(this WebApplication app)
```

Parameters

app [WebApplication](#)

Namespace asec.LongRunning

Interfaces

[IProcessManager<TProcess, TResult>](#)

[IProcess<TResult>](#)

Enums

[ProcessStatus](#)

Interface IProcessManager<TProcess, TResult>

Namespace: [asec.LongRunning](#)

Assembly: asec.dll

```
public interface IProcessManager<TProcess, TResult> : IHostedService where TProcess : IProcess<TResult>
```

Type Parameters

TProcess

TResult

Inherited Members

[IHostedService.StartAsync\(CancellationToken\)](#) , [IHostedService.StopAsync\(CancellationToken\)](#)

Methods

CancelProcessAsync(Guid)

Task `CancelProcessAsync(Guid processId)`

Parameters

processId [Guid](#)

Returns

[Task](#)

FinishProcessAsync(Guid)

Task<TResult> `FinishProcessAsync(Guid processId)`

Parameters

processId [Guid](#)

Returns

[Task](#)<TResult>

GetProcess(Guid)

TProcess **GetProcess**(Guid processId)

Parameters

processId [Guid](#)

Returns

TProcess

RemoveProcess(TProcess)

void RemoveProcess(TProcess process)

Parameters

process TProcess

StartProcess(TProcess)

void StartProcess(TProcess process)

Parameters

process TProcess

Interface IProcess<TResult>

Namespace: [asec.LongRunning](#)

Assembly: asec.dll

```
public interface IProcess<TResult>
```

Type Parameters

TResult

Properties

BaseDir

```
string BaseDir { get; }
```

Property Value

[string](#)

CancellationToken

```
CancellationToken CancellationToken { get; }
```

Property Value

[CancellationToken](#)

Id

```
Guid Id { get; }
```

PropertyValue

[Guid ↗](#)

LogPath

```
string LogPath { get; }
```

PropertyValue

[string ↗](#)

StartTime

```
DateTime StartTime { get; }
```

PropertyValue

[DateTime ↗](#)

Status

```
ProcessStatus Status { get; }
```

PropertyValue

[ProcessStatus](#)

StatusDetail

```
string StatusDetail { get; }
```

PropertyValue

[string](#)

Methods

Start(CancellationToken)

Task<TResult> **Start**(CancellationToken cancellationToken)

Parameters

cancellationToken [CancellationToken](#)

Returns

[Task](#)<TResult>

Enum ProcessStatus

Namespace: [asec.LongRunning](#)

Assembly: asec.dll

```
public enum ProcessStatus
```

Fields

Initialization = 0

Running = 1

WaitingForInput = 2

WaitingForProcess = 3

Failed = 4

Success = 5

Restarting = 6

Namespace asec.Models

Classes

[AsecDBContext](#)

Class AsecDBContext

Namespace: [asec.Models](#)

Assembly: asec.dll

```
public class AsecDBContext : DbContext, IInfrastructure<IServiceProvider>,  
IDbContextDependencies, IDbSetCache, IDbContextPoolable, IResettableService,  
IDisposable, IAsyncDisposable
```

Inheritance

[object](#) ← [DbContext](#) ← AsecDBContext

Implements

[IInfrastructure](#)<[IServiceProvider](#)>, [IDbContextDependencies](#), [IDbSetCache](#),
[IDbContextPoolable](#), [IResettableService](#), [IDisposable](#), [IAsyncDisposable](#)

Inherited Members

[DbContext.Set< TEntity >\(\)](#) , [DbContext.Set< TEntity >\(string\)](#) ,
[DbContext.OnConfiguring\(DbContextOptionsBuilder\)](#) ,
[DbContext.ConfigureConventions\(ModelConfigurationBuilder\)](#) , [DbContext.SaveChanges\(\)](#) ,
[DbContext.SaveChanges\(bool\)](#) , [DbContext.SaveChangesAsync\(CancellationToken\)](#) ,
[DbContext.SaveChangesAsync\(bool, CancellationToken\)](#) , [DbContext.Dispose\(\)](#) ,
[DbContext.DisposeAsync\(\)](#) , [DbContext.Entry< TEntity >\(TEntity\)](#) , [DbContext.Entry\(object\)](#) ,
[DbContext.Add< TEntity >\(TEntity\)](#) , [DbContext.AddAsync< TEntity >\(TEntity, CancellationToken\)](#) ,
[DbContext.Attach< TEntity >\(TEntity\)](#) , [DbContext.Update< TEntity >\(TEntity\)](#) ,
[DbContext.Remove< TEntity >\(TEntity\)](#) , [DbContext.Add\(object\)](#) ,
[DbContext.AddAsync\(object, CancellationToken\)](#) , [DbContext.Attach\(object\)](#) ,
[DbContext.Update\(object\)](#) , [DbContext.Remove\(object\)](#) , [DbContext.AddRange\(params object\[\]\)](#) ,
[DbContext.AddRangeAsync\(params object\[\]\)](#) , [DbContext.AttachRange\(params object\[\]\)](#) ,
[DbContext.UpdateRange\(params object\[\]\)](#) , [DbContext.RemoveRange\(params object\[\]\)](#) ,
[DbContext.AddRange\(IEnumerable< object >\)](#) ,
[DbContext.AddRangeAsync\(IEnumerable< object >, CancellationToken\)](#) ,
[DbContext.AttachRange\(IEnumerable< object >\)](#) , [DbContext.UpdateRange\(IEnumerable< object >\)](#) ,
[DbContext.RemoveRange\(IEnumerable< object >\)](#) , [DbContext.Find\(Type, params object\[\]\)](#) ,
[DbContext.FindAsync\(Type, params object\[\]\)](#) ,
[DbContext.FindAsync\(Type, object\[\], CancellationToken\)](#) ,
[DbContext.Find< TEntity >\(params object\[\]\)](#) , [DbContext.FindAsync< TEntity >\(params object\[\]\)](#) ,
[DbContext.FindAsync< TEntity >\(object\[\], CancellationToken\)](#) ,
[DbContext.FromExpression< TResult >\(Expression< Func< IQueryble< TResult > >>\)](#) ,

[DbContext.Database](#) , [DbContext.ChangeTracker](#) , [DbContext.Model](#) , [DbContext.ContextId](#) ,
[DbContext.SavingChanges](#) , [DbContext.SavedChanges](#) , [DbContext.SaveChangesFailed](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

AsecDBContext(DbContextOptions<AsecDBContext>)

