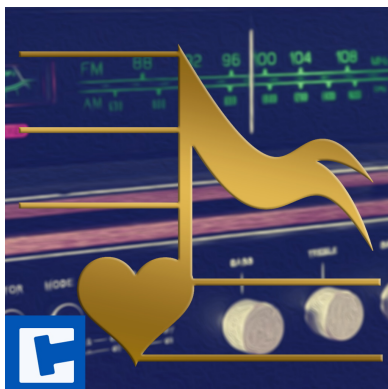


Radio PRO

Music matters



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Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Classes

- class [ExtensionMethods](#)
Various extension methods.

4.2 Crosstales.Common Namespace Reference

4.3 Crosstales.Common.Audio Namespace Reference

Classes

- class [FFTAnalyzer](#)
FFT analyzer for an audio channel.
- class [SpectrumVisualizer](#)
Simple spectrum visualizer.
- class [WavMaster](#)
WAV utility for recording and audio playback functions in Unity.

4.4 Crosstales.Common.EditorTask Namespace Reference

Classes

- class [BaseCompileDefines](#)
Base for adding and removing the given symbols to PlayerSettings compiler define symbols.
- class [BaseSetupResources](#)
Base-class for moving all resources to 'Editor Default Resources'.
- class [NYCheck](#)
Checks if a 'Happy new year'-message must be displayed.
- class [SetupResources](#)
Moves all resources to 'Editor Default Resources'.

4.5 Crosstales.Common.EditorUtil Namespace Reference

Classes

- class [BaseEditorHelper](#)

Base for various Editor helper functions.

4.6 Crosstales.Common.Model Namespace Reference

4.7 Crosstales.Common.Model.Enum Namespace Reference

Enumerations

- enum [Platform](#) {
 Windows, OSX, Linux, IOS,
 Android, WSA, Web, Unsupported }
- enum [SampleRate](#) {
 _**8000Hz** = 8000, _**11025Hz** = 11025, _**22050Hz** = 22050, _**44100Hz** = 44100,
 _**48000Hz** = 48000 }

All available platforms.

Typical audio sample rates.

4.7.1 Enumeration Type Documentation

4.7.1.1 Platform

```
enum Crosstales.Common.Model.Enum.Platform [strong]
```

All available platforms.

4.7.1.2 SampleRate

```
enum Crosstales.Common.Model.Enum.SampleRate [strong]
```

Typical audio sample rates.

4.8 Crosstales.Common.Util Namespace Reference

Classes

- class [BackgroundController](#)
Enables or disable game objects on Android or iOS in the background.
- class [BaseConstants](#)
Base for collected constants of very general utility for the asset.
- class [BaseHelper](#)
Base for various helper functions.
- class [CTHelper](#)
Helper to reset the necessary settings.
- class [CTHelperEditor](#)
- class [CTPCompileDefines](#)
Adds "CT_PROC" define symbol to PlayerSettings define symbols.
- class [CTPlayerPrefs](#)
Wrapper for the PlayerPrefs.
- class [CTProcess](#)
Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).
- class [CTProcessStartInfo](#)
Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties).
- class [CTScreenshot](#)
Take screen shots inside an application.
- class [CTWebClient](#)
Specialized WebClient.
- class [MemoryCacheStream](#)
Memory cache stream.
- class **NativeMethods**
Native methods (bridge to Windows).
- class [PlatformController](#)
Enables or disable game objects and scripts for a given platform.
- class [RandomColor](#)
Random color changer.
- class [RandomRotator](#)
Random rotation changer.
- class [RandomScaler](#)
Random scale changer.
- class [Singleton](#)
Base-class for all singletons.
- class [SingletonHelper](#)
Helper-class for singletons.
- class [SurviveSceneSwitch](#)
Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.
- class [XmlHelper](#)
Helper-class for XML.

4.9 Crosstales.NLayer Namespace Reference

Classes

- interface [IMpegFrame](#)
Defines a standard way of representing a MPEG frame to the decoder
- class [MpegFile](#)
- class [MpegFrameDecoder](#)

Enumerations

- enum **MpegVersion** { **Unknown** = 0, **Version1** = 10, **Version2** = 20, **Version25** = 25 }
- enum **MpegLayer** { **Unknown** = 0, **LayerI** = 1, **LayerII** = 2, **LayerIII** = 3 }
- enum **MpegChannelMode** { **Stereo**, **JointStereo**, **DualChannel**, **Mono** }
- enum **StereoMode** { **Both**, **LeftOnly**, **RightOnly**, **DownmixToMono** }

4.10 Crosstales.NLayer.Decoder Namespace Reference

Classes

- class [BitReservoir](#)
- class [FrameBase](#)
- class [Huffman](#)
- class [ID3Frame](#)
- class [LayerDecoderBase](#)
- class [LayerIDecoder](#)
- class [LayerIIDecoder](#)
- class [LayerIIIDecoderBase](#)
- class [LayerIIIDecoder](#)
Class Implementing Layer 3 Decoder.
- class [MpegFrame](#)
- class [MpegStreamReader](#)
- class [RiffHeaderFrame](#)
RIFF header reader
- class [VBRInfo](#)

4.11 Crosstales.NVorbis Namespace Reference

Classes

- class [DataPacket](#)
A single data packet from a logical Vorbis stream.
- class [Huffman](#)
- class [HuffmanListNode](#)
- interface [IContainerReader](#)
Provides a interface for a Vorbis logical stream container.
- interface [IPacketProvider](#)

Provides packets on-demand for the Vorbis stream decoder.

- interface [IVorbisStreamStatus](#)
- class [Mdct](#)
- class [NewStreamEventArgs](#)

Event data for when a new logical stream is found in a container.

- class [ParameterChangeEventArgs](#)

Event data for when a logical stream has a parameter change.

- class [RingBuffer](#)
- class [Utils](#)
- class [VorbisCodebook](#)
- class [VorbisFloor](#)
- class [VorbisMapping](#)
- class [VorbisMode](#)
- class [VorbisReader](#)
- class [VorbisResidue](#)
- class [VorbisStreamDecoder](#)
- class [VorbisTime](#)

4.12 Crosstales.NVorbis.Ogg Namespace Reference

Classes

- class [ContainerReader](#)

Provides an [IContainerReader](#) implementation for basic [Ogg](#) files.

- class [Crc](#)
- class [Packet](#)
- class [PacketReader](#)

Enumerations

- enum **PageFlags** { **None** = 0, **ContinuesPacket** = 1, **BeginningOfStream** = 2, **EndOfStream** = 4 }

4.13 Crosstales.Radio Namespace Reference

Classes

- class [AudioEndEvent](#)
- class [AudioStartEvent](#)
- class [BasePlayer](#)

Base class for all players.

- class [BufferingEndEvent](#)
- class [BufferingStartEvent](#)
- class [ErrorEvent](#)
- class [FilterChangeEvent](#)
- interface [IPlayer](#)

Interface for all players.

- class [PlaybackEndEvent](#)
- class [PlaybackStartEvent](#)

- class [ProviderReadyEvent](#)
- class [RadioManager](#)
Radio manager for multiple radio players.
- class [RadioPlayer](#)
Player for a radio station.
- class [RecordChangeEvent](#)
- class [SimplePlayer](#)
Simple player.
- class [StationChangeEvent](#)
- class [StationsChangeEvent](#)

Functions

- delegate void **PlaybackStart** ([Model.RadioStation](#) station)
- delegate void **PlaybackEnd** ([Model.RadioStation](#) station)
- delegate void **BufferingStart** ([Model.RadioStation](#) station)
- delegate void **BufferingEnd** ([Model.RadioStation](#) station)
- delegate void **BufferingProgressUpdate** ([Model.RadioStation](#) station, float progress)
- delegate void **AudioStart** ([Model.RadioStation](#) station)
- delegate void **AudioEnd** ([Model.RadioStation](#) station)
- delegate void **AudioPlayTimeUpdate** ([Model.RadioStation](#) station, float playtime)
- delegate void **RecordChange** ([Model.RadioStation](#) station, [Model.RecordInfo](#) newRecord)
- delegate void **RecordPlayTimeUpdate** ([Model.RadioStation](#) station, [Model.RecordInfo](#) record, float playtime)
- delegate void **NextRecordChange** ([Model.RadioStation](#) station, [Model.RecordInfo](#) nextRecord, float delay)
- delegate void **NextRecordDelayUpdate** ([Model.RadioStation](#) station, [Model.RecordInfo](#) nextRecord, float delay)
- delegate void **ErrorInfo** ([Model.RadioStation](#) station, string info)
- delegate void **StationChange** ([Model.RadioStation](#) newStation)
- delegate void **FilterChange** ()
- delegate void **StationsChange** ()
- delegate void **ProviderReady** ()

4.14 Crosstales.Radio.Apollo Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for [Apollo](#) Visualizer Kit.

4.15 Crosstales.Radio.AudioVisualizer Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for Audio Visualizer.

4.16 Crosstales.Radio.Demo Namespace Reference

Classes

- class [ComplexObject](#)
A complex object for all parameters of a gui-prefab used in [GUIRadioplayer](#).
- class [EventTester](#)
Simple test script for all UnityEvent-callbacks.
- class [GUIMain](#)
Main GUI for all demo scenes.
- class [GUIPlayOwnRadio](#)
GUI for a very simple radio player.
- class [GUIPlayRadio](#)
GUI for a very simple radio player.
- class [GUIPlayStation](#)
GUI for a very simple normal/random radio station player.
- class [GUIRadioplayer](#)
GUI for multiple radio players.
- class [GUIRadioStatic](#)
GUI for a radio player.
- class [KeyboardController](#)
Controls UI elements with keyboard commands.
- class [SceneSwitcher](#)
Very simple scene switcher.
- class [TestAllStations](#)
Test all stations of a given [RadioManager](#).
- class [ZInstaller](#)
Installs the 'UI'-package from [Common](#) amd [OnRadio](#).

4.17 Crosstales.Radio.EditorExtension Namespace Reference

Classes

- class [BaseRadioProviderEditor](#)
Base-class for custom editors of children of the 'BaseRadioProvider'-class.
- class [CrossFaderEditor](#)
Custom editor for the 'CrossFader'-class.
- class [LoudspeakerEditor](#)
Custom editor for the 'Loudspeaker'-class.
- class [RadioManagerEditor](#)
Custom editor for the '[RadioPlayer](#)'-class.
- class [RadioPlayerEditor](#)
Custom editor for the '[RadioPlayer](#)'-class.
- class [RadioProviderResourceEditor](#)
Custom editor for the 'RadioProviderResource'-class.
- class [RadioProviderShoutcastEditor](#)
Custom editor for the 'RadioProviderShoutcast'-class.
- class [RadioProviderURLEditor](#)
Custom editor for the 'RadioProviderURL'-class.

- class [RadioProviderUserEditor](#)
Custom editor for the 'RadioProviderUser'-class.
- class [RadioSetEditor](#)
Custom editor for the 'RadioSet'-class.
- class [SimplePlayerEditor](#)
Custom editor for the 'SimplePlayer'-class.
- class [StreamSaverEditor](#)
Custom editor for the 'StreamSaver'-class.

4.18 Crosstales.Radio.EditorIntegration Namespace Reference

Classes

- class [ConfigBase](#)
Base class for editor windows.
- class [ConfigPreferences](#)
Unity "Preferences" extension.
- class [ConfigWindow](#)
Editor window extension.
- class [CrossFaderGameObject](#)
Editor component for the "Hierarchy"-menu.
- class [CrossFaderMenu](#)
Editor component for the "Tools"-menu.
- class [LoudspeakerGameObject](#)
Editor component for the "Hierarchy"-menu.
- class [LoudspeakerMenu](#)
Editor component for the "Tools"-menu.
- class [RadioGameObject](#)
Editor component for the "Hierarchy"-menu.
- class [RadioMenu](#)
Editor component for the "Tools"-menu.
- class [StreamSaverGameObject](#)
Editor component for the "Hierarchy"-menu.
- class [StreamSaverMenu](#)
Editor component for the "Tools"-menu.

4.19 Crosstales.Radio.EditorTask Namespace Reference

Classes

- class [AAAConfigLoader](#)
Loads the configuration at startup.
- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.
- class [Launch](#)
Show the configuration window on the first launch.
- class [SetAndroid](#)
Sets the required build parameters for Android.
- class [SetupResources](#)
Moves all resources to 'Editor Default Resources'.
- class [UpdateCheck](#)
Checks for updates of the asset.

Enumerations

- enum [UpdateStatus](#) {
NOT_CHECKED, NO_UPDATE, UPDATE, UPDATE_VERSION,
DEPRECATED }

All possible update stati.

4.19.1 Enumeration Type Documentation

4.19.1.1 UpdateStatus

```
enum Crosstales.Radio.EditorTask.UpdateStatus [strong]
```

All possible update stati.

4.20 Crosstales.Radio.EditorUtil Namespace Reference

Classes

- class [EditorConfig](#)
Editor configuration for the asset.
- class [EditorConstants](#)
Collected editor constants of very general utility for the asset.
- class [EditorHelper](#)
Editor helper class.

4.21 Crosstales.Radio.Model Namespace Reference

Classes

- class [RadioFilter](#)
Filter for radio stations.
- class [RadioStation](#)
Model for a radio station.
- class [RecordInfo](#)
Contains information about the current audio record from a radio station (for Icecast-servers).

4.22 Crosstales.Radio.Model.Entry Namespace Reference

Classes

- class [BaseRadioEntry](#)
Base class for radio entries.
- class [RadioEntryResource](#)
Model for a Resource entry.
- class [RadioEntryShoutcast](#)
Model for a Shoutcast entry.
- class [RadioEntryURL](#)
Model for an URL entry.
- class [RadioEntryUser](#)
Model for an User entry.

4.23 Crosstales.Radio.Model.Enum Namespace Reference

Enumerations

- enum [AudioCodec](#) { **None**, **MP3_NLayer**, **MP3_NAudio**, **OGG_NVorbis** }
All available audio codecs.
- enum [AudioFormat](#) { **UNKNOWN**, **MP3**, **OGG** }
All supported audio formats.
- enum [DataFormatResource](#) { **Text**, **M3U**, **PLS** }
All supported data formats for RadioEntryResource.
- enum [DataFormatURL](#) { **Stream**, **Text**, **M3U**, **PLS** }
All supported data formats for RadioEntryURL.
- enum [PathPrefix](#) { **None**, **PersistentDataPath**, **DataPath**, **TempPath** }
Prefixes for paths.
- enum [URLPrefix](#) { **None**, **Http**, **Https**, **File**, **PersistentDataPath**, **DataPath**, **TempPath** }
Prefixes for URLs.

4.23.1 Enumeration Type Documentation

4.23.1.1 AudioCodec

enum [Crosstales.Radio.Model.Enum.AudioCodec](#) [strong]

All available audio codecs.

4.23.1.2 AudioFormat

enum [Crosstales.Radio.Model.Enum.AudioFormat](#) [strong]

All supported audio formats.

4.23.1.3 DataFormatResource

enum [Crosstales.Radio.Model.Enum.DataFormatResource](#) [strong]

All supported data formats for RadioEntryResource.

4.23.1.4 DataFormatURL

enum [Crosstales.Radio.Model.Enum.DataFormatURL](#) [strong]

All supported data formats for RadioEntryURL.

4.23.1.5 PathPrefix

enum [Crosstales.Radio.Model.Enum.PathPrefix](#) [strong]

Prefixes for paths.

4.23.1.6 URLPrefix

enum [Crosstales.Radio.Model.Enum.URLPrefix](#) [strong]

Prefixes for URLs.

4.24 Crosstales.Radio.OnRadio Namespace Reference

Classes

- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.

4.25 Crosstales.Radio.OnRadio.Demo Namespace Reference

Classes

- class [AccessSettings](#)
Set the access settings for [OnRadio](#).
- class [BaseGUIStatic](#)
Base-class for a static GUI entry.
- class [ComplexObject](#)
A complex object for all parameters of a gui-prefab used in [GUIOnRadio](#).
- class [GUIOnRadio](#)
GUI for [OnRadio](#).
- class [GUIRecordStatic](#)
GUI for a record.
- class [GUIStationStatic](#)
GUI for a station.
- class [OrderManager](#)
- class [QueryPlaylist](#)
Query for the Playlist service.
- class [QueryReco2](#)
Query for the Reco2 service.
- class [QueryTopsongs](#)
Query for the Topsongs service.
- class [ShowMore](#)
Shows the details for [OnRadio](#).

4.26 Crosstales.Radio.OnRadio.EditorExtension Namespace Reference

Classes

- class [BaseServiceEditor](#)
Custom editor for the 'BaseService'-class.
- class [OnRadioGameObject](#)
Editor component for for adding the prefabs from '[OnRadio](#)' in the "Hierarchy"-menu.
- class [OnRadioMenu](#)
Editor component for for adding the prefabs from '[OnRadio](#)' in the "Tools"-menu.
- class [PlaylistServiceEditor](#)
Custom editor for the 'PlaylistService'-class.
- class [RadioProviderOnRadioEditor](#)
Custom editor for the 'RadioProviderOnRadio'-class.
- class [Reco2ServiceEditor](#)
Custom editor for the 'Reco2Service'-class.
- class [TopsongsServiceEditor](#)
Custom editor for the 'TopsongsService'-class.

4.27 Crosstales.Radio.OnRadio.Model Namespace Reference

Classes

- class [Playlist](#)
Model of a playlist.
- class [RadioStationExt](#)
Extended RadioStation.
- class [RecordInfoExt](#)
Extended RecordInfo.
- class [Song](#)
Model of a song.
- class [Songs](#)
Model of a song holder.
- class [Stations](#)
Model of a station.
- class [Uberurl](#)
Model of a Uberurl.

Enumerations

- enum [Genre](#) {
All, _70s, _80s, _90s,
_00s, AdultContemporary, Alternative, Christian,
Christmas, ClassicCountry, Classical, Country,
Electronic, ElectronicChill, Dubstep, House,
Industrial, Techno, Trance, HipHop,
HitMusic, Indian, Jazz, LatinHits,
Metal, Oldies, Rap, Reggae,
Rock, Roots, Soul, Standards,
World, Music }
All possible genres.
- enum [ImageResolution](#) { low, med, hi }
All possible image resolutions.

4.27.1 Enumeration Type Documentation

4.27.1.1 Genre

enum [Crosstales.Radio.OnRadio.Model.Genre](#) [strong]

All possible genres.

4.27.1.2 ImageResolution

enum [Crosstales.Radio.OnRadio.Model.ImageResolution](#) [strong]

All possible image resolutions.

4.28 Crosstales.Radio.OnRadio.Model.DARStations Namespace Reference

Classes

- class [Station](#)
Model of a station.
- class [Stations](#)
Model of a station holder.

4.29 Crosstales.Radio.OnRadio.Model.Play Namespace Reference

Classes

- class [Playlist](#)
Model of a station holder.
- class [Station](#)
Model of a station.

4.30 Crosstales.Radio.OnRadio.Model.Songart Namespace Reference

Classes

- class [Song](#)
Model of a song.
- class [Songs](#)
Model of a song holder.

4.31 Crosstales.Radio.OnRadio.Provider Namespace Reference

Classes

- class [RadioProviderOnRadio](#)
Provider for OnRadio service results.

4.32 Crosstales.Radio.OnRadio.Service Namespace Reference

Classes

- class [BaseService](#)
Base-class of a service.
- class [PlaylistService](#)
Playlist service implementation.
- class [QueryCompleteEvent](#)
- class [Reco2Service](#)
Reco2 service implementation.
- class [TopsongsService](#)
Topsongs service implementation.

4.33 Crosstales.Radio.OnRadio.Util Namespace Reference

Classes

- class [Constants](#)
Collected constants of very general utility for [OnRadio](#).
- class [Helper](#)
Helper-class for [OnRadio](#).

4.34 Crosstales.Radio.Provider Namespace Reference

Classes

- class [BaseRadioProvider](#)
Base class for radio providers.
- interface [IRadioProvider](#)
Interface for all radio providers.
- class [RadioProviderResource](#)
[Provider](#) for resources of radio stations in various formats.
- class [RadioProviderShoutcast](#)
[Provider](#) for Shoutcast-based radio stations.
- class [RadioProviderURL](#)
[Provider](#) for URLs of radio stations in various formats.
- class [RadioProviderUser](#)
[Provider](#) for users of [Radio](#). This enables the possibility to manage the desired stations with a given initial set of stations.

4.35 Crosstales.Radio.RhythmVisualizator Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for Rhythm Visualizator.

4.36 Crosstales.Radio.Set Namespace Reference

Classes

- interface [ISet](#)
Interface for all sets.
- class [RadioSet](#)
[RadioSet](#) consists of 1-n providers.

4.37 Crosstales.Radio.Tool Namespace Reference

Classes

- class [ChangeAudioCodec](#)
Changes the default audio codec under Windows.
- class [CrossFader](#)
Cross fade two AudioSource.
- class [LoadIcon](#)
Loads an icon for a radio station or a record.
- class [Loudspeaker](#)
[Loudspeaker](#) for a player.
- class [StreamSaver](#)
Saves the streams of a player as audio files in the WAV-format. NOTE: Copyright laws for music are VERY STRICT and MUST BE respected! If you save music, make sure YOU have the RIGHT to do so! crosstales LLC denies any responsibility for YOUR actions with this tool - use it at your OWN RISK! For more, see https://en.wikipedia.org/wiki/Radio_music_ripping and the rights applying to your country.

4.38 Crosstales.Radio.Util Namespace Reference

Classes

- class [Config](#)
Configuration for the asset.
- class [Constants](#)
Collected constants of very general utility for the asset.
- class [Context](#)
[Context](#) for the asset.
- class [Helper](#)
Various helper functions.

4.39 Crosstales.Radio.VisualizerStudio Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for Visualizer Studio.

4.40 Crosstales.Radio.VolumetricAudio Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for Volumetric Audio.

4.41 Crosstales.Ude Namespace Reference

Namespaces

- namespace [Core](#)
Escaped charsets state machines

Classes

- class [CharsetDetector](#)
Default implementation of charset detection interface. The detector can be fed by a `System.IO.Stream`:
- class [Charsets](#)
- interface [ICharsetDetector](#)

Enumerations

- enum [DetectionConfidence](#) { **NoAnswerYet** = 0, **BestAnswer**, **SureAnswer**, **NoAnswerMatch** }
Indicate how confident the detection module about the return result.

4.41.1 Enumeration Type Documentation

4.41.1.1 DetectionConfidence

```
enum Crosstales.Ude.DetectionConfidence [strong]
```

Indicate how confident the detection module about the return result.

NoAnswerYet: the detector have not find out a answer yet based on the data it received.

BestAnswer: the answer the detector returned is the best one within the knowledge of the detector. In other words, the test to all other candidates fail. For example, the (Shift_JIS/EUC-JP/ISO-2022-JP) detection module may return this with answer "Shift_JIS " if it receive bytes > 0x80 (which make ISO-2022-JP test failed) and byte 0x82 (which may EUC-JP test failed)

SureAnswer: the detector is 100% sure about the answer.

Example 1: the Shift_JIS/ISO-2022-JP/EUC-JP detector return this w/ ISO-2022-JP when it hit one of the following ESC seq ESC (J ESC \$ @ ESC \$ B

Example 2: the detector which can detect UCS2 return w/ UCS2 when the first 2 byte are BOM mark. Example 3: the Korean detector return ISO-2022-KR when it hit ESC \$) C

4.42 Crosstales.Ude.Core Namespace Reference

Escaped charsets state machines

Classes

- class [BIG5DistributionAnalyser](#)
- class [Big5Prober](#)
- class [BIG5SMMModel](#)
- class [BitPackage](#)
- class [BulgarianModel](#)
- class [CharDistributionAnalyser](#)

Base class for the Character Distribution Method, used for the CJK encodings

- class [CharsetProber](#)
- class [CodingStateMachine](#)

Parallel state machine for the Coding Scheme Method

- class [CyrillicModel](#)
- class [EscCharsetProber](#)
- class [EUCJPContextAnalyser](#)
- class [EUCJPDistributionAnalyser](#)
- class [EUCJPProber](#)
- class [EUCJPSMMModel](#)
- class [EUCKRDistributionAnalyser](#)
- class [EUCKRProber](#)
- class [EUCKRSMMModel](#)
- class [EUCTWDistributionAnalyser](#)
- class [EUCTWProber](#)
- class [EUCTWSMMModel](#)
- class [GB18030DistributionAnalyser](#)
- class [GB18030Prober](#)
- class [GB18030SMMModel](#)
- class [GreekModel](#)
- class [HebrewModel](#)
- class [HebrewProber](#)

This prober doesn't actually recognize a language or a charset. It is a helper prober for the use of the Hebrew model probers

- class [HungarianModel](#)
- class [HZSMMModel](#)
- class [Ibm855Model](#)
- class [Ibm866Model](#)
- class [ISO2022CNSMMModel](#)
- class [ISO2022JPSMMModel](#)
- class [ISO2022KRSMMModel](#)
- class [JapaneseContextAnalyser](#)
- class [Koi8rModel](#)
- class [Latin1Prober](#)
- class [Latin2HungarianModel](#)
- class [Latin5BulgarianModel](#)
- class [Latin5Model](#)
- class [Latin7Model](#)
- class [MacCyrillicModel](#)
- class [MBCSGroupProber](#)

Multi-byte charsets probers

- class [SBCSGroupProber](#)
- class [SequenceModel](#)
- class [SingleByteCharSetProber](#)
- class [SJISContextAnalyser](#)
- class [SJISDistributionAnalyser](#)
- class [SJISProber](#)

*for S-JIS encoding, observe characteristic: 1, kana character (or hankaku?) often have high frequency of appearance
2, kana character often exist in group 3, certain combination of kana is never used in Japanese language*

- class [SJISModel](#)
- class [SModel](#)

State machine model

- class [ThaiModel](#)
- class [UCS2BESModel](#)
- class [UCS2LEModel](#)
- class [UniversalDetector](#)
- class [UTF8Prober](#)
- class [UTF8Model](#)
- class [Win1250HungarianModel](#)
- class [Win1251BulgarianModel](#)
- class [Win1251Model](#)
- class [Win1253Model](#)
- class [Win1255Model](#)

Enumerations

- enum **ProbingState** { **Detecting** = 0, **FoundIt** = 1, **NotMe** = 2 }
- enum **InputState** { **PureASCII** = 0, **EscASCII** = 1, **Highbyte** = 2 }

4.42.1 Detailed Description

Escaped charsets state machines

General ideas of the Hebrew charset recognition

Four main charsets exist in Hebrew: "ISO-8859-8" - Visual Hebrew "windows-1255" - Logical Hebrew "ISO-8859-8-I" - Logical Hebrew "x-mac-hebrew" - ?? Logical Hebrew ??

Both "ISO" charsets use a completely identical set of code points, whereas "windows-1255" and "x-mac-hebrew" are two different proper supersets of these code points. windows-1255 defines additional characters in the range 0x80-0x9F as some misc punctuation marks as well as some Hebrew-specific diacritics and additional 'Yiddish' ligature letters in the range 0xc0-0xd6. x-mac-hebrew defines similar additional code points but with a different mapping.

As far as an average Hebrew text with no diacritics is concerned, all four charsets are identical with respect to code points. Meaning that for the main Hebrew alphabet, all four map the same values to all 27 Hebrew letters (including final letters).

The dominant difference between these charsets is their directionality. "Visual" directionality means that the text is ordered as if the renderer is not aware of a BIDI rendering algorithm. The renderer sees the text and draws it from left to right. The text itself when ordered naturally is read backwards. A buffer of Visual Hebrew generally looks like so: "[last word of first line spelled backwards] [whole line ordered backwards and spelled backwards] [first word of

first line spelled backwards] [end of line] [last word of second line] ... etc' " adding punctuation marks, numbers and English text to visual text is naturally also "visual" and from left to right.

"Logical" directionality means the text is ordered "naturally" according to the order it is read. It is the responsibility of the renderer to display the text from right to left. A BIDI algorithm is used to place general punctuation marks, numbers and English text in the text.

Texts in x-mac-hebrew are almost impossible to find on the Internet. From what little evidence I could find, it seems that its general directionality is Logical.

To sum up all of the above, the Hebrew probing mechanism knows about two charsets: Visual Hebrew - "ISO-8859-8" - backwards text - Words and sentences are backwards while line order is natural. For charset recognition purposes the line order is unimportant (In fact, for this implementation, even word order is unimportant). Logical Hebrew - "windows-1255" - normal, naturally ordered text.

"ISO-8859-8-I" is a subset of windows-1255 and doesn't need to be specifically identified. "x-mac-hebrew" is also identified as windows-1255. A text in x-mac-hebrew that contain special punctuation marks or diacritics is displayed with some unconverted characters showing as question marks. This problem might be corrected using another model prober for x-mac-hebrew. Due to the fact that x-mac-hebrew texts are so rare, writing another model prober isn't worth the effort and performance hit.

*** The Prober ***

The prober is divided between two nsSBCharSetProbers and an nsHebrewProber, all of which are managed, created, fed data, inquired and deleted by the nsSBCSGroupProber. The two nsSBCharSetProbers identify that the text is in fact some kind of Hebrew, Logical or Visual. The final decision about which one is it is made by the nsHebrewProber by combining final-letter scores with the scores of the two nsSBCharSetProbers to produce a final answer.

The nsSBCSGroupProber is responsible for stripping the original text of HTML tags, English characters, numbers, low-ASCII punctuation characters, spaces and new lines. It reduces any sequence of such characters to a single space. The buffer fed to each prober in the SBCS group prober is pure text in high-ASCII. The two nsSBCharSetProbers (model probers) share the same language model: [Win1255Model](#). The first nsSBCharSetProber uses the model normally as any other nsSBCharSetProber does, to recognize windows-1255, upon which this model was built. The second nsSBCharSetProber is told to make the pair-of-letter lookup in the language model backwards. This in practice exactly simulates a visual Hebrew model using the windows-1255 logical Hebrew model.

The nsHebrewProber is not using any language model. All it does is look for final-letter evidence suggesting the text is either logical Hebrew or visual Hebrew. Disjointed from the model probers, the results of the nsHebrewProber alone are meaningless. nsHebrewProber always returns 0.00 as confidence since it never identifies a charset by itself. Instead, the pointer to the nsHebrewProber is passed to the model probers as a helper "Name Prober". When the Group prober receives a positive identification from any prober, it asks for the name of the charset identified. If the prober queried is a Hebrew model prober, the model prober forwards the call to the nsHebrewProber to make the final decision. In the nsHebrewProber, the decision is made according to the final-letters scores maintained and Both model probers scores. The answer is returned in the form of the name of the charset identified, either "windows-1255" or "ISO-8859-8".

4.43 HutongGames Namespace Reference

4.44 HutongGames.PlayMaker Namespace Reference

4.45 HutongGames.PlayMaker.Actions Namespace Reference

Classes

- class [BaseRadioAction](#)

- Base class for Radio-actions in [PlayMaker](#).*
- class [RadioManagerPlayNext](#)
PlayNext-action for [PlayMaker](#).
 - class [RadioManagerPlayPrevious](#)
PlayPrevious-action for [PlayMaker](#).
 - class [RadioManagerStopAll](#)
StopAll-action for [PlayMaker](#).
 - class [RadioPlay](#)
Play-action for [PlayMaker](#).
 - class [RadioPlayUI](#)
PlayUI-action for [PlayMaker](#).
 - class [RadioStop](#)
Stop-action for [PlayMaker](#).

Chapter 5

Class Documentation

5.1 Crosstales.Radio.EditorTask.AAConfigLoader Class Reference

Loads the configuration at startup.

5.1.1 Detailed Description

Loads the configuration at startup.

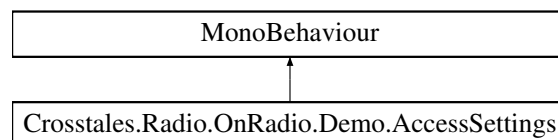
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Task/AAConfigLoader.cs](#)

5.2 Crosstales.Radio.OnRadio.Demo.AccessSettings Class Reference

[Set](#) the access settings for [OnRadio](#).

Inheritance diagram for Crosstales.Radio.OnRadio.Demo.AccessSettings:



Public Member Functions

- void **OnTokenEntered** (string key)
- void **HideSettings** ()
- void **ShowSettings** ()
- void **SetOkButton** ()

Public Attributes

- [Service.BaseService](#) **Service**
- **GameObject** **SettingsPanel**
- **InputField** **Token**
- **Button** **OkButton**

5.2.1 Detailed Description

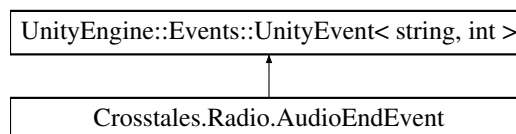
[Set](#) the access settings for [OnRadio](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Demos/Scripts/AccessSettings.cs

5.3 Crosstales.Radio.AudioEndEvent Class Reference

Inheritance diagram for Crosstales.Radio.AudioEndEvent:

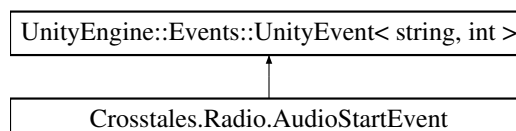


The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.4 Crosstales.Radio.AudioStartEvent Class Reference

Inheritance diagram for Crosstales.Radio.AudioStartEvent:



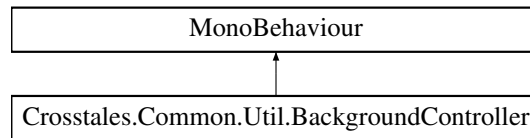
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.5 Crosstales.Common.Util.BackgroundController Class Reference

Enables or disable game objects on Android or iOS in the background.

Inheritance diagram for Crosstales.Common.Util.BackgroundController:



Public Attributes

- `GameObject[]` [Objects](#)
Selected objects to disable in the background for the controller.

5.5.1 Detailed Description

Enables or disable game objects on Android or iOS in the background.

5.5.2 Member Data Documentation

5.5.2.1 Objects

`GameObject [] Crosstales.Common.Util.BackgroundController.Objects`

Selected objects to disable in the background for the controller.

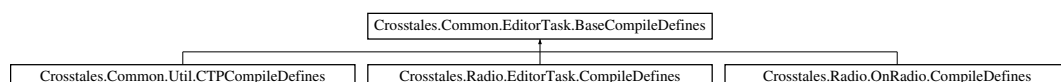
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Extras/BackgroundController/Scripts/BackgroundController.cs`

5.6 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

Base for adding and removing the given symbols to PlayerSettings compiler define symbols.

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:



Static Public Member Functions

- static void [AddSymbolsToAllTargets](#) (params string[] symbols)
Adds the given symbols to the compiler defines.
- static void [RemoveSymbolsFromAllTargets](#) (params string[] symbols)
Removes the given symbols from the compiler defines.

Static Protected Member Functions

- static void **addSymbolsToAllTargets** (params string[] symbols)
- static void **removeSymbolsFromAllTargets** (params string[] symbols)

5.6.1 Detailed Description

Base for adding and removing the given symbols to PlayerSettings compiler define symbols.

5.6.2 Member Function Documentation

5.6.2.1 AddSymbolsToAllTargets()

```
static void Crosstales.Common.EditorTask.BaseCompileDefines.AddSymbolsToAllTargets (
    params string[] symbols ) [static]
```

Adds the given symbols to the compiler defines.

Parameters

<i>symbols</i>	Symbols to add to the compiler defines
----------------	--

5.6.2.2 RemoveSymbolsFromAllTargets()

```
static void Crosstales.Common.EditorTask.BaseCompileDefines.RemoveSymbolsFromAllTargets (
    params string[] symbols ) [static]
```

Removes the given symbols from the compiler defines.

Parameters

<i>symbols</i>	Symbols to remove from the compiler defines
----------------	---

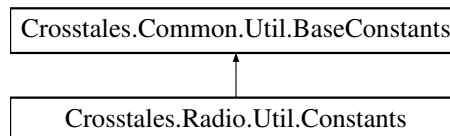
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Editor/Task/BaseCompileDefines.cs](#)

5.7 Crosstales.Common.Util.BaseConstants Class Reference

Base for collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



Static Public Attributes

- const string [ASSET_AUTHOR](#) = "crosstales LLC"
Author of the asset.
- const string [ASSET_AUTHOR_URL](#) = "https://www.crosstales.com"
URL of the asset author.
- const string [ASSET_CT_URL](#) = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"
URL of the crosstales assets in UAS.
- const string [ASSET_SOCIAL_DISCORD](#) = "https://discord.gg/ZbZ2sh4"
URL of the crosstales Discord-channel.
- const string [ASSET_SOCIAL_FACEBOOK](#) = "https://www.facebook.com/crosstales/"
URL of the crosstales Facebook-profile.
- const string [ASSET_SOCIAL_TWITTER](#) = "https://twitter.com/crosstales"
URL of the crosstales Twitter-profile.
- const string [ASSET_SOCIAL_YOUTUBE](#) = "https://www.youtube.com/c/Crosstales"
URL of the crosstales Youtube-profile.
- const string [ASSET_SOCIAL_LINKEDIN](#) = "https://www.linkedin.com/company/crosstales"
URL of the crosstales LinkedIn-profile.
- const string [ASSET_3P_PLAYMAKER](#) = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"
URL of the 3rd party asset "PlayMaker".
- const string [ASSET_3P_VOLUMETRIC_AUDIO](#) = "https://assetstore.unity.com/packages/slug/17125?aid=1011INGT"
URL of the 3rd party asset "Volumetric Audio".
- const string [ASSET_3P_ROCKTOMATE](#) = "https://assetstore.unity.com/packages/slug/156311?aid=1011INGT"
URL of the 3rd party asset "RockTomate".
- const string [ASSET_BWF](#) = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"
URL of the "Badword Filter" asset.
- const string [ASSET_DJ](#) = "https://assetstore.unity.com/packages/slug/41993?aid=1011INGT"
URL of the "DJ" asset.
- const string [ASSET_FB](#) = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"
URL of the "File Browser" asset.
- const string [ASSET_OC](#) = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"
URL of the "Online Check" asset.

- const string **ASSET_RADIO** = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"
URL of the "Radio" asset.
- const string **ASSET_RTV** = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"
URL of the "RT-Voice" asset.
- const string **ASSET_TB** = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"
URL of the "Turbo Backup" asset.
- const string **ASSET_TPB** = "https://assetstore.unity.com/packages/slug/98714?aid=1011INGT"
URL of the "Turbo Builder" asset.
- const string **ASSET_TPS** = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"
URL of the "Turbo Switch" asset.
- const string **ASSET_TR** = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"
URL of the "True Random" asset.
- const int **FACTOR_KB** = 1024
Factor for kilo bytes.
- const int **FACTOR_MB** = **FACTOR_KB** * 1024
Factor for mega bytes.
- const int **FACTOR_GB** = **FACTOR_MB** * 1024
Factor for giga bytes.
- const float **FLOAT_32768** = 32768f
Float value of 32768.
- const float **FLOAT_TOLERANCE** = 0.0001f
Float tolerance.
- const string **FORMAT_TWO_DECIMAL_PLACES** = "0.00"
ToString for two decimal places.
- const string **FORMAT_NO_DECIMAL_PLACES** = "0"
ToString for no decimal places.
- const string **FORMAT_PERCENT** = "0%"
ToString for percent.
- const bool **DEFAULT_DEBUG** = false
- const string **PATH_DELIMITER_WINDOWS** = @"\ "
Path delimiter for Windows.
- const string **PATH_DELIMITER_UNIX** = "/"
Path delimiter for Unix.
- static readonly System.Text.RegularExpressions.Regex **REGEX_LINEENDINGS** = new System.Text.RegularExpressions.Regex(@"\r\n|\r|\n")
- static bool **DEV_DEBUG** = false
Development debug logging for the asset.
- static string **TEXT_TOSTRING_START** = "{"
- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = ", "
- static string **TEXT_TOSTRING_DELIMITER_END** = ""
- static string **PREFIX_HTTP** = "http://"
- static string **PREFIX_HTTPS** = "https://"
- static int **PROCESS_KILL_TIME** = 5000
Kill processes after 5000 milliseconds.
- static string **CMD_WINDOWS_PATH** = @"C:\Windows\system32\cmd.exe"
Path to the cmd under Windows.
- static bool **SHOW_BWF_BANNER** = true
Show the BWF banner.
- static bool **SHOW_DJ_BANNER** = true
Show the DJ banner.

- static bool [SHOW_FB_BANNER](#) = true
Show the FB banner.
- static bool [SHOW_OC_BANNER](#) = true
Show the OC banner.
- static bool [SHOW_RADIO_BANNER](#) = true
Show the [Radio](#) banner.
- static bool [SHOW_RTV_BANNER](#) = true
Show the RTV banner.
- static bool [SHOW_TB_BANNER](#) = true
Show the TB banner.
- static bool [SHOW_TPB_BANNER](#) = true
Show the TPB banner.
- static bool [SHOW_TPS_BANNER](#) = true
Show the TPS banner.
- static bool [SHOW_TR_BANNER](#) = true
Show the TR banner.
- static string [APPLICATION_PATH](#) => [BaseHelper.ValidatePath](#)(Application.dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1))
Application path.

Properties

- static string [PREFIX_FILE](#) [get]
URL prefix for files.

5.7.1 Detailed Description

Base for collected constants of very general utility for the asset.

5.7.2 Member Data Documentation

5.7.2.1 APPLICATION_PATH

```
string Crosstales.Common.Util.BaseConstants.APPLICATION_PATH => BaseHelper.ValidatePath(Application.dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1)) [static]
```

Application path.

5.7.2.2 ASSET_3P_PLAYMAKER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://assetstore.unity.com/packages/slug/368?aid=10111NGT" [static]
```

URL of the 3rd party asset "PlayMaker".

5.7.2.3 ASSET_3P_ROCKTOMATE

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_ROCKTOMATE = "https://assetstore.↵  
unity.com/packages/slug/156311?aid=10111NGT" [static]
```

URL of the 3rd party asset "RockTomate".

5.7.2.4 ASSET_3P_VOLUMETRIC_AUDIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_VOLUMETRIC_AUDIO = "https://assetstore.↵  
unity.com/packages/slug/17125?aid=10111NGT" [static]
```

URL of the 3rd party asset "Volumetric Audio".

5.7.2.5 ASSET_AUTHOR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR = "crosstales LLC" [static]
```

Author of the asset.

5.7.2.6 ASSET_AUTHOR_URL

```
const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR_URL = "https://www.crosstales.↵  
com" [static]
```

URL of the asset author.

5.7.2.7 ASSET_BWF

```
const string Crosstales.Common.Util.BaseConstants.ASSET_BWF = "https://assetstore.unity.↵  
com/packages/slug/26255?aid=10111NGT" [static]
```

URL of the "Badword Filter" asset.

5.7.2.8 ASSET_CT_URL

```
const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://assetstore.unity.↵  
com/lists/crosstales-42213?aid=10111NGT" [static]
```

URL of the crosstales assets in UAS.

5.7.2.9 ASSET_DJ

```
const string Crosstales.Common.Util.BaseConstants.ASSET_DJ = "https://assetstore.unity.↵  
com/packages/slug/41993?aid=10111NGT" [static]
```

URL of the "DJ" asset.

5.7.2.10 ASSET_FB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_FB = "https://assetstore.unity.↵  
com/packages/slug/98713?aid=10111NGT" [static]
```

URL of the "File Browser" asset.

5.7.2.11 ASSET_OC

```
const string Crosstales.Common.Util.BaseConstants.ASSET_OC = "https://assetstore.unity.↵  
com/packages/slug/74688?aid=10111NGT" [static]
```

URL of the "Online Check" asset.

5.7.2.12 ASSET_RADIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RADIO = "https://assetstore.unity.↵  
com/packages/slug/32034?aid=10111NGT" [static]
```

URL of the "Radio" asset.

5.7.2.13 ASSET_RTV

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RTV = "https://assetstore.unity.↵  
com/packages/slug/41068?aid=10111NGT" [static]
```

URL of the "RT-Voice" asset.

5.7.2.14 ASSET_SOCIAL_DISCORD

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_DISCORD = "https://discord.↵  
gg/ZbZ2sh4" [static]
```

URL of the crosstales Discord-channel.

5.7.2.15 ASSET_SOCIAL_FACEBOOK

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_FACEBOOK = "https://www.↵  
facebook.com/crosstales/" [static]
```

URL of the crosstales Facebook-profile.

5.7.2.16 ASSET_SOCIAL_LINKEDIN

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_LINKEDIN = "https://www.↵  
linkedin.com/company/crosstales" [static]
```

URL of the crosstales LinkedIn-profile.

5.7.2.17 ASSET_SOCIAL_TWITTER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_TWITTER = "https://twitter.↵  
com/crosstales" [static]
```

URL of the crosstales Twitter-profile.

5.7.2.18 ASSET_SOCIAL_YOUTUBE

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_YOUTUBE = "https://www.youtube.↵  
com/c/Crosstales" [static]
```

URL of the crosstales Youtube-profile.