```
public AsecDBContext(DbContextOptions<AsecDBContext> options)
```

Parameters

options [DbContextOptions](#)<AsecDBContext>

Properties

Artefacts

```
public DbSet<Artefact> Artefacts { get; set; }
```

Property Value

[DbSet](#)<Artefact>

Classifications

```
public DbSet<Classification> Classifications { get; set; }
```

Property Value

[DbSet](#)<Classification>

Converters

```
public DbSet<Converter> Converters { get; set; }
```

Property Value

[DbSet](#)<Converter>

DigitalizationTools

```
public DbSet<DigitalizationTool> DigitalizationTools { get; set; }
```

Property Value

[DbSet](#)<DigitalizationTool>

Emulators

```
public DbSet<Emulator> Emulators { get; set; }
```

Property Value

[DbSet](#)<Emulator>

Environments

```
public DbSet<EmulationEnvironment> Environments { get; set; }
```

Property Value

[DbSet](#)<EmulationEnvironment>

GamePackages

```
public DbSet<GamePackage> GamePackages { get; set; }
```

Property Value

[DbSet<GamePackage>](#)

Genres

```
public DbSet<Genre> Genres { get; set; }
```

Property Value

[DbSet<Genre>](#)

Languages

```
public DbSet<Language> Languages { get; set; }
```

Property Value

[DbSet<Language>](#)

LocationClassifications

```
public DbSet<LocationClassification> LocationClassifications { get; set; }
```

Property Value

[DbSet<LocationClassification>](#)

Paratexts

```
public DbSet<Paratext> Paratexts { get; set; }
```

Property Value

[DbSet](#)<[Paratext](#)>

Platforms

```
public DbSet<Platform> Platforms { get; set; }
```

Property Value

[DbSet](#)<[Platform](#)>

Statuses

```
public DbSet<Status> Statuses { get; set; }
```

Property Value

[DbSet](#)<[Status](#)>

Systems

```
public DbSet<System> Systems { get; set; }
```

Property Value

[DbSet](#)<[System](#)>

TimeClassifications

```
public DbSet<TimeClassification> TimeClassifications { get; set; }
```

Property Value

[DbSet](#)<TimeClassification>

Versions

```
public DbSet<Version> Versions { get; set; }
```

Property Value

[DbSet](#)<Version>

Works

```
public DbSet<Work> Works { get; set; }
```

Property Value

[DbSet](#)<Work>

Methods

OnModelCreating(ModelBuilder)

Override this method to further configure the model that was discovered by convention from the entity types exposed in [DbSet< TEntity >](#) properties on your derived context. The resulting model may be cached and re-used for subsequent instances of your derived context.