5.7.2.19 ASSET_TB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TB = "https://assetstore.unity.↵  
com/packages/slug/98711?aid=10111NGT" [static]
```

URL of the "Turbo Backup" asset.

5.7.2.20 ASSET_TPB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPB = "https://assetstore.unity.↵  
com/packages/slug/98714?aid=10111NGT" [static]
```

URL of the "Turbo Builder" asset.

5.7.2.21 ASSET_TPS

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPS = "https://assetstore.unity.com/packages/slug/60040?aid=10111NGT" [static]
```

URL of the "Turbo Switch" asset.

5.7.2.22 ASSET_TR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TR = "https://assetstore.unity.com/packages/slug/61617?aid=10111NGT" [static]
```

URL of the "True Random" asset.

5.7.2.23 CMD_WINDOWS_PATH

```
string Crosstales.Common.Util.BaseConstants.CMD_WINDOWS_PATH = @"C:\Windows\system32\cmd.exe" [static]
```

Path to the cmd under Windows.

5.7.2.24 DEV_DEBUG

```
bool Crosstales.Common.Util.BaseConstants.DEV_DEBUG = false [static]
```

Development debug logging for the asset.

5.7.2.25 FACTOR_GB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_GB = FACTOR_MB * 1024 [static]
```

Factor for giga bytes.

5.7.2.26 FACTOR_KB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_KB = 1024 [static]
```

Factor for kilo bytes.

5.7.2.27 FACTOR_MB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_MB = FACTOR_KB * 1024 [static]
```

Factor for mega bytes.

5.7.2.28 FLOAT_32768

```
const float Crosstales.Common.Util.BaseConstants.FLOAT_32768 = 32768f [static]
```

Float value of 32768.

5.7.2.29 FLOAT_TOLERANCE

```
const float Crosstales.Common.Util.BaseConstants.FLOAT_TOLERANCE = 0.0001f [static]
```

Float tolerance.

5.7.2.30 FORMAT_NO_DECIMAL_PLACES

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_NO_DECIMAL_PLACES = "0" [static]
```

ToString for no decimal places.

5.7.2.31 FORMAT_PERCENT

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_PERCENT = "0%" [static]
```

ToString for percent.

5.7.2.32 FORMAT_TWO_DECIMAL_PLACES

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_TWO_DECIMAL_PLACES = "0.00" [static]
```

ToString for two decimal places.

5.7.2.33 PATH_DELIMITER_UNIX

```
const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_UNIX = "/" [static]
```

Path delimiter for Unix.

5.7.2.34 PATH_DELIMITER_WINDOWS

```
const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_WINDOWS = @"\" [static]
```

Path delimiter for Windows.

5.7.2.35 PROCESS_KILL_TIME

```
int Crosstales.Common.Util.BaseConstants.PROCESS_KILL_TIME = 5000 [static]
```

Kill processes after 5000 milliseconds.

5.7.2.36 SHOW_BWF_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_BWF_BANNER = true [static]
```

Show the BWF banner.

5.7.2.37 SHOW_DJ_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_DJ_BANNER = true [static]
```

Show the DJ banner.

5.7.2.38 SHOW_FB_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_FB_BANNER = true [static]
```

Show the FB banner.

5.7.2.39 SHOW_OC_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_OC_BANNER = true [static]
```

Show the OC banner.

5.7.2.40 SHOW_RADIO_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_RADIO_BANNER = true [static]
```

Show the [Radio](#) banner.

5.7.2.41 SHOW_RTV_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_RTV_BANNER = true [static]
```

Show the RTV banner.

5.7.2.42 SHOW_TB_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TB_BANNER = true [static]
```

Show the TB banner.

5.7.2.43 SHOW_TPB_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TPB_BANNER = true [static]
```

Show the TPB banner.

5.7.2.44 SHOW_TPS_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TPS_BANNER = true [static]
```

Show the TPS banner.

5.7.2.45 SHOW_TR_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TR_BANNER = true [static]
```

Show the TR banner.

5.7.3 Property Documentation

5.7.3.1 PREFIX_FILE

```
string Crosstales.Common.Util.BaseConstants.PREFIX_FILE [static], [get]
```

URL prefix for files.

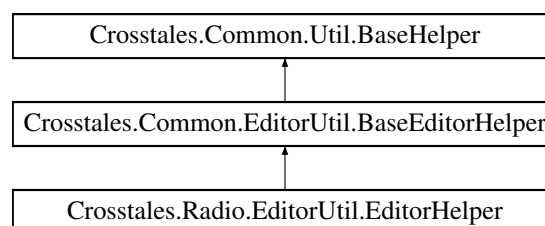
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/Base↔ Constants.cs

5.8 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:



Static Public Member Functions

- static void [RestartUnity](#) (string executeMethod="")
Restart Unity.
- static void [SeparatorUI](#) (int space=12)
Shows a separator-UI.
- static void [ReadOnlyTextField](#) (string label, string text)
Generates a read-only text field with a label.
- static void [RefreshAssetDatabase](#) (ImportAssetOptions options=ImportAssetOptions.Default)
Refreshes the asset database.
- static void [InvokeMethod](#) (string className, string methodName, params object[] parameters)
Invokes a public static method on a full qualified class.

- static bool [IsValidBuildTarget](#) (BuildTarget target)
Returns the true if the BuildTarget is installed in Unity.
- static string [getCLIArgument](#) (string name)
Returns an argument for a name from the command line.
- static BuildTarget [getBuildTargetForBuildName](#) (string build)
Returns the BuildTarget for a build name, like 'win64'.
- static string [getBuildNameFromBuildTarget](#) (BuildTarget build)
Returns the build name for a BuildTarget.
- static System.Collections.Generic.List< T > [FindAssetsByType< T > \(\)](#)
Returns assets for a certain type.

Static Public Attributes

- static Texture2D **Logo_Asset_BWF** => loadImage(ref logo_asset_bwf, "logo_asset_bwf.png")
- static Texture2D **Logo_Asset_DJ** => loadImage(ref logo_asset_dj, "logo_asset_dj.png")
- static Texture2D **Logo_Asset_FB** => loadImage(ref logo_asset_fb, "logo_asset_fb.png")
- static Texture2D **Logo_Asset_OC** => loadImage(ref logo_asset_oc, "logo_asset_oc.png")
- static Texture2D **Logo_Asset_Radio** => loadImage(ref logo_asset_radio, "logo_asset_radio.png")
- static Texture2D **Logo_Asset_RTV** => loadImage(ref logo_asset_rtv, "logo_asset_rtv.png")
- static Texture2D **Logo_Asset_TB** => loadImage(ref logo_asset_tb, "logo_asset_tb.png")
- static Texture2D **Logo_Asset_TPB** => loadImage(ref logo_asset_tpb, "logo_asset_tpb.png")
- static Texture2D **Logo_Asset_TPS** => loadImage(ref logo_asset_tps, "logo_asset_tps.png")
- static Texture2D **Logo_Asset_TR** => loadImage(ref logo_asset_tr, "logo_asset_tr.png")
- static Texture2D **Logo_CT** => loadImage(ref logo_ct, "logo_ct.png")
- static Texture2D **Logo_Unity** => loadImage(ref logo_unity, "logo_unity.png")
- static Texture2D **Icon_Save** => loadImage(ref icon_save, "icon_save.png")
- static Texture2D **Icon_Reset** => loadImage(ref icon_reset, "icon_reset.png")
- static Texture2D **Icon_Refresh** => loadImage(ref icon_refresh, "icon_refresh.png")
- static Texture2D **Icon_Delete** => loadImage(ref icon_delete, "icon_delete.png")
- static Texture2D **Icon_Folder** => loadImage(ref icon_folder, "icon_folder.png")
- static Texture2D **Icon_Plus** => loadImage(ref icon_plus, "icon_plus.png")
- static Texture2D **Icon_Minus** => loadImage(ref icon_minus, "icon_minus.png")
- static Texture2D **Icon_Manual** => loadImage(ref icon_manual, "icon_manual.png")
- static Texture2D **Icon_API** => loadImage(ref icon_api, "icon_api.png")
- static Texture2D **Icon_Forum** => loadImage(ref icon_forum, "icon_forum.png")
- static Texture2D **Icon_Product** => loadImage(ref icon_product, "icon_product.png")
- static Texture2D **Icon_Check** => loadImage(ref icon_check, "icon_check.png")
- static Texture2D **Social_Discord** => loadImage(ref social_Discord, "social_Discord.png")
- static Texture2D **Social_Facebook** => loadImage(ref social_Facebook, "social_Facebook.png")
- static Texture2D **Social_Twitter** => loadImage(ref social_Twitter, "social_Twitter.png")
- static Texture2D **Social_YouTube** => loadImage(ref social_YouTube, "social_YouTube.png")
- static Texture2D **Social_Linkedin** => loadImage(ref social_Linkedin, "social_Linkedin.png")
- static Texture2D **Video_Promo** => loadImage(ref video_promo, "video_promo.png")
- static Texture2D **Video_Tutorial** => loadImage(ref video_tutorial, "video_tutorial.png")
- static Texture2D **Icon_Videos** => loadImage(ref icon_videos, "icon_videos.png")
- static Texture2D **Icon_3p_Assets** => loadImage(ref icon_3p_assets, "icon_3p_assets.png")
- static Texture2D **Asset_PlayMaker** => loadImage(ref asset_PlayMaker, "asset_PlayMaker.png")
- static Texture2D **Asset_VolumetricAudio** => loadImage(ref asset_VolumetricAudio, "asset_VolumetricAudio.png")
- static Texture2D **Asset_RockTomate** => loadImage(ref asset_rocktomate, "asset_rocktomate.png")

Additional Inherited Members

5.8.1 Detailed Description

Base for various Editor helper functions.

5.8.2 Member Function Documentation

5.8.2.1 FindAssetsByType< T >()

```
static System.Collections.Generic.List<T> Crosstales.Common.EditorUtil.BaseEditorHelper.FindAssetsByType< T > ( ) [static]
```

Returns assets for a certain type.

Returns

List of assets for a certain type.

Type Constraints

T: *Object*

5.8.2.2 getBuildNameFromBuildTarget()

```
static string Crosstales.Common.EditorUtil.BaseEditorHelper.getBuildNameFromBuildTarget ( BuildTarget build ) [static]
```

Returns the build name for a BuildTarget.

Parameters

<i>build</i>	BuildTarget for a build name
--------------	------------------------------

Returns

The build name for a BuildTarget.

5.8.2.3 getBuildTargetForBuildName()

```
static BuildTarget Crosstales.Common.EditorUtil.BaseEditorHelper.getBuildTargetForBuildName ( string build ) [static]
```

Returns the BuildTarget for a build name, like 'win64'.

Parameters

<i>build</i>	Build name, like 'win64'
--------------	--------------------------

Returns

The BuildTarget for a build name.

5.8.2.4 getCLIArgument()

```
static string Crosstales.Common.EditorUtil.BaseEditorHelper.getCLIArgument (
    string name ) [static]
```

Returns an argument for a name from the command line.

Parameters

<i>name</i>	Name for the argument
-------------	-----------------------

Returns

True if the BuildTarget is installed in Unity.

5.8.2.5 InvokeMethod()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.InvokeMethod (
    string className,
    string methodName,
    params object[] parameters ) [static]
```

Invokes a public static method on a full qualified class.

Parameters

<i>className</i>	Full qualified name of the class
<i>methodName</i>	Public static method of the class to execute
<i>parameters</i>	Parameters for the method (optional)

5.8.2.6 isValidBuildTarget()

```
static bool Crosstales.Common.EditorUtil.BaseEditorHelper.isValidBuildTarget (
    BuildTarget target ) [static]
```

Returns the true if the BuildTarget is installed in Unity.

Parameters

<i>target</i>	BuildTarget to test
---------------	---------------------

Returns

True if the BuildTarget is installed in Unity.

5.8.2.7 ReadOnlyTextField()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.ReadOnlyTextField (
    string label,
    string text ) [static]
```

Generates a read-only text field with a label.

5.8.2.8 RefreshAssetDatabase()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.RefreshAssetDatabase (
    ImportAssetOptions options = ImportAssetOptions.Default ) [static]
```

Refreshes the asset database.

Parameters

<i>options</i>	Asset import options (default: ImportAssetOptions.Default, optional).
----------------	---

5.8.2.9 RestartUnity()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.RestartUnity (
    string executeMethod = "" ) [static]
```

Restart Unity.

Parameters

<i>executeMethod</i>	Executed method after the restart (optional)
----------------------	--

5.8.2.10 SeparatorUI()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.SeparatorUI (
    int space = 12 ) [static]
```

Shows a separator-UI.

Parameters

<i>space</i>	Space in pixels between the component and the separator line (default: 12, optional).
--------------	---

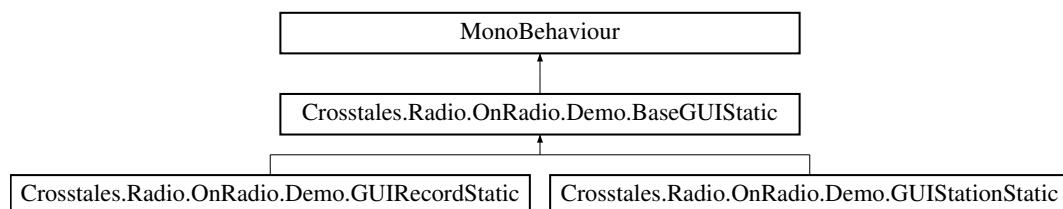
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Editor/Util/BaseEditor↵
Helper.cs

5.9 Crosstales.Radio.OnRadio.Demo.BaseGUIStatic Class Reference

Base-class for a static GUI entry.

Inheritance diagram for Crosstales.Radio.OnRadio.Demo.BaseGUIStatic:



Public Member Functions

- void **Play** ()
- void **Stop** ()
- void **OpenUrl** ()

Public Attributes

- [RadioPlayer](#) **Player**
'RadioPlayer' from the scene.
- [Service.BaseService](#) **Service**
'BaseService' from the scene.
- [Color32](#) **PlayColor** = new [Color32](#)(0, 255, 0, 64)
The color for the Play-mode.
- [int](#) **Retries** = 3
How many times should the radio station restart after an error before giving up (default: 3).
- [Text](#) **TitleText**
- [Text](#) **SubText**
- [GameObject](#) **PlayButton**
- [GameObject](#) **StopButton**
- [Image](#) **MainImage**
- [Color32](#) **StopColor**

Protected Member Functions

- virtual void **Start** ()
- virtual void **OnDisable** ()
- abstract void **onRecordChange** ([Crosstales.Radio.Model.RadioStation](#) station, [Crosstales.Radio.Model.RecordInfo](#) newrecord)

Protected Attributes

- [OnRadio.Model.RecordInfoExt](#) **record**
- [string](#) **uidQuery**

Properties

- abstract [OnRadio.Model.RecordInfoExt](#) **Record** [get, set]
'Record' for the player.

5.9.1 Detailed Description

Base-class for a static GUI entry.

5.9.2 Member Data Documentation

5.9.2.1 PlayColor

```
Color32 Crosstales.Radio.OnRadio.Demo.BaseGUIStatic.PlayColor = new Color32(0, 255, 0, 64)
```

The color for the Play-mode.

5.9.2.2 Player

`RadioPlayer` `Crosstales.Radio.OnRadio.Demo.BaseGUIStatic.Player`

'RadioPlayer' from the scene.

5.9.2.3 Retries

```
int Crosstales.Radio.OnRadio.Demo.BaseGUIStatic.Retries = 3
```

How many times should the radio station restart after an error before giving up (default: 3).

5.9.2.4 Service

`Service.BaseService` `Crosstales.Radio.OnRadio.Demo.BaseGUIStatic.Service`

'BaseService' from the scene.

5.9.3 Property Documentation

5.9.3.1 Record

```
abstract OnRadio.Model.RecordInfoExt Crosstales.Radio.OnRadio.Demo.BaseGUIStatic.Record [get],  
[set]
```

'Record' for the player.

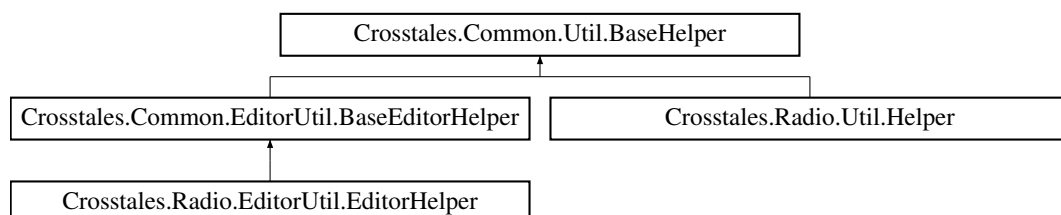
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔
Demos/Scripts/BaseGUIStatic.cs

5.10 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for `Crosstales.Common.Util.BaseHelper`:



Static Public Member Functions

- static bool [OpenURL](#) (string url)
Opens the given URL with the file explorer or browser.
- static string [CreateString](#) (string replaceChars, int stringLength)
Creates a string of characters with a given length.
- static bool [hasActiveClip](#) (AudioSource source)
Determines if an AudioSource has an active clip.
- static bool [RemoteCertificateValidationCallback](#) (object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)
HTTPS-certification callback.
- static string [ValidatePath](#) (string path, bool addEndDelimiter=true)
Validates a given path and add missing slash.
- static string [ValidateFile](#) (string path)
Validates a given file.
- static string[] [GetFiles](#) (string path, bool isRecursive=false, params string[] extensions)
Find files inside a path.
- static string[] [GetDirectories](#) (string path, bool isRecursive=false)
Find directories inside.
- static string[] [GetDrives](#) ()
Find all logical drives.
- static string [ValidURLFromFilePath](#) (string path)
Validates a given file.
- static string [CleanUrl](#) (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)
Cleans a given URL.
- static string [ClearTags](#) (string text)
Cleans a given text from tags.
- static string [ClearSpaces](#) (string text)
Cleans a given text from multiple spaces.
- static string [ClearLineEndings](#) (string text)
Cleans a given text from line endings.
- static System.Collections.Generic.List< string > [SplitStringToLines](#) (string text, bool ignoreCommentedLines=true, int skipHeaderLines=0, int skipFooterLines=0)
Split the given text to lines and return it as list.
- static string [FormatBytesToHRF](#) (long bytes)
Format byte-value to Human-Readable-Form.
- static string [FormatSecondsToHourMinSec](#) (double seconds)
Format seconds to Human-Readable-Form.
- static Color [HSVToRGB](#) (float h, float s, float v, float a=1f)
Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>
- static bool [IsValidURL](#) (string url)
Checks if the URL is valid.
- static void [CopyPath](#) (string sourcePath, string destPath, bool move=false)
Copy or move a directory.
- static void [CopyFile](#) (string sourceFile, string destFile, bool move=false)
Copy or move a file.
- static void [ShowPath](#) (string path)
Shows the location of a path (or file) in OS file explorer. NOTE: only works on standalone platforms
- static void [ShowFile](#) (string file)
Shows the location of a file (or path) in OS file explorer. NOTE: only works on standalone platforms

- static void [OpenFile](#) (string file)
Opens a file with the OS default application. NOTE: only works for standalone platforms
- static string [getIP](#) (string host)
Returns the IP of a given host name.
- static string [GenerateLoremIpsum](#) (int length, int minSentences=1, int maxSentences=int.MaxValue, int minWords=1, int maxWords=15)
Generates a "Lorem Ipsum" based on various parameters.
- static string [LanguageToISO639](#) (SystemLanguage language)
Converts a SystemLanguage to an ISO639-1 code. Returns "en" if the SystemLanguage could not be converted.
- static SystemLanguage [ISO639ToLanguage](#) (string isoCode)
Converts an ISO639-1 code to a SystemLanguage. Returns SystemLanguage.English if the code could not be converted.

Static Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture** = new System.Globalization.CultureInfo("en-US")
- static bool **ApplicationIsPlaying** = Application.isPlaying
- static bool [isStandalonePlatform](#) => [isWindowsPlatform](#) || [isMacOSPlatform](#) || [isLinuxPlatform](#)
Checks if the current platform is standalone (Windows, macOS or Linux).
- static bool [isWebPlatform](#) => [isWebGLPlatform](#)
Checks if the current platform is Web (WebPlayer or WebGL).
- static bool [isWindowsBasedPlatform](#) => [isWindowsPlatform](#) || [isWSAPlatform](#) || [isXboxOnePlatform](#)
Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).
- static bool [isWSABasedPlatform](#) => [isWSAPlatform](#) || [isXboxOnePlatform](#)
Checks if the current platform is WSA-based (WSA or XboxOne).
- static bool [isAppleBasedPlatform](#) => [isMacOSPlatform](#) || [isIOSPlatform](#) || [isTvOSPlatform](#)
Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).
- static bool [isIOSBasedPlatform](#) => [isIOSPlatform](#) || [isTvOSPlatform](#)
Checks if the current platform is iOS-based (iOS or tvOS).
- static bool [isMobilePlatform](#) => [isAndroidPlatform](#) || [isIOSBasedPlatform](#)
Checks if the current platform is mobile (Android and iOS).
- static bool [isEditor](#) => [isWindowsEditor](#) || [isMacOSEditor](#) || [isLinuxEditor](#)
Checks if we are inside the Editor.
- static bool [isEditorMode](#) => [isEditor](#) && !Application.isPlaying
Checks if we are in Editor mode.

Static Protected Attributes

- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex** = new System.Text.RegularExpressions.Regex(@"\s+")
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex** = new System.Text.RegularExpressions.Regex(@"<.*?>")
- static readonly System.Random **rnd** = new System.Random()
- const string **file_prefix** = "file://"

Properties

- static bool [isInternetAvailable](#) [get]
Checks if an Internet connection is available.
- static bool [isWindowsPlatform](#) [get]
Checks if the current platform is Windows.
- static bool [isMacOSPlatform](#) [get]
Checks if the current platform is OSX.
- static bool [isLinuxPlatform](#) [get]
Checks if the current platform is Linux.
- static bool [isAndroidPlatform](#) [get]
Checks if the current platform is Android.
- static bool [isIOSPlatform](#) [get]
Checks if the current platform is iOS.
- static bool [isTvOSPlatform](#) [get]
Checks if the current platform is tvOS.
- static bool [isWSAPlatform](#) [get]
Checks if the current platform is WSA.
- static bool [isXboxOnePlatform](#) [get]
Checks if the current platform is XboxOne.
- static bool [isPS4Platform](#) [get]
Checks if the current platform is PS4.
- static bool [isWebGLPlatform](#) [get]
Checks if the current platform is WebGL.
- static bool [isWindowsEditor](#) [get]
Checks if we are inside the Windows Editor.
- static bool [isMacOSEditor](#) [get]
Checks if we are inside the macOS Editor.
- static bool [isLinuxEditor](#) [get]
Checks if we are inside the Linux Editor.
- static bool [isIL2CPP](#) [get]
Checks if the current build target uses IL2CPP.
- static [Model.Enum.Platform?](#) [CurrentPlatform](#) [get]
Returns the current platform.
- static string [StreamingAssetsPath](#) [get]
Returns the path to the the "Streaming Assets".

5.10.1 Detailed Description

Base for various helper functions.

5.10.2 Member Function Documentation

5.10.2.1 CleanUrl()

```
static string Crosstales.Common.Util.BaseHelper.CleanUrl (
    string url,
    bool removeProtocol = true,
    bool removeWWW = true,
    bool removeSlash = true ) [static]
```

Cleans a given URL.

Parameters

<i>url</i>	URL to clean
<i>removeProtocol</i>	Remove the protocol, e.g. <code>http://</code> (default: true, optional).
<i>removeWWW</i>	Remove www (default: true, optional).
<i>removeSlash</i>	Remove slash at the end (default: true, optional)

Returns

Clean URL

5.10.2.2 ClearLineEndings()

```
static string Crosstales.Common.Util.BaseHelper.ClearLineEndings (  
    string text ) [static]
```

Cleans a given text from line endings.

Parameters

<i>text</i>	Text to clean.
-------------	----------------

Returns

Clean text without line endings.

5.10.2.3 ClearSpaces()

```
static string Crosstales.Common.Util.BaseHelper.ClearSpaces (  
    string text ) [static]
```

Cleans a given text from multiple spaces.

Parameters

<i>text</i>	Text to clean.
-------------	----------------

Returns

Clean text without multiple spaces.

5.10.2.4 ClearTags()

```
static string Crosstales.Common.Util.BaseHelper.ClearTags (
    string text ) [static]
```

Cleans a given text from tags.

Parameters

<i>text</i>	Text to clean.
-------------	----------------

Returns

Clean text without tags.

5.10.2.5 CopyFile()

```
static void Crosstales.Common.Util.BaseHelper.CopyFile (
    string sourceFile,
    string destFile,
    bool move = false ) [static]
```

Copy or move a file.

Parameters

<i>sourceFile</i>	Source file path
<i>destFile</i>	Destination file path
<i>move</i>	Move file instead of copy (default: false, optional)

5.10.2.6 CopyPath()

```
static void Crosstales.Common.Util.BaseHelper.CopyPath (
    string sourcePath,
    string destPath,
    bool move = false ) [static]
```

Copy or move a directory.

Parameters

<i>sourcePath</i>	Source directory path
<i>destPath</i>	Destination directory path
<i>move</i>	Move directory instead of copy (default: false, optional)

5.10.2.7 CreateString()

```
static string Crosstales.Common.Util.BaseHelper.CreateString (
    string replaceChars,
    int stringLength ) [static]
```

Creates a string of characters with a given length.

Parameters

<i>replaceChars</i>	Characters to generate the string (if more than one character is used, the generated string will be a randomized result of all characters)
<i>stringLength</i>	Length of the generated string

Returns

Generated string

5.10.2.8 FormatBytesToHRF()

```
static string Crosstales.Common.Util.BaseHelper.FormatBytesToHRF (
    long bytes ) [static]
```

Format byte-value to Human-Readable-Form.

Returns

Formatted byte-value in Human-Readable-Form.

5.10.2.9 FormatSecondsToHourMinSec()

```
static string Crosstales.Common.Util.BaseHelper.FormatSecondsToHourMinSec (
    double seconds ) [static]
```

Format seconds to Human-Readable-Form.

Returns

Formatted seconds in Human-Readable-Form.

5.10.2.10 GenerateLoremIpsum()

```
static string Crosstales.Common.Util.BaseHelper.GenerateLoremIpsum (
    int length,
    int minSentences = 1,
    int maxSentences = int.MaxValue,
    int minWords = 1,
    int maxWords = 15 ) [static]
```

Generates a "Lorem Ipsum" based on various parameters.

Parameters

<i>length</i>	Length of the text
<i>minSentences</i>	Minimum number of sentences for the text (default: 1, optional)
<i>maxSentences</i>	Maximal number of sentences for the text (default: int.MaxValue, optional)
<i>minWords</i>	Minimum number of words per sentence (default: 1, optional)
<i>maxWords</i>	Maximal number of words per sentence (default: 15, optional)

Returns

"Lorem Ipsum" based on the given parameters.

5.10.2.11 GetDirectories()

```
static string [] Crosstales.Common.Util.BaseHelper.GetDirectories (
    string path,
    bool isRecursive = false ) [static]
```

Find directories inside.

Parameters

<i>path</i>	Path to find the directories
<i>isRecursive</i>	Recursive search (default: false, optional)

Returns

Returns array of the found directories inside the path. Zero length array when an error occurred.

5.10.2.12 GetDrives()

```
static string [] Crosstales.Common.Util.BaseHelper.GetDrives ( ) [static]
```

Find all logical drives.

Returns

Returns array of the found drives. Zero length array when an error occurred.

5.10.2.13 GetFiles()

```
static string [] Crosstales.Common.Util.BaseHelper.GetFiles (
    string path,
    bool isRecursive = false,
    params string[] extensions ) [static]
```

Find files inside a path.

Parameters

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search (default: false, optional)
<i>extensions</i>	Extensions for the file search, e.g. "png" (optional)

Returns

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occurred.

5.10.2.14 getIP()

```
static string Crosstales.Common.Util.BaseHelper.getIP (  
    string host ) [static]
```

Returns the IP of a given host name.

Parameters

<i>host</i>	Host name
-------------	-----------

Returns

IP of a given host name.

5.10.2.15 hasActiveClip()

```
static bool Crosstales.Common.Util.BaseHelper.hasActiveClip (  
    AudioSource source ) [static]
```

Determines if an AudioSource has an active clip.

Parameters

<i>source</i>	AudioSource to check.
---------------	-----------------------

Returns

True if the AudioSource has an active clip.

5.10.2.16 HSVToRGB()

```
static Color Crosstales.Common.Util.BaseHelper.HSVToRGB (
    float h,
    float s,
    float v,
    float a = 1f ) [static]
```

Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>

Parameters

<i>h</i>	Hue
<i>s</i>	Saturation
<i>v</i>	Value
<i>a</i>	Alpha (optional)

Returns

True if the current platform is supported.

5.10.2.17 ISO639ToLanguage()

```
static SystemLanguage Crosstales.Common.Util.BaseHelper.ISO639ToLanguage (
    string isoCode ) [static]
```

Converts an ISO639-1 code to a SystemLanguage. Returns SystemLanguage.English if the code could not be converted.

Parameters

<i>isoCode</i>	ISO639-1 code to convert.
----------------	---------------------------

Returns

"SystemLanguage for the given ISO639-1 code.

5.10.2.18 isValidURL()

```
static bool Crosstales.Common.Util.BaseHelper.isValidURL (
    string url ) [static]
```

Checks if the URL is valid.

Parameters

<i>url</i>	URL to check
------------	--------------

Returns

True if the URL is valid.

5.10.2.19 LanguageToISO639()

```
static string Crosstales.Common.Util.BaseHelper.LanguageToISO639 (  
    SystemLanguage language ) [static]
```

Converts a SystemLanguage to an ISO639-1 code. Returns "en" if the SystemLanguage could not be converted.

Parameters

<i>language</i>	SystemLanguage to convert.
-----------------	----------------------------

Returns

"ISO639-1 code for the given SystemLanguage.

5.10.2.20 OpenFile()

```
static void Crosstales.Common.Util.BaseHelper.OpenFile (  
    string file ) [static]
```

Opens a file with the OS default application. NOTE: only works for standalone platforms

Parameters

<i>file</i>	File path
-------------	-----------

5.10.2.21 OpenURL()

```
static bool Crosstales.Common.Util.BaseHelper.OpenURL (  
    string url ) [static]
```

Opens the given URL with the file explorer or browser.

Parameters

<i>url</i>	URL to open
------------	-------------

Returns

True if the URL was valid.

5.10.2.22 RemoteCertificateValidationCallback()

```
static bool Crosstales.Common.Util.BaseHelper.RemoteCertificateValidationCallback (
    object sender,
    System.Security.Cryptography.X509Certificates.X509Certificate certificate,
    System.Security.Cryptography.X509Certificates.X509Chain chain,
    System.Net.Security.SslPolicyErrors sslPolicyErrors ) [static]
```

HTTPS-certification callback.

5.10.2.23 ShowFile()

```
static void Crosstales.Common.Util.BaseHelper.ShowFile (
    string file ) [static]
```

Shows the location of a file (or path) in OS file explorer. NOTE: only works on standalone platforms

5.10.2.24 ShowPath()

```
static void Crosstales.Common.Util.BaseHelper.ShowPath (
    string path ) [static]
```

Shows the location of a path (or file) in OS file explorer. NOTE: only works on standalone platforms

5.10.2.25 SplitStringToLines()

```
static System.Collections.Generic.List<string> Crosstales.Common.Util.BaseHelper.SplitString↵
ToLines (
    string text,
    bool ignoreCommentedLines = true,
    int skipHeaderLines = 0,
    int skipFooterLines = 0 ) [static]
```

Split the given text to lines and return it as list.

Parameters

<i>text</i>	Complete text fragment
<i>ignoreCommentedLines</i>	Ignore commente lines (default: true, optional)
<i>skipHeaderLines</i>	Number of skipped header lines (default: 0, optional)
<i>skipFooterLines</i>	Number of skipped footer lines (default: 0, optional)

Returns

Splitted lines as array

5.10.2.26 ValidateFile()

```
static string Crosstales.Common.Util.BaseHelper.ValidateFile (  
    string path ) [static]
```

Validates a given file.

Parameters

<i>path</i>	File to validate
-------------	------------------

Returns

Valid file path

5.10.2.27 ValidatePath()

```
static string Crosstales.Common.Util.BaseHelper.ValidatePath (  
    string path,  
    bool addEndDelimiter = true ) [static]
```

Validates a given path and add missing slash.

Parameters

<i>path</i>	Path to validate
<i>addEndDelimiter</i>	Add delimiter at the end of the path (optional, default: true)

Returns

Valid path

5.10.2.28 ValidURLFromFilePath()

```
static string Crosstales.Common.Util.BaseHelper.ValidURLFromFilePath (
    string path ) [static]
```

Validates a given file.

Parameters

<i>path</i>	File to validate
-------------	------------------

Returns

Valid file path

5.10.3 Member Data Documentation

5.10.3.1 isAppleBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isAppleBasedPlatform => isMacOSPlatform || isIOSPlatform
|| isTvOSPlatform [static]
```

Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).

Returns

True if the current platform is Apple-based (macOS standalone, iOS or tvOS).

5.10.3.2 isEditor

```
bool Crosstales.Common.Util.BaseHelper.isEditor => isWindowsEditor || isMacOSEditor || isLinuxEditor
[static]
```

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

5.10.3.3 isEditorMode

```
bool Crosstales.Common.Util.BaseHelper.isEditorMode => isEditor && !ApplicationIsPlaying [static]
```

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.10.3.4 isIOSBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isIOSBasedPlatform => isIOSPlatform || isTvOSPlatform  
[static]
```

Checks if the current platform is iOS-based (iOS or tvOS).

Returns

True if the current platform is iOS-based (iOS or tvOS).

5.10.3.5 isMobilePlatform

```
bool Crosstales.Common.Util.BaseHelper.isMobilePlatform => isAndroidPlatform || isIOSBasedPlatform  
[static]
```

Checks if the current platform is mobile (Android and iOS).

Returns

True if the current platform is mobile (Android and iOS).

5.10.3.6 isStandalonePlatform

```
bool Crosstales.Common.Util.BaseHelper.isStandalonePlatform => isWindowsPlatform || isMacOSPlatform  
|| isLinuxPlatform [static]
```

Checks if the current platform is standalone (Windows, macOS or Linux).

Returns

True if the current platform is standalone (Windows, macOS or Linux).

5.10.3.7 isWebPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWebPlatform => isWebGLPlatform [static]
```

Checks if the current platform is Web (WebPlayer or WebGL).

Returns

True if the current platform is Web (WebPlayer or WebGL).

5.10.3.8 isWindowsBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWindowsBasedPlatform => isWindowsPlatform || isWSAPlatform || isXboxOnePlatform [static]
```

Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).

Returns

True if the current platform is Windows-based (Windows standalone, WSA or XboxOne).

5.10.3.9 isWSABasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWSABasedPlatform => isWSAPlatform || isXboxOnePlatform [static]
```

Checks if the current platform is WSA-based (WSA or XboxOne).

Returns

True if the current platform is WSA-based (WSA or XboxOne).

5.10.4 Property Documentation

5.10.4.1 CurrentPlatform

```
Model.Enum.Platform? Crosstales.Common.Util.BaseHelper.CurrentPlatform [static], [get]
```

Returns the current platform.

Returns

The current platform.

5.10.4.2 isAndroidPlatform

```
bool Crosstales.Common.Util.BaseHelper.isAndroidPlatform [static], [get]
```

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.10.4.3 isIL2CPP

```
bool Crosstales.Common.Util.BaseHelper.isIL2CPP [static], [get]
```

Checks if the current build target uses IL2CPP.

Returns

True if the current build target uses IL2CPP.

5.10.4.4 isInternetAvailable

```
bool Crosstales.Common.Util.BaseHelper.isInternetAvailable [static], [get]
```

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

5.10.4.5 isIOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isIOSPlatform [static], [get]
```

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.10.4.6 isLinuxEditor

```
bool Crosstales.Common.Util.BaseHelper.isLinuxEditor [static], [get]
```

Checks if we are inside the Linux Editor.

Returns

True if we are inside the Linux Editor.

5.10.4.7 isLinuxPlatform

```
bool Crosstales.Common.Util.BaseHelper.isLinuxPlatform [static], [get]
```

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.10.4.8 isMacOSEditor

```
bool Crosstales.Common.Util.BaseHelper.isMacOSEditor [static], [get]
```

Checks if we are inside the macOS Editor.

Returns

True if we are inside the macOS Editor.

5.10.4.9 isMacOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isMacOSPlatform [static], [get]
```

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.10.4.10 isPS4Platform

```
bool Crosstales.Common.Util.BaseHelper.isPS4Platform [static], [get]
```

Checks if the current platform is PS4.

Returns

True if the current platform is PS4.

5.10.4.11 isTvOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isTvOSPlatform [static], [get]
```

Checks if the current platform is tvOS.

Returns

True if the current platform is tvOS.

5.10.4.12 isWebGLPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWebGLPlatform [static], [get]
```

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.10.4.13 isWindowsEditor

```
bool Crosstales.Common.Util.BaseHelper.isWindowsEditor [static], [get]
```

Checks if we are inside the Windows Editor.

Returns

True if we are inside the Windows Editor.

5.10.4.14 isWindowsPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWindowsPlatform [static], [get]
```

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.10.4.15 isWSAPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWSAPlatform [static], [get]
```

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

5.10.4.16 isXboxOnePlatform

```
bool Crosstales.Common.Util.BaseHelper.isXboxOnePlatform [static], [get]
```

Checks if the current platform is XboxOne.

Returns

True if the current platform is XboxOne.

5.10.4.17 StreamingAssetsPath

```
string Crosstales.Common.Util.BaseHelper.StreamingAssetsPath [static], [get]
```

Returns the path to the the "Streaming Assets".

Returns

The path to the the "Streaming Assets".

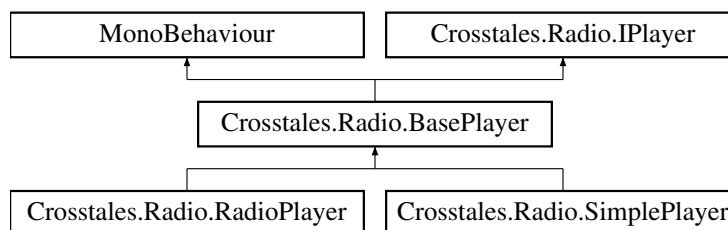
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/BaseHelper.cs

5.11 Crosstales.Radio.BasePlayer Class Reference

Base class for all players.

Inheritance diagram for Crosstales.Radio.BasePlayer:



Public Member Functions

- abstract void **Play** ()
Plays the radio-station.
- abstract void **Stop** ()
Stops the playback of the radio-station.
- abstract void **Restart** (float invokeDelay=[Util.Constants.INVOKE_DELAY](#))
Restarts the playback of the radio-station.
- abstract void **Mute** ()
Mute the playback of the record.
- abstract void **UnMute** ()
Unmute the playback of the record.
- virtual void **PlayOrStop** ()
Plays or stops the radio-station.
- virtual void **MuteOrUnMute** ()
Mute or unmute the playback of the record.

Static Public Attributes

- static bool **isAnyPlayback** => playCounter > 0
Checks if ANY [RadioPlayer](#) is in playback-mode on this system.
- static bool **isAnyAudioPlaying** => audioCounter > 0
Checks if ANY [RadioPlayer](#) playing audio on this system.

Protected Member Functions

- virtual void **onPlaybackStart** ([Model.RadioStation](#) station)
- virtual void **onPlaybackEnd** ([Model.RadioStation](#) station)
- virtual void **onBufferingStart** ([Model.RadioStation](#) station)
- virtual void **onBufferingEnd** ([Model.RadioStation](#) station)
- virtual void **onBufferingProgressUpdate** ([Model.RadioStation](#) station, float progress)
- virtual void **onAudioStart** ([Model.RadioStation](#) station)
- virtual void **onAudioEnd** ([Model.RadioStation](#) station)
- virtual void **onAudioPlayTimeUpdate** ([Model.RadioStation](#) station, float _playtime)
- virtual void **onRecordChange** ([Model.RadioStation](#) station, [Model.RecordInfo](#) newRecord)
- virtual void **onRecordPlayTimeUpdate** ([Model.RadioStation](#) station, [Model.RecordInfo](#) record, float play-time)
- virtual void **onNextRecordChange** ([Model.RadioStation](#) station, [Model.RecordInfo](#) nextRecord, float delay)
- virtual void **onNextRecordDelayUpdate** ([Model.RadioStation](#) station, [Model.RecordInfo](#) nextRecord, float delay)
- virtual void **onErrorInfo** ([Model.RadioStation](#) station, string info)

Properties

- static int? **playCounter** [get, set]
- static int? **audioCounter** [get, set]
- abstract [PlaybackStartEvent](#) **onPlaybackStarted** [get]
- abstract [PlaybackEndEvent](#) **onPlaybackEnded** [get]
- abstract [BufferingStartEvent](#) **onBufferingStarted** [get]
- abstract [BufferingEndEvent](#) **onBufferingEnded** [get]
- abstract [AudioStartEvent](#) **onAudioStarted** [get]
- abstract [AudioEndEvent](#) **onAudioEnded** [get]
- abstract [RecordChangeEvent](#) **onRecordChanged** [get]
- abstract [ErrorEvent](#) **onError** [get]
- abstract [Model.RadioStation](#) **Station** [get, set]
- abstract bool **HandleFocus** [get, set]
- abstract int **CacheStreamSize** [get, set]
- abstract bool **LegacyMode** [get, set]
- abstract bool **CaptureDataStream** [get, set]
- abstract AudioSource **Source** [get, protected set]
- abstract [Model.Enum.AudioCodec](#) **Codec** [get, protected set]
- abstract float **PlayTime** [get, protected set]
- abstract float **BufferProgress** [get, protected set]
- abstract bool **isBuffering** [get]
- abstract long **CurrentBufferSize** [get]
- abstract bool **isPlayback** [get]
- abstract bool **isAudioPlaying** [get]
- abstract float **RecordPlayTime** [get, protected set]
- abstract [Model.RecordInfo](#) **RecordInfo** [get]
- abstract [Model.RecordInfo](#) **NextRecordInfo** [get]
- abstract float **NextRecordDelay** [get]
- abstract long **CurrentDownloadSpeed** [get]
- abstract [Common.Util.MemoryCacheStream](#) **DataStream** [get, protected set]
- abstract int **Channels** [get]
- abstract int **SampleRate** [get]
- abstract float **Volume** [get, set]
- abstract float **Pitch** [get, set]
- abstract float **StereoPan** [get, set]
- abstract bool **isMuted** [get, set]

Events

- PlaybackStart [OnPlaybackStart](#)
An event triggered whenever the playback starts.
- PlaybackEnd [OnPlaybackEnd](#)
An event triggered whenever the playback ends.
- BufferingStart [OnBufferingStart](#)
An event triggered whenever the buffering starts.
- BufferingEnd [OnBufferingEnd](#)
An event triggered whenever the buffering ends.
- BufferingProgressUpdate [OnBufferingProgressUpdate](#)
An event triggered whenever the buffering progress changes.
- AudioStart [OnAudioStart](#)
An event triggered whenever the audio starts.
- AudioEnd [OnAudioEnd](#)

- An event triggered whenever the audio ends.*
- AudioPlayTimeUpdate [OnAudioPlayTimeUpdate](#)
 - An event triggered whenever the audio playtime changes.*
- RecordChange [OnRecordChange](#)
 - An event triggered whenever an audio record changes.*
- RecordPlayTimeUpdate [OnRecordPlayTimeUpdate](#)
 - An event triggered whenever the audio record playtime changes.*
- NextRecordChange [OnNextRecordChange](#)
 - An event triggered whenever the next record information is available.*
- NextRecordDelayUpdate [OnNextRecordDelayUpdate](#)
 - An event triggered whenever the next record delay time changes.*
- ErrorInfo [OnErrorInfo](#)
 - An event triggered whenever an error occurs.*

5.11.1 Detailed Description

Base class for all players.

5.11.2 Member Function Documentation

5.11.2.1 Mute()

```
abstract void Crosstales.Radio.BasePlayer.Mute ( ) [pure virtual]
```

Mute the playback of the record.

Implements [Crosstales.Radio.IPlayer](#).

Implemented in [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.RadioPlayer](#).

5.11.2.2 MuteOrUnmute()

```
virtual void Crosstales.Radio.BasePlayer.MuteOrUnmute ( ) [virtual]
```

Mute or unmute the playback of the record.

Implements [Crosstales.Radio.IPlayer](#).

5.11.2.3 Play()

```
abstract void Crosstales.Radio.BasePlayer.Play ( ) [pure virtual]
```

Plays the radio-station.

Implements [Crosstales.Radio.IPlayer](#).

Implemented in [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.RadioPlayer](#).

5.11.2.4 PlayOrStop()

```
virtual void Crosstales.Radio.BasePlayer.PlayOrStop ( ) [virtual]
```

Plays or stops the radio-station.

Implements [Crosstales.Radio.IPlayer](#).

5.11.2.5 Restart()

```
abstract void Crosstales.Radio.BasePlayer.Restart (
    float invokeDelay = Util.Constants.INVOKE\_DELAY ) [pure virtual]
```

Restarts the playback of the radio-station.

Parameters

<i>invokeDelay</i>	Delay for the restart (default: 0.4, optional)
--------------------	--

Implements [Crosstales.Radio.IPlayer](#).

Implemented in [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.RadioPlayer](#).

5.11.2.6 Stop()

```
abstract void Crosstales.Radio.BasePlayer.Stop ( ) [pure virtual]
```

Stops the playback of the radio-station.

Implements [Crosstales.Radio.IPlayer](#).

Implemented in [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.RadioPlayer](#).

5.11.2.7 UnMute()

```
abstract void Crosstales.Radio.BasePlayer.UnMute ( ) [pure virtual]
```

Unmute the playback of the record.

Implements [Crosstales.Radio.IPlayer](#).

Implemented in [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.RadioPlayer](#).

5.11.3 Member Data Documentation

5.11.3.1 isAnyAudioPlaying

```
bool Crosstales.Radio.BasePlayer.isAnyAudioPlaying => audioCounter > 0 [static]
```

Checks if ANY [RadioPlayer](#) playing audio on this system.

Returns

True if [RadioPlayer](#) playing audio on this system.

5.11.3.2 isAnyPlayback

```
bool Crosstales.Radio.BasePlayer.isAnyPlayback => playCounter > 0 [static]
```

Checks if ANY [RadioPlayer](#) is in playback-mode on this system.

Returns

True if [RadioPlayer](#) is in playback-mode on this system.

5.11.4 Event Documentation

5.11.4.1 OnAudioEnd

```
AudioEnd Crosstales.Radio.BasePlayer.OnAudioEnd
```

An event triggered whenever the audio ends.

ry>

5.11.4.2 OnAudioPlayTimeUpdate

AudioPlayTimeUpdate Crosstales.Radio.BasePlayer.OnAudioPlayTimeUpdate

An event triggered whenever the audio playtime changes.

5.11.4.3 OnAudioStart

AudioStart Crosstales.Radio.BasePlayer.OnAudioStart

An event triggered whenever the audio starts.

5.11.4.4 OnBufferingEnd

BufferingEnd Crosstales.Radio.BasePlayer.OnBufferingEnd

An event triggered whenever the buffering ends.

5.11.4.5 OnBufferingProgressUpdate

BufferingProgressUpdate Crosstales.Radio.BasePlayer.OnBufferingProgressUpdate

An event triggered whenever the buffering progress changes.

5.11.4.6 OnBufferingStart

BufferingStart Crosstales.Radio.BasePlayer.OnBufferingStart

An event triggered whenever the buffering starts.

5.11.4.7 OnErrorInfo

ErrorInfo Crosstales.Radio.BasePlayer.OnErrorInfo

An event triggered whenever an error occurs.

5.11.4.8 OnNextRecordChange

`NextRecordChange Crosstales.Radio.BasePlayer.OnNextRecordChange`

An event triggered whenever the next record information is available.

5.11.4.9 OnNextRecordDelayUpdate

`NextRecordDelayUpdate Crosstales.Radio.BasePlayer.OnNextRecordDelayUpdate`

An event triggered whenever the next record delay time changes.

5.11.4.10 OnPlaybackEnd

`PlaybackEnd Crosstales.Radio.BasePlayer.OnPlaybackEnd`

An event triggered whenever the playback ends.

5.11.4.11 OnPlaybackStart

`PlaybackStart Crosstales.Radio.BasePlayer.OnPlaybackStart`

An event triggered whenever the playback starts.

5.11.4.12 OnRecordChange

`RecordChange Crosstales.Radio.BasePlayer.OnRecordChange`

An event triggered whenever an audio record changes.

5.11.4.13 OnRecordPlayTimeUpdate

`RecordPlayTimeUpdate Crosstales.Radio.BasePlayer.OnRecordPlayTimeUpdate`

An event triggered whenever the audio record playtime changes.

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

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/BasePlayer.cs`

5.12 HutongGames.PlayMaker.Actions.BaseRadioAction Class Reference

Base class for Radio-actions in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseRadioAction:



Public Attributes

- FsmEvent **sendEvent**

5.12.1 Detailed Description

Base class for Radio-actions in [PlayMaker](#).

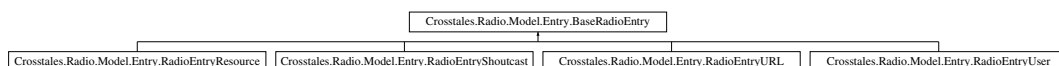
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Radio/3rd party/PlayMaker/Scripts/BaseRadioAction.cs

5.13 Crosstailes.Radio.Model.Entry.BaseRadioEntry Class Reference

Base class for radio entries.

Inheritance diagram for Crosstailes.Radio.Model.Entry.BaseRadioEntry:



Public Member Functions

- override string **ToString** ()

Public Attributes

- string [Name](#)
Name of the file or radio station.
- bool [ForceName](#)
Force the name of the station to this name (default: false).
- bool [EnableSource](#) = true
Enable the source in this provider (default: true).
- string [Station](#)
Provider of the radio stations (optional).
- string [Genres](#)
Genres of the radios (optional).
- float [Rating](#)
Your rating of the radios.
- string [Description](#)
Description of the radio stations (optional).
- Sprite [Icon](#)
Icon to represent the radio stations (optional).
- string [IconUrl](#)
Icon url for the radio station.
- string [City](#)
City of the radio.
- string [Country](#)
Country of the radio (ISO 3166-1, e.g. 'ch').
- string [Language](#)
Language of the radio (like 'german').
- [Enum.AudioFormat](#) [Format](#) = [Enum.AudioFormat.MP3](#)
Default audio format of the stations (default: AudioFormat.MP3).
- int [Bitrate](#) = [Util.Config.DEFAULT_BITRATE](#)
Default bitrate in kbit/s (default: 128).
- int [ChunkSize](#) = [Util.Config.DEFAULT_CHUNKSIZE](#)
Default size of the streaming-chunk in KB (default: 32).
- int [BufferSize](#) = [Util.Config.DEFAULT_BUFFERSIZE](#)
Default size of the local buffer in KB (default: 48).
- bool [AllowOnlyHTTPS](#)
Allow only HTTPS streams (default: false, automatically enabled under iOS).
- [Enum.AudioCodec](#) [ExcludedCodec](#) = [Enum.AudioCodec.None](#)
Exclude this station if the current [RadioPlayer](#) codec is equals this one (default: AudioCodec.None).
- bool [isInitialized](#)
Is this entry initialized?.

Protected Member Functions

- [BaseRadioEntry](#) ()
Default-constructor for a [BaseRadioEntry](#).
- [BaseRadioEntry](#) (string name, bool forceName, bool enableSource, string station, string genres, float rating, string desc, Sprite icon, string iconUrl, string city, string country, string language, [Enum.AudioFormat](#) format, int bitrate, int chunkSize, int bufferSize, [Enum.AudioCodec](#) excludeCodec, bool allowOnlyHTTPS)
Constructor for a [BaseRadioEntry](#).

5.13.1 Detailed Description

Base class for radio entries.

5.13.2 Constructor & Destructor Documentation

5.13.2.1 BaseRadioEntry() [1/2]

```
Crosstales.Radio.Model.Entry.BaseRadioEntry.BaseRadioEntry ( ) [protected]
```

Default-constructor for a [BaseRadioEntry](#).

5.13.2.2 BaseRadioEntry() [2/2]

```
Crosstales.Radio.Model.Entry.BaseRadioEntry.BaseRadioEntry (
    string name,
    bool forceName,
    bool enableSource,
    string station,
    string genres,
    float rating,
    string desc,
    Sprite icon,
    string iconUrl,
    string city,
    string country,
    string language,
    Enum.AudioFormat format,
    int bitrate,
    int chunkSize,
    int bufferSize,
    Enum.AudioCodec excludeCodec,
    bool allowOnlyHTTPS ) [protected]
```

Constructor for a [BaseRadioEntry](#).

Parameters

<i>name</i>	Name of the radio station.
<i>forceName</i>	Force the name of the station to this name.
<i>enableSource</i>	Enable the source in this provider.
<i>station</i>	Name of the station.
<i>genres</i>	Genres of the radio.
<i>rating</i>	Your rating of the radio.
<i>desc</i>	Description of the radio station.
<i>icon</i>	Icon of the radio station.
<i>iconUrl</i>	Icon url of the radio station.

Parameters

<i>city</i>	City of the radio station.
<i>country</i>	Country of the radio station (ISO 3166-1, e.g. 'ch').
<i>language</i>	Language of the radio station (like 'german').
<i>format</i>	AudioFormat of the station.
<i>bitrate</i>	Bitrate in kbit/s.
<i>chunkSize</i>	Size of the streaming-chunk in KB.
<i>bufferSize</i>	Size of the local buffer in KB.
<i>excludeCodec</i>	Excluded codec.
<i>allowOnlyHTTPS</i>	Allow only HTTPS.

5.13.3 Member Data Documentation

5.13.3.1 AllowOnlyHTTPS

```
bool Crosstales.Radio.Model.Entry.BaseRadioEntry.AllowOnlyHTTPS
```

Allow only HTTPS streams (default: false, automatically enabled under iOS).

5.13.3.2 Bitrate

```
int Crosstales.Radio.Model.Entry.BaseRadioEntry.Bitrate = Util.Config.DEFAULT_BITRATE
```

Default bitrate in kbit/s (default: 128).

5.13.3.3 BufferSize

```
int Crosstales.Radio.Model.Entry.BaseRadioEntry.BufferSize = Util.Config.DEFAULT_BUFFER_SIZE
```

Default size of the local buffer in KB (default: 48).

5.13.3.4 ChunkSize

```
int Crosstales.Radio.Model.Entry.BaseRadioEntry.ChunkSize = Util.Config.DEFAULT_CHUNKSIZE
```

Default size of the streaming-chunk in KB (default: 32).

5.13.3.5 City

```
string Crosstales.Radio.Model.Entry.BaseRadioEntry.City
```

City of the radio.

5.13.3.6 Country

```
string Crosstales.Radio.Model.Entry.BaseRadioEntry.Country
```

Country of the radio (ISO 3166-1, e.g. 'ch').

5.13.3.7 Description

```
string Crosstales.Radio.Model.Entry.BaseRadioEntry.Description
```

Description of the radio stations (optional).

5.13.3.8 EnableSource

```
bool Crosstales.Radio.Model.Entry.BaseRadioEntry.EnableSource = true
```

Enable the source in this provider (default: true).

5.13.3.9 ExcludedCodec

```
Enum.AudioCodec Crosstales.Radio.Model.Entry.BaseRadioEntry.ExcludedCodec = Enum.AudioCodec.None
```

Exclude this station if the current [RadioPlayer](#) codec is equals this one (default: `AudioCodec.None`).

5.13.3.10 ForceName

```
bool Crosstales.Radio.Model.Entry.BaseRadioEntry.ForceName
```

Force the name of the station to this name (default: false).

5.13.3.11 Format

`Enum.AudioFormat` Crosstales.Radio.Model.Entry.BaseRadioEntry.Format = Enum.AudioFormat.MP3

Default audio format of the stations (default: AudioFormat.MP3).

5.13.3.12 Genres

`string` Crosstales.Radio.Model.Entry.BaseRadioEntry.Genres

Genres of the radios (optional).

5.13.3.13 Icon

`Sprite` Crosstales.Radio.Model.Entry.BaseRadioEntry.Icon

Icon to represent the radio stations (optional).

5.13.3.14 IconUrl

`string` Crosstales.Radio.Model.Entry.BaseRadioEntry.IconUrl

Icon url for the radio station.

5.13.3.15 isInitialized

`bool` Crosstales.Radio.Model.Entry.BaseRadioEntry.isInitialized

Is this entry initialized?.

5.13.3.16 Language

`string` Crosstales.Radio.Model.Entry.BaseRadioEntry.Language

Language of the radio (like 'german').

5.13.3.17 Name

```
string Crosstailes.Radio.Model.Entry.BaseRadioEntry.Name
```

Name of the file or radio station.

5.13.3.18 Rating

```
float Crosstailes.Radio.Model.Entry.BaseRadioEntry.Rating
```

Your rating of the radios.

5.13.3.19 Station

```
string Crosstailes.Radio.Model.Entry.BaseRadioEntry.Station
```

[Provider](#) of the radio stations (optional).

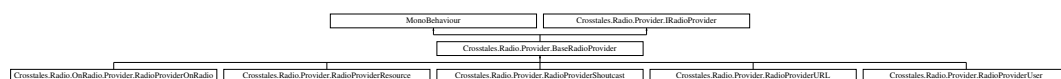
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Radio/Scripts/Model/Entry/BaseRadioEntry.cs](#)

5.14 Crosstailes.Radio.Provider.BaseRadioProvider Class Reference

Base class for radio providers.

Inheritance diagram for Crosstailes.Radio.Provider.BaseRadioProvider:

**Public Member Functions**

- virtual void [Load](#) ()
Loads all stations from this provider.
- void [Save](#) (string path)
Saves all stations from this provider as text-file with streams.

Public Attributes

- bool **isReadyInEditor** => loadedInEditor

Protected Member Functions

- virtual void **Start** ()
- virtual void **OnValidate** ()
- virtual void **init** ()
- IEnumerator **loadWeb** (string uid, [Model.Entry.RadioEntryURL](#) entry, bool suppressDoubleStations=false)
- IEnumerator **loadResource** (string uid, [Model.Entry.RadioEntryResource](#) entry, bool suppressDoubleStations=false)
- IEnumerator **loadShoutcast** (string uid, [Model.Entry.RadioEntryShoutcast](#) entry, bool suppressDoubleStations=false)
- void **fillStationsFromM3U** (System.Collections.Generic.List< string > list, [Model.Entry.BaseRadioEntry](#) entry, int readNumberOfStations=0, bool suppressDoubleStations=false)
- void **fillStationsFromPLS** (System.Collections.Generic.List< string > list, [Model.Entry.BaseRadioEntry](#) entry, int readNumberOfStations=0, bool suppressDoubleStations=false)
- void **fillStationsFromText** (System.Collections.Generic.List< string > list, [Model.Entry.BaseRadioEntry](#) entry, int readNumberOfStations=0, bool suppressDoubleStations=false)
- string **addCoRoutine** ()
- void **onStationsChange** ()
- virtual void **initInEditor** ()
- void **loadWebInEditor** ([Model.Entry.RadioEntryURL](#) entry, bool suppressDoubleStations=false)
- void **loadResourceInEditor** ([Model.Entry.RadioEntryResource](#) entry, bool suppressDoubleStations=false)
- void **loadShoutcastInEditor** ([Model.Entry.RadioEntryShoutcast](#) entry, bool suppressDoubleStations=false)

Protected Attributes

- readonly System.Collections.Generic.List< string > **coRoutines** = new System.Collections.Generic.List<string>()

Properties

- bool [ClearStationsOnLoad](#) [get, set]
Clears all existing stations on 'Load'.
- bool [LoadOnStart](#) [get, set]
Calls 'Load' on Start.
- bool [LoadOnStartInEditor](#) [get, set]
Calls 'Load' on Start in Editor.
- abstract [StationsChangeEvent](#) **onStationsChanged** [get]
- abstract [ProviderReadyEvent](#) **onProviderReadyEvent** [get]
- abstract System.Collections.Generic.List< [Model.Entry.BaseRadioEntry](#) > **RadioEntries** [get]
- System.Collections.Generic.List< [Model.RadioStation](#) > **Stations** [get, protected set]
- virtual bool **isReady** [get]

Events

- StationsChange [OnStationsChange](#)
An event triggered whenever the stations change.
- ProviderReady [OnProviderReady](#)
An event triggered whenever the provider is ready.

5.14.1 Detailed Description

Base class for radio providers.

5.14.2 Member Function Documentation

5.14.2.1 Load()

```
virtual void Crosstales.Radio.Provider.BaseRadioProvider.Load ( ) [virtual]
```

Loads all stations from this provider.

Implements [Crosstales.Radio.Provider.IRadioProvider](#).

Reimplemented in [Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio](#).

5.14.2.2 Save()

```
void Crosstales.Radio.Provider.BaseRadioProvider.Save (
    string path )
```

Saves all stations from this provider as text-file with streams.

Parameters

<i>path</i>	Path to the text-file.
-------------	------------------------

Implements [Crosstales.Radio.Provider.IRadioProvider](#).

5.14.3 Property Documentation

5.14.3.1 ClearStationsOnLoad

```
bool Crosstales.Radio.Provider.BaseRadioProvider.ClearStationsOnLoad [get], [set]
```

Clears all existing stations on 'Load'.

5.14.3.2 LoadOnStart

```
bool Crosstales.Radio.Provider.BaseRadioProvider.LoadOnStart [get], [set]
```

Calls 'Load' on Start.

5.14.3.3 LoadOnStartInEditor

```
bool Crosstales.Radio.Provider.BaseRadioProvider.LoadOnStartInEditor [get], [set]
```

Calls 'Load' on Start in Editor.

5.14.4 Event Documentation

5.14.4.1 OnProviderReady

```
ProviderReady Crosstales.Radio.Provider.BaseRadioProvider.OnProviderReady
```

An event triggered whenever the provider is ready.

5.14.4.2 OnStationsChange

```
StationsChange Crosstales.Radio.Provider.BaseRadioProvider.OnStationsChange
```

An event triggered whenever the stations change.

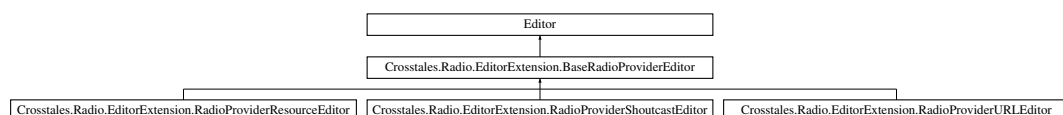
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Provider/BaseRadioProvider.cs

5.15 Crosstales.Radio.EditorExtension.BaseRadioProviderEditor Class Reference

Base-class for custom editors of children of the 'BaseRadioProvider'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.BaseRadioProviderEditor:



Public Member Functions

- virtual void **OnEnable** ()

Protected Member Functions

- void **showData** ()

5.15.1 Detailed Description

Base-class for custom editors of children of the 'BaseRadioProvider'-class.

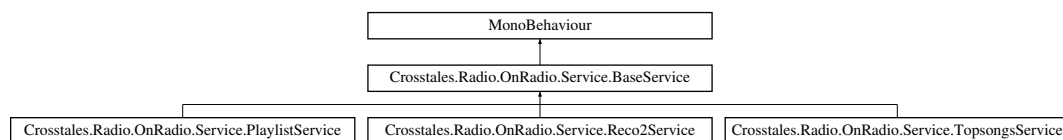
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Extension/BaseRadioProviderEditor.cs

5.16 Crosstales.Radio.OnRadio.Service.BaseService Class Reference

Base-class of a service.

Inheritance diagram for Crosstales.Radio.OnRadio.Service.BaseService:



Public Member Functions

- delegate void **QueryComplete** (string id)
- string **Query** ()
Query the service.
- string **StationService** ([Radio.Model.RadioStation](#) station)
Query the Station service.
- string **SongArtService** ([Radio.Model.RecordInfo](#) record, bool loadIcon)
Query the SongArt service.
- string **DARStationService** ([Radio.Model.RadioStation](#) station, bool loadIcon)
Query the DARStation service.
- System.Collections.Generic.List< [Model.RecordInfoExt](#) > **RecordsByArtist** (bool desc=false)
Returns all records of this service ordered by artist.
- System.Collections.Generic.List< [Model.RecordInfoExt](#) > **RecordsByTitle** (bool desc=false)
Returns all records of this service ordered by title.
- System.Collections.Generic.List< [Model.RecordInfoExt](#) > **RecordsByStationName** (bool desc=false)
Returns all records of this service ordered by station name.
- System.Collections.Generic.List< [Model.RadioStationExt](#) > **StationsByName** (bool desc=false)
Returns all stations of this service ordered by name.

Public Attributes

- readonly System.Collections.Generic.List< [Model.RadioStationExt](#) > **Stations** = new System.Collections.Generic.List<[Model.RadioStationExt](#)>()
- readonly System.Collections.Generic.List< [Model.RecordInfoExt](#) > **Records** = new System.Collections.Generic.List<[Model.RecordInfoExt](#)>()
- bool **isValidToken** => !string.IsNullOrEmpty([Token](#)) && [Token](#).Length >= 10 && [Token](#).CTisInteger()
Indicates if the token is valid.

Static Public Attributes

- static int **TotalPlaylistRequests**
- static int **TotalReco2Requests**
- static int **TotalTopsongsRequests**
- static int **TotalStationRequests**
- static int **TotalSongArtRequests**
- static int **TotalDARStationRequests**
- static int **TotalRequests** => TotalPlaylistRequests + TotalReco2Requests + TotalTopsongsRequests + TotalStationRequests + TotalSongArtRequests + TotalDARStationRequests
Total number of requests to [OnRadio](#).

Protected Member Functions

- virtual void **OnEnable** ()
- virtual void **Start** ()
- abstract IEnumerator **query** (string id)
- void **clearData** ()
- IEnumerator **queryStation** (string id, [Radio.Model.RadioStation](#) station, bool isInternal)
- IEnumerator **querySongArt** (string id, [Radio.Model.RecordInfo](#) record, bool loadIcon, bool isInternal)
- IEnumerator **queryDARStation** (string id, [Radio.Model.RadioStation](#) station, bool loadIcon, bool isInternal)
- virtual void **onQueryComplete** (string id)

Protected Attributes

- bool **loggedTokenNull**

Static Protected Attributes

- const string **tokenNull** = "'Token' is null - can not access OnRadio!"

Properties

- string? [Token](#) [get, set]
Token to access [OnRadio](#).
- string **Token** [get, set]
- bool [EnableStation](#) [get, set]
Enable Station service.
- bool [AwaitStationQuery](#) [get, set]
Wait until Station query is finished.
- bool [EnableSongArt](#) [get, set]
Enable SongArt service.
- bool [AwaitSongArtQuery](#) [get, set]
Wait until SongArt query is finished.
- bool [LoadRecordIcon](#) [get, set]
Load the record icon.
- bool [EnableDARStation](#) [get, set]
Enable DARStation service.
- bool [AwaitDARStationQuery](#) [get, set]
Wait until DARStation query is finished.
- bool [LoadStationIcon](#) [get, set]
Load the station icon.
- Sprite [DefaultStationIcon](#) [get, set]
Default icon for the radio station.
- Sprite [DefaultSongIcon](#) [get, set]
Default icon for the song.
- bool [QueryOnStart](#) [get, set]
Query the service on start.
- abstract [QueryCompleteEvent](#) **onQueryCompleted** [get]

Events

- QueryComplete [OnQueryComplete](#)
An event triggered whenever the query is completed.

5.16.1 Detailed Description

Base-class of a service.

5.16.2 Member Function Documentation

5.16.2.1 DARStationService()

```
string Crosstales.Radio.OnRadio.Service.BaseService.DARStationService (
    Radio.Model.RadioStation station,
    bool loadIcon )
```

Query the DARStation service.

Parameters

<i>station</i>	Radio station to query
<i>loadIcon</i>	load the icon for the station

Returns

UID of the query.

5.16.2.2 Query()

```
string Crosstales.Radio.OnRadio.Service.BaseService.Query ( )
```

Query the service.

Returns

UID of the query.

5.16.2.3 RecordsByArtist()

```
System.Collections.Generic.List<Model.RecordInfoExt> Crosstales.Radio.OnRadio.Service.Base←  
Service.RecordsByArtist (   
    bool desc = false )
```

Returns all records of this service ordered by artist.

Parameters

<i>desc</i>	Descending order (default: false, optional)
-------------	---

Returns

All records of this set ordered by artist.

5.16.2.4 RecordsByStationName()

```
System.Collections.Generic.List<Model.RecordInfoExt> Crosstales.Radio.OnRadio.Service.Base←  
Service.RecordsByStationName (   
    bool desc = false )
```

Returns all records of this service ordered by station name.

Parameters

<i>desc</i>	Descending order (default: false, optional)
-------------	---

Returns

All records of this set ordered by station name.

5.16.2.5 RecordsByTitle()

```
System.Collections.Generic.List<Model.RecordInfoExt> Crosstales.Radio.OnRadio.Service.BaseService.RecordsByTitle (
    bool desc = false )
```

Returns all records of this service ordered by title.

Parameters

<i>desc</i>	Descending order (default: false, optional)
-------------	---

Returns

All records of this set ordered by title.

5.16.2.6 SongArtService()

```
string Crosstales.Radio.OnRadio.Service.BaseService.SongArtService (
    Radio.Model.RecordInfo record,
    bool loadIcon )
```

Query the SongArt service.

Parameters

<i>record</i>	Record info to query
<i>loadIcon</i>	load the icon for the record

Returns

UID of the query.

5.16.2.7 StationsByName()

```
System.Collections.Generic.List<Model.RadioStationExt> Crosstales.Radio.OnRadio.Service.BaseService.StationsByName (
    bool desc = false )
```

Returns all stations of this service ordered by name.

Parameters

<i>desc</i>	Descending order (default: false, optional)
-------------	---

Returns

All stations of this set ordered by name.

5.16.2.8 StationService()

```
string Crosstales.Radio.OnRadio.Service.BaseService.StationService (
    Radio.Model.RadioStation station )
```

Query the Station service.

Parameters

<i>station</i>	Radio station to query
----------------	------------------------

Returns

UID of the query.

5.16.3 Member Data Documentation

5.16.3.1 isValidToken

```
bool Crosstales.Radio.OnRadio.Service.BaseService.isValidToken => !string.IsNullOrEmpty(Token)
&& Token.Length >= 10 && Token.CTisInteger()
```

Indicates if the token is valid.

Returns

True if the token is valid.

5.16.3.2 TotalRequests

```
int Crosstales.Radio.OnRadio.Service.BaseService.TotalRequests => TotalPlaylistRequests +  
TotalReco2Requests + TotalTopsongsRequests + TotalStationRequests + TotalSongArtRequests +  
TotalDARStationRequests [static]
```

Total number of requests to [OnRadio](#).

Returns

Total number of requests to [OnRadio](#).

5.16.4 Property Documentation

5.16.4.1 AwaitDARStationQuery

```
bool Crosstales.Radio.OnRadio.Service.BaseService.AwaitDARStationQuery [get], [set]
```

Wait until DARStation query is finished.

5.16.4.2 AwaitSongArtQuery

```
bool Crosstales.Radio.OnRadio.Service.BaseService.AwaitSongArtQuery [get], [set]
```

Wait until SongArt query is finished.

5.16.4.3 AwaitStationQuery

```
bool Crosstales.Radio.OnRadio.Service.BaseService.AwaitStationQuery [get], [set]
```

Wait until Station query is finished.

5.16.4.4 DefaultSongIcon

```
Sprite Crosstales.Radio.OnRadio.Service.BaseService.DefaultSongIcon [get], [set]
```

Default icon for the song.

5.16.4.5 DefaultStationIcon

Sprite Crosstales.Radio.OnRadio.Service.BaseService.DefaultStationIcon [get], [set]

Default icon for the radio station.

5.16.4.6 EnableDARStation

bool Crosstales.Radio.OnRadio.Service.BaseService.EnableDARStation [get], [set]

Enable DARStation service.

5.16.4.7 EnableSongArt

bool Crosstales.Radio.OnRadio.Service.BaseService.EnableSongArt [get], [set]

Enable SongArt service.

5.16.4.8 EnableStation

bool Crosstales.Radio.OnRadio.Service.BaseService.EnableStation [get], [set]

Enable Station service.

5.16.4.9 LoadRecordIcon

bool Crosstales.Radio.OnRadio.Service.BaseService.LoadRecordIcon [get], [set]

Load the record icon.

5.16.4.10 LoadStationIcon

bool Crosstales.Radio.OnRadio.Service.BaseService.LoadStationIcon [get], [set]

Load the station icon.

5.16.4.11 QueryOnStart

```
bool Crosstales.Radio.OnRadio.Service.BaseService.QueryOnStart [get], [set]
```

Query the service on start.

5.16.4.12 Token

```
string? Crosstales.Radio.OnRadio.Service.BaseService.Token [get], [set]
```

Token to access [OnRadio](#).

5.16.5 Event Documentation

5.16.5.1 OnQueryComplete

```
QueryComplete Crosstales.Radio.OnRadio.Service.BaseService.OnQueryComplete
```

An event triggered whenever the query is completed.

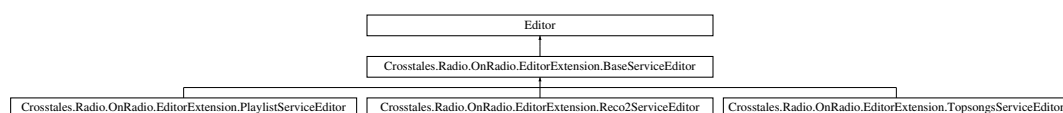
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Scripts/Service/BaseService.cs

5.17 Crosstales.Radio.OnRadio.EditorExtension.BaseServiceEditor Class Reference

Custom editor for the 'BaseService'-class.

Inheritance diagram for Crosstales.Radio.OnRadio.EditorExtension.BaseServiceEditor:



Public Member Functions

- void **OnEnable** ()
- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

5.17.1 Detailed Description

Custom editor for the 'BaseService'-class.

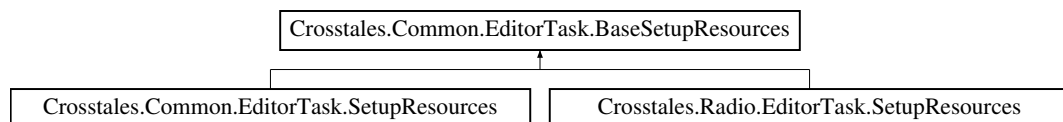
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Editor/BaseServiceEditor.cs](#)

5.18 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

Base-class for moving all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:



Static Protected Member Functions

- static void **setupResources** (string source, string sourceFolder, string target, string targetFolder, string metafile)

5.18.1 Detailed Description

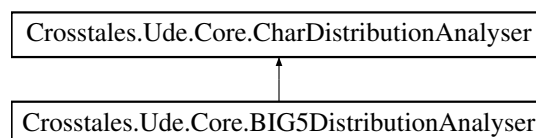
Base-class for moving all resources to 'Editor Default Resources'.

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

- [D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Editor/Task/Base↔ SetupResources.cs](#)

5.19 Crosstales.Ude.Core.BIG5DistributionAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.BIG5DistributionAnalyser:



Public Member Functions

- override int [GetOrder](#) (byte[] buf, int offset)

first byte range: 0xa4 – 0xfe second byte range: 0x40 – 0x7e , 0xa1 – 0xfe no validation needed here. State machine has done that

Additional Inherited Members

5.19.1 Member Function Documentation

5.19.1.1 GetOrder()

```
override int Crosstailes.Ude.Core.BIG5DistributionAnalyser.GetOrder (
    byte[] buf,
    int offset ) [virtual]
```

first byte range: 0xa4 – 0xfe second byte range: 0x40 – 0x7e , 0xa1 – 0xfe no validation needed here. State machine has done that

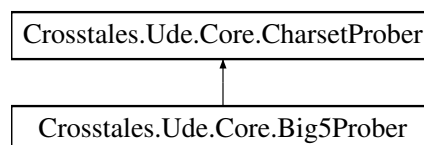
Implements [Crosstailes.Ude.Core.CharDistributionAnalyser](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/↔ Core/CharDistributionAnalyser.cs

5.20 Crosstailes.Ude.Core.Big5Prober Class Reference

Inheritance diagram for Crosstailes.Ude.Core.Big5Prober:



Public Member Functions

- override ProbingState [HandleData](#) (byte[] buf, int offset, int len)
Feed data to the prober
- override void [Reset](#) ()
Reset prober state
- override string [GetCharsetName](#) ()
- override float [GetConfidence](#) ()

Additional Inherited Members

5.20.1 Member Function Documentation

5.20.1.1 HandleData()

```
override ProbingState Crosstailes.Ude.Core.Big5Prober.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstailes.Ude.Core.CharsetProber](#).

5.20.1.2 Reset()

```
override void Crosstailes.Ude.Core.Big5Prober.Reset ( ) [virtual]
```

Reset prober state

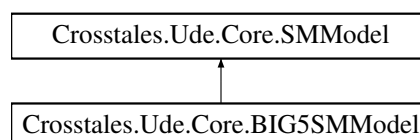
Implements [Crosstailes.Ude.Core.CharsetProber](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/↵
Core/Big5Prober.cs

5.21 Crosstailes.Ude.Core.BIG5SMMModel Class Reference

Inheritance diagram for Crosstailes.Ude.Core.BIG5SMMModel:



Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔ Core/MBCSSM.cs

5.22 Crosstales.Ude.Core.BitPackage Class Reference

Public Member Functions

- **BitPackage** (int indexShift, int shiftMask, int bitShift, int unitMask, int[] data)
- int **Unpack** (int i)

Static Public Member Functions

- static int **Pack16bits** (int a, int b)
- static int **Pack8bits** (int a, int b, int c, int d)
- static int **Pack4bits** (int a, int b, int c, int d, int e, int f, int g, int h)

Static Public Attributes

- static int **INDEX_SHIFT_4BITS** = 3
- static int **INDEX_SHIFT_8BITS** = 2
- static int **INDEX_SHIFT_16BITS** = 1
- static int **SHIFT_MASK_4BITS** = 7
- static int **SHIFT_MASK_8BITS** = 3
- static int **SHIFT_MASK_16BITS** = 1
- static int **BIT_SHIFT_4BITS** = 2
- static int **BIT_SHIFT_8BITS** = 3
- static int **BIT_SHIFT_16BITS** = 4
- static int **UNIT_MASK_4BITS** = 0x0000000F
- static int **UNIT_MASK_8BITS** = 0x000000FF
- static int **UNIT_MASK_16BITS** = 0x0000FFFF

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔ Core/BitPackage.cs

5.23 Crosstales.NLayer.Decoder.BitReservoir Class Reference

Public Member Functions

- bool **AddBits** ([IMpegFrame](#) frame, int overlap)
- int **GetBits** (int count)
- int **Get1Bit** ()
- int **TryPeekBits** (int count, out int readCount)
- void **SkipBits** (int count)
- void **RewindBits** (int count)
- void **FlushBits** ()
- void **Reset** ()

Properties

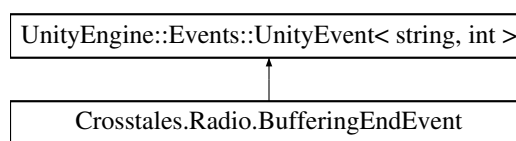
- int **BitsAvailable** [get]
- long **BitsRead** [get]

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/BitReservoir.cs

5.24 Crosstales.Radio.BufferingEndEvent Class Reference

Inheritance diagram for Crosstales.Radio.BufferingEndEvent:

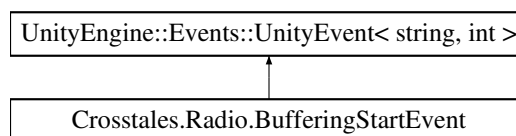


The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.25 Crosstales.Radio.BufferingStartEvent Class Reference

Inheritance diagram for Crosstales.Radio.BufferingStartEvent:

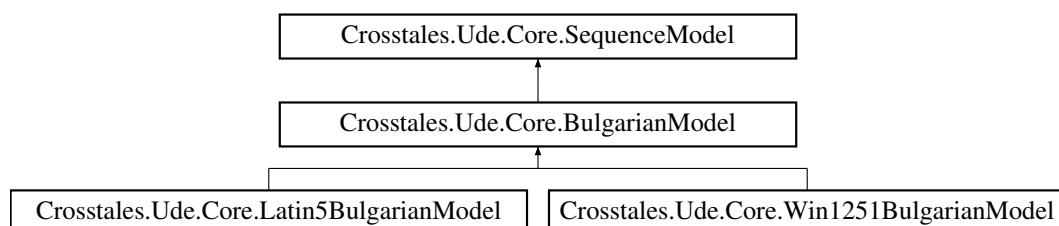


The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.26 Crosstales.Ude.Core.BulgarianModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.BulgarianModel:



Public Member Functions

- **BulgarianModel** (byte[] charToOrderMap, string name)

Additional Inherited Members

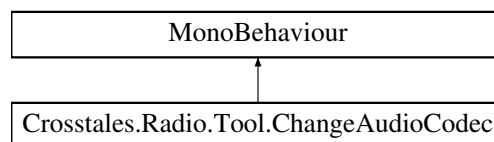
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔
Core/LangBulgarianModel.cs

5.27 Crosstales.Radio.Tool.ChangeAudioCodec Class Reference

Changes the default audio codec under Windows.

Inheritance diagram for Crosstales.Radio.Tool.ChangeAudioCodec:



Public Attributes

- [Model.Enum.AudioCodec](#) **Codec** = Model.Enum.AudioCodec.MP3_NLayer

5.27.1 Detailed Description

Changes the default audio codec under Windows.

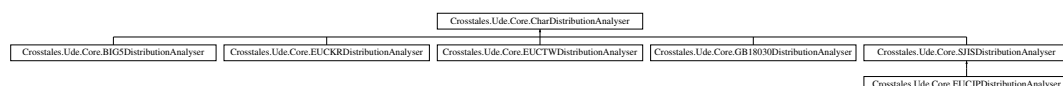
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Extras/ChangeAudio↔
Codec/Scripts/ChangeAudioCodec.cs

5.28 Crosstales.Ude.Core.CharDistributionAnalyser Class Reference

Base class for the Character Distribution Method, used for the CJK encodings

Inheritance diagram for Crosstales.Ude.Core.CharDistributionAnalyser:



Public Member Functions

- abstract int [GetOrder](#) (byte[] buf, int offset)
Feed a block of data and do distribution analysis
- void [HandleOneChar](#) (byte[] buf, int offset, int charLen)
Feed a character with known length
- virtual void **Reset** ()
- virtual float [GetConfidence](#) ()
return confidence base on received data
- bool **GotEnoughData** ()

Protected Attributes

- bool **done**
- int **freqChars**
- int **totalChars**
- int[] **charToFreqOrder**
- float **typicalDistributionRatio**

Static Protected Attributes

- const float **SURE_YES** = 0.99f
- const float **SURE_NO** = 0.01f
- const int **MINIMUM_DATA_THRESHOLD** = 4
- const int **ENOUGH_DATA_THRESHOLD** = 1024

5.28.1 Detailed Description

Base class for the Character Distribution Method, used for the CJK encodings

5.28.2 Member Function Documentation

5.28.2.1 GetConfidence()

```
virtual float Crosstales.Ude.Core.CharDistributionAnalyser.GetConfidence ( ) [virtual]
```

return confidence base on received data

Returns

5.28.2.2 GetOrder()

```
abstract int Crosstales.Ude.Core.CharDistributionAnalyser.GetOrder (
    byte[] buf,
    int offset ) [pure virtual]
```

Feed a block of data and do distribution analysis

we do not handle character base on its original encoding string, but convert this encoding string to a number, here called order. This allow multiple encoding of a language to share one frequency table

Parameters

<i>buf</i>	A System.Byte
<i>offset</i>	

Returns

Implemented in [Crosstales.Ude.Core.EUCJPDistributionAnalyser](#), [Crosstales.Ude.Core.SJISDistributionAnalyser](#), [Crosstales.Ude.Core.BIG5DistributionAnalyser](#), [Crosstales.Ude.Core.EUCKRDistributionAnalyser](#), [Crosstales.Ude.Core.EUCTWDistributionAnalyser](#) and [Crosstales.Ude.Core.GB18030DistributionAnalyser](#).

5.28.2.3 HandleOneChar()

```
void Crosstales.Ude.Core.CharDistributionAnalyser.HandleOneChar (
    byte[] buf,
    int offset,
    int charLen )
```

Feed a character with known length

Parameters

<i>buf</i>	A System.Byte
<i>offset</i>	buf offset

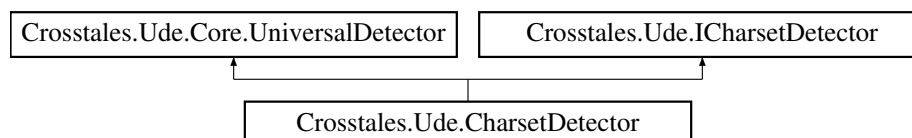
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/CharDistributionAnalyser.cs

5.29 Crosstales.Ude.CharsetDetector Class Reference

Default implementation of charset detection interface. The detector can be fed by a System.IO.Stream:

Inheritance diagram for Crosstales.Ude.CharsetDetector:



Public Member Functions

- void **Feed** (Stream stream)
Feed a bytes stream to the detector.
- bool **IsDone** ()
Returns true if the detector has found a result and it is sure about it.
- override void **Reset** ()
Clear internal state of charset detector. In the original interface this method is protected.

Protected Member Functions

- override void **Report** (string charset, float confidence)

Properties

- string **Charset** [get]
- float **Confidence** [get]
- int **CodePage** [get]

Additional Inherited Members

5.29.1 Detailed Description

Default implementation of charset detection interface. The detector can be fed by a System.IO.Stream:

```
using (FileStream fs = File.OpenRead(filename)) { CharsetDetector cdet =
new CharsetDetector(); cdet.Feed(fs); cdet.DataEnd(); Console.WriteLine("{0},
{1}", cdet.Charset, cdet.Confidence);
```

or by a byte a array:

```
byte[] buff = new byte[1024];
int read;
while ((read = stream.Read(buff, 0, buff.Length)) > 0 && !done)
    Feed(buff, 0, read);
cdet.DataEnd();
Console.WriteLine("{0}, {1}", cdet.Charset, cdet.Confidence);
```

5.29.2 Member Function Documentation

5.29.2.1 Feed()

```
void Crosstales.Ude.CharsetDetector.Feed (
    Stream stream )
```

Feed a bytes stream to the detector.

Parameters

<i>stream</i>	an input stream
---------------	-----------------

Implements [Crosstales.Ude.ICharsetDetector](#).

5.29.2.2 IsDone()

```
bool Crosstales.Ude.CharsetDetector.IsDone ( )
```

Returns true if the detector has found a result and it is sure about it.

Returns

true if the detector has detected the encoding

Implements [Crosstales.Ude.ICharsetDetector](#).

5.29.2.3 Reset()

```
override void Crosstales.Ude.CharsetDetector.Reset ( ) [virtual]
```

Clear internal state of charset detector. In the original interface this method is protected.

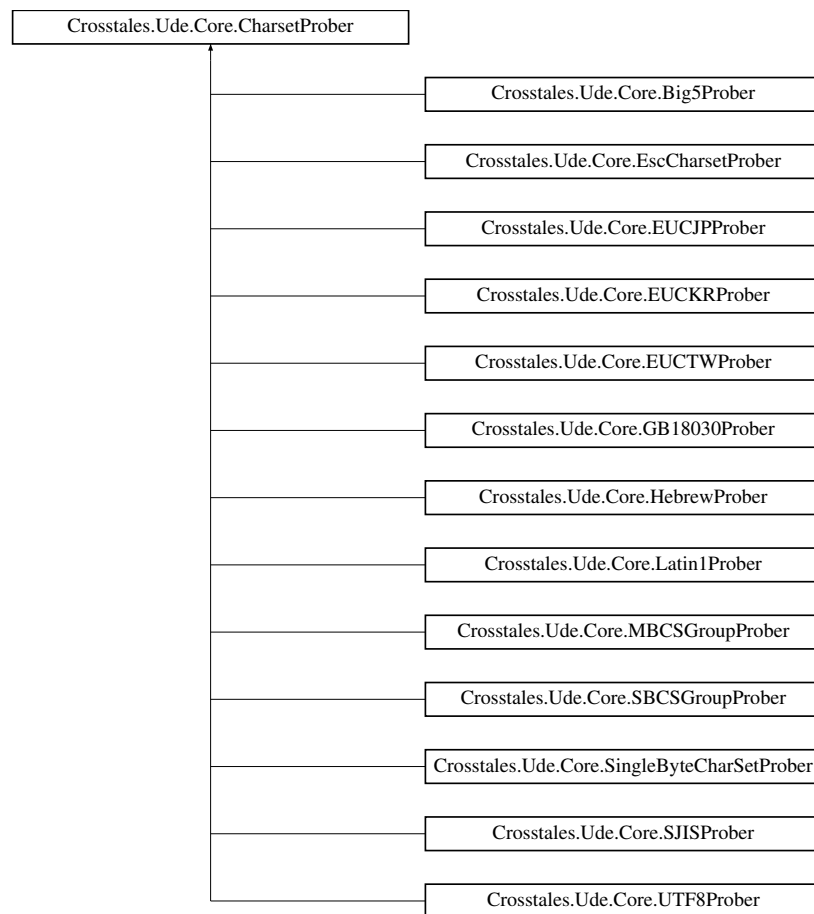
Reimplemented from [Crosstales.Ude.Core.UniversalDetector](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Charset↵
Detector.cs

5.30 Crosstales.Ude.Core.CharsetProber Class Reference

Inheritance diagram for Crosstales.Ude.Core.CharsetProber:



Public Member Functions

- abstract ProbingState [HandleData](#) (byte[] buf, int offset, int len)
Feed data to the prober
- abstract void [Reset](#) ()
Reset prober state
- abstract string **GetCharsetName** ()
- abstract float **GetConfidence** ()
- virtual ProbingState **GetState** ()
- virtual void **SetOption** ()
- virtual void **DumpStatus** ()

Static Protected Member Functions

- static byte[] [FilterWithoutEnglishLetters](#) (byte[] buf, int offset, int len)
- static byte[] [FilterWithEnglishLetters](#) (byte[] buf, int offset, int len)

Do filtering to reduce load to probers (Remove ASCII symbols, collapse spaces). This filter applies to all scripts which contain both English characters and upper ASCII characters.

Protected Attributes

- ProbingState **state**

Static Protected Attributes

- const float **SHORTCUT_THRESHOLD** = 0.95F

5.30.1 Member Function Documentation

5.30.1.1 FilterWithEnglishLetters()

```
static byte [] Crosstales.Ude.Core.CharsetProber.FilterWithEnglishLetters (
    byte[] buf,
    int offset,
    int len ) [static], [protected]
```

Do filtering to reduce load to probers (Remove ASCII symbols, collapse spaces). This filter applies to all scripts which contain both English characters and upper ASCII characters.

Returns

a filtered copy of the input buffer

5.30.1.2 FilterWithoutEnglishLetters()

```
static byte [] Crosstales.Ude.Core.CharsetProber.FilterWithoutEnglishLetters (
    byte[] buf,
    int offset,
    int len ) [static], [protected]
```

Returns

filtered buffer

5.30.1.3 HandleData()

```
abstract ProbingState Crosstales.Ude.Core.CharsetProber.HandleData (
    byte[] buf,
    int offset,
    int len ) [pure virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implemented in [Crosstales.Ude.Core.HebrewProber](#), [Crosstales.Ude.Core.Latin1Prober](#), [Crosstales.Ude.Core.MBCSGroupProber](#), [Crosstales.Ude.Core.SingleByteCharSetProber](#), [Crosstales.Ude.Core.SBCSGroupProber](#), [Crosstales.Ude.Core.SJISProber](#), [Crosstales.Ude.Core.EscCharsetProber](#), [Crosstales.Ude.Core.UTF8Prober](#), [Crosstales.Ude.Core.GB18030Prober](#), [Crosstales.Ude.Core.EUCJPProber](#), [Crosstales.Ude.Core.EUCKRProber](#), [Crosstales.Ude.Core.Big5Prober](#), and [Crosstales.Ude.Core.EUCTWProber](#).