```
protected override void OnModelCreating(ModelBuilder modelBuilder)
```

Parameters

modelBuilder [ModelBuilder](#)

The builder being used to construct the model for this context. Databases (and other extensions) typically define extension methods on this object that allow you to configure aspects of the model that are specific to a given database.

Remarks

If a model is explicitly set on the options for this context (via [UseModel\(IModel\)](#)) then this method will not be run. However, it will still run when creating a compiled model.

See [Modeling entity types and relationships](#) for more information and examples.

Namespace asec.Models.Archive

Classes

[Classification](#)

[Genre](#)

[Language](#)

[LocationClassification](#)

[Paratext](#)

[Status](#)

[System](#)

[TimeClassification](#)

[Version](#)

[Work](#)

Class Classification

Namespace: [asec.Models.Archive](#)

Assembly: asec.dll

```
[Index("Value", new string[] { }, IsUnique = true)]
public class Classification
```

Inheritance

[object](#) ← Classification

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Id

```
[Key]
public Guid Id { get; set; }
```

Property Value

[Guid](#)

Value

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

Property Value

[string](#)

Class Genre

Namespace: [asec.Models.Archive](#)

Assembly: asec.dll

```
public class Genre
```

Inheritance

[object](#) ← Genre

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Id

[Key]

```
public Guid Id { get; set; }
```

Property Value

[Guid](#)

Name

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

Property Value

[string](#)

Class Language

Namespace: [asec.Models.Archive](#)

Assembly: asec.dll

```
[Index("Name", new string[] { }, IsUnique = true)]
public class Language
```

Inheritance

[object](#) ← Language

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Id

```
[Key]
public Guid Id { get; set; }
```

Property Value

[Guid](#)

Name

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

Property Value

[string](#)

Class LocationClassification

Namespace: [asec.Models.Archive](#)

Assembly: asec.dll

```
[Index("Location", new string[] { }, IsUnique = true)]
public class LocationClassification
```

Inheritance

[object](#) ← LocationClassification

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Id

```
[Key]
public Guid Id { get; set; }
```

Property Value

[Guid](#)

Location

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

Property Value

[string](#)

Class Paratext

Namespace: [asec.Models.Archive](#)

Assembly: asec.dll

```
public class Paratext
```

Inheritance

[object](#) ← Paratext

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Description

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

Property Value

[string](#)

Downloadable

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

Property Value

[bool](#)

Filename

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

Property Value

[string](#) ↗

GamePackage

```
public GamePackage GamePackage { get; set; }
```

Property Value

[GamePackage](#)

Id

```
public Guid Id { get; set; }
```

Property Value

[Guid](#) ↗

Name

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

Property Value

[string](#) ↗

Source

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

Property Value

[string](#)

SourceUrl

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

Property Value

[string](#)

Thumbnail

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

Property Value

[string](#)

Version

```
public Version Version { get; set; }
```

Property Value

[Version](#)

Work

```
public Work work { get; set; }
```

Property Value

[Work](#)

Class Status

Namespace: [asec.Models.Archive](#)

Assembly: asec.dll

```
public class Status
```

Inheritance

[object](#) ← Status

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Id

[Key]

```
public Guid Id { get; set; }
```

Property Value

[Guid](#)

Value

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

Property Value

[string](#)

Class System

Namespace: [asec.Models.Archive](#)

Assembly: asec.dll

```
public class System
```

Inheritance

[object](#) ← System

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Id

[Key]

```
public Guid Id { get; set; }
```

Property Value

[Guid](#)

Name

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

Property Value

[string](#)

Class TimeClassification

Namespace: [asec.Models.Archive](#)

Assembly: asec.dll

```
[Index("Time", new string[] { }, IsUnique = true)]
public class TimeClassification
```

Inheritance

[object](#) ← TimeClassification

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Id

```
[Key]
public Guid Id { get; set; }
```

Property Value

[Guid](#)

Time

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

Property Value

[string](#)

Class Version

Namespace: [asec.Models.Archive](#)

Assembly: asec.dll

```
public class Version
```

Inheritance

[object](#) ← Version

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

AlternativeTitle

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

Property Value

[string](#)

Artefacts

```
public IEnumerable<Artefact> Artefacts { get; set; }
```

Property Value

[IEnumerable](#)<[Artefact](#)>

GamePackages

```
public IEnumerable<GamePackage> GamePackages { get; set; }
```

Property Value

[IEnumerable](#)<[GamePackage](#)>

Id

[Key]

```
public Guid Id { get; set; }
```

Property Value

[Guid](#)

Note

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

Property Value

[string](#)

Paratexts

```
public IEnumerable<Paratext> Paratexts { get; set; }
```

Property Value

[IEnumerable](#)<[Paratext](#)>

Status

```
public IEnumerable<Status> Status { get; set; }
```

Property Value

[IEnumerable](#)<[Status](#)>

System

```
public IEnumerable<System> System { get; set; }
```

Property Value

[IEnumerable](#)<[System](#)>

SystemRequirements

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

Property Value

[string](#)

Title

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

Property Value

[string](#)

Work

```
public Work Work { get; set; }
```

Property Value

[Work](#)

YearOfPublication

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

Property Value

[string](#) ↗

Class Work

Namespace: [asec.Models.Archive](#)

Assembly: asec.dll

```
public class Work
```

Inheritance

[object](#) ← Work

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

AlternativeTitle

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

Property Value

[string](#)

Classification

```
public IEnumerable<Classification> Classification { get; set; }
```

Property Value

[IEnumerable](#)<[Classification](#)>

Description

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

Property Value

[string](#)

Genre