5.30.1.4 Reset()

```
abstract void Crosstales.Ude.Core.CharsetProber.Reset ( ) [pure virtual]
```

Reset prober state

Implemented in [Crosstales.Ude.Core.HebrewProber](#), [Crosstales.Ude.Core.SBCSGroupProber](#), [Crosstales.Ude.Core.SingleByteCharSetProber](#), [Crosstales.Ude.Core.Latin1Prober](#), [Crosstales.Ude.Core.GB18030Prober](#), [Crosstales.Ude.Core.SJISProber](#), [Crosstales.Ude.Core.EUCKRProber](#), [Crosstales.Ude.Core.EUCJPProber](#), [Crosstales.Ude.Core.EUCTWProber](#), [Crosstales.Ude.Core.Big5Prober](#), [Crosstales.Ude.Core.MBCSGroupProber](#), [Crosstales.Ude.Core.UTF8Prober](#), and [Crosstales.Ude.Core.EscCharsetProber](#).

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

- [D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/CharsetProber.cs](#)

5.31 Crosstales.Ude.Charsets Class Reference**Static Public Attributes**

- const string **ASCII** = "ASCII"
- const string **UTF8** = "UTF-8"
- const string **UTF16_LE** = "UTF-16LE"
- const string **UTF16_BE** = "UTF-16BE"
- const string **UTF32_BE** = "UTF-32BE"
- const string **UTF32_LE** = "UTF-32LE"
- const string **UCS4_3412** = "X-ISO-10646-UCS-4-3412"
Unusual BOM (3412 order)
- const string **UCS4_2413** = "X-ISO-10646-UCS-4-2413"
Unusual BOM (2413 order)
- const string **WIN1251** = "windows-1251"

Cyrillic (based on bulgarian and russian data)

- const string [WIN1252](#) = "windows-1252"

Latin-1, almost identical to ISO-8859-1

- const string [WIN1253](#) = "windows-1253"

Greek

- const string [WIN1255](#) = "windows-1255"

Logical hebrew (includes ISO-8859-8-I and most of x-mac-hebrew)

- const string [BIG5](#) = "Big-5"

Traditional chinese

- const string **EUCKR** = "EUC-KR"
- const string **EUCJP** = "EUC-JP"
- const string **EUCTW** = "EUC-TW"
- const string [GB18030](#) = "gb18030"

Note: gb2312 is a subset of gb18030

- const string **ISO2022_JP** = "ISO-2022-JP"
- const string **ISO2022_CN** = "ISO-2022-CN"
- const string **ISO2022_KR** = "ISO-2022-KR"
- const string [HZ_GB_2312](#) = "HZ-GB-2312"

Simplified chinese

- const string **SHIFT_JIS** = "Shift-JIS"
- const string **MAC_CYRILLIC** = "x-mac-cyrillic"
- const string **KOI8R** = "KOI8-R"
- const string **IBM855** = "IBM855"
- const string **IBM866** = "IBM866"
- const string [ISO8859_2](#) = "ISO-8859-2"

East-Europe. Disabled because too similar to windows-1252 (latin-1). Should use tri-grams models to discriminate between these two charsets.

- const string [ISO8859_5](#) = "ISO-8859-5"

Cyrillic

- const string [ISO_8859_7](#) = "ISO-8859-7"

Greek

- const string [ISO8859_8](#) = "ISO-8859-8"

Visual Hebrew

- const string [TIS620](#) = "TIS620"

Thai. This recognizer is not enabled yet.

5.31.1 Member Data Documentation

5.31.1.1 BIG5

```
const string Crosstales.Ude.Charsets.BIG5 = "Big-5" [static]
```

Traditional chinese

5.31.1.2 GB18030

```
const string Crosstales.Ude.Charsets.GB18030 = "gb18030" [static]
```

Note: gb2312 is a subset of gb18030

5.31.1.3 HZ_GB_2312

```
const string Crosstales.Ude.Charsets.HZ_GB_2312 = "HZ-GB-2312" [static]
```

Simplified chinese

5.31.1.4 ISO8859_2

```
const string Crosstales.Ude.Charsets.ISO8859_2 = "ISO-8859-2" [static]
```

East-Europe. Disabled because too similar to windows-1252 (latin-1). Should use tri-grams models to discriminate between these two charsets.

5.31.1.5 ISO8859_5

```
const string Crosstales.Ude.Charsets.ISO8859_5 = "ISO-8859-5" [static]
```

Cyrillic

5.31.1.6 ISO8859_8

```
const string Crosstales.Ude.Charsets.ISO8859_8 = "ISO-8859-8" [static]
```

Visual Hebrew

5.31.1.7 ISO_8859_7

```
const string Crosstales.Ude.Charsets.ISO_8859_7 = "ISO-8859-7" [static]
```

Greek

5.31.1.8 TIS620

```
const string Crosstales.Ude.Charsets.TIS620 = "TIS620" [static]
```

Thai. This recognizer is not enabled yet.

5.31.1.9 UCS4_2413

```
const string Crosstales.Ude.Charsets.UCS4_2413 = "X-ISO-10646-UCS-4-2413" [static]
```

Unusual BOM (2413 order)

5.31.1.10 UCS4_3412

```
const string Crosstales.Ude.Charsets.UCS4_3412 = "X-ISO-10646-UCS-4-3412" [static]
```

Unusual BOM (3412 order)

5.31.1.11 WIN1251

```
const string Crosstales.Ude.Charsets.WIN1251 = "windows-1251" [static]
```

Cyrillic (based on bulgarian and russian data)

5.31.1.12 WIN1252

```
const string Crosstales.Ude.Charsets.WIN1252 = "windows-1252" [static]
```

Latin-1, almost identical to ISO-8859-1

5.31.1.13 WIN1253

```
const string Crosstales.Ude.Charsets.WIN1253 = "windows-1253" [static]
```

Greek

5.31.1.14 WIN1255

```
const string Crosstales.Ude.Charsets.WIN1255 = "windows-1255" [static]
```

Logical hebrew (includes ISO-8859-8-I and most of x-mac-hebrew)

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔
Core/Charsets.cs

5.32 Crosstales.Ude.Core.CodingStateMachine Class Reference

Parallel state machine for the Coding Scheme Method

Public Member Functions

- **CodingStateMachine** ([SMMModel](#) model)
- int **NextState** (byte b)
- void **Reset** ()

Properties

- int **CurrentCharLen** [get]
- string **ModelName** [get]

5.32.1 Detailed Description

Parallel state machine for the Coding Scheme Method

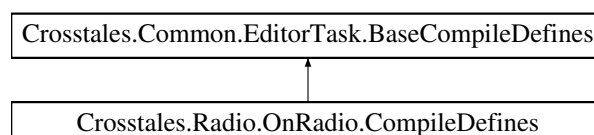
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔
Core/CodingStateMachine.cs

5.33 Crosstales.Radio.OnRadio.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Radio.OnRadio.CompileDefines:



Additional Inherited Members

5.33.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

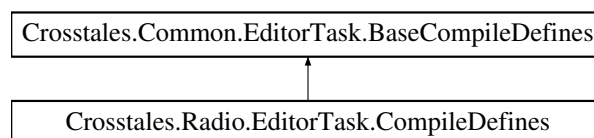
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Editor/CompileDefines.cs

5.34 Crosstales.Radio.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Radio.EditorTask.CompileDefines:



Additional Inherited Members

5.34.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Task/Compile↔ Defines.cs

5.35 Crosstales.Radio.OnRadio.Demo.ComplexObject Class Reference

A complex object for all parameters of a gui-prefab used in [GUIOnRadio](#).

Public Member Functions

- **ComplexObject** ([BaseGUIStatic](#) script, Transform objectTransform, RectTransform objectRectTransform, Image objectImage)

Public Attributes

- [BaseGUIStatic](#) Script
- Transform **ObjectTransform**
- RectTransform **ObjectRectTransform**
- Image **ObjectImage**

5.35.1 Detailed Description

A complex object for all parameters of a gui-prefab used in [GUIOnRadio](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔
Demos/Scripts/ComplexObject.cs

5.36 Crosstales.Radio.Demo.ComplexObject Class Reference

A complex object for all parameters of a gui-prefab used in [GUIRadioplayer](#).

Public Member Functions

- **ComplexObject** ([GUIRadioStatic](#) script, Transform objectTransform, RectTransform objectRectTransform, Image objectImage)

Public Attributes

- [GUIRadioStatic](#) Script
- Transform **ObjectTransform**
- RectTransform **ObjectRectTransform**
- Image **ObjectImage**

5.36.1 Detailed Description

A complex object for all parameters of a gui-prefab used in [GUIRadioplayer](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/Complex↔
Object.cs

5.37 Crosstales.Radio.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

- static void [Reset](#) ()
Resets all changeable variables to their default value.
- static void [Load](#) ()
Loads all changeable variables.
- static void [Save](#) ()
Saves all changeable variables.

Static Public Attributes

- static bool [DEBUG](#) = Constants.DEFAULT_DEBUG || [Constants.DEV_DEBUG](#)
Enable or disable debug logging for the asset.
- static int [DEFAULT_BITRATE](#) = Constants.DEFAULT_DEFAULT_BITRATE
Default bitrate for a [RadioPlayer](#).
- static int [DEFAULT_CHUNKSIZE](#) = Constants.DEFAULT_DEFAULT_CHUNKSIZE
Default chunk-size for a [RadioPlayer](#).
- static int [DEFAULT_BUFFERSIZE](#) = Constants.DEFAULT_DEFAULT_BUFFERSIZE
Default buffer-size for a [RadioPlayer](#).
- static int [DEFAULT_CACHESTREAMSIZE](#) = Constants.DEFAULT_DEFAULT_CACHESTREAMSIZE
Default cachestream-size for a [RadioPlayer](#).
- static int [MAX_CACHESTREAMSIZE](#) = Constants.DEFAULT_MAX_CACHESTREAMSIZE
Maximal cachestream-size for a [RadioPlayer](#).
- static bool [isLoaded](#)
Is the configuration loaded?

5.37.1 Detailed Description

Configuration for the asset.

5.37.2 Member Function Documentation

5.37.2.1 Load()

```
static void Crosstales.Radio.Util.Config.Load ( ) [static]
```

Loads all changeable variables.

5.37.2.2 Reset()

```
static void Crosstales.Radio.Util.Config.Reset ( ) [static]
```

Resets all changeable variables to their default value.

5.37.2.3 Save()

```
static void Crosstales.Radio.Util.Config.Save ( ) [static]
```

Saves all changeable variables.

5.37.3 Member Data Documentation

5.37.3.1 DEBUG

```
bool Crosstales.Radio.Util.Config.DEBUG = Constants.DEFAULT_DEBUG || Constants.DEV_DEBUG [static]
```

Enable or disable debug logging for the asset.

5.37.3.2 DEFAULT_BITRATE

```
int Crosstales.Radio.Util.Config.DEFAULT_BITRATE = Constants.DEFAULT_DEFAULT_BITRATE [static]
```

Default bitrate for a [RadioPlayer](#).

5.37.3.3 DEFAULT_BUFFERSIZE

```
int Crosstales.Radio.Util.Config.DEFAULT_BUFFERSIZE = Constants.DEFAULT_DEFAULT_BUFFERSIZE [static]
```

Default buffer-size for a [RadioPlayer](#).

5.37.3.4 DEFAULT_CACHESTREAMSIZE

```
int Crosstales.Radio.Util.Config.DEFAULT_CACHESTREAMSIZE = Constants.DEFAULT_DEFAULT_CACHESTREAMSIZE [static]
```

Default cachestream-size for a [RadioPlayer](#).

5.37.3.5 DEFAULT_CHUNKSIZE

```
int Crosstales.Radio.Util.Config.DEFAULT_CHUNKSIZE = Constants.DEFAULT_DEFAULT_CHUNKSIZE [static]
```

Default chunk-size for a [RadioPlayer](#).

5.37.3.6 isLoaded

```
bool Crosstales.Radio.Util.Config.isLoaded [static]
```

Is the configuration loaded?

5.37.3.7 MAX_CACHESTREAMSIZE

```
int Crosstales.Radio.Util.Config.MAX_CACHESTREAMSIZE = Constants.DEFAULT_MAX_CACHESTREAMSIZE  
[static]
```

Maximal cachestream-size for a [RadioPlayer](#).

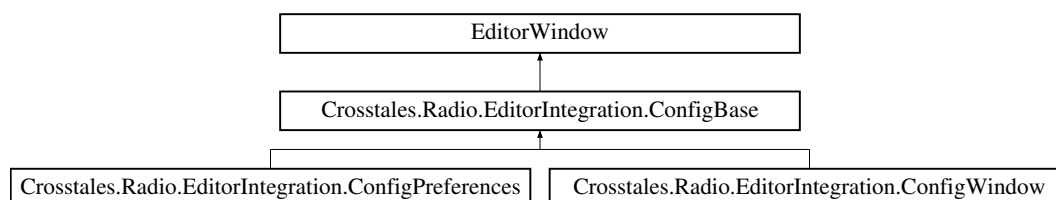
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Util/Config.cs

5.38 Crosstales.Radio.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.Radio.EditorIntegration.ConfigBase:



Protected Member Functions

- void **showConfiguration** ()
- void **showHelp** ()
- void **showAbout** ()

Static Protected Member Functions

- static void **save** ()

5.38.1 Detailed Description

Base class for editor windows.

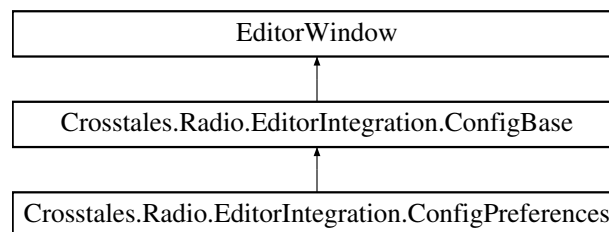
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Integration/Config↔
Base.cs

5.39 Crosstales.Radio.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.Radio.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.39.1 Detailed Description

Unity "Preferences" extension.

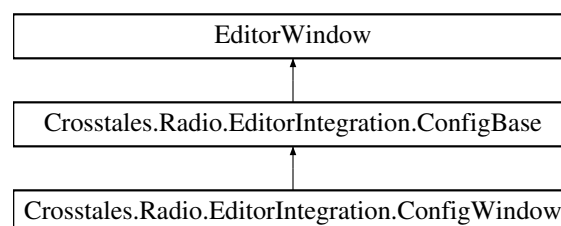
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Integration/Config↔
Preferences.cs

5.40 Crosstales.Radio.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.Radio.EditorIntegration.ConfigWindow:



Public Member Functions

- void **OnEnable** ()
- void **OnInspectorUpdate** ()
- void **OnGUI** ()

Static Public Member Functions

- static void **ShowWindow** ()
- static void **ShowWindow** (int tab)

Additional Inherited Members

5.40.1 Detailed Description

Editor window extension.

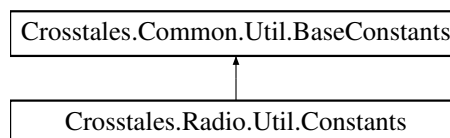
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Integration/Config↔ Window.cs

5.41 Crosstales.Radio.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.Radio.Util.Constants:



Static Public Attributes

- const string **ASSET_NAME** = "Radio PRO"
Name of the asset.
- const string **ASSET_VERSION** = "2021.2.0"
Version of the asset.
- const int **ASSET_BUILD** = 20210415
Build number of the asset.
- static readonly System.DateTime **ASSET_CREATED** = new System.DateTime(2015, 2, 25)
Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime **ASSET_CHANGED** = new System.DateTime(2021, 4, 15)
Change date of the asset (YYYY, MM, DD).
- const string **ASSET_PRO_URL** = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"

- URL of the PRO asset in UAS.*
- const string **ASSET_3P_URL** = "https://assetstore.unity.com/lists/radio-friends-42211?aid=1011INGT"
- URL of the 3rd party assets in UAS.*
- const string **ASSET_UPDATE_CHECK_URL** = "https://www.crosstales.com/media/assets/radio_versions.txt"
- URL for update-checks of the asset*
- const string **ASSET_CONTACT** = "radio@crosstales.com"
- Contact to the owner of the asset.*
- const string **ASSET_MANUAL_URL** = "https://www.crosstales.com/media/data/assets/radio/Radio-doc.pdf"
- URL of the asset manual.*
- const string **ASSET_API_URL** = "https://www.crosstales.com/en/assets/radio/api"
- URL of the asset API.*
- const string **ASSET_FORUM_URL** = "https://forum.unity.com/threads/radio-pro-mp3-and-ogg-streaming-solution.334604/"
- URL of the asset forum.*
- const string **ASSET_WEB_URL** = "https://www.crosstales.com/en/portfolio/radio/"
- URL of the asset in crosstales.*
- const string **ASSET_VIDEO_PROMO** = "https://youtu.be/1ZsxY788w-w?list=PLgtonlOr6Tb41XTMee↵Z836tjHIKgOO84S"
- URL of the promotion video of the asset (Youtube).*
- const string **ASSET_VIDEO_TUTORIAL** = "https://youtu.be/E0s0NVRX-ec?list=PLgtonlOr6Tb41XTMee↵Z836tjHIKgOO84S"
- URL of the tutorial video of the asset (Youtube).*
- const string **ASSET_3P_AUDIO_VISUALIZER** = "https://assetstore.unity.com/packages/slug/47866?aid=1011l↵NGT"
- URL of the 3rd party asset "Audio Visualizer".*
- const string **ASSET_3P_SOUND_SUITE** = "https://assetstore.unity.com/packages/slug/19994?aid=1011l↵NGT"
- URL of the 3rd party asset "Complete Sound Suite".*
- const string **ASSET_3P_VISUALIZER_STUDIO** = "https://assetstore.unity.com/packages/slug/1761?aid=1011l↵NGT"
- URL of the 3rd party asset "Visualizer Studio".*
- const string **ASSET_3P_APOLLO_VISUALIZER** = "https://assetstore.unity.com/packages/slug/59035?aid=1011l↵NGT"
- URL of the 3rd party asset "Apollo Visualizer Kit".*
- const string **ASSET_3P_RHYTHM_VISUALIZATOR** = "https://assetstore.unity.com/packages/slug/88041?aid=1011l↵NGT"
- URL of the 3rd party asset "Rhythm Visualizator Pro".*
- const string **M3U_EXT_ID** = "#EXTM3U"
- const string **M3U_EXT_INF_ID** = "#EXTINF"
- const string **PLS_FILE_ID** = "file"
- const string **PLS_TITLE_ID** = "title"
- const string **KEY_PREFIX** = "RADIO_CFG_"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_DEFAULT_BITRATE** = KEY_PREFIX + "DEFAULT_BITRATE"
- const string **KEY_DEFAULT_CHUNKSIZE** = KEY_PREFIX + "DEFAULT_CHUNKSIZE"
- const string **KEY_DEFAULT_BUFFERSIZE** = KEY_PREFIX + "DEFAULT_BUFFERSIZE"
- const string **KEY_DEFAULT_CACHESTREAMSIZE** = KEY_PREFIX + "DEFAULT_CACHESTREAMSIZE"
- const string **KEY_MAX_CACHESTREAMSIZE** = KEY_PREFIX + "MAX_CACHESTREAMSIZE"
- const int **DEFAULT_DEFAULT_BITRATE** = 128
- const int **DEFAULT_DEFAULT_CHUNKSIZE** = 32
- const int **DEFAULT_DEFAULT_BUFFERSIZE** = 48
- const int **DEFAULT_DEFAULT_CACHESTREAMSIZE** = 1 * **FACTOR_KB**
- const int **DEFAULT_MAX_CACHESTREAMSIZE** = 16 * **FACTOR_KB**

- const int `MIN_OGG_BUFFERSIZE` = 64
Minimal buffer-size for OGG-streams.
- const string `TAB` = "\t\t"
- static `Model.Enum.AudioCodec` `DEFAULT_CODEC_MP3` = `Model.Enum.AudioCodec.MP3_NLayer`
Default MP3-codec.
- static `Model.Enum.AudioCodec` `DEFAULT_CODEC_MP3_WINDOWS` = `Model.Enum.AudioCodec.MP3_NLayer`
Default MP3-codec under Windows.
- static string `SHOUTCAST` = "https://yp.shoutcast.com/sbin/tunein-station.pls?id="
 - URL for the Shoutcast-Query.*
- const float `INVOKE_DELAY` = 0.3f
Delay for Invoke-calls (typically between a "Stop"- and "Play"-call).
- static int `MAX_LOAD_WAIT_TIME` = 5
Maximal load wait time in seconds.
- static int `MAX_WEB_LOAD_WAIT_TIME` = 7
Maximal load time for web resources in seconds.
- static int `MAX_SHOUTCAST_LOAD_WAIT_TIME` = 5
Maximal load time for Shoutcast resources in seconds.
- static float `PLAY_CALL_SPEED` = 0.5f
Defines the speed of 'Play'-calls in seconds.
- static int `OGG_CLEAN_INTERVAL_MIN` = 1000
Minimal interval for the OGG clean in frames.
- static int `OGG_CLEAN_INTERVAL_MAX` = 6000
Maximal interval for the OGG clean in frames.
- static int `INITIAL_LIST_SIZE` = 250
Initial list size for players and stations.
- static string `TEXT_BUFFER` = "Buffer: "
- static string `TEXT_STOPPED` = "stopped"
- static string `TEXT_QUESTIONMARKS` = "???"
- static string `PREFIX_TEMP_PATH` = `System.IO.Path.GetTempPath()`

Additional Inherited Members

5.41.1 Detailed Description

Collected constants of very general utility for the asset.

5.41.2 Member Data Documentation

5.41.2.1 ASSET_3P_APOLLO_VISUALIZER

```
const string Crosstales.Radio.Util.Constants.ASSET_3P_APOLLO_VISUALIZER = "https://assetstore.unity.com/packages/slug/59035?aid=10111NGT" [static]
```

URL of the 3rd party asset "Apollo Visualizer Kit".

5.41.2.2 ASSET_3P_AUDIO_VISUALIZER

```
const string Crosstales.Radio.Util.Constants.ASSET_3P_AUDIO_VISUALIZER = "https://assetstore.↵  
unity.com/packages/slug/47866?aid=10111NGT" [static]
```

URL of the 3rd party asset "Audio Visualizer".

5.41.2.3 ASSET_3P_RHYTHM_VISUALIZATOR

```
const string Crosstales.Radio.Util.Constants.ASSET_3P_RHYTHM_VISUALIZATOR = "https://assetstore.↵  
unity.com/packages/slug/88041?aid=10111NGT" [static]
```

URL of the 3rd party asset "Rhythm Visualizator Pro".

5.41.2.4 ASSET_3P_SOUND_SUITE

```
const string Crosstales.Radio.Util.Constants.ASSET_3P_SOUND_SUITE = "https://assetstore.↵  
unity.com/packages/slug/19994?aid=10111NGT" [static]
```

URL of the 3rd party asset "Complete Sound Suite".

5.41.2.5 ASSET_3P_URL

```
const string Crosstales.Radio.Util.Constants.ASSET_3P_URL = "https://assetstore.unity.com/lists/radio-friends-  
NGT" [static]
```

URL of the 3rd party assets in UAS.

5.41.2.6 ASSET_3P_VISUALIZER_STUDIO

```
const string Crosstales.Radio.Util.Constants.ASSET_3P_VISUALIZER_STUDIO = "https://assetstore.↵  
unity.com/packages/slug/1761?aid=10111NGT" [static]
```

URL of the 3rd party asset "Visualizer Studio".

5.41.2.7 ASSET_API_URL

```
const string Crosstales.Radio.Util.Constants.ASSET_API_URL = "https://www.crosstales.com/en/assets/radio/api"  
[static]
```

URL of the asset API.

5.41.2.8 ASSET_BUILD

```
const int Crosstales.Radio.Util.Constants.ASSET_BUILD = 20210415 [static]
```

Build number of the asset.

5.41.2.9 ASSET_CHANGED

```
readonly System.DateTime Crosstales.Radio.Util.Constants.ASSET_CHANGED = new System.Date↵  
Time(2021, 4, 15) [static]
```

Change date of the asset (YYYY, MM, DD).

5.41.2.10 ASSET_CONTACT

```
const string Crosstales.Radio.Util.Constants.ASSET_CONTACT = "radio@crosstales.com" [static]
```

Contact to the owner of the asset.

5.41.2.11 ASSET_CREATED

```
readonly System.DateTime Crosstales.Radio.Util.Constants.ASSET_CREATED = new System.Date↵  
Time(2015, 2, 25) [static]
```

Create date of the asset (YYYY, MM, DD).

5.41.2.12 ASSET_FORUM_URL

```
const string Crosstales.Radio.Util.Constants.ASSET_FORUM_URL = "https://forum.unity.com/threads/radio-pro-mp3-↵  
334604/" [static]
```

URL of the asset forum.

5.41.2.13 ASSET_MANUAL_URL

```
const string Crosstales.Radio.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.↵  
com/media/data/assets/radio/Radio-doc.pdf" [static]
```

URL of the asset manual.

5.41.2.14 ASSET_NAME

```
const string Crosstales.Radio.Util.Constants.ASSET_NAME = "Radio PRO" [static]
```

Name of the asset.

5.41.2.15 ASSET_PRO_URL

```
const string Crosstales.Radio.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.↵  
com/packages/slug/32034?aid=10111NGT" [static]
```

URL of the PRO asset in UAS.

5.41.2.16 ASSET_UPDATE_CHECK_URL

```
const string Crosstales.Radio.Util.Constants.ASSET_UPDATE_CHECK_URL = "https://www.crosstales.↵  
com/media/assets/radio_versions.txt" [static]
```

URL for update-checks of the asset

5.41.2.17 ASSET_VERSION

```
const string Crosstales.Radio.Util.Constants.ASSET_VERSION = "2021.2.0" [static]
```

Version of the asset.

5.41.2.18 ASSET_VIDEO_PROMO

```
const string Crosstales.Radio.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/1Zsx↵  
Y788w-w?list=PLgtonIO6Tb41XTMeeZ836tjHlKgO084S" [static]
```

URL of the promotion video of the asset (Youtube).

5.41.2.19 ASSET_VIDEO_TUTORIAL

```
const string Crosstales.Radio.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/E0s0NV↵  
RX-ec?list=PLgtonIO6Tb41XTMeeZ836tjHlKgO084S" [static]
```

URL of the tutorial video of the asset (Youtube).

5.41.2.20 ASSET_WEB_URL

```
const string Crosstales.Radio.Util.Constants.ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio/radio/"  
[static]
```

URL of the asset in crosstales.

5.41.2.21 DEFAULT_CODEC_MP3

```
Model.Enum.AudioCodec Crosstales.Radio.Util.Constants.DEFAULT_CODEC_MP3 = Model.Enum.Audio↵  
Codec.MP3_NLayer [static]
```

Default MP3-codec.

5.41.2.22 DEFAULT_CODEC_MP3_WINDOWS

```
static Model Enum AudioCodec Crosstales.Radio.Util.Constants.DEFAULT_CODEC_MP3_WINDOWS = Model.↵  
Enum.AudioCodec.MP3_NLayer [static]
```

Default MP3-codec under Windows.

5.41.2.23 INITIAL_LIST_SIZE

```
int Crosstales.Radio.Util.Constants.INITIAL_LIST_SIZE = 250 [static]
```

Initial list size for players and stations.

5.41.2.24 INVOKE_DELAY

```
const float Crosstales.Radio.Util.Constants.INVOKE_DELAY = 0.3f [static]
```

Delay for Invoke-calls (typically between a "Stop"- and "Play"-call).

5.41.2.25 MAX_LOAD_WAIT_TIME

```
int Crosstales.Radio.Util.Constants.MAX_LOAD_WAIT_TIME = 5 [static]
```

Maximal load wait time in in seconds.

5.41.2.26 MAX_SHOUTCAST_LOAD_WAIT_TIME

```
int Crosstales.Radio.Util.Constants.MAX_SHOUTCAST_LOAD_WAIT_TIME = 5 [static]
```

Maximal load time for Shoutcast resources in seconds.

5.41.2.27 MAX_WEB_LOAD_WAIT_TIME

```
int Crosstales.Radio.Util.Constants.MAX_WEB_LOAD_WAIT_TIME = 7 [static]
```

Maximal load time for web resources in seconds.

5.41.2.28 MIN_OGG_BUFFER_SIZE

```
const int Crosstales.Radio.Util.Constants.MIN_OGG_BUFFER_SIZE = 64 [static]
```

Minimal buffer-size for OGG-streams.

5.41.2.29 OGG_CLEAN_INTERVAL_MAX

```
int Crosstales.Radio.Util.Constants.OGG_CLEAN_INTERVAL_MAX = 6000 [static]
```

Maximal interval for the OGG clean in frames.

5.41.2.30 OGG_CLEAN_INTERVAL_MIN

```
int Crosstales.Radio.Util.Constants.OGG_CLEAN_INTERVAL_MIN = 1000 [static]
```

Minimal interval for the OGG clean in frames.

5.41.2.31 PLAY_CALL_SPEED

```
float Crosstales.Radio.Util.Constants.PLAY_CALL_SPEED = 0.5f [static]
```

Defines the speed of 'Play'-calls in seconds.

5.41.2.32 SHOUTCAST

```
string Crosstales.Radio.Util.Constants.SHOUTCAST = "https://yp.shoutcast.com/sbin/tunein-station.↵  
pls?id=" [static]
```

URL for the Shoutcast-Query.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Util/Constants.cs

5.42 Crosstales.Radio.OnRadio.Util.Constants Class Reference

Collected constants of very general utility for [OnRadio](#).

Static Public Attributes

- const string **ONRADIO_URL** = "https://dar.fm/upgrade.php#radiopro"

5.42.1 Detailed Description

Collected constants of very general utility for [OnRadio](#).

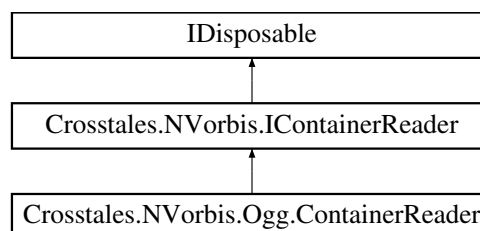
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↵
Scripts/Util/Constants.cs

5.43 Crosstales.NVorbis.Ogg.ContainerReader Class Reference

Provides an [IContainerReader](#) implementation for basic [Ogg](#) files.

Inheritance diagram for Crosstales.NVorbis.Ogg.ContainerReader:



Public Member Functions

- [ContainerReader](#) (string path)
Creates a new instance with the specified file.
- [ContainerReader](#) (Stream stream, bool closeOnDispose)
Creates a new instance with the specified stream. Optionally sets to close the stream when disposed.
- bool [Init](#) ()
Initializes the container and finds the first stream.
- void [Dispose](#) ()
Disposes this instance.
- [IPacketProvider GetStream](#) (int streamSerial)
Gets the [IPacketProvider](#) instance for the specified stream serial.
- bool [FindNextStream](#) ()
Finds the next new stream in the container.
- int [GetTotalPageCount](#) ()
Retrieves the total number of pages in the container.

Properties

- int[] [StreamSerials](#) [get]
Gets the list of stream serials found in the container so far.
- int [PagesRead](#) [get]
Gets the number of pages that have been read in the container.
- bool [CanSeek](#) [get]
Gets whether the container supports seeking.
- long [WasteBits](#) [get]
Gets the number of bits in the container that are not associated with a logical stream.

Events

- EventHandler< [NewStreamEventArgs](#) > [NewStream](#)
Event raised when a new logical stream is found in the container.

5.43.1 Detailed Description

Provides an [IContainerReader](#) implementation for basic [Ogg](#) files.

5.43.2 Constructor & Destructor Documentation

5.43.2.1 ContainerReader() [1/2]

```
Crosstales.NVorbis.Ogg.ContainerReader.ContainerReader (  
    string path )
```

Creates a new instance with the specified file.

Parameters

<i>path</i>	The full path to the file.
-------------	----------------------------

5.43.2.2 ContainerReader() [2/2]

```
Crosstales.NVorbis.Ogg.ContainerReader.ContainerReader (
    Stream stream,
    bool closeOnDispose )
```

Creates a new instance with the specified stream. Optionally sets to close the stream when disposed.

Parameters

<i>stream</i>	The stream to read.
<i>closeOnDispose</i>	True to close the stream when Dispose is called, otherwise False.

5.43.3 Member Function Documentation**5.43.3.1 Dispose()**

```
void Crosstales.NVorbis.Ogg.ContainerReader.Dispose ( )
```

Disposes this instance.

5.43.3.2 FindNextStream()

```
bool Crosstales.NVorbis.Ogg.ContainerReader.FindNextStream ( )
```

Finds the next new stream in the container.

Returns

True if a new stream was found, otherwise False.

Exceptions

<i>InvalidOperationException</i>	CanSeek is False.
----------------------------------	-----------------------------------

Implements [Crosstales.NVorbis.IContainerReader](#).

5.43.3.3 GetStream()

```
IPacketProvider Crosstales.NVorbis.Ogg.ContainerReader.GetStream (
    int streamSerial )
```

Gets the [IPacketProvider](#) instance for the specified stream serial.

Parameters

<i>streamSerial</i>	The stream serial to look for.
---------------------	--------------------------------

Returns

An [IPacketProvider](#) instance.

Exceptions

<i>ArgumentOutOfRangeException</i>	The specified stream serial was not found.
------------------------------------	--

5.43.3.4 GetTotalPageCount()

```
int Crosstales.NVorbis.Ogg.ContainerReader.GetTotalPageCount ( )
```

Retrieves the total number of pages in the container.

Returns

The total number of pages.

Exceptions

<i>InvalidOperationException</i>	CanSeek is False.
----------------------------------	-----------------------------------

Implements [Crosstales.NVorbis.IContainerReader](#).

5.43.3.5 Init()

```
bool Crosstales.NVorbis.Ogg.ContainerReader.Init ( )
```

Initializes the container and finds the first stream.

Returns

True if a valid logical stream is found, otherwise False.

Implements [Crosstales.NVorbis.IContainerReader](#).

5.43.4 Property Documentation

5.43.4.1 CanSeek

```
bool Crosstales.NVorbis.Ogg.ContainerReader.CanSeek [get]
```

Gets whether the container supports seeking.

5.43.4.2 PagesRead

```
int Crosstales.NVorbis.Ogg.ContainerReader.PagesRead [get]
```

Gets the number of pages that have been read in the container.

5.43.4.3 StreamSerials

```
int [] Crosstales.NVorbis.Ogg.ContainerReader.StreamSerials [get]
```

Gets the list of stream serials found in the container so far.

5.43.4.4 WasteBits

```
long Crosstales.NVorbis.Ogg.ContainerReader.WasteBits [get]
```

Gets the number of bits in the container that are not associated with a logical stream.

5.43.5 Event Documentation

5.43.5.1 NewStream

```
EventHandler<NewStreamEventArgs> Crosstales.NVorbis.Ogg.ContainerReader.NewStream
```

Event raised when a new logical stream is found in the container.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/↔
Ogg/OggContainerReader.cs

5.44 Crosstales.Radio.Util.Context Class Reference

[Context](#) for the asset.

Static Public Attributes

- static long [TotalDataSize](#) = 0
Total downloaded data size in bytes for all [RadioPlayer](#).
- static int [TotalDataRequests](#) = 0
Total number of data requests for all [RadioPlayer](#).
- static double [TotalPlayTime](#) = 0
Total playtime in seconds for all [RadioPlayer](#).
- static readonly System.Collections.Generic.List<[Crosstales.Radio.Model.RecordInfo](#)> [AllPlayedRecords](#) =
new System.Collections.Generic.List<[Crosstales.Radio.Model.RecordInfo](#)>()
List of all played records.

5.44.1 Detailed Description

[Context](#) for the asset.

5.44.2 Member Data Documentation

5.44.2.1 AllPlayedRecords

```
readonly System.Collections.Generic.List<Crosstales.Radio.Model.RecordInfo> Crosstales.↔  
Radio.Util.Context.AllPlayedRecords = new System.Collections.Generic.List<Crosstales.Radio.Model.RecordInfo>(  
[static])
```

List of all played records.

5.44.2.2 TotalDataRequests

```
int Crosstales.Radio.Util.Context.TotalDataRequests = 0 [static]
```

Total number of data requests for all [RadioPlayer](#).

5.44.2.3 TotalDataSize

```
long Crosstales.Radio.Util.Context.TotalDataSize = 0 [static]
```

Total downloaded data size in bytes for all [RadioPlayer](#).

5.44.2.4 TotalPlayTime

```
double Crosstales.Radio.Util.Context.TotalPlayTime = 0 [static]
```

Total playtime in seconds for all [RadioPlayer](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Util/Context.cs

5.45 Crosstales.NVorbis.Ogg.Crc Class Reference

Public Member Functions

- void **Reset** ()
- void **Update** (int nextVal)
- bool **Test** (uint checkCrc)

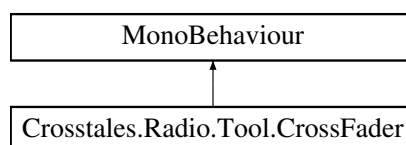
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/↵
Ogg/OggCrc.cs

5.46 Crosstales.Radio.Tool.CrossFader Class Reference

Cross fade two AudioSource.

Inheritance diagram for Crosstales.Radio.Tool.CrossFader:



Public Attributes

- AudioSource [SourceA](#)
Audio source A (e.g. left) to fade.
- AudioSource [SourceB](#)
Audio source B (e.g. right) to fade.

Properties

- float?? [FaderPosition](#) [get, set]
The current fader position in percent (-/+).

5.46.1 Detailed Description

Cross fade two AudioSource.

5.46.2 Member Data Documentation

5.46.2.1 SourceA

AudioSource Crosstales.Radio.Tool.CrossFader.SourceA

Audio source A (e.g. left) to fade.

5.46.2.2 SourceB

AudioSource Crosstales.Radio.Tool.CrossFader.SourceB

Audio source B (e.g. right) to fade.

5.46.3 Property Documentation

5.46.3.1 FaderPosition

float?? Crosstales.Radio.Tool.CrossFader.FaderPosition [get], [set]

The current fader position in percent (-/+).

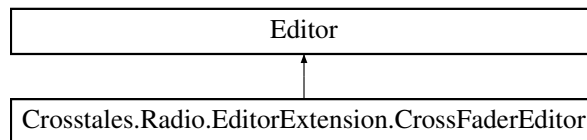
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Extras/CrossFader/↔ Scripts/CrossFader.cs

5.47 Crosstales.Radio.EditorExtension.CrossFaderEditor Class Reference

Custom editor for the 'CrossFader'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.CrossFaderEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

5.47.1 Detailed Description

Custom editor for the 'CrossFader'-class.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Extras/CrossFader/↔ Editor/CrossFaderEditor.cs

5.48 Crosstales.Radio.EditorIntegration.CrossFaderGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.48.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Extras/CrossFader/↔ Editor/CrossFaderObject.cs

5.49 Crosstales.Radio.EditorIntegration.CrossFaderMenu Class Reference

Editor component for the "Tools"-menu.

5.49.1 Detailed Description

Editor component for the "Tools"-menu.

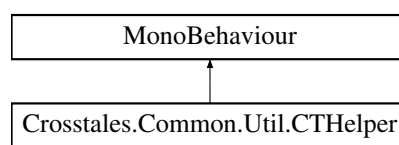
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Extras/CrossFader/↔ Editor/CrossFaderMenu.cs

5.50 Crosstales.Common.Util.CTHelper Class Reference

Helper to reset the necessary settings.

Inheritance diagram for Crosstales.Common.Util.CTHelper:



Properties

- static [CTHelper Instance](#) [get]

5.50.1 Detailed Description

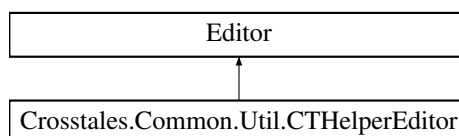
Helper to reset the necessary settings.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/CT↔ Helper.cs

5.51 Crosstales.Common.Util.CTHelperEditor Class Reference

Inheritance diagram for Crosstales.Common.Util.CTHelperEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

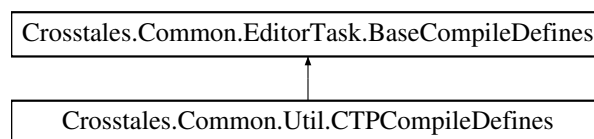
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/CT↵
Helper.cs

5.52 Crosstales.Common.Util.CTPCompileDefines Class Reference

Adds "CT_PROC" define symbol to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.Util.CTPCompileDefines:



Additional Inherited Members

5.52.1 Detailed Description

Adds "CT_PROC" define symbol to PlayerSettings define symbols.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Extras/CTProcess/↵
Editor/CTPCompileDefines.cs

5.53 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

Static Public Member Functions

- static bool [HasKey](#) (string key)
Exists the key?
- static void [DeleteAll](#) ()
Deletes all keys.
- static void [DeleteKey](#) (string key)
Delete the key.
- static void [Save](#) ()
Saves all modifications.
- static string [GetString](#) (string key)
Allows to get a string from a key.
- static float [GetFloat](#) (string key)
Allows to get a float from a key.
- static int [GetInt](#) (string key)
Allows to get an int from a key.
- static bool [GetBool](#) (string key)
Allows to get a bool from a key.
- static System.DateTime [GetDate](#) (string key)
Allows to get a DateTime from a key.
- static Vector2 [GetVector2](#) (string key)
Allows to get a Vector2 from a key.
- static Vector3 [GetVector3](#) (string key)
Allows to get a Vector3 from a key.
- static Vector4 [GetVector4](#) (string key)
Allows to get a Vector4 from a key.
- static Quaternion [GetQuaternion](#) (string key)
Allows to get a Quaternion from a key.
- static Color [GetColor](#) (string key)
Allows to get a Color from a key.
- static SystemLanguage [GetLanguage](#) (string key)
Allows to get a SystemLanguage from a key.
- static void [SetString](#) (string key, string value)
Allows to set a string for a key.
- static void [SetFloat](#) (string key, float value)
Allows to set a float for a key.
- static void [SetInt](#) (string key, int value)
Allows to set an int for a key.
- static void [SetBool](#) (string key, bool value)
Allows to set a bool for a key.
- static void [SetDate](#) (string key, System.DateTime value)
Allows to set a DateTime for a key.
- static void [SetVector2](#) (string key, Vector2 value)
Allows to set a Vector2 for a key.
- static void [SetVector3](#) (string key, Vector3 value)
Allows to set a Vector3 for a key.
- static void [SetVector4](#) (string key, Vector4 value)
Allows to set a Vector4 for a key.
- static void [SetQuaternion](#) (string key, Quaternion value)
Allows to set a Quaternion for a key.
- static void [SetColor](#) (string key, Color value)
Allows to set a Color for a key.
- static void [SetLanguage](#) (string key, SystemLanguage language)
Allows to set a SystemLanguage for a key.

5.53.1 Detailed Description

Wrapper for the PlayerPrefs.

5.53.2 Member Function Documentation

5.53.2.1 DeleteAll()

```
static void Crosstales.Common.Util.CTPlayerPrefs.DeleteAll ( ) [static]
```

Deletes all keys.

5.53.2.2 DeleteKey()

```
static void Crosstales.Common.Util.CTPlayerPrefs.DeleteKey (
    string key ) [static]
```

Delete the key.

Parameters

<i>key</i>	Key to delete in the PlayerPrefs.
------------	-----------------------------------

5.53.2.3 GetBool()

```
static bool Crosstales.Common.Util.CTPlayerPrefs.GetBool (
    string key ) [static]
```

Allows to get a bool from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.53.2.4 GetColor()

```
static Color Crosstales.Common.Util.CTPlayerPrefs.GetColor (
    string key ) [static]
```

Allows to get a Color from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.53.2.5 GetDate()

```
static System.DateTime Crosstales.Common.Util.CTPlayerPrefs.GetDate (
    string key ) [static]
```

Allows to get a DateTime from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.53.2.6 GetFloat()

```
static float Crosstales.Common.Util.CTPlayerPrefs.GetFloat (
    string key ) [static]
```

Allows to get a float from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.53.2.7 GetInt()

```
static int Crosstales.Common.Util.CTPlayerPrefs.GetInt (
    string key ) [static]
```

Allows to get an int from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.53.2.8 GetLanguage()

```
static SystemLanguage Crosstales.Common.Util.CTPlayerPrefs.GetLanguage (
    string key ) [static]
```

Allows to get a SystemLanguage from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.53.2.9 GetQuaternion()

```
static Quaternion Crosstales.Common.Util.CTPlayerPrefs.GetQuaternion (
    string key ) [static]
```

Allows to get a Quaternion from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.53.2.10 GetString()

```
static string Crosstales.Common.Util.CTPlayerPrefs.GetString (  
    string key ) [static]
```

Allows to get a string from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.53.2.11 GetVector2()

```
static Vector2 Crosstales.Common.Util.CTPlayerPrefs.GetVector2 (  
    string key ) [static]
```

Allows to get a Vector2 from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.53.2.12 GetVector3()

```
static Vector3 Crosstales.Common.Util.CTPlayerPrefs.GetVector3 (  
    string key ) [static]
```

Allows to get a Vector3 from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.53.2.13 GetVector4()

```
static Vector4 Crosstales.Common.Util.CTPlayerPrefs.GetVector4 (  
    string key ) [static]
```

Allows to get a Vector4 from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.53.2.14 HasKey()

```
static bool Crosstales.Common.Util.CTPlayerPrefs.HasKey (  
    string key ) [static]
```

Exists the key?

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.53.2.15 Save()

```
static void Crosstales.Common.Util.CTPlayerPrefs.Save ( ) [static]
```

Saves all modifications.

5.53.2.16 SetBool()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetBool (
    string key,
    bool value ) [static]
```

Allows to set a bool for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.53.2.17 SetColor()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetColor (
    string key,
    Color value ) [static]
```

Allows to set a Color for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.53.2.18 SetDate()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetDate (
    string key,
    System.DateTime value ) [static]
```

Allows to set a DateTime for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.53.2.19 SetFloat()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetFloat (
    string key,
    float value ) [static]
```

Allows to set a float for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.53.2.20 SetInt()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetInt (
    string key,
    int value ) [static]
```

Allows to set an int for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.53.2.21 SetLanguage()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetLanguage (
    string key,
    SystemLanguage language ) [static]
```

Allows to set a SystemLanguage for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.53.2.22 SetQuaternion()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetQuaternion (
```



```
string key,  
Quaternion value ) [static]
```

Allows to set a Quaternion for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.53.2.23 SetString()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetString (  
    string key,  
    string value ) [static]
```

Allows to set a string for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.53.2.24 SetVector2()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetVector2 (  
    string key,  
    Vector2 value ) [static]
```

Allows to set a Vector2 for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.53.2.25 SetVector3()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetVector3 (  
    string key,  
    Vector3 value ) [static]
```

Allows to set a Vector3 for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.53.2.26 SetVector4()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetVector4 (
    string key,
    Vector4 value ) [static]
```

Allows to set a Vector4 for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

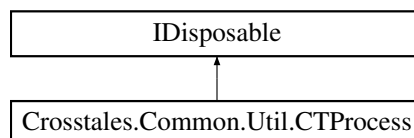
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/CTPlayerPrefs.cs

5.54 Crosstales.Common.Util.CTProcess Class Reference

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

Inheritance diagram for Crosstales.Common.Util.CTProcess:



Public Member Functions

- void [Start](#) ()
Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.
- void [Start](#) (CTProcessStartInfo info)
Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..
- void [Kill](#) ()

Immediately stops the associated process.

- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()
- void **Start** ()

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

- void **Start** (CTProcessStartInfo info)

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

- void **Kill** ()

Immediately stops the associated process.

- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()

Public Attributes

- uint **ExitCode** => exitCode

Gets the value that the associated process specified when it terminated.

Properties

- System.IntPtr **Handle** [get]

Gets the native handle of the associated process.

- int **Id** [get]

Gets the unique identifier for the associated process.

- CTProcessStartInfo **StartInfo** [get, set]

*Gets or sets the properties to pass to the **Start()** method of the Process.*

- bool **HasExited** [get]

Gets a value indicating whether the associated process has been terminated.

- System.DateTime **StartTime** [get]

Gets the time that the associated process was started.

- System.DateTime **ExitTime** [get]

Gets the time that the associated process exited.

- System.IO.StreamReader **StandardOutput** [get]

Gets a stream used to read the textual output of the application.

- System.IO.StreamReader **StandardError** [get]

Gets a stream used to read the error output of the application.

- bool **isBusy** [get]

Gets a value indicating whether the associated process has been busy.

Events

- System.EventHandler **Exited**
- System.Diagnostics.DataReceivedEventHandler **OutputDataReceived**
- System.Diagnostics.DataReceivedEventHandler **ErrorDataReceived**

5.54.1 Detailed Description

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

5.54.2 Member Function Documentation

5.54.2.1 Kill() [1/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

5.54.2.2 Kill() [2/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

5.54.2.3 Start() [1/4]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

5.54.2.4 Start() [2/4]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

5.54.2.5 Start() [3/4]

```
void Crosstales.Common.Util.CTProcess.Start (
    CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

5.54.2.6 Start() [4/4]

```
void Crosstales.Common.Util.CTProcess.Start (
    CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

5.54.3 Member Data Documentation

5.54.3.1 ExitCode

```
uint Crosstales.Common.Util.CTProcess.ExitCode => exitCode
```

Gets the value that the associated process specified when it terminated.

5.54.4 Property Documentation

5.54.4.1 ExitTime

```
System.DateTime Crosstales.Common.Util.CTProcess.ExitTime [get]
```

Gets the time that the associated process exited.

5.54.4.2 Handle

```
System.IntPtr Crosstales.Common.Util.CTProcess.Handle [get]
```

Gets the native handle of the associated process.

5.54.4.3 HasExited

```
bool Crosstales.Common.Util.CTProcess.HasExited [get]
```

Gets a value indicating whether the associated process has been terminated.

5.54.4.4 Id

```
int Crosstales.Common.Util.CTProcess.Id [get]
```

Gets the unique identifier for the associated process.

5.54.4.5 isBusy

```
bool Crosstales.Common.Util.CTProcess.isBusy [get]
```

Gets a value indicating whether the associated process has been busy.

5.54.4.6 StandardError

```
System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardError [get]
```

Gets a stream used to read the error output of the application.

5.54.4.7 StandardOutput

```
System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardOutput [get]
```

Gets a stream used to read the textual output of the application.

5.54.4.8 StartInfo

```
CTProcessStartInfo Crosstales.Common.Util.CTProcess.StartInfo [get], [set]
```

Gets or sets the properties to pass to the [Start\(\)](#) method of the Process.

5.54.4.9 StartTime

`System.DateTime Crosstales.Common.Util.CTProcess.StartTime [get]`

Gets the time that the associated process was started.

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

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Extras/CTProcess/↵ Scripts/CTProcess.cs`

5.55 Crosstales.Common.Util.CTProcessStartInfo Class Reference

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↵ StartInfo"-class with the most important properties).

Properties

- `bool UseThread [get, set]`
Gets or sets the application to be threaded.
- `bool UseCmdExecute [get, set]`
Gets or sets the application to be started in cmd (command prompt).
- `string FileName [get, set]`
Gets or sets the application or document to start.
- `string Arguments [get, set]`
Gets or sets the set of command-line arguments to use when starting the application.
- `bool CreateNoWindow [get, set]`
Gets or sets a value indicating whether to start the process in a new window.
- `string WorkingDirectory [get, set]`
Gets or sets the working directory for the process to be started.
- `bool RedirectStandardOutput [get, set]`
Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.
- `bool RedirectStandardError [get, set]`
Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.
- `System.Text.Encoding StandardOutputEncoding [get, set]`
Gets or sets the preferred encoding for standard output (UTF8 per default).
- `System.Text.Encoding StandardErrorEncoding [get, set]`
Gets or sets the preferred encoding for error output (UTF8 per default).
- `bool UseShellExecute [get, set]`
Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.55.1 Detailed Description

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↵ StartInfo"-class with the most important properties).

5.55.2 Property Documentation

5.55.2.1 Arguments

```
string Crosstales.Common.Util.CTProcessStartInfo.Arguments [get], [set]
```

Gets or sets the set of command-line arguments to use when starting the application.

5.55.2.2 CreateNoWindow

```
bool Crosstales.Common.Util.CTProcessStartInfo.CreateNoWindow [get], [set]
```

Gets or sets a value indicating whether to start the process in a new window.

5.55.2.3 FileName

```
string Crosstales.Common.Util.CTProcessStartInfo.FileName [get], [set]
```

Gets or sets the application or document to start.

5.55.2.4 RedirectStandardError

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardError [get], [set]
```

Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.

5.55.2.5 RedirectStandardOutput

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardOutput [get], [set]
```

Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.

5.55.2.6 StandardErrorEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardErrorEncoding [get],  
[set]
```

Gets or sets the preferred encoding for error output (UTF8 per default).

5.55.2.7 StandardOutputEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardOutputEncoding [get],  
[set]
```

Gets or sets the preferred encoding for standard output (UTF8 per default).

5.55.2.8 UseCmdExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseCmdExecute [get], [set]
```

Gets or sets the application to be started in cmd (command prompt).

5.55.2.9 UseShellExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseShellExecute [get], [set]
```

Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.55.2.10 UseThread

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseThread [get], [set]
```

Gets or sets the application to be threaded.

5.55.2.11 WorkingDirectory

```
string Crosstales.Common.Util.CTProcessStartInfo.WorkingDirectory [get], [set]
```

Gets or sets the working directory for the process to be started.

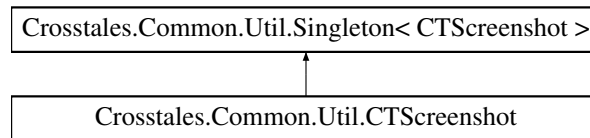
The documentation for this class was generated from the following file:

- D:/slauberberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Extras/CTProcess/↔
Scripts/CTProcess.cs

5.56 Crosstales.Common.Util.CTScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.CTScreenshot:



Public Member Functions

- void [Capture](#) ()
Capture the screen.
- void **Start** ()

Public Attributes

- string [Prefix](#) = "CT_Screenshot"
Prefix for the generate file names.
- int [Scale](#) = 1
summary>Key-press to capture the screen (default: F8).
- KeyCode [KeyCode](#) = KeyCode.F8
summary>Show file location (default: true).
- bool **ShowFileLocation** = true

Additional Inherited Members

5.56.1 Detailed Description

Take screen shots inside an application.

5.56.2 Member Function Documentation

5.56.2.1 Capture()

```
void Crosstales.Common.Util.CTScreenshot.Capture ( )
```

Capture the screen.

5.56.3 Member Data Documentation

5.56.3.1 KeyCode

```
KeyCode Crosstales.Common.Util.CTScreenshot.KeyCode = KeyCode.F8
```

summary>Show file location (default: true).

5.56.3.2 Prefix

```
string Crosstales.Common.Util.CTScreenshot.Prefix = "CT_Screenshot"
```

Prefix for the generate file names.

summary>Factor by which to increase resolution (default: 1).

5.56.3.3 Scale

```
int Crosstales.Common.Util.CTScreenshot.Scale = 1
```

summary>Key-press to capture the screen (default: F8).

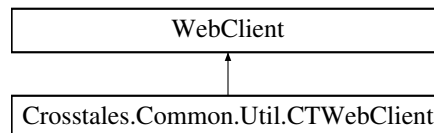
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Extras/CTScreenshot/Scripts/CTScreenshot.cs](#)

5.57 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:



Public Member Functions

- **CTWebClient** (int timeout, int connectionLimit=20)
- System.Net.WebRequest **CTGetWebRequest** (string uri)

Protected Member Functions

- override System.Net.WebRequest **GetWebRequest** (System.Uri uri)

Properties

- int **Timeout** [get, set]
Timeout in milliseconds
- int **ConnectionLimit** [get, set]
Connection limit for all WebClients

5.57.1 Detailed Description

Specialized WebClient.

5.57.2 Property Documentation

5.57.2.1 ConnectionLimit

```
int Crosstales.Common.Util.CTWebClient.ConnectionLimit [get], [set]
```

Connection limit for all WebClients

5.57.2.2 Timeout

```
int Crosstales.Common.Util.CTWebClient.Timeout [get], [set]
```

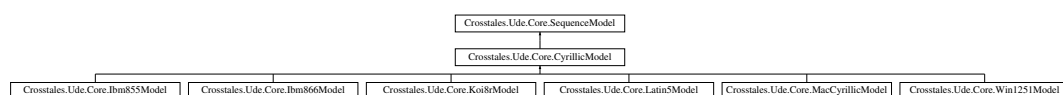
Timeout in milliseconds

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/CTWebClient.cs

5.58 Crosstales.Ude.Core.CyrillicModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.CyrillicModel:



Public Member Functions

- **CyrillicModel** (byte[] charToOrderMap, string name)

Static Protected Attributes

- static readonly byte[] **RUSSIAN_LANG_MODEL**

Additional Inherited Members

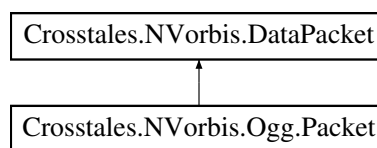
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔ Core/LangCyrillicModel.cs

5.59 Crosstales.NVorbis.DataPacket Class Reference

A single data packet from a logical Vorbis stream.

Inheritance diagram for Crosstales.NVorbis.DataPacket:



Public Member Functions

- virtual void **Done** ()
Indicates that the packet has been read and its data is no longer needed.
- ulong **TryPeekBits** (int count, out int bitsRead)
Attempts to read the specified number of bits from the packet, but may return fewer. Does not advance the position counter.
- void **SkipBits** (int count)
Advances the position counter by the specified number of bits.
- ulong **ReadBits** (int count)
Reads the specified number of bits from the packet and advances the position counter.
- byte **PeekByte** ()
Reads the next byte from the packet. Does not advance the position counter.
- byte **ReadByte** ()
Reads the next byte from the packet and advances the position counter.
- byte[] **ReadBytes** (int count)
Reads the specified number of bytes from the packet and advances the position counter.
- int **Read** (byte[] buffer, int index, int count)
Reads the specified number of bytes from the packet into the buffer specified and advances the position counter.
- bool **ReadBit** ()

- *Reads the next bit from the packet and advances the position counter.*
- short [ReadInt16](#) ()
Retrieves the next 16 bits from the packet as a short and advances the position counter.
- int [ReadInt32](#) ()
Retrieves the next 32 bits from the packet as a int and advances the position counter.
- long [ReadInt64](#) ()
Retrieves the next 64 bits from the packet as a long and advances the position counter.
- ushort [ReadUInt16](#) ()
Retrieves the next 16 bits from the packet as a ushort and advances the position counter.
- uint [ReadUInt32](#) ()
Retrieves the next 32 bits from the packet as a uint and advances the position counter.
- ulong [ReadUInt64](#) ()
Retrieves the next 64 bits from the packet as a ulong and advances the position counter.
- void [SkipBytes](#) (int count)
Advances the position counter by the specified number of bytes.

Protected Types

- enum [PacketFlags](#) : byte {
[PacketFlags.IsResync](#) = 0x01, [PacketFlags.IsEndOfStream](#) = 0x02, [PacketFlags.IsShort](#) = 0x04,
[PacketFlags.HasGranuleCount](#) = 0x08,
[PacketFlags.User1](#) = 0x10, [PacketFlags.User2](#) = 0x20, [PacketFlags.User3](#) = 0x40, [PacketFlags.User4](#) = 0x80 }
Defines flags to apply to the current packet

Protected Member Functions

- bool [GetFlag](#) ([PacketFlags](#) flag)
Gets the value of the specified flag.
- void [SetFlag](#) ([PacketFlags](#) flag, bool value)
Sets the value of the specified flag.
- [DataPacket](#) (int length)
Creates a new instance with the specified length.
- abstract int [ReadNextByte](#) ()
Reads the next byte of the packet.
- void [ResetBitReader](#) ()
Resets the bit reader.

Properties

- bool [IsResync](#) [get, set]
Gets whether the packet was found after a stream resync.
- long [GranulePosition](#) [get, set]
Gets the position of the last granule in the packet.
- long [PageGranulePosition](#) [get, set]
Gets the position of the last granule in the page the packet is in.
- int [Length](#) [get, protected set]
Gets the length of the packet.
- bool [IsEndOfStream](#) [get, set]
Gets whether the packet is the last one in the logical stream.
- long [BitsRead](#) [get]
Gets the number of bits read from the packet.
- int? [GranuleCount](#) [get, set]
Gets the number of granules in the packet. If null, the packet has not been decoded yet.

5.59.1 Detailed Description

A single data packet from a logical Vorbis stream.

5.59.2 Member Enumeration Documentation

5.59.2.1 PacketFlags

```
enum Crosstales.NVorbis.DataPacket.PacketFlags : byte [strong], [protected]
```

Defines flags to apply to the current packet

Enumerator

IsResync	Packet is first since reader had to resync with stream.
IsEndOfStream	Packet is the last in the logical stream.
IsShort	Packet does not have all its data available.
HasGranuleCount	Packet has a granule count defined.
User1	Flag for use by inheritors.
User2	Flag for use by inheritors.
User3	Flag for use by inheritors.
User4	Flag for use by inheritors.

5.59.3 Constructor & Destructor Documentation

5.59.3.1 DataPacket()

```
Crosstales.NVorbis.DataPacket.DataPacket (  
    int length ) [protected]
```

Creates a new instance with the specified length.

Parameters

<i>length</i>	The length of the packet.
---------------	---------------------------

5.59.4 Member Function Documentation

5.59.4.1 Done()

```
virtual void Crosstales.NVorbis.DataPacket.Done ( ) [virtual]
```

Indicates that the packet has been read and its data is no longer needed.

Reimplemented in [Crosstales.NVorbis.Ogg.Packet](#).

5.59.4.2 GetFlag()

```
bool Crosstales.NVorbis.DataPacket.GetFlag (
    PacketFlags flag ) [protected]
```

Gets the value of the specified flag.

5.59.4.3 PeekByte()

```
byte Crosstales.NVorbis.DataPacket.PeekByte ( )
```

Reads the next byte from the packet. Does not advance the position counter.

Returns

The byte read from the packet.

5.59.4.4 Read()

```
int Crosstales.NVorbis.DataPacket.Read (
    byte[] buffer,
    int index,
    int count )
```

Reads the specified number of bytes from the packet into the buffer specified and advances the position counter.

Parameters

<i>buffer</i>	The buffer to read into.
<i>index</i>	The index into the buffer to start placing the read data.
<i>count</i>	The number of bytes to read.

Returns

The number of bytes read.

Exceptions

<i>ArgumentOutOfRangeException</i>	<i>index</i> is less than 0 or <i>index + count</i> is past the end of <i>buffer</i> .
------------------------------------	--

5.59.4.5 ReadBit()

```
bool Crosstales.NVorbis.DataPacket.ReadBit ( )
```

Reads the next bit from the packet and advances the position counter.

Returns

The value of the bit read.

5.59.4.6 ReadBits()

```
ulong Crosstales.NVorbis.DataPacket.ReadBits (
    int count )
```

Reads the specified number of bits from the packet and advances the position counter.

Parameters

<i>count</i>	The number of bits to read.
--------------	-----------------------------

Returns

The value of the bits read.

Exceptions

<i>ArgumentOutOfRangeException</i>	The number of bits specified is not between 0 and 64.
------------------------------------	---

5.59.4.7 ReadByte()

```
byte Crosstales.NVorbis.DataPacket.ReadByte ( )
```

Reads the next byte from the packet and advances the position counter.

Returns

The byte read from the packet.

5.59.4.8 ReadBytes()

```
byte [] Crosstales.NVorbis.DataPacket.ReadBytes (
    int count )
```

Reads the specified number of bytes from the packet and advances the position counter.

Parameters

<i>count</i>	The number of bytes to read.
--------------	------------------------------

Returns

A byte array holding the data read.

5.59.4.9 ReadInt16()

```
short Crosstales.NVorbis.DataPacket.ReadInt16 ( )
```

Retrieves the next 16 bits from the packet as a short and advances the position counter.

Returns

The value of the next 16 bits.

5.59.4.10 ReadInt32()

```
int Crosstales.NVorbis.DataPacket.ReadInt32 ( )
```

Retrieves the next 32 bits from the packet as a int and advances the position counter.

Returns

The value of the next 32 bits.

5.59.4.11 ReadInt64()

```
long Crosstales.NVorbis.DataPacket.ReadInt64 ( )
```

Retrieves the next 64 bits from the packet as a long and advances the position counter.

Returns

The value of the next 64 bits.

5.59.4.12 ReadNextByte()

```
abstract int Crosstales.NVorbis.DataPacket.ReadNextByte ( ) [protected], [pure virtual]
```

Reads the next byte of the packet.

Returns

The next byte if available, otherwise -1.

Implemented in [Crosstales.NVorbis.Ogg.Packet](#).

5.59.4.13 ReadUInt16()

```
ushort Crosstales.NVorbis.DataPacket.ReadUInt16 ( )
```

Retrieves the next 16 bits from the packet as a ushort and advances the position counter.

Returns

The value of the next 16 bits.

5.59.4.14 ReadUInt32()

```
uint Crosstales.NVorbis.DataPacket.ReadUInt32 ( )
```

Retrieves the next 32 bits from the packet as a uint and advances the position counter.

Returns

The value of the next 32 bits.

5.59.4.15 ReadUInt64()

```
ulong Crosstales.NVorbis.DataPacket.ReadUInt64 ( )
```

Retrieves the next 64 bits from the packet as a ulong and advances the position counter.

Returns

The value of the next 64 bits.

5.59.4.16 ResetBitReader()

```
void Crosstales.NVorbis.DataPacket.ResetBitReader ( ) [protected]
```

Resets the bit reader.

5.59.4.17 SetFlag()

```
void Crosstales.NVorbis.DataPacket.SetFlag (
    PacketFlags flag,
    bool value ) [protected]
```

Sets the value of the specified flag.

5.59.4.18 SkipBits()

```
void Crosstales.NVorbis.DataPacket.SkipBits (
    int count )
```

Advances the position counter by the specified number of bits.

Parameters

<i>count</i>	The number of bits to advance.
--------------	--------------------------------

5.59.4.19 SkipBytes()

```
void Crosstales.NVorbis.DataPacket.SkipBytes (
    int count )
```

Advances the position counter by the specified number of bytes.

Parameters

<i>count</i>	The number of bytes to advance.
--------------	---------------------------------

5.59.4.20 TryPeekBits()

```
ulong Crosstales.NVorbis.DataPacket.TryPeekBits (
    int count,
    out int bitsRead )
```

Attempts to read the specified number of bits from the packet, but may return fewer. Does not advance the position counter.

Parameters

<i>count</i>	The number of bits to attempt to read.
<i>bitsRead</i>	The number of bits actually read.

Returns

The value of the bits read.

Exceptions

<i>ArgumentOutOfRangeException</i>	<i>count</i> is not between 0 and 64.
------------------------------------	---------------------------------------

5.59.5 Property Documentation

5.59.5.1 BitsRead

```
long Crosstales.NVorbis.DataPacket.BitsRead [get]
```

Gets the number of bits read from the packet.

5.59.5.2 GranuleCount

```
int? Crosstales.NVorbis.DataPacket.GranuleCount [get], [set]
```

Gets the number of granules in the packet. If `null`, the packet has not been decoded yet.

5.59.5.3 GranulePosition

```
long Crosstales.NVorbis.DataPacket.GranulePosition [get], [set]
```

Gets the position of the last granule in the packet.

5.59.5.4 IsEndOfStream

```
bool Crosstales.NVorbis.DataPacket.IsEndOfStream [get], [set]
```

Gets whether the packet is the last one in the logical stream.

5.59.5.5 IsResync

```
bool Crosstales.NVorbis.DataPacket.IsResync [get], [set]
```

Gets whether the packet was found after a stream resync.

5.59.5.6 Length

```
int Crosstales.NVorbis.DataPacket.Length [get], [protected set]
```

Gets the length of the packet.

5.59.5.7 PageGranulePosition

```
long Crosstales.NVorbis.DataPacket.PageGranulePosition [get], [set]
```

Gets the position of the last granule in the page the packet is in.

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

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/DataPacket.cs`

5.60 Crosstales.Radio.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

Static Public Member Functions

- static void [Reset](#) ()
Resets all changeable variables to their default value.
- static void [Load](#) ()
Loads all changeable variables.
- static void [Save](#) ()
Saves all changeable variables.

Static Public Attributes

- static bool [UPDATE_CHECK](#) = EditorConstants.DEFAULT_UPDATE_CHECK
Enable or disable update-checks for the asset.
- static bool [COMPILE_DEFINES](#) = EditorConstants.DEFAULT_COMPILE_DEFINES
Enable or disable adding compile defines "CT_RADIO" for the asset.
- static bool [PREFAB_AUTOLOAD](#) = EditorConstants.DEFAULT_PREFAB_AUTOLOAD
Automatically load and add the prefabs to the scene.
- static bool [HIERARCHY_ICON](#) = EditorConstants.DEFAULT_HIERARCHY_ICON
Enable or disable the icon in the hierarchy.
- static bool [isLoading](#)
Is the configuration loaded?
- static string [PREFAB_PATH](#) => [ASSET_PATH](#) + [EditorConstants.PREFAB_SUBPATH](#)
Returns the path of the prefabs.

Properties

- static string [ASSET_PATH](#) [get]
Returns the path to the asset inside the Unity project.

5.60.1 Detailed Description

Editor configuration for the asset.

5.60.2 Member Function Documentation

5.60.2.1 Load()

```
static void Crosstales.Radio.EditorUtil.EditorConfig.Load ( ) [static]
```

Loads all changeable variables.

5.60.2.2 Reset()

```
static void Crosstales.Radio.EditorUtil.EditorConfig.Reset ( ) [static]
```

Resets all changeable variables to their default value.

5.60.2.3 Save()

```
static void Crosstales.Radio.EditorUtil.EditorConfig.Save ( ) [static]
```

Saves all changeable variables.

5.60.3 Member Data Documentation

5.60.3.1 COMPILE_DEFINES

```
bool Crosstales.Radio.EditorUtil.EditorConfig.COMPILE_DEFINES = EditorConstants.DEFAULT_COMPILE_DEFINES [static]
```

Enable or disable adding compile defines "CT_RADIO" for the asset.

5.60.3.2 HIERARCHY_ICON

```
bool Crosstales.Radio.EditorUtil.EditorConfig.HIERARCHY_ICON = EditorConstants.DEFAULT_HIERARCHY_ICON [static]
```

Enable or disable the icon in the hierarchy.

5.60.3.3 isLoaded

```
bool Crosstales.Radio.EditorUtil.EditorConfig.isLoaded [static]
```

Is the configuration loaded?

5.60.3.4 PREFAB_AUTOLOAD

```
bool Crosstales.Radio.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = EditorConstants.DEFAULT_PREFAB_AUTOLOAD [static]
```

Automatically load and add the prefabs to the scene.

5.60.3.5 PREFAB_PATH

```
string Crosstales.Radio.EditorUtil.EditorConfig.PREFAB_PATH => ASSET_PATH + EditorConstants.PREFAB_SUBPATH  
[static]
```

Returns the path of the prefabs.

Returns

The path of the prefabs.

5.60.3.6 UPDATE_CHECK

```
bool Crosstales.Radio.EditorUtil.EditorConfig.UPDATE_CHECK = EditorConstants.DEFAULT_UPDATE_↔  
CHECK [static]
```

Enable or disable update-checks for the asset.

5.60.4 Property Documentation

5.60.4.1 ASSET_PATH

```
string Crosstales.Radio.EditorUtil.EditorConfig.ASSET_PATH [static], [get]
```

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Util/EditorConfig.cs

5.61 Crosstales.Radio.EditorUtil.EditorConstants Class Reference

Collected editor constants of very general utility for the asset.

Static Public Attributes

- const string **KEY_UPDATE_CHECK** = Util.Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_COMPILE_DEFINES** = Util.Constants.KEY_PREFIX + "COMPILE_DEFINES"
- const string **KEY_PREFAB_AUTOLOAD** = Util.Constants.KEY_PREFIX + "PREFAB_AUTOLOAD"
- const string **KEY_HIERARCHY_ICON** = Util.Constants.KEY_PREFIX + "HIERARCHY_ICON"
- const string **KEY_UPDATE_DATE** = Util.Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/Radio/"
- const bool **DEFAULT_UPDATE_CHECK** = false
- const bool **DEFAULT_COMPILE_DEFINES** = true
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_HIERARCHY_ICON** = false
- static string **PREFAB_SUBPATH** = "Resources/Prefabs/"
Sub-path to the prefabs.
- static string **ASSET_URL** => Util.Constants.ASSET_PRO_URL
Returns the URL of the asset in UAS.
- static string **ASSET_ID** => "32034"
Returns the ID of the asset in UAS.
- static System.Guid **ASSET_UID** => new System.Guid("a233f682-6ab9-408d-aef0-0dc71b27bbb1")
Returns the UID of the asset.

5.61.1 Detailed Description

Collected editor constants of very general utility for the asset.

5.61.2 Member Data Documentation

5.61.2.1 ASSET_ID

```
string Crosstales.Radio.EditorUtil.EditorConstants.ASSET_ID => "32034" [static]
```

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.61.2.2 ASSET_UID

```
System.Guid Crosstales.Radio.EditorUtil.EditorConstants.ASSET_UID => new System.Guid("a233f682-6ab9-408d-aef0-0dc71b27bbb1") [static]
```

Returns the UID of the asset.

Returns

The UID of the asset.

5.61.2.3 ASSET_URL

```
string Crosstales.Radio.EditorUtil.EditorConstants.ASSET_URL => Util.Constants.ASSET_PRO_URL  
[static]
```

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

5.61.2.4 PREFAB_SUBPATH

```
string Crosstales.Radio.EditorUtil.EditorConstants.PREFAB_SUBPATH = "Resources/Prefabs/" [static]
```

Sub-path to the prefabs.

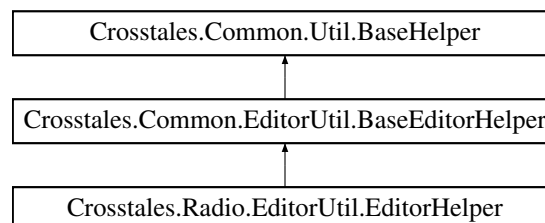
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Util/EditorConstants.↔
cs

5.62 Crosstales.Radio.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.Radio.EditorUtil.EditorHelper:



Static Public Member Functions

- static void [InstantiatePrefab](#) (string prefabName)
Instantiates a prefab.
- static void [BannerOC](#) ()
Shows a banner for "Online Check".
- static void [BannerDJ](#) ()
Shows a banner for "DJ".

Static Public Attributes

- const int **GO_ID** = 32
Start index inside the "GameObject"-menu.
- const int **MENU_ID** = 11801
Start index inside the "Tools"-menu.
- static Texture2D **Logo_Asset** => loadImage(ref logo_asset, "logo_asset_pro.png")
- static Texture2D **Logo_Asset_Small** => loadImage(ref logo_asset_small, "logo_asset_small_pro.png")
- static Texture2D **Icon_Play** => loadImage(ref icon_play, "icon_play.png")
- static Texture2D **Icon_Stop** => loadImage(ref icon_stop, "icon_stop.png")
- static Texture2D **Icon_Next** => loadImage(ref icon_next, "icon_next.png")
- static Texture2D **Icon_Previous** => loadImage(ref icon_previous, "icon_previous.png")
- static Texture2D **Icon_Edit** => loadImage(ref icon_edit, "icon_edit.png")
- static Texture2D **Icon_Show** => loadImage(ref icon_show, "icon_show.png")
- static Texture2D **Icon_Clear** => loadImage(ref icon_clear, "icon_clear.png")
- static Texture2D **Store_AudioVisualizer** => loadImage(ref store_AudioVisualizer, "Store_AudioVisualizer.↵
png")
- static Texture2D **Store_CompleteSoundSuite** => loadImage(ref store_CompleteSoundSuite, "Store_↵
CompleteSoundSuite.png")
- static Texture2D **Store_VisualizerStudio** => loadImage(ref store_VisualizerStudio, "Store_Visualizer↵
Studio.png")
- static Texture2D **Store_ApolloVisualizerKit** => loadImage(ref store_ApolloVisualizerKit, "Store_Apollo↵
VisualizerKit.png")
- static Texture2D **Store_RhythmVisualizator** => loadImage(ref store_RhythmVisualizator, "Store_Rhythm↵
Visualizator.png")

Additional Inherited Members

5.62.1 Detailed Description

Editor helper class.

5.62.2 Member Function Documentation

5.62.2.1 BannerDJ()

```
static void Crosstales.Radio.EditorUtil.EditorHelper.BannerDJ ( ) [static]
```

Shows a banner for "DJ".

5.62.2.2 BannerOC()

```
static void Crosstales.Radio.EditorUtil.EditorHelper.BannerOC ( ) [static]
```

Shows a banner for "Online Check".

5.62.2.3 InstantiatePrefab()

```
static void Crosstales.Radio.EditorUtil.EditorHelper.InstantiatePrefab (
    string prefabName ) [static]
```

Instantiates a prefab.

Parameters

<i>prefabName</i>	Name of the prefab.
-------------------	---------------------

5.62.3 Member Data Documentation

5.62.3.1 GO_ID

```
const int Crosstales.Radio.EditorUtil.EditorHelper.GO_ID = 32 [static]
```

Start index inside the "GameObject"-menu.

5.62.3.2 MENU_ID

```
const int Crosstales.Radio.EditorUtil.EditorHelper.MENU_ID = 11801 [static]
```

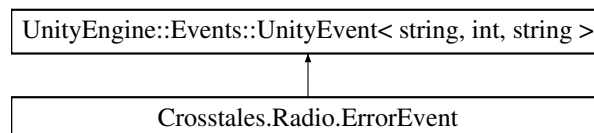
Start index inside the "Tools"-menu.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Util/EditorHelper.cs

5.63 Crosstales.Radio.ErrorEvent Class Reference

Inheritance diagram for Crosstales.Radio.ErrorEvent:

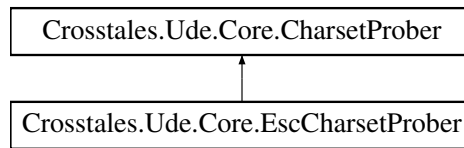


The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.64 Crosstales.Ude.Core.EscCharsetProber Class Reference

Inheritance diagram for Crosstales.Ude.Core.EscCharsetProber:



Public Member Functions

- override void [Reset](#) ()
Reset prober state
- override ProbingState [HandleData](#) (byte[] buf, int offset, int len)
Feed data to the prober
- override string **GetCharsetName** ()
- override float **GetConfidence** ()

Additional Inherited Members

5.64.1 Member Function Documentation

5.64.1.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.EscCharsetProber.HandleData (  
    byte[] buf,  
    int offset,  
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.64.1.2 Reset()

```
override void Crosstales.Ude.Core.EscCharsetProber.Reset ( ) [virtual]
```

Reset prober state

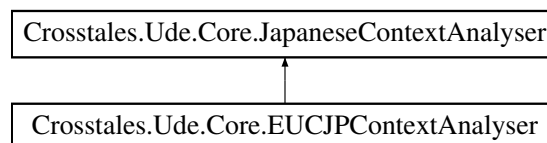
Implements [Crosstales.Ude.Core.CharsetProber](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/EscCharsetProber.cs

5.65 Crosstales.Ude.Core.EUCJPContextAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCJPContextAnalyser:



Protected Member Functions

- override int **GetOrder** (byte[] buf, int offset, out int charLen)
- override int **GetOrder** (byte[] buf, int offset)

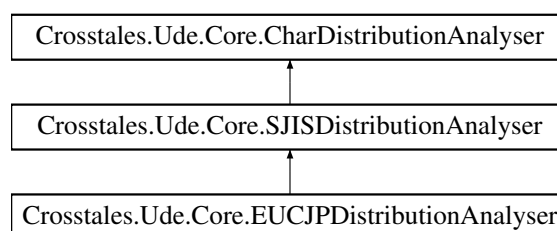
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/JapaneseContextAnalyser.cs

5.66 Crosstales.Ude.Core.EUCJPDistributionAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCJPDistributionAnalyser:



Public Member Functions

- override int [GetOrder](#) (byte[] buf, int offset)

first byte range: 0xa0 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

Additional Inherited Members

5.66.1 Member Function Documentation

5.66.1.1 GetOrder()

```
override int Crosstailes.Ude.Core.EUCJPDistributionAnalyser.GetOrder (
    byte[] buf,
    int offset ) [virtual]
```

first byte range: 0xa0 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

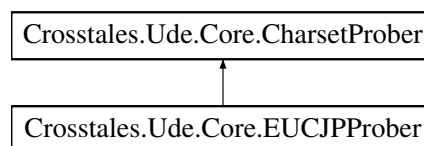
Reimplemented from [Crosstailes.Ude.Core.SJISDistributionAnalyser](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/↵
Core/CharDistributionAnalyser.cs

5.67 Crosstailes.Ude.Core.EUCJPProber Class Reference

Inheritance diagram for Crosstailes.Ude.Core.EUCJPProber:



Public Member Functions

- override string **GetCharsetName** ()
- override ProbingState [HandleData](#) (byte[] buf, int offset, int len)
Feed data to the prober
- override void [Reset](#) ()
Reset prober state
- override float **GetConfidence** ()

Additional Inherited Members

5.67.1 Member Function Documentation

5.67.1.1 HandleData()

```
override ProbingState Crosstailes.Ude.Core.EUCJPProber.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstailes.Ude.Core.CharsetProber](#).

5.67.1.2 Reset()

```
override void Crosstailes.Ude.Core.EUCJPProber.Reset ( ) [virtual]
```

Reset prober state

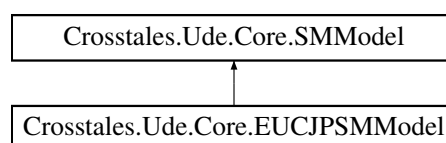
Implements [Crosstailes.Ude.Core.CharsetProber](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/↵
Core/EUCJPProber.cs

5.68 Crosstailes.Ude.Core.EUCJPSMModel Class Reference

Inheritance diagram for Crosstailes.Ude.Core.EUCJPSMModel:



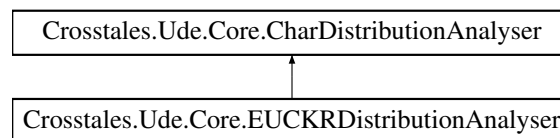
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/↔ Core/MBCSSM.cs

5.69 Crosstailes.Ude.Core.EUCKRDistributionAnalyser Class Reference

Inheritance diagram for Crosstailes.Ude.Core.EUCKRDistributionAnalyser:



Public Member Functions

- override int [GetOrder](#) (byte[] buf, int offset)
first byte range: 0xb0 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

Static Public Attributes

- const float **EUCKR_TYPICAL_DISTRIBUTION_RATIO** = 6.0f
- static int[] **EUCKR_CHAR2FREQ_ORDER**

Additional Inherited Members

5.69.1 Member Function Documentation

5.69.1.1 GetOrder()

```

override int Crosstailes.Ude.Core.EUCKRDistributionAnalyser.GetOrder (
    byte[] buf,
    int offset ) [virtual]
  
```

first byte range: 0xb0 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

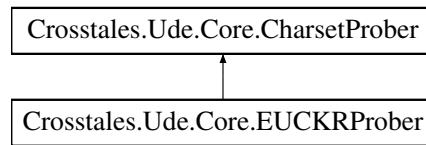
Implements [Crosstailes.Ude.Core.CharDistributionAnalyser](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/↔ Core/CharDistributionAnalyser.cs

5.70 Crosstales.Ude.Core.EUCKRProber Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCKRProber:



Public Member Functions

- override string **GetCharsetName** ()
- override ProbingState **HandleData** (byte[] buf, int offset, int len)
Feed data to the prober
- override float **GetConfidence** ()
- override void **Reset** ()
Reset prober state

Additional Inherited Members

5.70.1 Member Function Documentation

5.70.1.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.EUCKRProber.HandleData (  
    byte[] buf,  
    int offset,  
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.70.1.2 Reset()

```
override void Crosstailes.Ude.Core.EUCKRProber.Reset ( ) [virtual]
```

Reset prober state

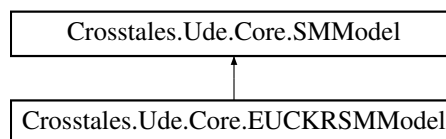
Implements [Crosstailes.Ude.Core.CharsetProber](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/↵
Core/EUCKRProber.cs

5.71 Crosstailes.Ude.Core.EUCKRSMMModel Class Reference

Inheritance diagram for Crosstailes.Ude.Core.EUCKRSMMModel:



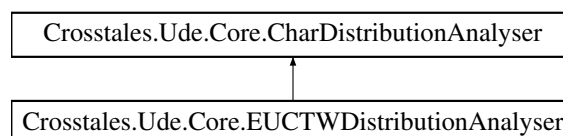
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/↵
Core/MBCSSM.cs

5.72 Crosstailes.Ude.Core.EUCTWDDistributionAnalyser Class Reference

Inheritance diagram for Crosstailes.Ude.Core.EUCTWDDistributionAnalyser:



Public Member Functions

- override int [GetOrder](#) (byte[] buf, int offset)
first byte range: 0xc4 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

Additional Inherited Members

5.72.1 Member Function Documentation

5.72.1.1 GetOrder()

```
override int Crosstales.Ude.Core.EUCTWDistributionAnalyser.GetOrder (
    byte[] buf,
    int offset ) [virtual]
```

first byte range: 0xc4 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

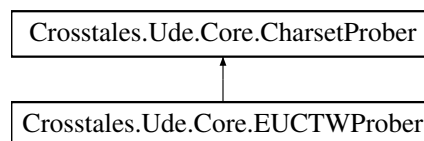
Implements [Crosstales.Ude.Core.CharDistributionAnalyser](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/CharDistributionAnalyser.cs

5.73 Crosstales.Ude.Core.EUCTWProber Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCTWProber:



Public Member Functions

- override ProbingState [HandleData](#) (byte[] buf, int offset, int len)
Feed data to the prober
- override string [GetCharsetName](#) ()
- override void [Reset](#) ()
Reset prober state
- override float [GetConfidence](#) ()

Additional Inherited Members

5.73.1 Member Function Documentation

5.73.1.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.EUCTWProber.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.73.1.2 Reset()