```
public IEnumerable<Genre> Genre { get; set; }
```

Property Value

[IEnumerable](#)<[Genre](#)>

Id

[Key]

```
public Guid Id { get; set; }
```

Property Value

[Guid](#)

LocationClassification

```
public IEnumerable<LocationClassification> LocationClassification { get; set; }
```

Property Value

[IEnumerable](#)<[LocationClassification](#)>

Note

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

Property Value

[string](#)

Paratexts

```
public IEnumerable<Paratext> Paratexts { get; set; }
```

Property Value

[IEnumerable](#)<[Paratext](#)>

Status

```
public IEnumerable<Status> Status { get; set; }
```

Property Value

[IEnumerable](#)<[Status](#)>

Subheading

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

Property Value

[string](#)

TimeClassification

```
public IEnumerable<TimeClassification> TimeClassification { get; set; }
```

Property Value

[IEnumerable](#)<TimeClassification>

Title

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

Property Value

[string](#)

Versions

```
public IEnumerable<Version> Versions { get; set; }
```

Property Value

[IEnumerable](#)<Version>

YearOfPublication

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

Property Value

[string](#)

Namespace asec.Models.Digitalization

Classes

[Artefact](#)

[DigitalizationTool](#)

Enums

[ArtefactType](#)

[PhysicalMediaType](#)

Class Artefact

Namespace: [asec.Models.Digitalization](#)

Assembly: asec.dll

```
public class Artefact
```

Inheritance

[object](#) ← Artefact

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

ArchivationDate

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

Property Value

[DateTime](#)

Archiver

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

Property Value

[string](#)

DigitalizationTool

```
public DigitalizationTool DigitalizationTool { get; set; }
```

Property Value

[DigitalizationTool](#)

Id

[Key]

```
public Guid Id { get; set; }
```

Property Value

[Guid](#)

Name

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

Property Value

[string](#)

Note

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

Property Value

[string](#)

OriginalFilename

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

Property Value

[string](#) ↗

PhysicalMediaState

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

Property Value

[string](#) ↗

PhysicalMediaType

```
public PhysicalMediaType PhysicalMediaType { get; set; }
```

Property Value

[PhysicalMediaType](#)

Type

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

Property Value

[ArtefactType](#)

Version

```
public Version Version { get; set; }
```

Property Value

[Version](#)

Enum ArtefactType

Namespace: [asec.Models.Digitalization](#)

Assembly: asec.dll

```
public enum ArtefactType
```

Fields

IsoImage = 0

ZipArchive = 1

SfmFloppy = 2

WindowsBinary = 3

LinuxBinary = 4

WavAudio = 5

Unknown = 6

Class DigitalizationTool

Namespace: [asec.Models.Digitalization](#)

Assembly: asec.dll

```
[Index("Hash", new string[] { })]  
public class DigitalizationTool
```

Inheritance

[object](#) ← DigitalizationTool

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Environment

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

Property Value

[string](#)

Hash

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

Property Value

[string](#)

Id

```
public Guid Id { get; set; }
```

Property Value

[Guid](#) ↗

Name

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

Property Value

[string](#) ↗

PhysicalMedia

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

Property Value

[string](#) ↗

Version

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

Property Value

[string](#) ↗

Enum PhysicalMediaType

Namespace: [asec.Models.Digitalization](#)

Assembly: asec.dll

```
public enum PhysicalMediaType
```

Fields

Floppy35 = 0

Floppy54 = 1

CD = 2

DVD = 3

Flash = 4

AudioCassette = 5

None = 6

Unknown = 7

Namespace asec.Models.Emulation

Classes

[Converter](#)

[EmulationEnvironment](#)

[Emulator](#)

[GamePackage](#)

[Platform](#)

Class Converter

Namespace: [asec.Models.Emulation](#)

Assembly: asec.dll

```
public class Converter
```

Inheritance

[object](#) ← Converter

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Configuration

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

Property Value

[string](#)

Environment

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

Property Value

[string](#)

Id

```
public Guid Id { get; set; }
```

Property Value

[Guid](#) ↗

Name

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

Property Value

[string](#) ↗

SupportedArtefactTypes

```
public IList<ArtefactType> SupportedArtefactTypes { get; set; }
```

Property Value

[IList](#) ↗<[ArtefactType](#)>

Version

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

Property Value

[string](#) ↗

Class EmulationEnvironment

Namespace: [asec.Models.Emulation](#)

Assembly: asec.dll

```
public class EmulationEnvironment
```

Inheritance

[object](#) ← EmulationEnvironment

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Converters

```
public IEnumerable<Converter> Converters { get; set; }
```

Property Value

[IEnumerable](#)<[Converter](#)>

EaasId

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

Property Value

[string](#)

Emulator

```
public Emulator Emulator { get; set; }
```

Property Value

[Emulator](#)

EmulatorVersion

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

Property Value

[string](#)

Id