```
override void Crosstales.Ude.Core.EUCTWProber.Reset ( ) [virtual]
```

Reset prober state

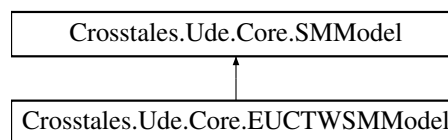
Implements [Crosstales.Ude.Core.CharsetProber](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔
Core/EUCTWProber.cs

5.74 Crosstales.Ude.Core.EUCTWSMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCTWSMModel:



Additional Inherited Members

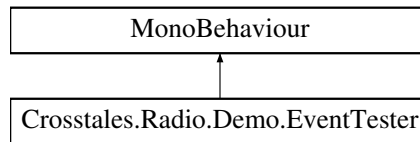
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔
Core/MBCSSM.cs

5.75 Crosstales.Radio.Demo.EventTester Class Reference

Simple test script for all UnityEvent-callbacks.

Inheritance diagram for Crosstales.Radio.Demo.EventTester:



Public Member Functions

- void **OnPlaybackStart** (string _name, int hash)
- void **OnPlaybackEnd** (string _name, int hash)
- void **OnRecordChange** (string _name, int hash)
- void **OnStationChange** (string _name, int hash)
- void **OnFilterChange** ()
- void **OnError** (string _name, int hash, string info)
- void **OnStationsChange** ()
- void **OnProviderReady** ()
- void **OnQueryComplete** (string id)

Public Attributes

- [Crosstales.Radio.Set.RadioSet](#) **Set**

5.75.1 Detailed Description

Simple test script for all UnityEvent-callbacks.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/EventTester.cs

5.76 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string [CTToTitleCase](#) (this string str)
Extension method for strings. Converts a string to title case (first letter uppercase).
- static string [CTReverse](#) (this string str)
Extension method for strings. Reverses a string.
- static string [CTReplace](#) (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Replace'.
- static bool [CTEquals](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Equals'.
- static bool [CTContains](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Contains'.
- static bool [CTContainsAny](#) (this string str, string searchTerms, char splitChar=' ')
Extension method for strings. Contains any given string.
- static bool [CTContainsAll](#) (this string str, string searchTerms, char splitChar=' ')
Extension method for strings. Contains all given strings.
- static bool [CTIsNumeric](#) (this string str)
Extension method for strings. Checks if the string is numeric.
- static bool [CTIsInteger](#) (this string str)
Extension method for strings. Checks if the string is integer.
- static bool [CTIsEmail](#) (this string str)
Extension method for strings. Checks if the string is an email address.
- static bool [CTIsWebsite](#) (this string str)
Extension method for strings. Checks if the string is a website address.
- static bool [CTIsCreditcard](#) (this string str)
Extension method for strings. Checks if the string is a creditcard.
- static bool [CTIsIPv4](#) (this string str)
Extension method for strings. Checks if the string is an IPv4 address.
- static bool [CTIsAlphanumeric](#) (this string str)
Extension method for strings. Checks if the string is alphanumeric.
- static bool [CTHasLineEndings](#) (this string str)
Extension method for strings. Checks if the string has line endings.
- static bool [CTHasInvalidChars](#) (this string str)
Extension method for strings. Checks if the string has invalid characters.
- static bool [CTStartsWith](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Checks if the string starts with another string.
- static bool [CTEndsWith](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Checks if the string ends with another string.
- static int [CTLastIndexOf](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Returns the index of the last occurrence of a given string.
- static int [CTIndexOf](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Returns the index of the first occurrence of a given string.
- static int [CTIndexOf](#) (this string str, string toCheck, int startIndex, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Returns the index of the first occurrence of a given string.

- static string [CTToBase64](#) (this string str)
Extension method for strings. Converts the value of a string to a Base64-string.
- static string [CTFromBase64](#) (this string str)
Extension method for strings. Converts the value of a Base64-string to a string.
- static string [CTToHex](#) (this string str, bool addPrefix=false)
Extension method for strings. Converts the value of a string to a Hex-string (with Unicode support).
- static string [CTHexToString](#) (this string hexString)
Extension method for strings. Converts the Hex-value of a string to a string (with Unicode support).
- static Color [CTHexToColor](#) (this string hexString)
Extension method for strings. Converts the Hex-value of a string to a color.
- static void [CTShuffle< T >](#) (this T[] array, int seed=0)
Extension method for arrays. Shuffles an array.
- static string [CTDump< T >](#) (this T[] array, string prefix="", string postfix="")
Extension method for arrays. Dumps an array to a string.
- static string [CTDump](#) (this Quaternion[] array)
Extension method for Quaternion-arrays. Dumps an array to a string.
- static string [CTDump](#) (this Vector2[] array)
Extension method for Vector2-arrays. Dumps an array to a string.
- static string [CTDump](#) (this Vector3[] array)
Extension method for Vector3-arrays. Dumps an array to a string.
- static string [CTDump](#) (this Vector4[] array)
Extension method for Vector4-arrays. Dumps an array to a string.
- static string[] [CTToString< T >](#) (this T[] array)
Extension method for arrays. Generates a string array with all entries (via ToString).
- static float[] [CTToFloatArray](#) (this byte[] array, int count=0)
Extension method for byte-arrays. Converts a byte-array to a float-array.
- static byte[] [CTToByteArray](#) (this float[] array, int count=0)
Extension method for float-arrays. Converts a float-array to a byte-array.
- static void [CTShuffle< T >](#) (this System.Collections.Generic.IList< T > list, int seed=0)
Extension method for IList. Shuffles a List.
- static string [CTDump< T >](#) (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="")
Extension method for IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Quaternion > list)
Extension method for Quaternion-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector2 > list)
Extension method for Vector2-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector3 > list)
Extension method for Vector3-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector4 > list)
Extension method for Vector4-IList. Dumps a list to a string.
- static System.Collections.Generic.List< string > [CTToString< T >](#) (this System.Collections.Generic.IList< T > list)
Extension method for IList. Generates a string list with all entries (via ToString).
- static string [CTDump< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, string prefix="", string postfix="")
Extension method for IDictionary. Dumps a dictionary to a string.
- static void [CTAddRange< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, System.Collections.Generic.IDictionary< K, V > collection)
Extension method for IDictionary. Adds a dictionary to an existing one.
- static byte[] [CTReadFully](#) (this System.IO.Stream input)
Extension method for Stream. Reads the full content of a Stream.

- static string [CTToHex](#) (this Color input)
Extension method for Color. Converts the value of a color to a Hex-string.
- static Vector3 [CTVector3](#) (this Color color)
Extension method for Color. Convert it to a Vector3.
- static Vector4 [CTVector4](#) (this Color color)
Extension method for Color. Convert it to a Vector4.
- static Vector2 [CTMultiply](#) (this Vector2 a, Vector2 b)
Allows you to multiply two Vector2s together, something Unity sorely lacks by default.
- static Vector3 [CTMultiply](#) (this Vector3 a, Vector3 b)
Allows you to multiply two Vector3s together, something Unity sorely lacks by default.
- static Vector3 [CTFlatten](#) (this Vector3 a)
Returns a Vector3 with a 0 y-axis. This is useful for keeping entities oriented perpendicular to the ground.
- static Quaternion [CTQuaternion](#) (this Vector3 eulerAngle)
Extension method for Vector3. Convert it to a Quaternion.
- static Color [CTColorRGB](#) (this Vector3 rgb, float alpha=1f)
Extension method for Vector3. Convert it to a Color.
- static Vector4 [CTMultiply](#) (this Vector4 a, Vector4 b)
Allows you to multiply two Vector4s together, something Unity sorely lacks by default.
- static Quaternion [CTQuaternion](#) (this Vector4 angle)
Extension method for Vector4. Convert it to a Quaternion.
- static Color [CTColorRGBA](#) (this Vector4 rgba)
Extension method for Vector4. Convert it to a Color.
- static Vector3 [CTVector3](#) (this Quaternion angle)
Extension method for Quaternion. Convert it to a Vector3.
- static Vector4 [CTVector4](#) (this Quaternion angle)
Extension method for Quaternion. Convert it to a Vector4.
- static Vector3 [CTCorrectLossyScale](#) (this Canvas canvas)
Extension method for Canvas. Convert current resolution scale.
- static void [CTGetLocalCorners](#) (this RectTransform rt, Vector3[] fourCornersArray, Canvas canvas, float inset)
Extension method for RectTransform. Sets the corners of a RectTransform.
- static void [CTGetScreenCorners](#) (this RectTransform rt, Vector3[] fourCornersArray, Canvas canvas, float inset)
Extension method for RectTransform. Sets the world corners of a RectTransform.
- static GameObject [CTFind](#) (this MonoBehaviour parent, string name)
Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject
- static T [CTFind< T >](#) (this MonoBehaviour parent, string name)
Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject and returns a component.
- static GameObject [CTFind](#) (this GameObject parent, string name)
Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject
- static T [CTFind< T >](#) (this GameObject parent, string name)
Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject and returns a component.
- static Transform [CTFind](#) (this Transform parent, string name)
Extension method for Transform. Recursively searches all children of a parent transform for specific named transform
- static T [CTFind< T >](#) (this Transform parent, string name)
Extension method for Transform. Recursively searches all children of a parent transform for specific named transform and returns a component.
- static bool [CTIsVisibleFrom](#) (this Renderer renderer, Camera camera)
Extension method for Renderer. Determines if the renderer is visible from a certain camera.

5.76.1 Detailed Description

Various extension methods.

5.76.2 Member Function Documentation

5.76.2.1 CTAddRange< K, V >()

```
static void Crosstales.ExtensionMethods.CTAddRange< K, V > (  
    this System.Collections.Generic.IDictionary< K, V > dict,  
    System.Collections.Generic.IDictionary< K, V > collection ) [static]
```

Extension method for IDictionary. Adds a dictionary to an existing one.

Parameters

<i>dict</i>	IDictionary-instance.
<i>collection</i>	Dictionary to add.

5.76.2.2 CTCOLORRGB()

```
static Color Crosstales.ExtensionMethods.CTCOLORRGB (  
    this Vector3 rgb,  
    float alpha = 1f ) [static]
```

Extension method for Vector3. Convert it to a Color.

Parameters

<i>rgb</i>	Vector3-instance to convert (RGB = xyz).
<i>alpha</i>	Alpha-value of the color (default: 1, optional).

Returns

Color from RGB.

5.76.2.3 CTCOLORRGBA()

```
static Color Crosstales.ExtensionMethods.CTCOLORRGBA (  
    this Vector4 rgba ) [static]
```

Extension method for Vector4. Convert it to a Color.

Parameters

<i>rgba</i>	Vector4-instance to convert (RGBA = xyzw).
-------------	--

Returns

Color from RGBA.

5.76.2.4 CTContains()

```
static bool Crosstales.ExtensionMethods.CTContains (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Case insensitive 'Contains'.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

True if the string contains the given string.

5.76.2.5 CTContainsAll()

```
static bool Crosstales.ExtensionMethods.CTContainsAll (
    this string str,
    string searchTerms,
    char splitChar = ' ' ) [static]
```

Extension method for strings. Contains all given strings.

Parameters

<i>str</i>	String-instance.
<i>searchTerms</i>	Search terms separated by the given split-character.
<i>splitChar</i>	Split-character (default: ' ', optional)

Returns

True if the string contains all parts of the given string.

5.76.2.6 CTContainsAny()

```
static bool Crosstales.ExtensionMethods.CTContainsAny (
    this string str,
    string searchTerms,
    char splitChar = ' ' ) [static]
```

Extension method for strings. Contains any given string.

Parameters

<i>str</i>	String-instance.
<i>searchTerms</i>	Search terms separated by the given split-character.
<i>splitChar</i>	Split-character (default: ' ', optional)

Returns

True if the string contains any parts of the given string.

5.76.2.7 CTCorrectLossyScale()

```
static Vector3 Crosstales.ExtensionMethods.CTCorrectLossyScale (
    this Canvas canvas ) [static]
```

Extension method for Canvas. Convert current resolution scale.

Parameters

<i>canvas</i>	Canvas to convert.
---------------	--------------------

Returns

Vector3 with the correct scale.

5.76.2.8 CTDump() [1/8]

```
static string Crosstales.ExtensionMethods.CTDump (
    this Quaternion[] array ) [static]
```

Extension method for Quaternion-arrays. Dumps an array to a string.

Parameters

<i>array</i>	Quaternion-array-instance to dump.
--------------	------------------------------------

Returns

String with lines for all array entries.

5.76.2.9 CTDump() [2/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Quaternion > list ) [static]
```

Extension method for Quaternion-IList. Dumps a list to a string.

Parameters

<i>list</i>	Quaternion-IList-instance to dump.
-------------	------------------------------------

Returns

String with lines for all list entries.

5.76.2.10 CTDump() [3/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector2 > list ) [static]
```

Extension method for Vector2-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector2-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.76.2.11 CTDump() [4/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector3 > list ) [static]
```

Extension method for Vector3-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector3-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.76.2.12 CTDump() [5/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector4 > list ) [static]
```

Extension method for Vector4-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector4-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.76.2.13 CTDump() [6/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Vector2[] array ) [static]
```

Extension method for Vector2-arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector2-array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.76.2.14 CTDump() [7/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Vector3[] array ) [static]
```


Extension method for Vector3-arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector3-array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.76.2.15 CTDump() [8/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Vector4[] array ) [static]
```

Extension method for Vector4-arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector4-array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.76.2.16 CTDump< K, V >()

```
static string Crosstales.ExtensionMethods.CTDump< K, V > (  
    this System.Collections.Generic.IDictionary< K, V > dict,  
    string prefix = "",  
    string postfix = "" ) [static]
```

Extension method for IDictionary. Dumps a dictionary to a string.

Parameters

<i>dict</i>	IDictionary-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

Returns

String with lines for all dictionary entries.

5.76.2.17 CTDump< T >() [1/2]

```
static string Crosstales.ExtensionMethods.CTDump< T > (
    this System.Collections.Generic.IList< T > list,
    string prefix = "",
    string postfix = "" ) [static]
```

Extension method for IList. Dumps a list to a string.

Parameters

<i>list</i>	IList-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

Returns

String with lines for all list entries.

5.76.2.18 CTDump< T >() [2/2]

```
static string Crosstales.ExtensionMethods.CTDump< T > (
    this T[] array,
    string prefix = "",
    string postfix = "" ) [static]
```

Extension method for arrays. Dumps an array to a string.

Parameters

<i>array</i>	Array-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

Returns

String with lines for all array entries.

5.76.2.19 CTEndsWith()

```
static bool Crosstales.ExtensionMethods.CTEndsWith (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Checks if the string ends with another string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

True if the string is integer.

5.76.2.20 CTEquals()

```
static bool Crosstales.ExtensionMethods.CTEquals (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Case insensitive 'Equals'.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

True if the string contains the given string.

5.76.2.21 CTFind() [1/3]

```
static GameObject Crosstales.ExtensionMethods.CTFind (
    this GameObject parent,
    string name ) [static]
```

Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject

Parameters

<i>parent</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

GameObject with the given name or null.

5.76.2.22 CTFind() [2/3]

```
static GameObject Crosstales.ExtensionMethods.CTFind (  
    this MonoBehaviour parent,  
    string name ) [static]
```

Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject

Parameters

<i>parent</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

GameObject with the given name or null.

5.76.2.23 CTFind() [3/3]

```
static Transform Crosstales.ExtensionMethods.CTFind (  
    this Transform parent,  
    string name ) [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform

Parameters

<i>parent</i>	Parent of the current children.
<i>name</i>	Name of the transform.

Returns

Transform with the given name or null.

5.76.2.24 CTFind< T >() [1/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (  
    this GameObject parent,  
    string name ) [static]
```

Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject and returns a component.

Parameters

<i>parent</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

Component with the given type or null.

5.76.2.25 CTFind< T >() [2/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (  
    this MonoBehaviour parent,  
    string name ) [static]
```

Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject and returns a component.

Parameters

<i>parent</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

Component with the given type or null.

5.76.2.26 CTFind< T >() [3/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (  
    this Transform parent,  
    string name ) [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform and returns a component.

Parameters

<i>parent</i>	Parent of the current children.
<i>name</i>	Name of the transform.

Returns

Component with the given type or null.

5.76.2.27 CTFlatten()

```
static Vector3 Crosstales.ExtensionMethods.CTFlatten (  
    this Vector3 a ) [static]
```

Returns a Vector3 with a 0 y-axis. This is useful for keeping entities oriented perpendicular to the ground.

5.76.2.28 CTFromBase64()

```
static string Crosstales.ExtensionMethods.CTFromBase64 (  
    this string str ) [static]
```

Extension method for strings. Converts the value of a Base64-string to a string.

Parameters

<i>str</i>	Input Base64-string.
------------	----------------------

Returns

Base64-string value as converted string.

5.76.2.29 CTGetLocalCorners()

```
static void Crosstales.ExtensionMethods.CTGetLocalCorners (  
    this RectTransform rt,  
    Vector3[] fourCornersArray,  
    Canvas canvas,  
    float inset ) [static]
```

Extension method for RectTransform. Sets the corners of a RectTransform.

Parameters

<i>rt</i>	RectTransform-instance.
<i>fourCornersArray</i>	Corners for the RectTransform.
<i>canvas</i>	Relevant canvas.
<i>inset</i>	Inset from the corners.

5.76.2.30 CTGetScreenCorners()

```
static void Crosstales.ExtensionMethods.CTGetScreenCorners (
    this RectTransform rt,
    Vector3[] fourCornersArray,
    Canvas canvas,
    float inset ) [static]
```

Extension method for RectTransform. Sets the world corners of a RectTransform.

Parameters

<i>rt</i>	RectTransform-instance.
<i>fourCornersArray</i>	Corners for the RectTransform.
<i>canvas</i>	Relevant canvas.
<i>inset</i>	Inset from the corners.

5.76.2.31 CThasInvalidChars()

```
static bool Crosstales.ExtensionMethods.CThasInvalidChars (
    this string str ) [static]
```

Extension method for strings. Checks if the string has invalid characters.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string has invalid characters.

5.76.2.32 CThasLineEndings()

```
static bool Crosstales.ExtensionMethods.CThasLineEndings (
    this string str ) [static]
```

Extension method for strings. Checks if the string has line endings.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string has line endings.

5.76.2.33 CTHexToColor()

```
static Color Crosstales.ExtensionMethods.CTHexToColor (
    this string hexString ) [static]
```

Extension method for strings. Converts the Hex-value of a string to a color.

Parameters

<i>hexString</i>	Input as Hex-string.
------------------	----------------------

Returns

Hex-string value as Color.

5.76.2.34 CTHexToString()

```
static string Crosstales.ExtensionMethods.CTHexToString (
    this string hexString ) [static]
```

Extension method for strings. Converts the Hex-value of a string to a string (with Unicode support).

Parameters

<i>hexString</i>	Input as Hex-string.
------------------	----------------------

Returns

Hex-string value as converted string.

5.76.2.35 CTIndexOf() [1/2]

```
static int Crosstales.ExtensionMethods.CTIndexOf (
    this string str,
    string toCheck,
    int startIndex,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Returns the index of the first occurrence of a given string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String for the index.
<i>startIndex</i>	Start index for the check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

The index of the first occurrence of the given string if the string is integer.

5.76.2.36 CTIndexOf() [2/2]

```
static int Crosstales.ExtensionMethods.CTIndexOf (  
    this string str,  
    string toCheck,  
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Returns the index of the first occurrence of a given string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String for the index.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

The index of the first occurrence of the given string if the string is integer.

5.76.2.37 CTIsAlphanumeric()

```
static bool Crosstales.ExtensionMethods.CTIsAlphanumeric (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is alphanumeric.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is alphanumeric.

5.76.2.38 CTisCreditcard()

```
static bool Crosstales.ExtensionMethods.CTisCreditcard (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is a creditcard.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is a creditcard.

5.76.2.39 CTisEmail()

```
static bool Crosstales.ExtensionMethods.CTisEmail (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is an email address.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is an email address.

5.76.2.40 CTisInteger()

```
static bool Crosstales.ExtensionMethods.CTisInteger (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is integer.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is integer.

5.76.2.41 CTisIPv4()

```
static bool Crosstales.ExtensionMethods.CTisIPv4 (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is an IPv4 address.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is an IPv4 address.

5.76.2.42 CTisNumeric()

```
static bool Crosstales.ExtensionMethods.CTisNumeric (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is numeric.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is numeric.

5.76.2.43 CTisVisibleFrom()

```
static bool Crosstales.ExtensionMethods.CTisVisibleFrom (  
    this Renderer renderer,  
    Camera camera ) [static]
```

Extension method for `Renderer`. Determines if the renderer is visible from a certain camera.

Parameters

<i>renderer</i>	Renderer to test the visibility.
<i>camera</i>	Camera for the test.

Returns

True if the renderer is visible by the given camera.

5.76.2.44 CTisWebsite()

```
static bool Crosstales.ExtensionMethods.CTisWebsite (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is a website address.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is a website address.

5.76.2.45 CTLastIndexOf()

```
static int Crosstales.ExtensionMethods.CTLastIndexOf (  
    this string str,  
    string toCheck,  
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Returns the index of the last occurrence of a given string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String for the index.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

The index of the last occurrence of the given string if the string is integer.

5.76.2.46 CTMultiply() [1/3]

```
static Vector2 Crosstales.ExtensionMethods.CTMultiply (  
    this Vector2 a,  
    Vector2 b ) [static]
```

Allows you to multiply two Vector2s together, something Unity sorely lacks by default.

Parameters

<i>right</i>	Second vector
--------------	---------------

Returns

The x*x, y*y result.

5.76.2.47 CTMultiply() [2/3]

```
static Vector3 Crosstales.ExtensionMethods.CTMultiply (  
    this Vector3 a,  
    Vector3 b ) [static]
```

Allows you to multiply two Vector3s together, something Unity sorely lacks by default.

Parameters

<i>right</i>	Second vector
--------------	---------------

Returns

The x*x, y*y, z*z result.

5.76.2.48 CTMultiply() [3/3]

```
static Vector4 Crosstales.ExtensionMethods.CTMultiply (  
    this Vector4 a,  
    Vector4 b ) [static]
```

Allows you to multiply two Vector4s together, something Unity sorely lacks by default.

Parameters

<i>right</i>	Second vector
--------------	---------------

Returns

The x*x, y*y, z*z, w*w result.

5.76.2.49 CTQuaternion() [1/2]

```
static Quaternion Crosstales.ExtensionMethods.CTQuaternion (  
    this Vector3 eulerAngle ) [static]
```

Extension method for Vector3. Convert it to a Quaternion.

Parameters

<i>eulerAngle</i>	Vector3-instance to convert.
-------------------	------------------------------

Returns

Quaternion from euler angles.

5.76.2.50 CTQuaternion() [2/2]

```
static Quaternion Crosstales.ExtensionMethods.CTQuaternion (  
    this Vector4 angle ) [static]
```

Extension method for Vector4. Convert it to a Quaternion.

Parameters

<i>angle</i>	Vector4-instance to convert.
--------------	------------------------------

Returns

Quaternion from Vector4.

5.76.2.51 CTReadFully()

```
static byte [] Crosstales.ExtensionMethods.CTReadFully (  
    this System.IO.Stream input ) [static]
```

Extension method for Stream. Reads the full content of a Stream.

Parameters

<i>input</i>	Stream-instance to read.
--------------	--------------------------

Returns

Byte-array of the Stream content.

5.76.2.52 CTReplace()

```
static string Crosstales.ExtensionMethods.CTReplace (  
    this string str,  
    string oldString,  
    string newString,  
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Case insensitive 'Replace'.

Parameters

<i>str</i>	String-instance.
<i>oldString</i>	String to replace.
<i>newString</i>	New replacement string.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

Replaced string.

5.76.2.53 CTReverse()

```
static string Crosstales.ExtensionMethods.CTReverse (  
    this string str ) [static]
```

Extension method for strings. Reverses a string.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

Reversed string.

5.76.2.54 CTShuffle< T >() [1/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
    this System.Collections.Generic.IList< T > list,
    int seed = 0 ) [static]
```

Extension method for IList. Shuffles a List.

Parameters

<i>list</i>	IList-instance to shuffle.
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

5.76.2.55 CTShuffle< T >() [2/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
    this T[] array,
    int seed = 0 ) [static]
```

Extension method for arrays. Shuffles an array.

Parameters

<i>array</i>	Array-instance to shuffle.
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

5.76.2.56 CTStartsWith()

```
static bool Crosstales.ExtensionMethods.CTStartsWith (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Checks if the string starts with another string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

True if the string is integer.

5.76.2.57 CToBase64()

```
static string Crosstales.ExtensionMethods.CToBase64 (
    this string str ) [static]
```

Extension method for strings. Converts the value of a string to a Base64-string.

Parameters

<i>str</i>	Input string.
------------	---------------

Returns

String value as converted Base64-string.

5.76.2.58 CToByteArray()

```
static byte [] Crosstales.ExtensionMethods.CToByteArray (
    this float[] array,
    int count = 0 ) [static]
```

Extension method for float-arrays. Converts a float-array to a byte-array.

Parameters

<i>array</i>	Array-instance to convert.
<i>count</i>	Number of floats to convert (optional).

Returns

Converted byte-array.

5.76.2.59 CToFloatArray()

```
static float [] Crosstales.ExtensionMethods.CToFloatArray (
    this byte[] array,
    int count = 0 ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a float-array.

Parameters

<i>array</i>	Array-instance to convert.
<i>count</i>	Number of bytes to convert (optional).

Returns

Converted float-array.

5.76.2.60 CTToHex() [1/2]

```
static string Crosstales.ExtensionMethods.CTToHex (  
    this Color input ) [static]
```

Extension method for Color. Converts the value of a color to a Hex-string.

Parameters

<i>input</i>	Color to convert.
--------------	-------------------

Returns

Color value as Hex.

5.76.2.61 CTToHex() [2/2]

```
static string Crosstales.ExtensionMethods.CTToHex (  
    this string str,  
    bool addPrefix = false ) [static]
```

Extension method for strings. Converts the value of a string to a Hex-string (with Unicode support).

Parameters

<i>str</i>	Input string.
<i>addPrefix</i>	Add "0x"-as prefix (default: false, optional).

Returns

String value as converted Hex-string.

5.76.2.62 CTToString< T >() [1/2]

```
static System.Collections.Generic.List<string> Crosstales.ExtensionMethods.CTToString< T > (  
    this System.Collections.Generic.IList< T > list ) [static]
```

Extension method for IList. Generates a string list with all entries (via ToString).

Parameters

<i>list</i>	IList-instance to ToString.
-------------	-----------------------------

Returns

String list with all entries (via ToString).

5.76.2.63 CTToString< T >() [2/2]

```
static string [] Crosstales.ExtensionMethods.CTToString< T > (  
    this T[] array ) [static]
```

Extension method for arrays. Generates a string array with all entries (via ToString).

Parameters

<i>array</i>	Array-instance to ToString.
--------------	-----------------------------

Returns

String array with all entries (via ToString).

5.76.2.64 CTToTitleCase()

```
static string Crosstales.ExtensionMethods.CTToTitleCase (  
    this string str ) [static]
```

Extension method for strings. Converts a string to title case (first letter uppercase).

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

Converted string in title case.

5.76.2.65 CTVector3() [1/2]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Color color ) [static]
```

Extension method for Color. Convert it to a Vector3.

Parameters

<i>color</i>	Color-instance to convert.
--------------	----------------------------

Returns

Vector3 from color.

5.76.2.66 CTVector3() [2/2]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Quaternion angle ) [static]
```

Extension method for Quaternion. Convert it to a Vector3.

Parameters

<i>angle</i>	Quaternion-instance to convert.
--------------	---------------------------------

Returns

Vector3 from Quaternion.

5.76.2.67 CTVector4() [1/2]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (  
    this Color color ) [static]
```

Extension method for Color. Convert it to a Vector4.

Parameters

<i>color</i>	Color-instance to convert.
--------------	----------------------------

Returns

Vector3 from color.

5.76.2.68 CTVector4() [2/2]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (  
    this Quaternion angle ) [static]
```

Extension method for Quaternion. Convert it to a Vector4.

Parameters

<i>angle</i>	Quaternion-instance to convert.
--------------	---------------------------------

Returns

Vector4 from Quaternion.

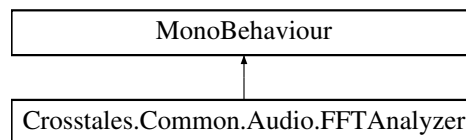
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Extension↵
Methods.cs

5.77 Crosstales.Common.Audio.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.Common.Audio.FFTAnalyzer:



Public Attributes

- float[] [Samples](#) = new float[256]
Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).
- int [Channel](#)
summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).
- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

5.77.1 Detailed Description

FFT analyzer for an audio channel.

5.77.2 Member Data Documentation

5.77.2.1 Channel

`int Crosstales.Common.Audio.FFTAnalyzer.Channel`

summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).

5.77.2.2 Samples

```
float [ ] Crosstales.Common.Audio.FFTAnalyzer.Samples = new float[256]
```

Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).

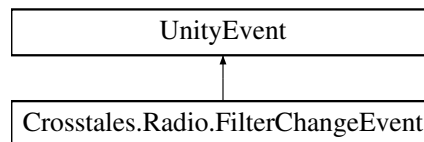
summary>Analyzed channel (0 = right, 1 = left, default: 0).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Extras/Audio/Scripts/FTAnalyzer.cs

5.78 Crosstales.Radio.FilterChangeEvent Class Reference

Inheritance diagram for Crosstales.Radio.FilterChangeEvent:

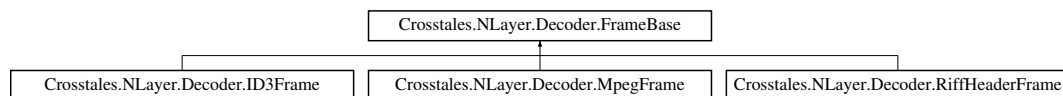


The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.79 Crosstales.NLayer.Decoder.FrameBase Class Reference

Inheritance diagram for Crosstales.NLayer.Decoder.FrameBase:



Protected Member Functions

- int **Read** (int offset, byte[] buffer)
- int **Read** (int offset, byte[] buffer, int index, int count)
- int **ReadByte** (int offset)
- abstract int **Validate** ()

Called to validate the frame header

5.79.1 Member Function Documentation

5.79.1.1 Validate()

```
abstract int Crosstales.NLayer.Decoder.FrameBase.Validate ( ) [protected], [pure virtual]
```

Called to validate the frame header

Returns

The length of the frame, or -1 if frame is invalid

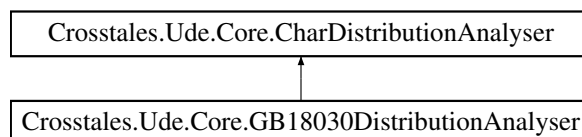
Implemented in [Crosstales.NLayer.Decoder.MpegFrame](#), [Crosstales.NLayer.Decoder.ID3Frame](#), and [Crosstales.NLayer.Decoder.RiffFrame](#)

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/FrameBase.cs

5.80 Crosstales.Ude.Core.GB18030DistributionAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.GB18030DistributionAnalyser:



Public Member Functions

- override int [GetOrder](#) (byte[] buf, int offset)

for GB2312 encoding, we are interested first byte range: 0xb0 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

Additional Inherited Members

5.80.1 Member Function Documentation

5.80.1.1 GetOrder()

```
override int Crosstales.Ude.Core.GB18030DistributionAnalyser.GetOrder (
    byte[] buf,
    int offset ) [virtual]
```

for GB2312 encoding, we are interested first byte range: 0xb0 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

Returns

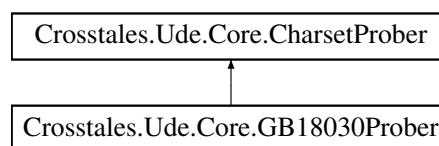
Implements [Crosstales.Ude.Core.CharDistributionAnalyser](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔ Core/CharDistributionAnalyser.cs

5.81 Crosstales.Ude.Core.GB18030Prober Class Reference

Inheritance diagram for Crosstales.Ude.Core.GB18030Prober:



Public Member Functions

- override string **GetCharsetName** ()
- override ProbingState **HandleData** (byte[] buf, int offset, int len)
Feed data to the prober
- override float **GetConfidence** ()
- override void **Reset** ()
Reset prober state

Additional Inherited Members

5.81.1 Member Function Documentation

5.81.1.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.GB18030Prober.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstailes.Ude.Core.CharsetProber](#).

5.81.1.2 Reset()

```
override void Crosstailes.Ude.Core.GB18030Prober.Reset ( ) [virtual]
```

Reset prober state

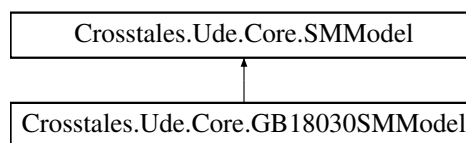
Implements [Crosstailes.Ude.Core.CharsetProber](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/↔
Core/GB18030Prober.cs

5.82 Crosstailes.Ude.Core.GB18030SMMModel Class Reference

Inheritance diagram for Crosstailes.Ude.Core.GB18030SMMModel:



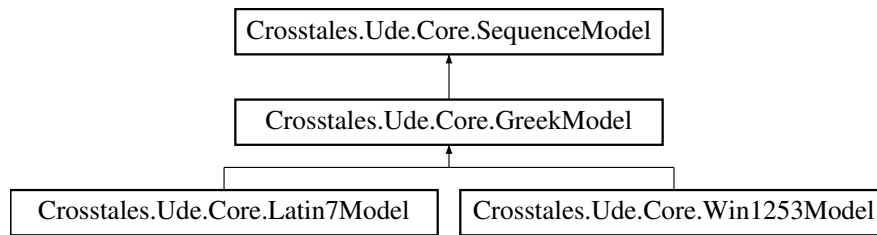
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/↔
Core/MBCSSM.cs

5.83 Crosstales.Ude.Core.GreekModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.GreekModel:



Public Member Functions

- **GreekModel** (byte[] charToOrderMap, string name)

Additional Inherited Members

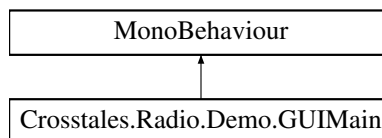
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/LangGreekModel.cs`

5.84 Crosstales.Radio.Demo.GUIMain Class Reference

Main GUI for all demo scenes.

Inheritance diagram for Crosstales.Radio.Demo.GUIMain:



Public Member Functions

- void **FullscreenEnabled** (bool val)
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **PreviousScene** ()
- void **NextScene** ()
- void **Quit** ()

Public Attributes

- Text **Name**
- Text **Version**
- Text **Scene**
- GameObject **InternetNotAvailable**
- Text **DownloadSize**
- Text **ElapsedTotalTime**
- Toggle **FullscreenToogle**
- string **NamePreviousScene**
- string **NameNextScene**
- bool **NeverSleep** = true

5.84.1 Detailed Description

Main GUI for all demo scenes.

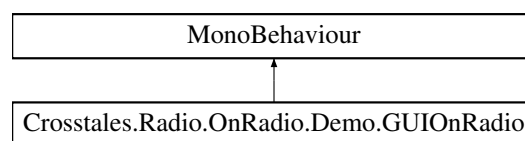
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/GUI↔
Main.cs

5.85 Crosstales.Radio.OnRadio.Demo.GUIOnRadio Class Reference

GUI for [OnRadio](#).

Inheritance diagram for Crosstales.Radio.OnRadio.Demo.GUIOnRadio:



Public Member Functions

- void **AddToProvider** ()
- void **Query** ()
- void **OpenUrl** ()
- void **OpenSpotifyUrl** ()
- void **OpenLyricsUrl** ()
- void **Rebuild** ()

Public Attributes

- [RadioPlayer](#) **Player**
'RadioPlayer' from the scene.
- [Service.BaseService](#) **Service**
'BaseService' from the scene.
- [Crosstales.Radio.Provider.RadioProviderUser](#) **Provider**
'Provider' from the scene.
- **GameObject** [ItemPrefab](#)
Prefab for the radio list.
- **bool** [QueryOnStart](#)
Query the service on start (default: false).
- **GameObject** **Target**
- **Scrollbar** **Scroll**
- **int** **ColumnCount** = 1
- **Vector2** **SpaceWidth** = new Vector2(8, 8)
- **Vector2** **SpaceHeight** = new Vector2(8, 8)
- **Color32** **EvenColor** = new Color32(242, 236, 224, 128)
- **Color32** **OddColor** = new Color32(128, 128, 128, 128)
- **Text** **ErrorText**
- **Text** **RecordInfo**
- **Text** **StationInfo**
- **Image** **SongIcon**
- **Image** **StationIcon**
- **GameObject** **QueryPanel**

5.85.1 Detailed Description

GUI for [OnRadio](#).

5.85.2 Member Data Documentation

5.85.2.1 ItemPrefab

`GameObject Crosstales.Radio.OnRadio.Demo.GUIOnRadio.ItemPrefab`

Prefab for the radio list.

5.85.2.2 Player

`RadioPlayer Crosstales.Radio.OnRadio.Demo.GUIOnRadio.Player`

'RadioPlayer' from the scene.

5.85.2.3 Provider

`Crosstales.Radio.Provider.RadioProviderUser` `Crosstales.Radio.OnRadio.Demo.GUIOnRadio.Provider`

'Provider' from the scene.

5.85.2.4 QueryOnStart

`bool` `Crosstales.Radio.OnRadio.Demo.GUIOnRadio.QueryOnStart`

Query the service on start (default: false).

5.85.2.5 Service

`Service.BaseService` `Crosstales.Radio.OnRadio.Demo.GUIOnRadio.Service`

'BaseService' from the scene.

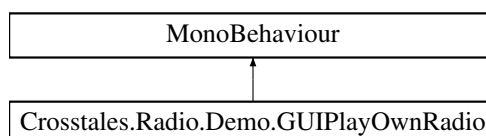
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Demos/Scripts/GUIOnRadio.cs`

5.86 Crosstales.Radio.Demo.GUIPlayOwnRadio Class Reference

GUI for a very simple radio player.

Inheritance diagram for `Crosstales.Radio.Demo.GUIPlayOwnRadio`:



Public Member Functions

- `void` **AddToProvider** ()
- `void` **SetUrl** (string url)
- `void` **Play** ()
- `void` **Stop** ()
- `void` **OpenUrl** ()
- `void` **OpenSpotifyUrl** ()
- `void` **FormatDropdownChanged** (int index)

Public Attributes

- [RadioPlayer](#) **Player**
'RadioPlayer' from the scene.
- [Crosstales.Radio.Provider.RadioProviderUser](#) **Provider**
- `Color32` [PlayColor](#) = `new Color32(0, 255, 0, 64)`
The color for the Play-mode.
- `int` [Retries](#) = 3
How many times should the radio station restart after an error before giving up (default: 3).
- `Button` **PlayButton**
- `Button` **StopButton**
- `Image` **MainImage**
- `Text` **Station**
- `Text` **ElapsedTime**
- `Text` **ErrorText**
- `Text` **ElapsedRecordTime**
- `Text` **RecordTitle**
- `Text` **RecordArtist**
- `Text` **DownloadSizeStation**
- `Text` **ElapsedStationTime**
- `Text` **NextRecordTitle**
- `Text` **NextRecordArtist**
- `Text` **NextRecordDelay**
- `InputField` **Url**
- `Text` **NameValue**
- `Text` **GenresValue**
- `Text` **BitrateValue**

5.86.1 Detailed Description

GUI for a very simple radio player.

5.86.2 Member Data Documentation

5.86.2.1 PlayColor

```
Color32 Crosstales.Radio.Demo.GUIPlayOwnRadio.PlayColor = new Color32(0, 255, 0, 64)
```

The color for the Play-mode.

5.86.2.2 Player

```
RadioPlayer Crosstales.Radio.Demo.GUIPlayOwnRadio.Player
```

'RadioPlayer' from the scene.

5.86.2.3 Retries

```
int Crosstales.Radio.Demo.GUIPlayOwnRadio.Retries = 3
```

How many times should the radio station restart after an error before giving up (default: 3).

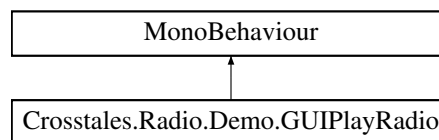
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/GUIPlayOwnRadio.cs

5.87 Crosstales.Radio.Demo.GUIPlayRadio Class Reference

GUI for a very simple radio player.

Inheritance diagram for Crosstales.Radio.Demo.GUIPlayRadio:



Public Member Functions

- void **OpenUrl** ()
- void **OpenSpotifyUrl** ()

Public Attributes

- [SimplePlayer Player](#)
'SimplePlayer' from the scene.
- Color32 [PlayColor](#) = new Color32(0, 255, 0, 64)
The color for the Play-mode.
- GameObject **PlayButton**
- GameObject **StopButton**
- Image **MainImage**
- Text **Station**
- Text **ElapsedTime**
- Text **ErrorText**
- Text **ElapsedRecordTime**
- Text **RecordTitle**
- Text **RecordArtist**
- Text **DownloadSizeStation**
- Text **ElapsedStationTime**
- Text **NextRecordTitle**
- Text **NextRecordArtist**
- Text **NextRecordDelay**

5.87.1 Detailed Description

GUI for a very simple radio player.

5.87.2 Member Data Documentation

5.87.2.1 PlayColor

```
Color32 Crosstales.Radio.Demo.GUIPlayRadio.PlayColor = new Color32(0, 255, 0, 64)
```

The color for the Play-mode.

5.87.2.2 Player

```
SimplePlayer Crosstales.Radio.Demo.GUIPlayRadio.Player
```

'SimplePlayer' from the scene.

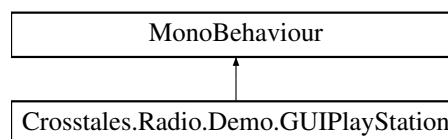
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/GUIPlayRadio.cs

5.88 Crosstales.Radio.Demo.GUIPlayStation Class Reference

GUI for a very simple normal/random radio station player.

Inheritance diagram for Crosstales.Radio.Demo.GUIPlayStation:



Public Member Functions

- void **OpenUrl** ()
- void **OpenSpotifyUrl** ()
- void **OpenLyricsUrl** ()
- void **FilterStations** (string filter)
- void **FilterNames** (string filter)
- void **FilterGenre** (string filter)
- void **FilterRatingMin** (string rating)
- void **FilterRatingMax** (string rating)

Public Attributes

- [SimplePlayer](#) **Player**
'SimplePlayer' from the scene.
- [OnRadio.Service.BaseService](#) **Service**
'BaseService' from the scene.
- `Color32` [PlayColor](#) = `new Color32(0, 255, 0, 64)`
The color for the Play-mode.
- `int` [RowLength](#) = 40
Limit row length for station info.
- `Button` **NextButton**
- `Button` **PreviousButton**
- `Button` **PlayButton**
- `Button` **StopButton**
- `Image` **MainImage**
- `Text` **Station**
- `Text` **ElapsedTime**
- `Text` **StationsNumberText**
- `Text` **ErrorText**
- `Text` **ElapsedRecordTime**
- `Text` **RecordTitle**
- `Text` **RecordArtist**
- `Text` **DownloadSizeStation**
- `Text` **ElapsedStationTime**
- `Text` **NextRecordTitle**
- `Text` **NextRecordArtist**
- `Text` **NextRecordDelay**
- `Text` **StationInfoDesc**
- `Text` **StationInfoArea**
- `Image` **StationIcon**
- `Image` **SongIcon**

5.88.1 Detailed Description

GUI for a very simple normal/random radio station player.

5.88.2 Member Data Documentation

5.88.2.1 PlayColor

```
Color32 Crosstales.Radio.Demo.GUIPlayStation.PlayColor = new Color32(0, 255, 0, 64)
```

The color for the Play-mode.

5.88.2.2 Player

`SimplePlayer` `Crosstales.Radio.Demo.GUIPlayStation.Player`

'SimplePlayer' from the scene.

5.88.2.3 RowLength

```
int Crosstales.Radio.Demo.GUIPlayStation.RowLength = 40
```

Limit row length for station info.

5.88.2.4 Service

`OnRadio.Service.BaseService` `Crosstales.Radio.Demo.GUIPlayStation.Service`

'BaseService' from the scene.

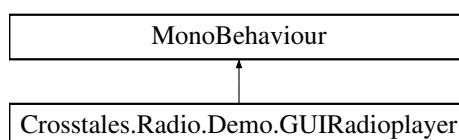
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/GUIPlayStation.cs`

5.89 Crosstales.Radio.Demo.GUIRadioplayer Class Reference

GUI for multiple radio players.

Inheritance diagram for `Crosstales.Radio.Demo.GUIRadioplayer`:



Public Member Functions

- void **Query** ()
- void **LimitChanged** (float value)
- void **FilterName** (string filter)
- void **FilterStation** (string filter)
- void **FilterUrl** (string filter)
- void **FilterBitrateMin** (string bitrate)
- void **FilterBitrateMax** (string bitrate)
- void **FilterGenre** (string filter)
- void **FilterRatingMin** (string rating)
- void **FilterRatingMax** (string rating)
- void **FilterFormat** (string filter)
- void **OrderByName** ()
- void **OrderByStation** ()
- void **OrderByUrl** ()
- void **OrderByFormat** ()
- void **OrderByBitrate** ()
- void **OrderByGenre** ()
- void **OrderByRating** ()

Public Attributes

- [RadioManager Manager](#)
'RadioManager' from the scene.
- GameObject [ItemPrefab](#)
Prefab for the radio list.
- GameObject **Target**
- GameObject **BuildingPanel**
- Scrollbar **Scroll**
- int **ColumnCount** = 1
- Vector2 **SpaceWidth** = new Vector2(8, 8)
- Vector2 **SpaceHeight** = new Vector2(8, 8)
- Color32 **EvenColor** = new Color32(242, 236, 224, 128)
- Color32 **OddColor** = new Color32(128, 128, 128, 128)
- Text **StationCounter**
- Text **LimitText**

5.89.1 Detailed Description

GUI for multiple radio players.

5.89.2 Member Data Documentation

5.89.2.1 ItemPrefab

`GameObject Crosstales.Radio.Demo.GUIRadioplayer.ItemPrefab`

Prefab for the radio list.

5.89.2.2 Manager

`RadioManager Crosstales.Radio.Demo.GUIRadioplayer.Manager`

'RadioManager' from the scene.

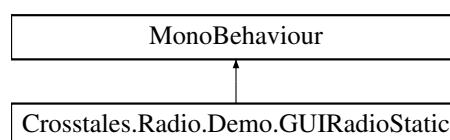
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/GUI↔Radioplayer.cs`

5.90 Crosstales.Radio.Demo.GUIRadioStatic Class Reference

GUI for a radio player.

Inheritance diagram for `Crosstales.Radio.Demo.GUIRadioStatic`:



Public Member Functions

- `void Play ()`
- `void Stop ()`
- `void OpenUrl ()`
- `void ChangeVolume (float volume)`
- `void RatingChanged (string ratingString)`
- `void OpenSpotifyUrl ()`

Public Attributes

- [RadioPlayer](#) **Player**
'RadioPlayer' from the scene.
- Color32 [PlayColor](#) = new Color32(0, 255, 0, 64)
The color for the Play-mode.
- int [Retries](#) = 3
How many times should the radio station restart after an error before giving up (default: 3).
- Text **Name**
- Text **Station**
- Text **Bitrate**
- Text **Genre**
- InputField **Rating**
- Text **SongTitle**
- Text **Elapsed**
- GameObject **PlayButton**
- GameObject **StopButton**
- Image **MainImage**
- Color32 **StopColor**

5.90.1 Detailed Description

GUI for a radio player.

5.90.2 Member Data Documentation

5.90.2.1 PlayColor

```
Color32 Crosstales.Radio.Demo.GUIRadioStatic.PlayColor = new Color32(0, 255, 0, 64)
```

The color for the Play-mode.

5.90.2.2 Player

```
RadioPlayer Crosstales.Radio.Demo.GUIRadioStatic.Player
```

['RadioPlayer'](#) from the scene.

5.90.2.3 Retries

```
int Crosstailes.Radio.Demo.GUIRadioStatic.Retries = 3
```

How many times should the radio station restart after an error before giving up (default: 3).

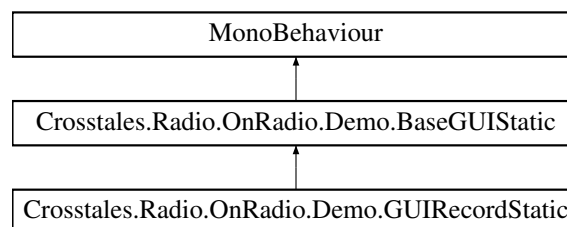
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Radio/Demos/Scripts/GUI↔RadioStatic.cs](#)

5.91 Crosstailes.Radio.OnRadio.Demo.GUIRecordStatic Class Reference

GUI for a record.

Inheritance diagram for Crosstailes.Radio.OnRadio.Demo.GUIRecordStatic:



Protected Member Functions

- override void **Start** ()
- override void **onRecordChange** ([Crosstailes.Radio.Model.RadioStation](#) station, [Crosstailes.Radio.Model.RecordInfo](#) newrecord)

Properties

- override [OnRadio.Model.RecordInfoExt](#) **Record** [get, set]

Additional Inherited Members

5.91.1 Detailed Description

GUI for a record.

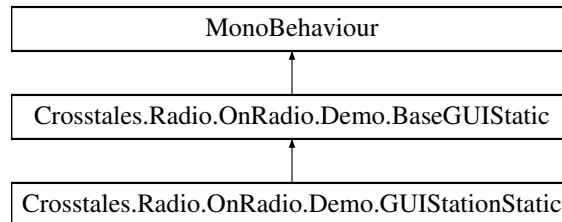
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Radio/3rd party/OnRadio/↔Demos/Scripts/GUIRecordStatic.cs](#)

5.92 Crosstales.Radio.OnRadio.Demo.GUIStationStatic Class Reference

GUI for a station.

Inheritance diagram for Crosstales.Radio.OnRadio.Demo.GUIStationStatic:



Protected Member Functions

- override void **Start** ()
- override void **onRecordChange** ([Crosstales.Radio.Model.RadioStation](#) station, [Crosstales.Radio.Model.RecordInfo](#) newrecord)

Properties

- override [OnRadio.Model.RecordInfoExt](#) **Record** [get, set]

Additional Inherited Members

5.92.1 Detailed Description

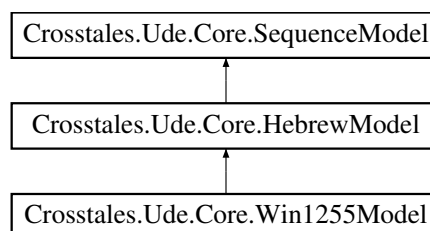
GUI for a station.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔
Demos/Scripts/GUIStationStatic.cs

5.93 Crosstales.Ude.Core.HebrewModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.HebrewModel:



Public Member Functions

- **HebrewModel** (byte[] charToOrderMap, string name)

Additional Inherited Members

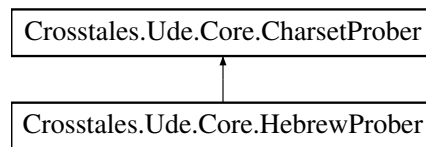
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔
Core/LangHebrewModel.cs

5.94 Crosstales.Ude.Core.HebrewProber Class Reference

This prober doesn't actually recognize a language or a charset. It is a helper prober for the use of the Hebrew model probers

Inheritance diagram for Crosstales.Ude.Core.HebrewProber:



Public Member Functions

- void **SetModelProbers** (CharsetProber logical, CharsetProber visual)
- override ProbingState **HandleData** (byte[] buf, int offset, int len)
- override string **GetCharsetName** ()
- override void **Reset** ()
Reset prober state
- override ProbingState **GetState** ()
- override void **DumpStatus** ()
- override float **GetConfidence** ()

Static Protected Member Functions

- static bool **IsFinal** (byte b)
- static bool **IsNonFinal** (byte b)

Protected Attributes

- CharsetProber **logicalProber**
- int **finalCharLogicalScore**
- byte **prev**

Static Protected Attributes

- const string **VISUAL_HEBREW_NAME** = "ISO-8859-8"
- const string **LOGICAL_HEBREW_NAME** = "windows-1255"

5.94.1 Detailed Description

This prober doesn't actually recognize a language or a charset. It is a helper prober for the use of the Hebrew model probers

5.94.2 Member Function Documentation

5.94.2.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.HebrewProber.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
```

Final letter analysis for logical-visual decision. Look for evidence that the received buffer is either logical Hebrew or visual Hebrew. The following cases are checked: 1) A word longer than 1 letter, ending with a final letter. This is an indication that the text is laid out "naturally" since the final letter really appears at the end. +1 for logical score. 2) A word longer than 1 letter, ending with a Non-Final letter. In normal Hebrew, words ending with Kaf, Mem, Nun, Pe or Tsadi, should not end with the Non-Final form of that letter. Exceptions to this rule are mentioned above in `isNonFinal()`. This is an indication that the text is laid out backwards. +1 for visual score 3) A word longer than 1 letter, starting with a final letter. Final letters should not appear at the beginning of a word. This is an indication that the text is laid out backwards. +1 for visual score.

The visual score and logical score are accumulated throughout the text and are finally checked against each other in `GetCharSetName()`. No checking for final letters in the middle of words is done since that case is not an indication for either Logical or Visual text.

The input buffer should not contain any white spaces that are not (' ') or any low-ascii punctuation marks.

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.94.2.2 Reset()

```
override void Crosstales.Ude.Core.HebrewProber.Reset ( ) [virtual]
```

Reset prober state

Implements [Crosstales.Ude.Core.CharsetProber](#).

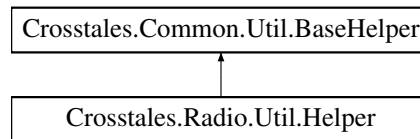
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↵
Core/HebrewProber.cs

5.95 Crosstales.Radio.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.Radio.Util.Helper:



Static Public Member Functions

- static bool [isSane](#) (ref [Model.RadioStation](#) station)
Checks if the given RadioStation is sane.
- static void [SaveAsM3U](#) (string filePath, System.Collections.Generic.List< [Model.RadioStation](#) > stations)
Save all stations as M3U file.
- static void [SaveAsPLS](#) (string filePath, System.Collections.Generic.List< [Model.RadioStation](#) > stations)
Save all stations as PLS file.
- static void [SaveAsXSPF](#) (string filePath, System.Collections.Generic.List< [Model.RadioStation](#) > stations)
Save all stations as PLS file.
- static [Model.Enum.AudioFormat](#) [AudioFormatFromString](#) (string format)
Converts a string to an AudioFormat. If the format couldn't be determined, the method returns AudioFormat.MP3.
- static [Model.Enum.AudioCodec](#) [AudioCodecFromString](#) (string codec)
Converts a string to an AudioCodec. If the codec couldn't be determined, the method returns AudioCodec.None.
- static [Model.Enum.AudioCodec](#) [AudioCodecForAudioFormat](#) ([Model.Enum.AudioFormat](#) format)
Converts an AudioFormat to an AudioCodec for the current platform. If the codec couldn't be determined, the method returns AudioCodec.None.
- static bool [IsValidFormat](#) ([Model.Enum.AudioFormat](#) format)
Checks if an AudioFormat is valid.
- static int [NearestBitrate](#) (int bitrate, [Model.Enum.AudioFormat](#) format)
Returns the nearest bitrate for a given value and an AudioFormat.
- static int [NearestMP3Bitrate](#) (int bitrate)
Returns the nearest bitrate for a given value and MP3.
- static int [NearestOGGBitrate](#) (int bitrate)
Returns the nearest bitrate for a given value and OGG.
- static bool [IsValidBitrate](#) (int bitrate, [Model.Enum.AudioFormat](#) format)
Checks if a bitrate for an AudioFormat is valid.
- static bool [IsValidMP3Bitrate](#) (int bitrate)
Checks if the MP3 bitrate is valid.
- static bool [IsValidOGGBitrate](#) (int bitrate)
Checks if the OGG bitrate is valid.

Static Public Attributes

- static bool [isSupportedPlatform](#) => [!isWSAPlatform](#) && [!isWebPlatform](#)
Checks if the current platform is supported.

Additional Inherited Members

5.95.1 Detailed Description

Various helper functions.

5.95.2 Member Function Documentation

5.95.2.1 AudioCodecForAudioFormat()

```
static Model.Enum.AudioCodec Crosstales.Radio.Util.Helper.AudioCodecForAudioFormat (
    Model.Enum.AudioFormat format ) [static]
```

Converts an AudioFormat to an AudioCodec for the current platform. If the codec couldn't be determined, the method returns AudioCodec.None.

Parameters

<i>format</i>	AudioFormat to convert
---------------	------------------------

Returns

Converted AudioCodec.

5.95.2.2 AudioCodecFromString()

```
static Model.Enum.AudioCodec Crosstales.Radio.Util.Helper.AudioCodecFromString (
    string codec ) [static]
```

Converts a string to an AudioCodec. If the codec couldn't be determined, the method returns AudioCodec.None.

Parameters

<i>codec</i>	Audio codec as string to convert
--------------	----------------------------------

Returns

Converted AudioCodec.

5.95.2.3 AudioFormatFromString()

```
static Model.Enum.AudioFormat Crosstales.Radio.Util.Helper.AudioFormatFromString (
    string format ) [static]
```

Converts a string to an AudioFormat. If the format couldn't be determined, the method returns AudioFormat.MP3.

Parameters

<i>format</i>	Audio format as string to convert
---------------	-----------------------------------

Returns

Converted AudioFormat.

5.95.2.4 isSane()

```
static bool Crosstales.Radio.Util.Helper.isSane (
    ref Model.RadioStation station ) [static]
```

Checks if the given RadioStation is sane.

Returns

True if the given RadioStation is sane.

5.95.2.5 isValidBitrate()

```
static bool Crosstales.Radio.Util.Helper.isValidBitrate (
    int bitrate,
    Model.Enum.AudioFormat format ) [static]
```

Checks if a bitrate for an AudioFormat is valid.

Parameters

<i>bitrate</i>	Bitrate to check
<i>format</i>	AudioFormat to check

Returns

True if the bitrate for the AudioFormat is valid.

5.95.2.6 isValidFormat()

```
static bool Crosstales.Radio.Util.Helper.isValidFormat (
    Model.Enum.AudioFormat format ) [static]
```

Checks if an AudioFormat is valid.

Parameters

<i>format</i>	AudioFormat to check
---------------	----------------------

Returns

True if the AudioFormat is valid.

5.95.2.7 isValidMP3Bitrate()

```
static bool Crosstales.Radio.Util.Helper.isValidMP3Bitrate (
    int bitrate ) [static]
```

Checks if the MP3 bitrate is valid.

Parameters

<i>bitrate</i>	Bitrate to check
----------------	------------------

Returns

True if the MP3 bitrate is valid.

5.95.2.8 isValidOGGBitrate()

```
static bool Crosstales.Radio.Util.Helper.isValidOGGBitrate (
    int bitrate ) [static]
```

Checks if the OGG bitrate is valid.

Parameters

<i>bitrate</i>	Bitrate to check
----------------	------------------

Returns

True if the OGG bitrate is valid.

5.95.2.9 NearestBitrate()

```
static int Crosstales.Radio.Util.Helper.NearestBitrate (
    int bitrate,
    Model.Enum.AudioFormat format ) [static]
```

Returns the nearest bitrate for a given value and an AudioFormat.

Parameters

<i>bitrate</i>	Bitrate value as base value for the bitrate
<i>format</i>	AudioFormat for the bitrate definition

Returns

The nearest bitrate for the given value and AudioFormat.

5.95.2.10 NearestMP3Bitrate()

```
static int Crosstales.Radio.Util.Helper.NearestMP3Bitrate (
    int bitrate ) [static]
```

Returns the nearest bitrate for a given value and MP3.

Parameters

<i>bitrate</i>	Bitrate value as base value for the bitrate
----------------	---

Returns

The nearest bitrate for the given value and MP3.

5.95.2.11 NearestOGGBitrate()

```
static int Crosstales.Radio.Util.Helper.NearestOGGBitrate (
    int bitrate ) [static]
```

Returns the nearest bitrate for a given value and OGG.

Parameters

<i>bitrate</i>	Bitrate value as base value for the bitrate
----------------	---

Returns

The nearest bitrate for the given value and OGG.

5.95.2.12 SaveAsM3U()

```
static void Crosstales.Radio.Util.Helper.SaveAsM3U (
    string filePath,
    System.Collections.Generic.List< Model.RadioStation > stations ) [static]
```

Save all stations as M3U file.

Parameters

<i>filePath</i>	Path for the file
<i>stations</i>	Stations to save

5.95.2.13 SaveAsPLS()

```
static void Crosstales.Radio.Util.Helper.SaveAsPLS (
    string filePath,
    System.Collections.Generic.List< Model.RadioStation > stations ) [static]
```

Save all stations as PLS file.

Parameters

<i>filePath</i>	Path for the file
<i>stations</i>	Stations to save

5.95.2.14 SaveAsXSPF()

```
static void Crosstales.Radio.Util.Helper.SaveAsXSPF (
    string filePath,
    System.Collections.Generic.List< Model.RadioStation > stations ) [static]
```

Save all stations as PLS file.

Parameters

<i>filePath</i>	Path for the file
<i>stations</i>	Stations to save

5.95.3 Member Data Documentation

5.95.3.1 isSupportedPlatform

```
bool Crosstales.Radio.Util.Helper.isSupportedPlatform => !isWSAPlatform && !isWebPlatform  
[static]
```

Checks if the current platform is supported.

Returns

True if the current platform is supported.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Util/Helper.cs

5.96 Crosstales.Radio.OnRadio.Util.Helper Class Reference

Helper-class for [OnRadio](#).

Static Public Member Functions

- static string **getGenre** ([Model.Genre](#) genre)

5.96.1 Detailed Description

Helper-class for [OnRadio](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔
Scripts/Util/Helper.cs

5.97 Crosstales.NVorbis.Huffman Class Reference

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Huffman.↔
cs

5.98 Crosstales.NLayer.Decoder.Huffman Class Reference

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

- [D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/Huffman.cs](#)

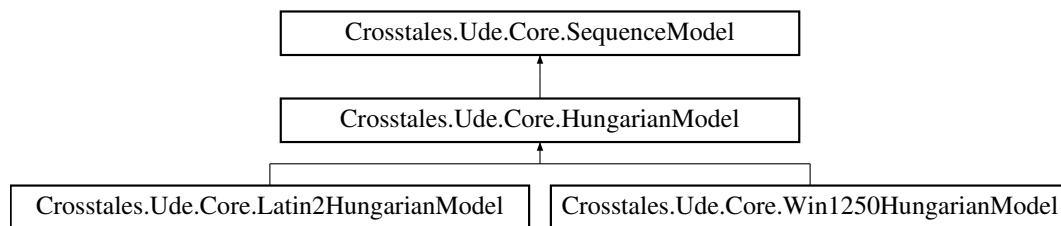
5.99 Crosstales.NVorbis.HuffmanListNode Class Reference

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

- [D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Huffman.cs](#)

5.100 Crosstales.Ude.Core.HungarianModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.HungarianModel:



Public Member Functions

- **HungarianModel** (byte[] charToOrderMap, string name)

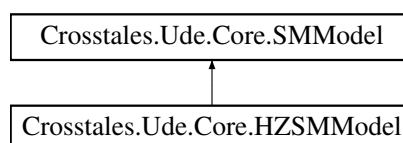
Additional Inherited Members

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

- [D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/LangHungarianModel.cs](#)

5.101 Crosstales.Ude.Core.HZSMMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.HZSMMModel:



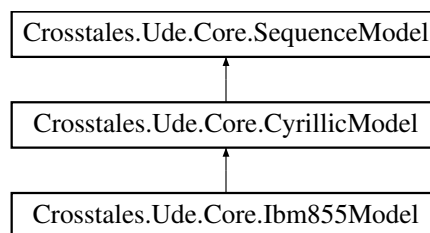
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/↔
Core/EscSM.cs

5.102 Crosstailes.Ude.Core.Ibm855Model Class Reference

Inheritance diagram for Crosstailes.Ude.Core.Ibm855Model:



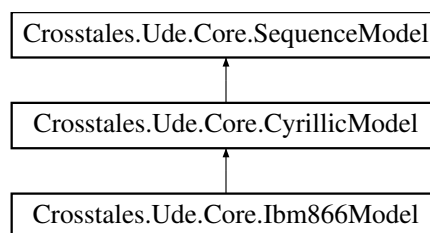
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/↔
Core/LangCyrillicModel.cs

5.103 Crosstailes.Ude.Core.Ibm866Model Class Reference

Inheritance diagram for Crosstailes.Ude.Core.Ibm866Model:



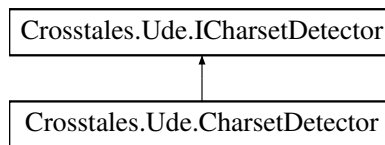
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/↔
Core/LangCyrillicModel.cs

5.104 Crosstales.Ude.ICharsetDetector Interface Reference

Inheritance diagram for Crosstales.Ude.ICharsetDetector:



Public Member Functions

- void **Feed** (byte[] buf, int offset, int len)
Feed a block of bytes to the detector.
- void **Feed** (Stream stream)
Feed a bytes stream to the detector.
- void **Reset** ()
Resets the state of the detector.
- bool **IsDone** ()
Returns true if the detector has found a result and it is sure about it.
- void **DataEnd** ()
Tell the detector that there is no more data and it must take its decision.

Properties

- string **Charset** [get]
The detected charset. It can be null.
- float **Confidence** [get]
The confidence of the detected charset, if any

5.104.1 Member Function Documentation

5.104.1.1 DataEnd()

```
void Crosstales.Ude.ICharsetDetector.DataEnd ( )
```

Tell the detector that there is no more data and it must take its decision.

5.104.1.2 Feed() [1/2]

```
void Crosstales.Ude.ICharsetDetector.Feed (
    byte[] buf,
    int offset,
    int len )
```

Feed a block of bytes to the detector.

Parameters

<i>buf</i>	input buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of available bytes

5.104.1.3 Feed() [2/2]

```
void Crosstales.Ude.ICharsetDetector.Feed (
    Stream stream )
```

Feed a bytes stream to the detector.

Parameters

<i>stream</i>	an input stream
---------------	-----------------

Implemented in [Crosstales.Ude.CharsetDetector](#).

5.104.1.4 IsDone()

```
bool Crosstales.Ude.ICharsetDetector.IsDone ( )
```

Returns true if the detector has found a result and it is sure about it.

Returns

true if the detector has detected the encoding

Implemented in [Crosstales.Ude.CharsetDetector](#).

5.104.1.5 Reset()

```
void Crosstales.Ude.ICharsetDetector.Reset ( )
```

Resets the state of the detector.

Implemented in [Crosstales.Ude.CharsetDetector](#).

5.104.2 Property Documentation

5.104.2.1 Charset

`string Crosstales.Ude.IContainerReader.Charset [get]`

The detected charset. It can be null.

5.104.2.2 Confidence

`float Crosstales.Ude.IContainerReader.Confidence [get]`

The confidence of the detected charset, if any

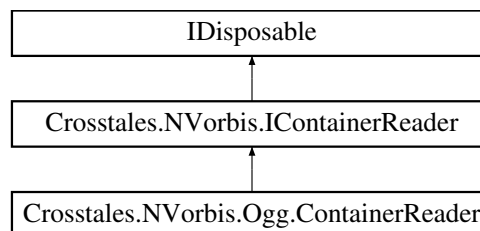
The documentation for this interface was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/I⇐↔ CharsetDetector.cs

5.105 Crosstales.NVorbis.IContainerReader Interface Reference

Provides a interface for a Vorbis logical stream container.

Inheritance diagram for Crosstales.NVorbis.IContainerReader:



Public Member Functions

- bool [Init](#) ()
Initializes the container and finds the first stream.
- bool [FindNextStream](#) ()
Finds the next new stream in the container.
- int [GetTotalPageCount](#) ()
Retrieves the total number of pages in the container.

Properties

- `int[] StreamSerials` [get]
Gets the list of stream serials found in the container so far.
- `bool CanSeek` [get]
Gets whether the container supports seeking.
- `long WasteBits` [get]
Gets the number of bits in the container that are not associated with a logical stream.
- `int PagesRead` [get]
Gets the number of pages that have been read in the container.

Events

- `EventHandler< NewStreamEventArgs > NewStream`
Event raised when a new logical stream is found in the container.

5.105.1 Detailed Description

Provides a interface for a Vorbis logical stream container.

5.105.2 Member Function Documentation

5.105.2.1 FindNextStream()

```
bool Crosstales.NVorbis.IContainerReader.FindNextStream ( )
```

Finds the next new stream in the container.

Returns

True if a new stream was found, otherwise False.

Exceptions

<i>InvalidOperationException</i>	<code>CanSeek</code> is False.
----------------------------------	--------------------------------

Implemented in [Crosstales.NVorbis.Ogg.ContainerReader](#).

5.105.2.2 GetTotalPageCount()

```
int Crosstales.NVorbis.IContainerReader.GetTotalPageCount ( )
```

Retrieves the total number of pages in the container.

Returns

The total number of pages.

Exceptions

<i>InvalidOperationException</i>	CanSeek is <code>False</code> .
----------------------------------	---

Implemented in [Crosstales.NVorbis.Ogg.ContainerReader](#).

5.105.2.3 Init()

```
bool Crosstales.NVorbis.IContainerReader.Init ( )
```

Initializes the container and finds the first stream.

Returns

`True` if a valid logical stream is found, otherwise `False`.

Implemented in [Crosstales.NVorbis.Ogg.ContainerReader](#).

5.105.3 Property Documentation**5.105.3.1 CanSeek**

```
bool Crosstales.NVorbis.IContainerReader.CanSeek [get]
```

Gets whether the container supports seeking.

5.105.3.2 PagesRead

```
int Crosstales.NVorbis.IContainerReader.PagesRead [get]
```

Gets the number of pages that have been read in the container.

5.105.3.3 StreamSerials

```
int [] Crosstales.NVorbis.IContainerReader.StreamSerials [get]
```

Gets the list of stream serials found in the container so far.

5.105.3.4 WasteBits

```
long Crosstales.NVorbis.IContainerReader.WasteBits [get]
```

Gets the number of bits in the container that are not associated with a logical stream.

5.105.4 Event Documentation

5.105.4.1 NewStream

```
EventHandler<NewStreamEventArgs> Crosstales.NVorbis.IContainerReader.NewStream
```

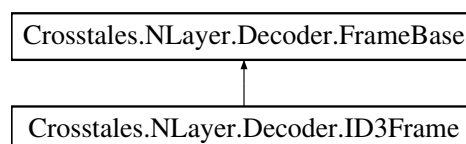
Event raised when a new logical stream is found in the container.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/IContainerReader.cs

5.106 Crosstales.NLayer.Decoder.ID3Frame Class Reference

Inheritance diagram for Crosstales.NLayer.Decoder.ID3Frame:



Protected Member Functions

- override int [Validate](#) ()
Called to validate the frame header

5.106.1 Member Function Documentation

5.106.1.1 Validate()

```
override int Crosstales.NLayer.Decoder.ID3Frame.Validate ( ) [protected], [virtual]
```

Called to validate the frame header

Returns

The length of the frame, or -1 if frame is invalid

Implements [Crosstales.NLayer.Decoder.FrameBase](#).

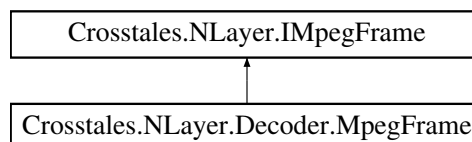
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/ID3Frame.cs

5.107 Crosstales.NLayer.IMpegFrame Interface Reference

Defines a standard way of representing a MPEG frame to the decoder

Inheritance diagram for Crosstales.NLayer.IMpegFrame:



Public Member Functions

- void [Reset](#) ()
Resets the bit reader so frames can be reused
- int [ReadBits](#) (int bitCount)
Provides sequential access to the bitstream in the frame (after the header and optional CRC)

Properties

- int [SampleRate](#) [get]
Sample rate of this frame
- int [SampleRateIndex](#) [get]
The samplerate index (directly from the header)
- int [FrameLength](#) [get]
Frame length in bytes
- int [BitRate](#) [get]
Bit Rate
- MpegVersion [Version](#) [get]
MPEG Version
- MpegLayer [Layer](#) [get]
MPEG Layer
- MpegChannelMode [ChannelMode](#) [get]
Channel Mode
- int [ChannelModeExtension](#) [get]
The number of samples in this frame
- int [SampleCount](#) [get]
The channel extension bits
- int [BitRateIndex](#) [get]
The bitrate index (directly from the header)
- bool [IsCopyrighted](#) [get]
Whether the Copyright bit is set
- bool [HasCrc](#) [get]
Whether a CRC is present
- bool [IsCorrupted](#) [get]
Whether the CRC check failed (use error concealment strategy)

5.107.1 Detailed Description

Defines a standard way of representing a MPEG frame to the decoder

5.107.2 Member Function Documentation

5.107.2.1 ReadBits()

```
int Crosstales.NLayer.IMpegFrame.ReadBits (
    int bitCount )
```

Provides sequential access to the bitstream in the frame (after the header and optional CRC)

Parameters

<i>bitCount</i>	The number of bits to read
-----------------	----------------------------

Returns

-1 if the end of the frame has been encountered, otherwise the bits requested

Implemented in [Crosstales.NLayer.Decoder.MpegFrame](#).

5.107.2.2 Reset()

```
void Crosstales.NLayer.IMpegFrame.Reset ( )
```

Resets the bit reader so frames can be reused

Implemented in [Crosstales.NLayer.Decoder.MpegFrame](#).

5.107.3 Property Documentation**5.107.3.1 BitRate**

```
int Crosstales.NLayer.IMpegFrame.BitRate [get]
```

Bit Rate

5.107.3.2 BitRateIndex

```
int Crosstales.NLayer.IMpegFrame.BitRateIndex [get]
```

The bitrate index (directly from the header)

5.107.3.3 ChannelMode

```
MpegChannelMode Crosstales.NLayer.IMpegFrame.ChannelMode [get]
```

Channel Mode

5.107.3.4 ChannelModeExtension

```
int Crosstales.NLayer.IMpegFrame.ChannelModeExtension [get]
```

The number of samples in this frame

5.107.3.5 FrameLength

```
int Crosstales.NLayer.IMpegFrame.FrameLength [get]
```

Frame length in bytes

5.107.3.6 HasCrc

```
bool Crosstales.NLayer.IMpegFrame.HasCrc [get]
```

Whether a CRC is present

5.107.3.7 IsCopyrighted

```
bool Crosstales.NLayer.IMpegFrame.IsCopyrighted [get]
```

Whether the Copyright bit is set

5.107.3.8 IsCorrupted

```
bool Crosstales.NLayer.IMpegFrame.IsCorrupted [get]
```

Whether the CRC check failed (use error concealment strategy)

5.107.3.9 Layer

```
MpegLayer Crosstales.NLayer.IMpegFrame.Layer [get]
```

MPEG Layer

5.107.3.10 SampleCount

```
int Crosstales.NLayer.IMpegFrame.SampleCount [get]
```

The channel extension bits

5.107.3.11 SampleRate

```
int Crosstales.NLayer.IMpegFrame.SampleRate [get]
```

Sample rate of this frame

5.107.3.12 SampleRateIndex

```
int Crosstales.NLayer.IMpegFrame.SampleRateIndex [get]
```

The samplerate index (directly from the header)

5.107.3.13 Version

```
MpegVersion Crosstales.NLayer.IMpegFrame.Version [get]
```

MPEG Version

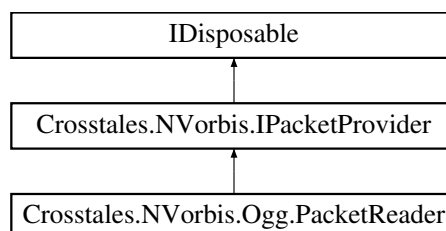
The documentation for this interface was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/I↔MpegFrame.cs

5.108 Crosstales.NVorbis.IPacketProvider Interface Reference

Provides packets on-demand for the Vorbis stream decoder.

Inheritance diagram for Crosstales.NVorbis.IPacketProvider:



Public Member Functions

- int [GetTotalPageCount](#) ()
Retrieves the total number of pages (or frames) this stream uses.
- [DataPacket](#) [GetNextPacket](#) ()
Retrieves the next packet in the stream.
- [DataPacket](#) [PeekNextPacket](#) ()
Retrieves the next packet in the stream but does not advance to the following packet.
- [DataPacket](#) [GetPacket](#) (int packetIndex)
Retrieves the packet specified from the stream.
- long [GetGranuleCount](#) ()
Retrieves the total number of granules in this Vorbis stream.
- [DataPacket](#) [FindPacket](#) (long granulePos, Func< [DataPacket](#), [DataPacket](#), int > packetGranuleCount↵
Callback)
Finds the packet index to the granule position specified in the current stream.
- void [SeekToPacket](#) ([DataPacket](#) packet, int preRoll)
Sets the next packet to be returned, applying a pre-roll as necessary.

Properties

- int [StreamSerial](#) [get]
Gets the serial number associated with this stream.
- bool [CanSeek](#) [get]
Gets whether seeking is supported on this stream.
- long [ContainerBits](#) [get]
Gets the number of bits of overhead in this stream's container.

Events

- EventHandler< [ParameterChangeEventArgs](#) > [ParameterChange](#)
Occurs when the stream is about to change parameters.

5.108.1 Detailed Description

Provides packets on-demand for the Vorbis stream decoder.

5.108.2 Member Function Documentation

5.108.2.1 FindPacket()

```
DataPacket Crosstales.NVorbis.IPacketProvider.FindPacket (
    long granulePos,
    Func< DataPacket, DataPacket, int > packetGranuleCountCallback )
```

Finds the packet index to the granule position specified in the current stream.

Parameters

<i>granulePos</i>	The granule position to seek to.
<i>packetGranuleCountCallback</i>	A callback method that takes the current and previous packets and returns the number of granules in the current packet.

Returns

The index of the packet that includes the specified granule position or -1 if none found.

Exceptions

<i>ArgumentOutOfRangeException</i>	<i>granulePos</i> is less than 0 or is after the last granule.
------------------------------------	--

Implemented in [Crosstales.NVorbis.Ogg.PacketReader](#).

5.108.2.2 GetGranuleCount()

```
long Crosstales.NVorbis.IPacketProvider.GetGranuleCount ( )
```

Retrieves the total number of granules in this Vorbis stream.

Returns

The number of samples

Exceptions

<i>InvalidOperationException</i>	CanSeek is <code>False</code> .
----------------------------------	---

Implemented in [Crosstales.NVorbis.Ogg.PacketReader](#).

5.108.2.3 GetNextPacket()

```
DataPacket Crosstales.NVorbis.IPacketProvider.GetNextPacket ( )
```

Retrieves the next packet in the stream.

Returns

The next packet in the stream or `null` if no more packets.

Implemented in [Crosstales.NVorbis.Ogg.PacketReader](#).

5.108.2.4 GetPacket()

```
DataPacket Crosstales.NVorbis.IPacketProvider.GetPacket (
    int packetIndex )
```

Retrieves the packet specified from the stream.

Parameters

<i>packetIndex</i>	The index of the packet to retrieve.
--------------------	--------------------------------------

Returns

The specified packet.

Exceptions

<i>ArgumentOutOfRangeException</i>	<i>packetIndex</i> is less than 0 or past the end of the stream.
<i>InvalidOperationException</i>	CanSeek is False.

Implemented in [Crosstales.NVorbis.Ogg.PacketReader](#).

5.108.2.5 GetTotalPageCount()

```
int Crosstales.NVorbis.IPacketProvider.GetTotalPageCount ( )
```

Retrieves the total number of pages (or frames) this stream uses.

Returns

The page count.

Exceptions

<i>InvalidOperationException</i>	CanSeek is False.
----------------------------------	-----------------------------------

Implemented in [Crosstales.NVorbis.Ogg.PacketReader](#).

5.108.2.6 PeekNextPacket()

```
DataPacket Crosstales.NVorbis.IPacketProvider.PeekNextPacket ( )
```

Retrieves the next packet in the stream but does not advance to the following packet.

Returns

The next packet in the stream or `null` if no more packets.

Implemented in [Crosstales.NVorbis.Ogg.PacketReader](#).

5.108.2.7 SeekToPacket()

```
void Crosstales.NVorbis.IPacketProvider.SeekToPacket (
    DataPacket packet,
    int preRoll )
```

Sets the next packet to be returned, applying a pre-roll as necessary.

Parameters

<i>packet</i>	The packet to key from.
<i>preRoll</i>	The number of packets to return before the indicated packet.

Implemented in [Crosstales.NVorbis.Ogg.PacketReader](#).

5.108.3 Property Documentation

5.108.3.1 CanSeek

```
bool Crosstales.NVorbis.IPacketProvider.CanSeek [get]
```

Gets whether seeking is supported on this stream.

5.108.3.2 ContainerBits

```
long Crosstales.NVorbis.IPacketProvider.ContainerBits [get]
```

Gets the number of bits of overhead in this stream's container.

5.108.3.3 StreamSerial

```
int Crosstales.NVorbis.IPacketProvider.StreamSerial [get]
```

Gets the serial number associated with this stream.

5.108.4 Event Documentation

5.108.4.1 ParameterChange

EventHandler<ParameterChangeEventArgs> Crosstales.NVorbis.IPacketProvider.ParameterChange

Occurs when the stream is about to change parameters.

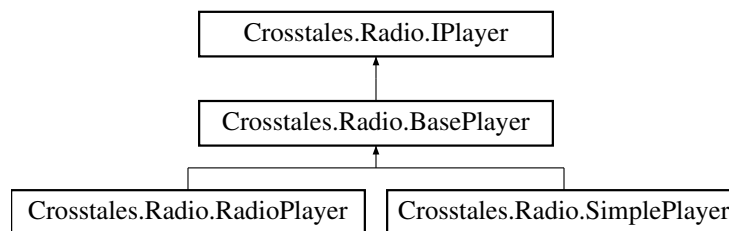
The documentation for this interface was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/IPacketProvider.cs

5.109 Crosstales.Radio.IPlayer Interface Reference

Interface for all players.

Inheritance diagram for Crosstales.Radio.IPlayer:



Public Member Functions

- void **Play** ()
Plays the radio-station.
- void **PlayOrStop** ()
Plays or stops the radio-station.
- void **Stop** ()
Stops the playback of the radio-station.
- void **Restart** (float invokeDelay=**Util.Constants.INVOKE_DELAY**)
Restarts the playback of the radio-station.
- void **MuteOrUnMute** ()
Mute or unmute the playback of the record.
- void **Mute** ()
Mute the playback of the record.
- void **UnMute** ()
Unmute the playback of the record.

Properties

- [Model.RadioStation Station](#) [get, set]
Current RadioStation of this player.
- bool [HandleFocus](#) [get, set]
Starts and stops the [RadioPlayer](#) depending on the focus and running state.
- int [CacheStreamSize](#) [get, set]
Size of the cache stream in bytes.
- bool [LegacyMode](#) [get, set]
Enable or disable legacy mode. This disables all record information, but is more stable.
- bool [CaptureDataStream](#) [get, set]
Capture the encoded PCM-stream from this player.
- AudioSource [Source](#) [get]
Returns the AudioSource of for this player.
- [Model.Enum.AudioCodec Codec](#) [get]
Returns the codec of for this player.
- float [PlayTime](#) [get]
Returns the current playtime of this player.
- float [BufferProgress](#) [get]
Returns the current buffer progress in percent.
- bool [isBuffering](#) [get]
Is this player buffering?
- long [CurrentBufferSize](#) [get]
Returns the size of the current buffer in bytes.
- bool [isPlayback](#) [get]
Is this player in playback-mode?
- bool [isAudioPlaying](#) [get]
Is this player playing audio?
- float [RecordPlayTime](#) [get]
Returns the playtime of the current audio record.
- [Model.RecordInfo RecordInfo](#) [get]
Returns the information about the current audio record.
- [Model.RecordInfo NextRecordInfo](#) [get]
Returns the information about the next audio record. This information is updated a few seconds before a new record starts.
- float [NextRecordDelay](#) [get]
Returns the current delay in seconds until the next audio record starts.
- long [CurrentDownloadSpeed](#) [get]
Returns the current download speed in Bytes per second.
- [Crosstales.Common.Util.MemoryCacheStream DataStream](#) [get]
Returns the encoded PCM-stream from this player.
- int [Channels](#) [get]
Current audio channels of the current station.
- int [SampleRate](#) [get]
Current audio sample rate of the current station.
- float [Volume](#) [get, set]
Current volume of this player.
- float [Pitch](#) [get, set]
Current pitch of this player.
- float [StereoPan](#) [get, set]
Current stereo pan of this player.
- bool [isMuted](#) [get, set]
Is this player muted?

5.109.1 Detailed Description

Interface for all players.

5.109.2 Member Function Documentation

5.109.2.1 Mute()

```
void Crosstales.Radio.IPlayer.Mute ( )
```

Mute the playback of the record.

Implemented in [Crosstales.Radio.SimplePlayer](#), [Crosstales.Radio.RadioPlayer](#), and [Crosstales.Radio.BasePlayer](#).

5.109.2.2 MuteOrUnMute()

```
void Crosstales.Radio.IPlayer.MuteOrUnMute ( )
```

Mute or unmute the playback of the record.

Implemented in [Crosstales.Radio.BasePlayer](#).

5.109.2.3 Play()

```
void Crosstales.Radio.IPlayer.Play ( )
```

Plays the radio-station.

Implemented in [Crosstales.Radio.SimplePlayer](#), [Crosstales.Radio.RadioPlayer](#), and [Crosstales.Radio.BasePlayer](#).

5.109.2.4 PlayOrStop()

```
void Crosstales.Radio.IPlayer.PlayOrStop ( )
```

Plays or stops the radio-station.

Implemented in [Crosstales.Radio.BasePlayer](#).

5.109.2.5 Restart()

```
void Crosstales.Radio.IPlayer.Restart (
    float invokeDelay = Util.Constants.INVOKE\_DELAY )
```

Restarts the playback of the radio-station.

Parameters

<i>invokeDelay</i>	Delay for the restart (default: 0.4, optional)
--------------------	--

Implemented in [Crosstales.Radio.SimplePlayer](#), [Crosstales.Radio.RadioPlayer](#), and [Crosstales.Radio.BasePlayer](#).

5.109.2.6 Stop()

```
void Crosstales.Radio.IPlayer.Stop ( )
```

Stops the playback of the radio-station.

Implemented in [Crosstales.Radio.SimplePlayer](#), [Crosstales.Radio.RadioPlayer](#), and [Crosstales.Radio.BasePlayer](#).

5.109.2.7 UnMute()

```
void Crosstales.Radio.IPlayer.UnMute ( )
```

Unmute the playback of the record.

Implemented in [Crosstales.Radio.SimplePlayer](#), [Crosstales.Radio.RadioPlayer](#), and [Crosstales.Radio.BasePlayer](#).

5.109.3 Property Documentation

5.109.3.1 BufferProgress

```
float Crosstales.Radio.IPlayer.BufferProgress [get]
```

Returns the current buffer progress in percent.

Returns

The current buffer progress in percent.

5.109.3.2 CacheStreamSize

```
int Crosstales.Radio.IPlayer.CacheStreamSize [get], [set]
```

Size of the cache stream in bytes.

5.109.3.3 CaptureDataStream

```
bool Crosstales.Radio.IPlayer.CaptureDataStream [get], [set]
```

Capture the encoded PCM-stream from this player.

5.109.3.4 Channels

```
int Crosstales.Radio.IPlayer.Channels [get]
```

Current audio channels of the current station.

5.109.3.5 Codec

```
Model.Enum.AudioCodec Crosstales.Radio.IPlayer.Codec [get]
```

Returns the codec of for this player.

Returns

The codec for this player.

5.109.3.6 CurrentBufferSize

```
long Crosstales.Radio.IPlayer.CurrentBufferSize [get]
```

Returns the size of the current buffer in bytes.

Returns

Size of the current buffer in bytes.

5.109.3.7 CurrentDownloadSpeed

```
long Crosstales.Radio.IPlayer.CurrentDownloadSpeed [get]
```

Returns the current download speed in Bytes per second.

Returns

Current download speed in Bytes per second.

5.109.3.8 DataStream

`Crosstales.Common.Util.MemoryCacheStream` `Crosstales.Radio.IPlayer.DataStream` [get]

Returns the encoded PCM-stream from this player.

Returns

Encoded PCM-stream from this player.

5.109.3.9 HandleFocus

`bool` `Crosstales.Radio.IPlayer.HandleFocus` [get], [set]

Starts and stops the [RadioPlayer](#) depending on the focus and running state.

5.109.3.10 isAudioPlaying

`bool` `Crosstales.Radio.IPlayer.isAudioPlaying` [get]

Is this player playing audio?

Returns

True if this player is playing audio.

5.109.3.11 isBuffering

`bool` `Crosstales.Radio.IPlayer.isBuffering` [get]

Is this player buffering?

Returns

True if this player is buffering.

5.109.3.12 isMuted

`bool` `Crosstales.Radio.IPlayer.isMuted` [get], [set]

Is this player muted?

5.109.3.13 isPlayback

```
bool Crosstales.Radio.IPlayer.isPlayback [get]
```

Is this player in playback-mode?

Returns

True if this player is in playback-mode.

5.109.3.14 LegacyMode

```
bool Crosstales.Radio.IPlayer.LegacyMode [get], [set]
```

Enable or disable legacy mode. This disables all record information, but is more stable.

5.109.3.15 NextRecordDelay

```
float Crosstales.Radio.IPlayer.NextRecordDelay [get]
```

Returns the current delay in seconds until the next audio record starts.