```
public Guid Id { get; set; }
```

Property Value

[Guid](#)

Class Emulator

Namespace: [asec.Models.Emulation](#)

Assembly: asec.dll

```
public class Emulator
```

Inheritance

[object](#) ← Emulator

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Environments

```
public IEnumerable<EmulationEnvironment> Environments { get; set; }
```

Property Value

[IEnumerable](#)<[EmulationEnvironment](#)>

Homepage

```
public Uri Homepage { get; set; }
```

Property Value

[Uri](#)

Id

```
public Guid Id { get; set; }
```

Property Value

[Guid](#)

Name

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

Property Value

[string](#)

Platforms

```
public IEnumerable<Platform> Platforms { get; set; }
```

Property Value

[IEnumerable](#)<[Platform](#)>

Class GamePackage

Namespace: [asec.Models.Emulation](#)

Assembly: asec.dll

```
public class GamePackage
```

Inheritance

[object](#) ← GamePackage

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

ConversionDate

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

Property Value

[DateTime](#)

Converter

```
public Converter Converter { get; set; }
```

Property Value

[Converter](#)

Environment

```
public EmulationEnvironment Environment { get; set; }
```

Property Value

[EmulationEnvironment](#)

Id

```
public Guid Id { get; set; }
```

Property Value

[Guid](#)

IncludedArtifacts

```
public IEnumerable<Artefact> IncludedArtifacts { get; set; }
```

Property Value

[IEnumerable](#)<[Artefact](#)>

Name

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

Property Value

[string](#)

Paratexts

```
public IEnumerable<Paratext> Paratexts { get; set; }
```

Property Value

[IEnumerable](#)<[Paratext](#)>

Version

```
public Version Version { get; set; }
```

Property Value

[Version](#)

Class Platform

Namespace: [asec.Models.Emulation](#)

Assembly: asec.dll

```
public class Platform
```

Inheritance

[object](#) ← Platform

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

MediaTypes

```
public IList<PhysicalMediaType> MediaTypes { get; set; }
```

Property Value

[IList](#)<[PhysicalMediaType](#)>

Name

```
[Key]  
public string Name { get; set; }
```

Property Value

[string](#)

Namespace asec.Platforms

Classes

[Linux](#)

Enums

[Signum](#)

Class Linux

Namespace: [asec.Platforms](#)

Assembly: asec.dll

```
public static class Linux
```

Inheritance

[object](#) ← Linux

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

GetDisplays()

```
public static List<string> GetDisplays()
```

Returns

[List](#)<[string](#)>

Kill(Process, Signum)

```
public static void Kill(this Process process, Signum sig)
```

Parameters

process [Process](#)

sig [Signum](#)

PollDisplayConnected(string)

```
public static Task<bool> PollDisplayConnected(string display)
```

Parameters

display [string](#)

Returns

[Task](#)<[bool](#)>

Enum Signum

Namespace: [asec.Platforms](#)

Assembly: asec.dll

```
public enum Signum
```

Fields

SIGHUP = 1

SIGINT = 2

SIGQUIT = 3

SIGILL = 4

SIGTRAP = 5

SIGABRT = 6

SIGIOT = 6

SIGBUS = 7

SIGFPE = 8

SIGKILL = 9

SIGUSR1 = 10

SIGSEGV = 11

SIGUSR2 = 12

SIGPIPE = 13

SIGALRM = 14

SIGTERM = 15

SIGSTKFLT = 16

SIGCLD = 17

SIGCHLD = 17

SIGCONT = 18

SIGSTOP = 19

SIGTSTP = 20

SIGTTIN = 21

SIGTTOU = 22

SIGURG = 23

SIGXCPU = 24

SIGXFSZ = 25

SIGVTALRM = 26

SIGPROF = 27

SIGWINCH = 28

SIGPOLL = 29

SIGIO = 29

SIGPWR = 30

SIGSYS = 31

SIGUNUSED = 31

Namespace asec.ViewModels

Classes

[Artefact](#)

[ConversionInput](#)

[ConversionProcess](#)

[ConversionRequest](#)

[DigitalizationInput](#)

[DigitalizationProcess](#)

[DigitalizationRequest](#)

[DigitalizationTool](#)

[EmulationFinishRequest](#)

[EmulationRequest](#)

[EmulationState](#)

[Emulator](#)

[GamePackage](#)

[Paratext](#)

[Platform](#)

[Version](#)

[Work](#)

Class Artefact

Namespace: [asec.ViewModels](#)

Assembly: asec.dll

```
public record Artefact : IEquatable<Artefact>
```

Inheritance

[object](#) ← Artefact

Implements

[IEquatable](#)<[Artefact](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

ArchivationDate

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

Property Value

[string](#)

Archiver

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

Property Value

[string](#)

DigitalizationToolId

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

Property Value

[string](#) ↗

Id

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

Property Value

[string](#) ↗

Name

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

Property Value

[string](#) ↗

Note

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

Property Value

[string](#) ↗

OriginalFilename

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

Property Value

[string](#) ↗

PhysicalMediaState

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

Property Value

[string](#) ↗

PhysicalMediaType

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

Property Value

[string](#) ↗

Type

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

Property Value

[string](#) ↗

VersionId

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

Property Value

[string](#)

Methods

FromDBEntity(Artifact)

```
public static Artifact FromDBEntity(Artifact artifact)
```

Parameters

artifact [Artifact](#)

Returns

[Artifact](#)

ToDBEntity(AsecDBContext)

```
public Task<Artifact> ToDBEntity(AsecDBContext context)
```

Parameters

context [AsecDBContext](#)

Returns

[Task](#)<[Artifact](#)>

Class ConversionInput

Namespace: [asec.ViewModels](#)

Assembly: asec.dll

```
public record ConversionInput : IEquatable<ConversionInput>
```

Inheritance

[object](#) ← ConversionInput

Implements

[IEquatable](#)<[ConversionInput](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

ConversionInput(string)

```
public ConversionInput(string Data)
```

Parameters

Data [string](#)

Properties

Data

```
public string Data { get; init; }
```

Property Value

[string](#)

Class ConversionProcess

Namespace: [asec.ViewModels](#)

Assembly: asec.dll

```
public record ConversionProcess : IEquatable<ConversionProcess>
```

Inheritance

[object](#) ← ConversionProcess

Implements

[IEquatable](#)<[ConversionProcess](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

ArtefactIds

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

Property Value

[List](#)<[string](#)>

EmulatorId

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

Property Value

[string](#)

ProcessId

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

Property Value

[string](#) ↗

StartTime

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

Property Value

[string](#) ↗

Status

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

Property Value

[string](#) ↗

StatusDetail

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

Property Value

[string](#) ↗

Methods

FromProcess(Process)

```
public static ConversionProcess FromProcess(Process process)
```

Parameters

process [Process](#)

Returns

[ConversionProcess](#)

Class ConversionRequest

Namespace: [asec.ViewModels](#)

Assembly: asec.dll

```
public record ConversionRequest : IEquatable<ConversionRequest>
```

Inheritance

[object](#) ← ConversionRequest

Implements

[IEquatable](#)<[ConversionRequest](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

ConversionRequest(string, List<string>)

```
public ConversionRequest(string EmulatorId, List<string> ArtefactIds)
```

Parameters

EmulatorId [string](#)

ArtefactIds [List](#)<[string](#)>

Properties

ArtefactIds

```
public List<string> ArtefactIds { get; init; }
```

Property Value

[List](#)<[string](#)>

EmulatorId

```
public string EmulatorId { get; init; }
```

Property Value

[string](#)

Class DigitalizationInput

Namespace: [asec.ViewModels](#)

Assembly: asec.dll

```
public record DigitalizationInput : IEquatable<DigitalizationInput>
```

Inheritance

[object](#) ← DigitalizationInput

Implements

[IEquatable](#)<[DigitalizationInput](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

DigitalizationInput(string)

```
public DigitalizationInput(string Data)
```

Parameters

Data [string](#)

Properties

Data

```
public string Data { get; init; }
```

Property Value

[string](#)

Class DigitalizationProcess

Namespace: [asec.ViewModels](#)

Assembly: asec.dll

```
public record DigitalizationProcess : IEquatable<DigitalizationProcess>
```

Inheritance

[object](#) ← DigitalizationProcess

Implements

[IEquatable](#)<[DigitalizationProcess](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

ProcessId

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

Property Value

[string](#)

StartTime

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

Property Value

[string](#)

Status

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

Property Value

[string](#) ↗

StatusDetail

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

Property Value

[string](#) ↗

ToolId

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

Property Value

[string](#) ↗

Methods

FromProcess(Process)

```
public static DigitalizationProcess FromProcess(Process process)
```

Parameters

process [Process](#)

Returns

[DigitalizationProcess](#)

Class DigitalizationRequest

Namespace: [asec.ViewModels](#)

Assembly: asec.dll

```
public record DigitalizationRequest : IEquatable<DigitalizationRequest>
```

Inheritance

[object](#) ← DigitalizationRequest

Implements

[IEquatable](#)<[DigitalizationRequest](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

DigitalizationRequest(string, string)

```
public DigitalizationRequest(string ToolId, string VersionId)
```

Parameters

ToolId [string](#)

VersionId [string](#)

Properties

ToolId

```
public string ToolId { get; init; }
```

Property Value

[string](#) ↗

VersionId

```
public string VersionId { get; init; }
```

Property Value

[string](#) ↗

Class DigitalizationTool

Namespace: [asec.ViewModels](#)

Assembly: asec.dll

```
public record DigitalizationTool : IEquatable<DigitalizationTool>
```

Inheritance

[object](#) ← DigitalizationTool

Implements

[IEquatable](#)<[DigitalizationTool](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

DigitalizationTool(string, string, string, string, string, bool)

```
public DigitalizationTool(string Id, string Slug, string Name, string Version,  
string PhysicalMediaType, bool IsAvailable)
```

Parameters

Id [string](#)

Slug [string](#)

Name [string](#)

Version [string](#)

PhysicalMediaType [string](#)

IsAvailable [bool](#)

Properties

Id

```
public string Id { get; init; }
```

Property Value

[string](#) ↗

IsAvailable

```
public bool IsAvailable { get; init; }
```

Property Value

[bool](#) ↗

Name

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

Property Value

[string](#) ↗

PhysicalMediaType

```
public string PhysicalMediaType { get; init; }
```

Property Value

[string](#) ↗

Slug

```
public string Slug { get; init; }
```

Property Value

[string](#) ↗

Version

```
public string Version { get; init; }
```

Property Value

[string](#) ↗

Class EmulationFinishRequest

Namespace: [asec.ViewModels](#)

Assembly: asec.dll

```
public record EmulationFinishRequest : IEquatable<EmulationFinishRequest>
```

Inheritance

[object](#) ← EmulationFinishRequest

Implements

[IEquatable](#)<[EmulationFinishRequest](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

EmulationFinishRequest(bool, bool, bool)

```
public EmulationFinishRequest(bool KeepScreenRecording, bool KeepWebcamRecording,  
bool SaveMachineState)
```

Parameters

KeepScreenRecording [bool](#)

KeepWebcamRecording [bool](#)

SaveMachineState [bool](#)

Properties

KeepScreenRecording

```
public bool KeepScreenRecording { get; init; }
```

Property Value

[bool](#) ↗

KeepWebcamRecording

```
public bool KeepWebcamRecording { get; init; }
```

Property Value

[bool](#) ↗

SaveMachineState

```
public bool SaveMachineState { get; init; }
```

Property Value

[bool](#) ↗

Class EmulationRequest

Namespace: [asec.ViewModels](#)

Assembly: asec.dll

```
public record EmulationRequest : IEquatable<EmulationRequest>
```

Inheritance

[object](#) ← EmulationRequest

Implements

[IEquatable](#)<[EmulationRequest](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

EmulationRequest(string)

```
public EmulationRequest(string PackageId)
```

Parameters

PackageId [string](#)

Properties

Packageld

```
public string PackageId { get; init; }
```

Property Value

[string](#)

Class EmulationState

Namespace: [asec.ViewModels](#)

Assembly: asec.dll

```
public record EmulationState : IEquatable<EmulationState>
```

Inheritance

[object](#) ← EmulationState

Implements

[IEquatable](#)<[EmulationState](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

EmulationState(string, string, string, string, bool, bool)

```
public EmulationState(string Id, string PackageId, string Status, string  
StatusDetail, bool IsGpuPassthrough, bool IsUsbPassthrough)
```

Parameters

Id [string](#)

PackageId [string](#)

Status [string](#)

StatusDetail [string](#)

IsGpuPassthrough [bool](#)

IsUsbPassthrough [bool](#)

Properties

Id

```
public string Id { get; init; }
```

Property Value

[string](#) ↗

IsGpuPassthrough

```
public bool IsGpuPassthrough { get; init; }
```

Property Value

[bool](#) ↗

IsUsbPassthrough

```
public bool IsUsbPassthrough { get; init; }
```

Property Value

[bool](#) ↗

PackageId

```
public string PackageId { get; init; }
```

Property Value

[string](#) ↗

Status

```
public string Status { get; init; }
```

Property Value

[string](#) ↗

StatusDetail

```
public string StatusDetail { get; init; }
```

Property Value

[string](#) ↗

Methods

FromProcess(Process)

```
public static EmulationState FromProcess(Process process)
```

Parameters

[process](#) [Process](#)

Returns

[EmulationState](#)

Class Emulator

Namespace: [asec.ViewModels](#)

Assembly: asec.dll

```
public record Emulator : IEquatable<Emulator>
```

Inheritance

[object](#) ← Emulator

Implements

[IEquatable](#)<[Emulator](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Homepage

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

Property Value

[string](#)

Id

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

Property Value

[string](#)

Name

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

Property Value

[string](#)

Platforms

```
public IEnumerable<string> Platforms { get; set; }
```

Property Value

[IEnumerable](#)<[string](#)>

Version

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

Property Value

[string](#)

Methods

FromEmulationEnvironment(EmulationEnvironment)

```
public static Emulator FromEmulationEnvironment(EmulationEnvironment environment)
```

Parameters

environment [EmulationEnvironment](#)

Returns

[Emulator](#)

Class GamePackage

Namespace: [asec.ViewModels](#)

Assembly: asec.dll

```
public record GamePackage : IEquatable<GamePackage>
```

Inheritance

[object](#) ← GamePackage

Implements

[IEquatable](#)<[GamePackage](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

ConversionDate

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

Property Value

[string](#)

EmulatorId

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

Property Value

[string](#)

Id

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

Property Value

[string](#)

IncludedArtifactIds

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

Property Value

[List](#)<[string](#)>

Name

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

Property Value

[string](#)

VersionId

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

Property Value

[string](#)

Methods

FromGamePackage(GamePackage)

```
public static GamePackage FromGamePackage(GamePackage package)
```

Parameters

package [GamePackage](#)

Returns

[GamePackage](#)

Class Paratext

Namespace: [asec.ViewModels](#)

Assembly: asec.dll

```
public record Paratext : IEquatable<Paratext>
```

Inheritance

[object](#) ← Paratext

Implements

[IEquatable](#)<[Paratext](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Description

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

Property Value

[string](#)

Downloadable

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

Property Value

[bool](#)

Id

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

Property Value

[string](#) ↗

Name

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

Property Value

[string](#) ↗

PackageId

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

Property Value

[string](#) ↗

Source

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

Property Value

[string](#) ↗

SourceUrl

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

Property Value

[string](#) ↗

Thumbnail

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

Property Value

[string](#) ↗

VersionId

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

Property Value

[string](#) ↗

WorkId

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

Property Value

[string](#) ↗

Methods

FromDBParatext(Paratext)

```
public static Paratext FromDBParatext(Paratext paratext)
```

Parameters

paratext [Paratext](#)

Returns

[Paratext](#)

Class Platform

Namespace: [asec.ViewModels](#)

Assembly: asec.dll

```
public record Platform : IEquatable<Platform>
```

Inheritance

[object](#) ← Platform

Implements

[IEquatable](#)<[Platform](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Name

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

Property Value

[string](#)

PhysicalMediaTypes

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

Property Value

[List](#)<[string](#)>

Methods

FromPlatform(Platform)

```
public static Platform FromPlatform(Platform platform)
```

Parameters

platform [Platform](#)

Returns

[Platform](#)

Class Version

Namespace: [asec.ViewModels](#)

Assembly: asec.dll

```
public record Version : IEquatable<Version>
```

Inheritance

[object](#) ← Version

Implements

[IEquatable](#)<[Version](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

AlternativeTitle

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

Property Value

[string](#)

Id

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

Property Value

[string](#)

Note

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

Property Value

[string](#)

Status

```
public IEnumerable<string> Status { get; set; }
```

Property Value

[IEnumerable](#)<[string](#)>

System

```
public IEnumerable<string> System { get; set; }
```

Property Value

[IEnumerable](#)<[string](#)>

SystemRequirements

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

Property Value

[string](#)

Title

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

Property Value

[string](#)

WorkId

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

Property Value

[string](#)

YearOfPublication

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

Property Value

[string](#)

Methods

FromDBEntity(Version)

```
public static Version FromDBEntity(Version dbVersion)
```

Parameters

dbVersion [Version](#)

Returns

[Version](#)

ToDBEntity(AsecDBContext, bool)

```
public Task<Version> ToDBEntity(AsecDBContext dbContext, bool createMissing)
```

Parameters

dbContext [AsecDBContext](#)

createMissing [bool](#)

Returns

[Task](#)<[Version](#)>

Class Work

Namespace: [asec.ViewModels](#)

Assembly: asec.dll

```
public record Work : IEquatable<Work>
```

Inheritance

[object](#) ← Work

Implements

[IEquatable](#)<[Work](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

AlternativeTitle

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

Property Value

[string](#)

Classification

```
public IEnumerable<string> Classification { get; set; }
```

Property Value

[IEnumerable](#)<[string](#)>

Description

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

Property Value

[string](#)

Genre

```
public IEnumerable<string> Genre { get; set; }
```

Property Value

[IEnumerable](#)<[string](#)>

Id

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

Property Value

[string](#)

LocationClassification

```
public IEnumerable<string> LocationClassification { get; set; }
```

Property Value

[IEnumerable](#)<[string](#)>

Note

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

Property Value

[string](#)

Status

```
public IEnumerable<string> Status { get; set; }
```

Property Value

[IEnumerable](#)<[string](#)>

Subheading

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

Property Value

[string](#)

TimeClassification

```
public IEnumerable<string> TimeClassification { get; set; }
```

Property Value

[IEnumerable](#)<[string](#)>

Title

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

Property Value

[string](#) ↗

YearOfPublication

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

Property Value

[string](#) ↗

Methods

FromDbEntity(Work)

```
public static Work FromDbEntity(Work dbWork)
```

Parameters

dbWork [Work](#)

Returns

[Work](#)

ToDbEntity(AsecDBContext, bool)

```
public Task<Work> ToDbEntity(AsecDBContext dbContext, bool createMissing)
```

Parameters

dbContext [AsecDBContext](#)

createMissing [bool](#)

Returns

[Task](#) <[Work](#)>