Returns

Current delay in seconds until the next audio record starts.

5.109.3.16 NextRecordInfo

```
Model.RecordInfo Crosstales.Radio.IPlayer.NextRecordInfo [get]
```

Returns the information about the next audio record. This information is updated a few seconds before a new record starts.

Returns

Information about the next audio record.

5.109.3.17 Pitch

```
float Crosstales.Radio.IPlayer.Pitch [get], [set]
```

Current pitch of this player.

5.109.3.18 PlayTime

```
float Crosstales.Radio.IPlayer.PlayTime [get]
```

Returns the current playtime of this player.

Returns

The current playtime of this player.

5.109.3.19 RecordInfo

```
Model.RecordInfo Crosstales.Radio.IPlayer.RecordInfo [get]
```

Returns the information about the current audio record.

Returns

Information about the current audio record.

5.109.3.20 RecordPlayTime

```
float Crosstales.Radio.IPlayer.RecordPlayTime [get]
```

Returns the playtime of the current audio record.

Returns

Playtime of the current audio record.

5.109.3.21 SampleRate

```
int Crosstales.Radio.IPlayer.SampleRate [get]
```

Current audio sample rate of the current station.

5.109.3.22 Source

`AudioSource Crosstales.Radio.IPlayer.Source [get]`

Returns the AudioSource of for this player.

Returns

The AudioSource for this player.

5.109.3.23 Station

`Model.RadioStation Crosstales.Radio.IPlayer.Station [get], [set]`

Current RadioStation of this player.

5.109.3.24 StereoPan

`float Crosstales.Radio.IPlayer.StereoPan [get], [set]`

Current stereo pan of this player.

5.109.3.25 Volume

`float Crosstales.Radio.IPlayer.Volume [get], [set]`

Current volume of this player.

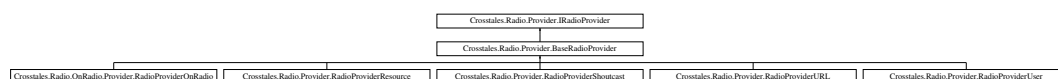
The documentation for this interface was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/IPlayer.cs

5.110 Crosstales.Radio.Provider.IRadioProvider Interface Reference

Interface for all radio providers.

Inheritance diagram for Crosstales.Radio.Provider.IRadioProvider:



Public Member Functions

- void [Load](#) ()
Loads all stations from this provider.
- void [Save](#) (string path)
Saves all stations from this provider as text-file with streams.

Properties

- System.Collections.Generic.List< [Model.Entry.BaseRadioEntry](#) > [RadioEntries](#) [get]
Returns the list of all RadioEntry.
- System.Collections.Generic.List< [Model.RadioStation](#) > [Stations](#) [get]
Returns the list of all loaded RadioStation.
- bool [isReady](#) [get]
Is this provider ready (= data loaded)?

5.110.1 Detailed Description

Interface for all radio providers.

5.110.2 Member Function Documentation

5.110.2.1 Load()

```
void Crosstales.Radio.Provider.IRadioProvider.Load ( )
```

Loads all stations from this provider.

Implemented in [Crosstales.Radio.Provider.BaseRadioProvider](#), and [Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio](#).

5.110.2.2 Save()

```
void Crosstales.Radio.Provider.IRadioProvider.Save (
    string path )
```

Saves all stations from this provider as text-file with streams.

Parameters

<i>path</i>	Path to the text-file.
-------------	------------------------

Implemented in [Crosstales.Radio.Provider.BaseRadioProvider](#).

5.110.3 Property Documentation

5.110.3.1 isReady

```
bool Crosstales.Radio.Provider.IRadioProvider.isReady [get]
```

Is this provider ready (= data loaded)?

Returns

True if this provider is ready.

5.110.3.2 RadioEntries

```
System.Collections.Generic.List<Model.Entry.BaseRadioEntry> Crosstales.Radio.Provider.IRadio↔  
Provider.RadioEntries [get]
```

Returns the list of all RadioEntry.

Returns

>List of all RadioEntry.

5.110.3.3 Stations

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Provider.IRadioProvider.↔  
Stations [get]
```

Returns the list of all loaded RadioStation.

Returns

List of all loaded RadioStation.

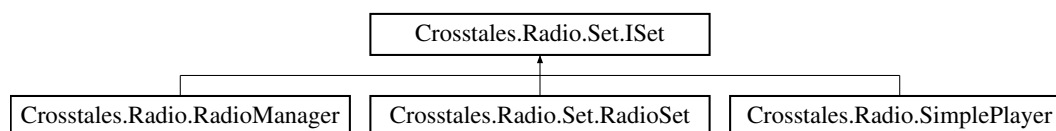
The documentation for this interface was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Provider/IRadio↔
Provider.cs

5.111 Crosstales.Radio.Set.ISet Interface Reference

Interface for all sets.

Inheritance diagram for Crosstales.Radio.Set.ISet:



Public Member Functions

- void [Load](#) ()
Loads all stations from this set (via providers).
- void [Save](#) (string path, [Model.RadioFilter](#) filter=null)
Saves all stations from this set as text-file with streams.
- System.Collections.Generic.List< [Model.RadioStation](#) > [GetStations](#) (bool random=false, [Model.RadioFilter](#) filter=null)
Get all RadioStation for a given RadioFilter.
- int [CountStations](#) ([Model.RadioFilter](#) filter=null)
Count all RadioStation for a given RadioFilter.
- [Model.RadioStation](#) [StationFromIndex](#) (bool random=false, int index=-1, [Model.RadioFilter](#) filter=null)
Radio station from a given index (normal/random) from this set.
- [Model.RadioStation](#) [StationFromHashCode](#) (int hashCode)
Radio station from a hashcode from this set.
- [Model.RadioStation](#) [NextStation](#) (bool random=false, [Model.RadioFilter](#) filter=null)
Next (normal/random) radio station from this set.
- [Model.RadioStation](#) [PreviousStation](#) (bool random=false, [Model.RadioFilter](#) filter=null)
Previous (normal/random) radio station from this set.
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByName](#) (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by name.
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByURL](#) (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by URL.
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByFormat](#) (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by audio format.
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByStation](#) (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by station.
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByBitrate](#) (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by bitrate.
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByGenres](#) (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by genres.
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByCities](#) (bool desc=false, [Model.RadioFilter](#) filter=null)

Returns all radio stations of this set ordered by cities.

- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByCountries](#) (bool desc=false, [Model.RadioFilter](#) filter=null)

Returns all radio stations of this set ordered by countries.

- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByLanguages](#) (bool desc=false, [Model.RadioFilter](#) filter=null)

Returns all radio stations of this set ordered by languages.

- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByRating](#) (bool desc=false, [Model.RadioFilter](#) filter=null)

Returns all radio stations of this set ordered by rating.

- void [RandomizeStations](#) (bool resetIndex=true)

Randomize all radio stations.

Properties

- System.Collections.Generic.List< [Model.RadioStation](#) > [Stations](#) [get]

List of all loaded RadioStation from all providers.

- System.Collections.Generic.List< [Model.RadioStation](#) > [RandomStations](#) [get]

Returns the list of all randomized RadioStation from this set.

- bool [isReady](#) [get]

Are all providers of this set ready (= data loaded)?

- int [CurrentStationIndex](#) [get, set]

Current station index.

- int [CurrentRandomStationIndex](#) [get, set]

Current random station index.

5.111.1 Detailed Description

Interface for all sets.

5.111.2 Member Function Documentation

5.111.2.1 CountStations()

```
int Crosstales.Radio.Set.ISet.CountStations (
    Model.RadioFilter filter = null )
```

Count all RadioStation for a given RadioFilter.

Parameters

<i>filter</i>	Filter for the radio stations (default: null, optional)
---------------	---

Returns

Number of all RadioStation for a given RadioFilter.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.111.2.2 GetStations()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Set.ISet.GetStations (
    bool random = false,
    Model.RadioFilter filter = null )
```

Get all RadioStation for a given RadioFilter.

Parameters

<i>random</i>	Return random RadioStation (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All RadioStation for a given RadioFilter.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.111.2.3 Load()

```
void Crosstales.Radio.Set.ISet.Load ( )
```

Loads all stations from this set (via providers).

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.111.2.4 NextStation()

```
Model.RadioStation Crosstales.Radio.Set.ISet.NextStation (
    bool random = false,
    Model.RadioFilter filter = null )
```

Next (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Next radio station.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.111.2.5 PreviousStation()

```
Model.RadioStation Crosstales.Radio.Set.ISet.PreviousStation (
    bool random = false,
    Model.RadioFilter filter = null )
```

Previous (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Previous radio station.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.111.2.6 RandomizeStations()

```
void Crosstales.Radio.Set.ISet.RandomizeStations (
    bool resetIndex = true )
```

Randomize all radio stations.

Parameters

<i>resetIndex</i>	Reset the index of the random radio stations (default: true, optional)
-------------------	--

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.111.2.7 Save()

```
void Crosstales.Radio.Set.ISet.Save (
    string path,
    Model.RadioFilter filter = null )
```

Saves all stations from this set as text-file with streams.

Parameters

<i>path</i>	Path to the text-file.
<i>filter</i>	Filter for the radio stations (default: null, optional)

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.111.2.8 StationFromHashCode()

```
Model.RadioStation Crosstales.Radio.Set.ISet.StationFromHashCode (
    int hashCode )
```

[Radio](#) station from a hashcode from this set.

Parameters

<i>hashCode</i>	Hashcode of the radio station
-----------------	-------------------------------

Returns

[Radio](#) station from hashcode.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.111.2.9 StationFromIndex()

```
Model.RadioStation Crosstales.Radio.Set.ISet.StationFromIndex (
    bool random = false,
    int index = -1,
    Model.RadioFilter filter = null )
```

[Radio](#) station from a given index (normal/random) from this set.

Parameters

<i>random</i>	Return a random Radio station (default: false, optional)
<i>index</i>	Index of the radio station (default: -1, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Record from index.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.111.2.10 StationsByBitrate()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Set.ISet.StationsBy↵  
Bitrate (   
    bool desc = false,   
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by bitrate.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by bitrate.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.111.2.11 StationsByCities()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Set.ISet.StationsBy↵  
Cities (   
    bool desc = false,   
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by cities.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by cities.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.111.2.12 StationsByCountries()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Set.ISet.StationsBy↵  
Countries (   
    bool desc = false,   
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by countries.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by countries.

Implemented in [Crosstales.Radio.Set.RadioSet](#).

5.111.2.13 StationsByFormat()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Set.ISet.StationsByFormat  
(  
    bool desc = false,  
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by audio format.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by audio format.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.111.2.14 StationsByGenres()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Set.ISet.StationsByGenres  
(  
    bool desc = false,  
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by genres.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by genre.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.111.2.15 StationsByLanguages()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Set.ISet.StationsByLanguages (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by languages.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by languages.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.111.2.16 StationsByName()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Set.ISet.StationsByName (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by name.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by name.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.111.2.17 StationsByRating()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Set.ISet.StationsByRating  
(  
    bool desc = false,  
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by rating.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by rating.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.111.2.18 StationsByStation()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Set.ISet.StationsBy↔  
Station (  
    bool desc = false,  
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by station.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by station.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.111.2.19 StationsByURL()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Set.ISet.StationsByURL (  
    bool desc = false,  
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by URL.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by URL.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.111.3 Property Documentation

5.111.3.1 CurrentRandomStationIndex

```
int Crosstales.Radio.Set.ISet.CurrentRandomStationIndex [get], [set]
```

Current random station index.

5.111.3.2 CurrentStationIndex

```
int Crosstales.Radio.Set.ISet.CurrentStationIndex [get], [set]
```

Current station index.

5.111.3.3 isReady

```
bool Crosstales.Radio.Set.ISet.isReady [get]
```

Are all providers of this set ready (= data loaded)?

Returns

True if all providers of this set are ready.

5.111.3.4 RandomStations

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Set.ISet.RandomStations  
[get]
```

Returns the list of all randomized RadioStation from this set.

Returns

The list of all randomized RadioStation from this set.

5.111.3.5 Stations

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Set.ISet.Stations [get]
```

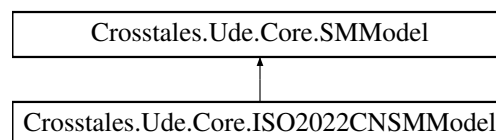
List of all loaded RadioStation from all providers.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Set/ISet.cs

5.112 Crosstales.Ude.Core.ISO2022CNSMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.ISO2022CNSMModel:



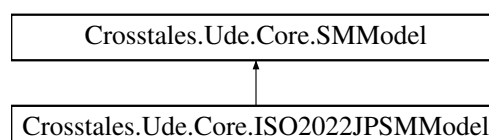
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/EscSM.cs

5.113 Crosstales.Ude.Core.ISO2022JPSMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.ISO2022JPSMModel:



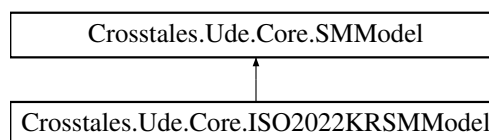
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔
Core/EscSM.cs

5.114 Crosstales.Ude.Core.ISO2022KRSMMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.ISO2022KRSMMModel:



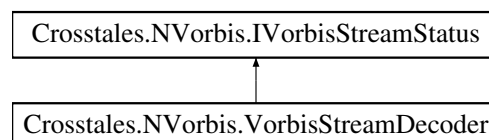
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔
Core/EscSM.cs

5.115 Crosstales.NVorbis.IVorbisStreamStatus Interface Reference

Inheritance diagram for Crosstales.NVorbis.IVorbisStreamStatus:



Public Member Functions

- void [ResetStats](#) ()
Gets the counters for latency and bitrate calculations, as well as overall bit counts

Properties

- int [EffectiveBitRate](#) [get]
Gets the calculated bit rate of audio stream data for the everything decoded so far
- int [InstantBitRate](#) [get]
Gets the calculated bit rate for the last ~1 second of audio
- TimeSpan [PageLatency](#) [get]
Gets the calculated latency per page
- TimeSpan [PacketLatency](#) [get]
Gets the calculated latency per packet
- TimeSpan [SecondLatency](#) [get]
Gets the calculated latency per second of output
- long [OverheadBits](#) [get]
Gets the number of bits read that do not contribute to the output audio
- long [AudioBits](#) [get]
Gets the number of bits read that contribute to the output audio
- int [PagesRead](#) [get]
Gets the number of pages read so far in the current stream
- int [TotalPages](#) [get]
Gets the total number of pages in the current stream
- bool [Clipped](#) [get]
Gets whether the stream has been clipped since the last reset

5.115.1 Member Function Documentation

5.115.1.1 ResetStats()

```
void Crosstales.NVorbis.IVorbisStreamStatus.ResetStats ( )
```

Gets the counters for latency and bitrate calculations, as well as overall bit counts

Implemented in [Crosstales.NVorbis.VorbisStreamDecoder](#).

5.115.2 Property Documentation

5.115.2.1 AudioBits

```
long Crosstales.NVorbis.IVorbisStreamStatus.AudioBits [get]
```

Gets the number of bits read that contribute to the output audio

5.115.2.2 Clipped

```
bool Crosstales.NVorbis.IVorbisStreamStatus.Clipped [get]
```

Gets whether the stream has been clipped since the last reset

5.115.2.3 EffectiveBitRate

```
int Crosstales.NVorbis.IVorbisStreamStatus.EffectiveBitRate [get]
```

Gets the calculated bit rate of audio stream data for the everything decoded so far

5.115.2.4 InstantBitRate

```
int Crosstales.NVorbis.IVorbisStreamStatus.InstantBitRate [get]
```

Gets the calculated bit rate for the last ~1 second of audio

5.115.2.5 OverheadBits

```
long Crosstales.NVorbis.IVorbisStreamStatus.OverheadBits [get]
```

Gets the number of bits read that do not contribute to the output audio

5.115.2.6 PacketLatency

```
TimeSpan Crosstales.NVorbis.IVorbisStreamStatus.PacketLatency [get]
```

Gets the calculated latency per packet

5.115.2.7 PageLatency

```
TimeSpan Crosstales.NVorbis.IVorbisStreamStatus.PageLatency [get]
```

Gets the calculated latency per page

5.115.2.8 PagesRead

```
int Crosstales.NVorbis.IVorbisStreamStatus.PagesRead [get]
```

Gets the number of pages read so far in the current stream

5.115.2.9 SecondLatency

```
TimeSpan Crosstales.NVorbis.IVorbisStreamStatus.SecondLatency [get]
```

Gets the calculated latency per second of output

5.115.2.10 TotalPages

```
int Crosstales.NVorbis.IVorbisStreamStatus.TotalPages [get]
```

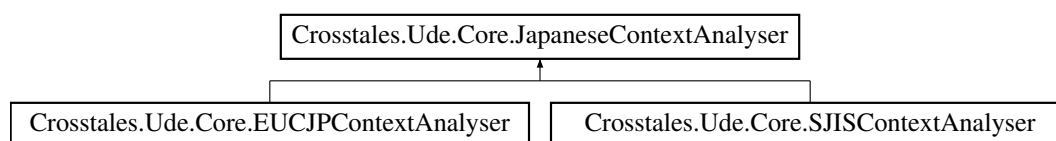
Gets the total number of pages in the current stream

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/I↔VorbisStreamStatus.cs

5.116 Crosstales.Ude.Core.JapaneseContextAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.JapaneseContextAnalyser:



Public Member Functions

- float **GetConfidence** ()
- void **HandleData** (byte[] buf, int offset, int len)
- void **HandleOneChar** (byte[] buf, int offset, int charLen)
- void **Reset** ()
- bool **GotEnoughData** ()

Protected Member Functions

- abstract int **GetOrder** (byte[] buf, int offset, out int charLen)
- abstract int **GetOrder** (byte[] buf, int offset)

Static Protected Attributes

- const int **CATEGORIES_NUM** = 6
- const int **ENOUGH_REL_THRESHOLD** = 100
- const int **MAX_REL_THRESHOLD** = 1000
- const int **MINIMUM_DATA_THRESHOLD** = 4
- const float **DONT_KNOW** = -1.0f
- static byte[,]
jp2CharContext

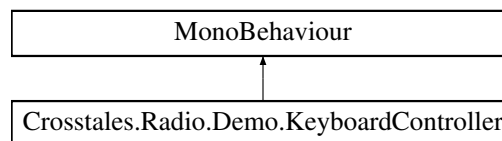
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔
Core/JapaneseContextAnalyser.cs

5.117 Crosstales.Radio.Demo.KeyboardController Class Reference

Controls UI elements with keyboard commands.

Inheritance diagram for Crosstales.Radio.Demo.KeyboardController:



Public Attributes

- Button **ButtonPlay**
- Button **ButtonStop**
- Button **ButtonPrevious**
- Button **ButtonNext**
- KeyCode **Play** = KeyCode.F3
- KeyCode **Stop** = KeyCode.F2
- KeyCode **Previous** = KeyCode.F1
- KeyCode **Next** = KeyCode.F4

5.117.1 Detailed Description

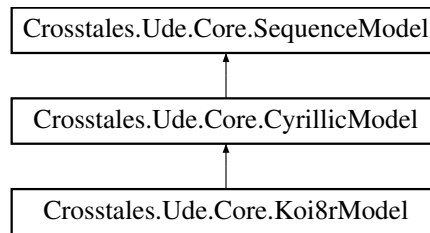
Controls UI elements with keyboard commands.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/Keyboard↔
Controller.cs

5.118 Crosstales.Ude.Core.Koi8rModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.Koi8rModel:



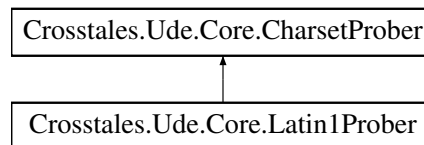
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/LangCyrillicModel.cs

5.119 Crosstales.Ude.Core.Latin1Prober Class Reference

Inheritance diagram for Crosstales.Ude.Core.Latin1Prober:



Public Member Functions

- override string **GetCharsetName** ()
- override void **Reset** ()
Reset prober state
- override ProbingState **HandleData** (byte[] buf, int offset, int len)
Feed data to the prober
- override float **GetConfidence** ()
- override void **DumpStatus** ()

Additional Inherited Members

5.119.1 Member Function Documentation

5.119.1.1 HandleData()

```

override ProbingState Crosstales.Ude.Core.Latin1Prober.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
  
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.119.1.2 Reset()

```
override void Crosstales.Ude.Core.Latin1Prober.Reset ( ) [virtual]
```

Reset prober state

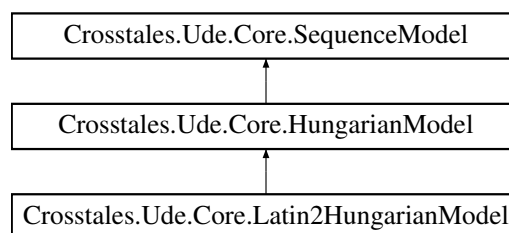
Implements [Crosstales.Ude.Core.CharsetProber](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Latin1Prober.cs

5.120 Crosstales.Ude.Core.Latin2HungarianModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.Latin2HungarianModel:



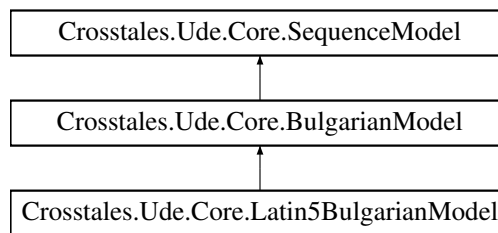
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/LangHungarianModel.cs

5.121 Crosstales.Ude.Core.Latin5BulgarianModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.Latin5BulgarianModel:



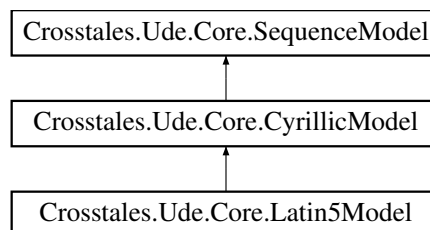
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔ Core/LangBulgarianModel.cs

5.122 Crosstales.Ude.Core.Latin5Model Class Reference

Inheritance diagram for Crosstales.Ude.Core.Latin5Model:



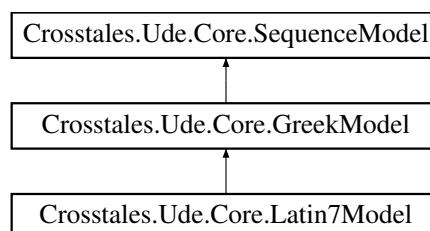
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔ Core/LangCyrillicModel.cs

5.123 Crosstales.Ude.Core.Latin7Model Class Reference

Inheritance diagram for Crosstales.Ude.Core.Latin7Model:



Additional Inherited Members

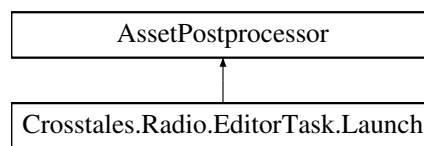
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔
Core/LangGreekModel.cs

5.124 Crosstales.Radio.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

Inheritance diagram for Crosstales.Radio.EditorTask.Launch:



Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[] importedAssets, string[] deletedAssets, string[] moved↔
Assets, string[] movedFromAssetPaths)

5.124.1 Detailed Description

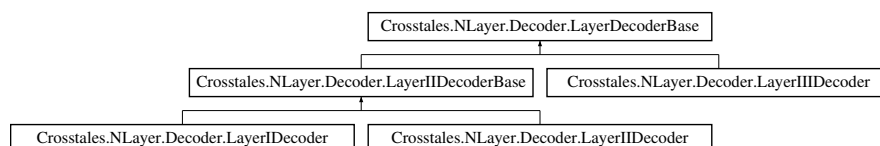
Show the configuration window on the first launch.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Task/Launch.cs

5.125 Crosstales.NLayer.Decoder.LayerDecoderBase Class Reference

Inheritance diagram for Crosstales.NLayer.Decoder.LayerDecoderBase:



Protected Member Functions

- void **InversePolyPhase** (int channel, float[] data)

Static Protected Attributes

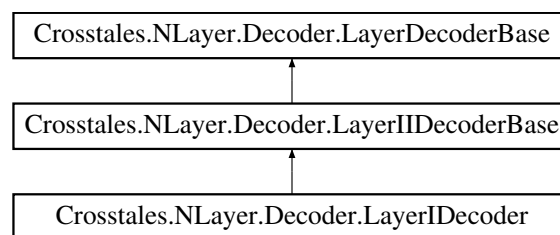
- const int **SBLIMIT** = 32

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/LayerDecoderBase.cs

5.126 Crosstales.NLayer.Decoder.LayerIDecoder Class Reference

Inheritance diagram for Crosstales.NLayer.Decoder.LayerIDecoder:



Protected Member Functions

- override int[] **GetRateTable** ([IMpegFrame](#) frame)
- override void **ReadScaleFactorSelection** ([IMpegFrame](#) frame, int[] scfsi, int channels)

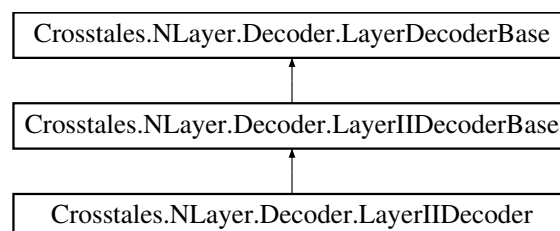
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/LayerIDecoder.cs

5.127 Crosstales.NLayer.Decoder.LayerIIDecoder Class Reference

Inheritance diagram for Crosstales.NLayer.Decoder.LayerIIDecoder:



Protected Member Functions

- override int[] **GetRateTable** ([IMpegFrame](#) frame)
- override void **ReadScaleFactorSelection** ([IMpegFrame](#) frame, int[][] scfsi, int channels)

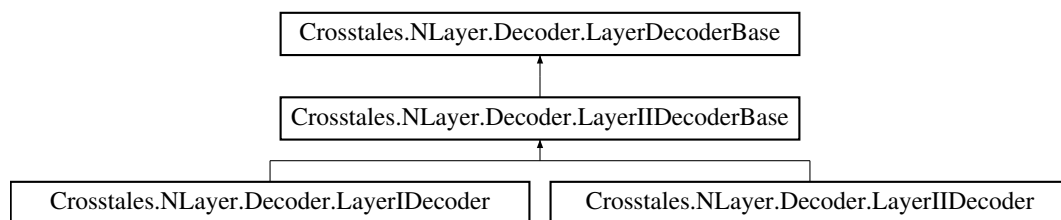
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/LayerIIDecoder.cs

5.128 Crosstales.NLayer.Decoder.LayerIIDecoderBase Class Reference

Inheritance diagram for Crosstales.NLayer.Decoder.LayerIIDecoderBase:



Protected Member Functions

- **LayerIIDecoderBase** (int[][] allocLookupTable, int granuleCount)
- abstract int[] **GetRateTable** ([IMpegFrame](#) frame)
- abstract void **ReadScaleFactorSelection** ([IMpegFrame](#) frame, int[][] scfsi, int channels)

Static Protected Member Functions

- static bool **GetCRC** ([MpegFrame](#) frame, int[] rateTable, int[][] allocLookupTable, bool readScfsiBits, ref uint crc)

Static Protected Attributes

- const int **SSLIMIT** = 12

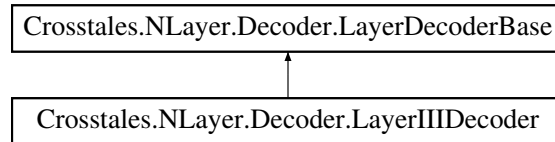
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/LayerIIDecoderBase.cs

5.129 Crosstales.NLayer.Decoder.LayerIIIDecoder Class Reference

Class Implementing Layer 3 [Decoder](#).

Inheritance diagram for Crosstales.NLayer.Decoder.LayerIIIDecoder:



Additional Inherited Members

5.129.1 Detailed Description

Class Implementing Layer 3 [Decoder](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/LayerIIIDecoder.cs

5.130 Crosstales.Radio.Tool.LoadIcon Class Reference

Loads an icon for a radio station or a record.

Static Public Member Functions

- static IEnumerator [Load](#) ([Model.RadioStation](#) station)
Loads an icon for a station.
- static IEnumerator [Load](#) ([Model.RecordInfo](#) record)
Loads an icon for a record.
- static IEnumerator **load** (string url, [Model.RadioStation](#) station, [Model.RecordInfo](#) record)

5.130.1 Detailed Description

Loads an icon for a radio station or a record.

5.130.2 Member Function Documentation

5.130.2.1 Load() [1/2]

```
static IEnumerator Crosstales.Radio.Tool.LoadIcon.Load (
    Model.RadioStation station ) [static]
```

Loads an icon for a station.

Parameters

<i>station</i>	Station for the icon
----------------	----------------------

5.130.2.2 Load() [2/2]

```
static IEnumerator Crosstales.Radio.Tool.LoadIcon.Load (  
    Model.RecordInfo record ) [static]
```

Loads an icon for a record.

Parameters

<i>record</i>	Record for the icon
---------------	---------------------

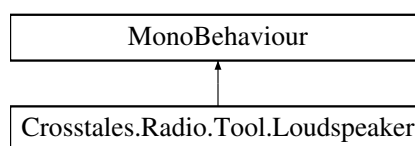
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Extras/LoadIcon/Scripts/LoadIcon.cs

5.131 Crosstales.Radio.Tool.Loudspeaker Class Reference

[Loudspeaker](#) for a player.

Inheritance diagram for Crosstales.Radio.Tool.Loudspeaker:



Properties

- [BasePlayer Player](#) [get, set]
Origin Player.
- bool [SilenceSource](#) [get, set]
Silence the origin.

5.131.1 Detailed Description

[Loudspeaker](#) for a player.

5.131.2 Property Documentation

5.131.2.1 Player

`BasePlayer` `Crosstales.Radio.Tool.Loudspeaker.Player` [get], [set]

Origin Player.

5.131.2.2 SilenceSource

`bool` `Crosstales.Radio.Tool.Loudspeaker.SilenceSource` [get], [set]

Silence the origin.

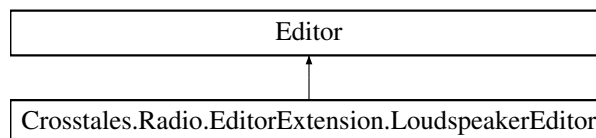
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Extras/Loudspeaker/↔ Scripts/Loudspeaker.cs`

5.132 Crosstales.Radio.EditorExtension.LoudspeakerEditor Class Reference

Custom editor for the 'Loudspeaker'-class.

Inheritance diagram for `Crosstales.Radio.EditorExtension.LoudspeakerEditor`:



Public Member Functions

- `void` **OnEnable** ()
- `override void` **OnInspectorGUI** ()

5.132.1 Detailed Description

Custom editor for the 'Loudspeaker'-class.

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

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Extras/Loudspeaker/↔ Editor/LoudspeakerEditor.cs`

5.133 Crosstales.Radio.EditorIntegration.LoudspeakerGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.133.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Extras/Loudspeaker/↔ Editor/LoudspeakerGameObject.cs

5.134 Crosstales.Radio.EditorIntegration.LoudspeakerMenu Class Reference

Editor component for the "Tools"-menu.

5.134.1 Detailed Description

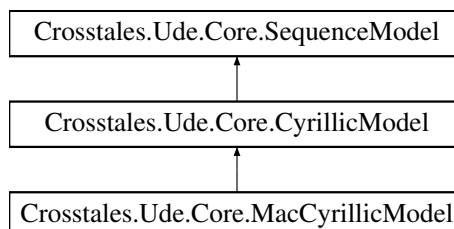
Editor component for the "Tools"-menu.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Extras/Loudspeaker/↔ Editor/LoudspeakerMenu.cs

5.135 Crosstales.Ude.Core.MacCyrillicModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.MacCyrillicModel:



Additional Inherited Members

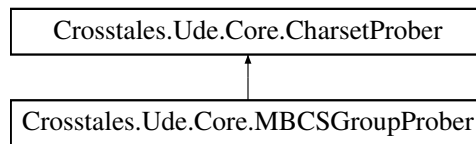
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔ Core/LangCyrillicModel.cs

5.136 Crosstales.Ude.Core.MBCSGroupProber Class Reference

Multi-byte charsets probers

Inheritance diagram for Crosstales.Ude.Core.MBCSGroupProber:



Public Member Functions

- override string **GetCharsetName** ()
- override void **Reset** ()
Reset prober state
- override ProbingState **HandleData** (byte[] buf, int offset, int len)
Feed data to the prober
- override float **GetConfidence** ()
- override void **DumpStatus** ()

Additional Inherited Members

5.136.1 Detailed Description

Multi-byte charsets probers

5.136.2 Member Function Documentation

5.136.2.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.MBCSGroupProber.HandleData (  
    byte[] buf,  
    int offset,  
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.136.2.2 Reset()

```
override void Crosstales.Ude.Core.MBCSGroupProber.Reset ( ) [virtual]
```

Reset prober state

Implements [Crosstales.Ude.Core.CharsetProber](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔
Core/MBCSGroupProber.cs

5.137 Crosstales.NVorbis.Mdct Class Reference

Static Public Member Functions

- static void **ClearSetupCache** ()
- static void **Reverse** (float[] samples, int sampleCount)

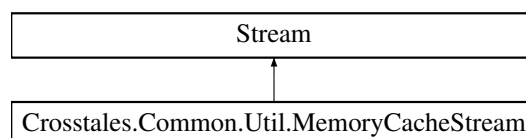
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Mdct.↔
cs

5.138 Crosstales.Common.Util.MemoryCacheStream Class Reference

Memory cache stream.

Inheritance diagram for Crosstales.Common.Util.MemoryCacheStream:



Public Member Functions

- [MemoryCacheStream](#) (int cacheSize=64 * [BaseConstants.FACTOR_KB](#), int maxCacheSize=64 * [BaseConstants.FACTOR_MB](#))
Constructor with a specified cache size.
- override void **Flush** ()
- override long **Seek** (long offset, System.IO.SeekOrigin origin)
- override void **SetLength** (long value)
- override int **Read** (byte[] buffer, int offset, int count)
- override void **Write** (byte[] buffer, int offset, int count)

Public Attributes

- override bool [CanRead](#) => true
Gets a flag flag that indicates if the stream is readable (always true).
- override bool [CanSeek](#) => true
Gets a flag flag that indicates if the stream is seekable (always true).
- override bool [CanWrite](#) => true
Gets a flag flag that indicates if the stream is seekable (always true).
- override long [Length](#) => length
Gets the current stream length.

Properties

- override long [Position](#) [get, set]
Gets or sets the current stream position.

5.138.1 Detailed Description

Memory cache stream.

5.138.2 Constructor & Destructor Documentation

5.138.2.1 MemoryCacheStream()

```
Crosstales.Common.Util.MemoryCacheStream.MemoryCacheStream (
    int cacheSize = 64 * BaseConstants.FACTOR\_KB,
    int maxCacheSize = 64 * BaseConstants.FACTOR\_MB )
```

Constructor with a specified cache size.

Parameters

<i>cacheSize</i>	Cache size of the stream in bytes.
<i>maxCacheSize</i>	Maximum cache size of the stream in bytes.

5.138.3 Member Data Documentation

5.138.3.1 CanRead

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanRead => true
```

Gets a flag flag that indicates if the stream is readable (always true).

5.138.3.2 CanSeek

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanSeek => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.138.3.3 CanWrite

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanWrite => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.138.3.4 Length

```
override long Crosstales.Common.Util.MemoryCacheStream.Length => length
```

Gets the current stream length.

5.138.4 Property Documentation

5.138.4.1 Position

```
override long Crosstales.Common.Util.MemoryCacheStream.Position [get], [set]
```

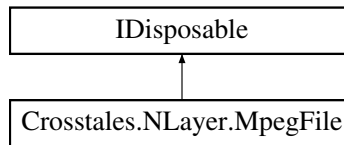
Gets or sets the current stream position.

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

- D:/slauberberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/MemoryCacheStream.cs

5.139 Crosstales.NLayer.MpegFile Class Reference

Inheritance diagram for Crosstales.NLayer.MpegFile:



Public Member Functions

- **MpegFile** (string fileName)
- **MpegFile** (Stream stream)
- void **Dispose** ()
- void **SetEQ** (float[] eq)
- int **ReadSamples** (byte[] buffer, int index, int count)
- int **ReadSamples** (float[] buffer, int index, int count)

Properties

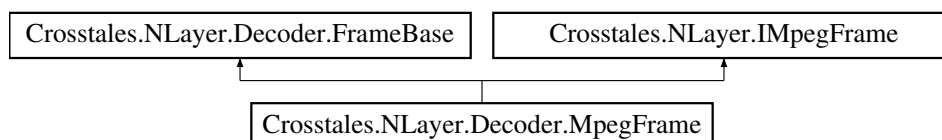
- int **SampleRate** [get]
- int **Channels** [get]
- bool **CanSeek** [get]
- long **Length** [get]
- TimeSpan **Duration** [get]
- long **Position** [get, set]
- TimeSpan **Time** [get, set]
- StereoMode **StereoMode** [get, set]

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/MpegFile.cs

5.140 Crosstales.NLayer.Decoder.MpegFrame Class Reference

Inheritance diagram for Crosstales.NLayer.Decoder.MpegFrame:



Public Member Functions

- void [Reset](#) ()
Resets the bit reader so frames can be reused
- int [ReadBits](#) (int bitCount)
Provides sequential access to the bitstream in the frame (after the header and optional CRC)
- override string [ToString](#) ()

Protected Member Functions

- override int [Validate](#) ()
Called to validate the frame header

Properties

- int **FrameLength** [get]
- MpegVersion **Version** [get]
- MpegLayer **Layer** [get]
- bool **HasCrc** [get]
- int **BitRate** [get]
- int **BitRateIndex** [get]
- int **SampleRate** [get]
- int **SampleRateIndex** [get]
- MpegChannelMode **ChannelMode** [get]
- int **ChannelModeExtension** [get]
- bool **IsCopyrighted** [get]
- bool **IsCorrupted** [get]
- int **SampleCount** [get]

5.140.1 Member Function Documentation

5.140.1.1 ReadBits()

```
int Crosstales.NLayer.Decoder.MpegFrame.ReadBits (  
    int bitCount )
```

Provides sequential access to the bitstream in the frame (after the header and optional CRC)

Parameters

<i>bitCount</i>	The number of bits to read
-----------------	----------------------------

Returns

-1 if the end of the frame has been encountered, otherwise the bits requested

Implements [Crosstailes.NLayer.IMpegFrame](#).

5.140.1.2 Reset()

```
void Crosstailes.NLayer.Decoder.MpegFrame.Reset ( )
```

Resets the bit reader so frames can be reused

Implements [Crosstailes.NLayer.IMpegFrame](#).

5.140.1.3 Validate()

```
override int Crosstailes.NLayer.Decoder.MpegFrame.Validate ( ) [protected], [virtual]
```

Called to validate the frame header

Returns

The length of the frame, or -1 if frame is invalid

Implements [Crosstailes.NLayer.Decoder.FrameBase](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/NLayer/↵
Decoder/MpegFrame.cs

5.141 Crosstailes.NLayer.MpegFrameDecoder Class Reference

Public Member Functions

- void **SetEQ** (float[] eq)
- int **DecodeFrame** ([IMpegFrame](#) frame, byte[] dest, int destOffset)
- int **DecodeFrame** ([IMpegFrame](#) frame, float[] dest, int destOffset)
- void **Reset** ()

Properties

- StereoMode **StereoMode** [get, set]

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/NLayer/Mpeg↵
FrameDecoder.cs

5.142 Crosstales.NLayer.Decoder.MpegStreamReader Class Reference

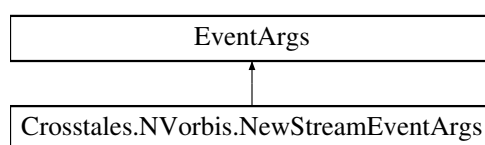
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/MpegStreamReader.cs

5.143 Crosstales.NVorbis.NewStreamEventArgs Class Reference

Event data for when a new logical stream is found in a container.

Inheritance diagram for Crosstales.NVorbis.NewStreamEventArgs:



Public Member Functions

- [NewStreamEventArgs](#) ([IPacketProvider](#) packetProvider)
Creates a new instance of [NewStreamEventArgs](#) with the specified [IPacketProvider](#).

Properties

- [IPacketProvider](#) [PacketProvider](#) [get]
Gets new the [IPacketProvider](#) instance.
- bool [IgnoreStream](#) [get, set]
Gets or sets whether to ignore the logical stream associated with the packet provider.

5.143.1 Detailed Description

Event data for when a new logical stream is found in a container.

5.143.2 Constructor & Destructor Documentation

5.143.2.1 NewStreamEventArgs()

```
Crosstales.NVorbis.NewStreamEventArgs.NewStreamEventArgs (
    IPacketProvider packetProvider )
```

Creates a new instance of [NewStreamEventArgs](#) with the specified [IPacketProvider](#).

Parameters

<i>packetProvider</i>	An IPacketProvider instance.
-----------------------	--

5.143.3 Property Documentation

5.143.3.1 IgnoreStream

```
bool Crosstales.NVorbis.NewStreamEventArgs.IgnoreStream [get], [set]
```

Gets or sets whether to ignore the logical stream associated with the packet provider.

5.143.3.2 PacketProvider

```
IPacketProvider Crosstales.NVorbis.NewStreamEventArgs.PacketProvider [get]
```

Gets new the [IPacketProvider](#) instance.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/New↔
StreamEventArgs.cs

5.144 Crosstales.Common.EditorTask.NYCheck Class Reference

Checks if a 'Happy new year'-message must be displayed.

5.144.1 Detailed Description

Checks if a 'Happy new year'-message must be displayed.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Editor/Task/NY↔
Check.cs

5.145 Crosstales.Radio.OnRadio.EditorExtension.OnRadioGameObject Class Reference

Editor component for for adding the prefabs from '[OnRadio](#)' in the "Hierarchy"-menu.

5.145.1 Detailed Description

Editor component for for adding the prefabs from 'OnRadio' in the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Editor/OnRadioGameObject.cs

5.146 Crosstales.Radio.OnRadio.EditorExtension.OnRadioMenu Class Reference

Editor component for for adding the prefabs from 'OnRadio' in the "Tools"-menu.

5.146.1 Detailed Description

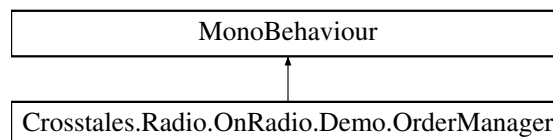
Editor component for for adding the prefabs from 'OnRadio' in the "Tools"-menu.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Editor/OnRadioMenu.cs

5.147 Crosstales.Radio.OnRadio.Demo.OrderManager Class Reference

Inheritance diagram for Crosstales.Radio.OnRadio.Demo.OrderManager:



Public Member Functions

- void **SwitchOrder** ()

Public Attributes

- [GUIOnRadio](#) [GuiOnRadio](#)
'GUIOnRadio' from the scene.
- GameObject [RecordPrefab](#)
Record prefab for the radio list.
- GameObject [StationPrefab](#)
Station prefab for the radio list.
- Text **ButtonText**

5.147.1 Member Data Documentation

5.147.1.1 GuiOnRadio

`GuiOnRadio` `Crosstales.Radio.OnRadio.Demo.OrderManager.GuiOnRadio`

'`GuiOnRadio`' from the scene.

5.147.1.2 RecordPrefab

`GameObject` `Crosstales.Radio.OnRadio.Demo.OrderManager.RecordPrefab`

Record prefab for the radio list.

5.147.1.3 StationPrefab

`GameObject` `Crosstales.Radio.OnRadio.Demo.OrderManager.StationPrefab`

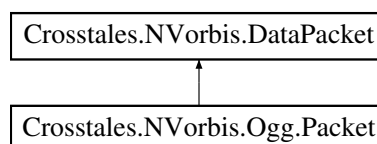
Station prefab for the radio list.

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

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Demos/Scripts/OrderManager.cs`

5.148 Crosstales.NVorbis.Ogg.Packet Class Reference

Inheritance diagram for `Crosstales.NVorbis.Ogg.Packet`:



Public Member Functions

- override void `Done` ()
Indicates that the packet has been read and its data is no longer needed.

Protected Member Functions

- override int [ReadNextByte](#) ()
Reads the next byte of the packet.

Additional Inherited Members

5.148.1 Member Function Documentation

5.148.1.1 Done()

```
override void Crosstales.NVorbis.Ogg.Packet.Done ( ) [virtual]
```

Indicates that the packet has been read and its data is no longer needed.

Reimplemented from [Crosstales.NVorbis.DataPacket](#).

5.148.1.2 ReadNextByte()

```
override int Crosstales.NVorbis.Ogg.Packet.ReadNextByte ( ) [protected], [virtual]
```

Reads the next byte of the packet.

Returns

The next byte if available, otherwise -1.

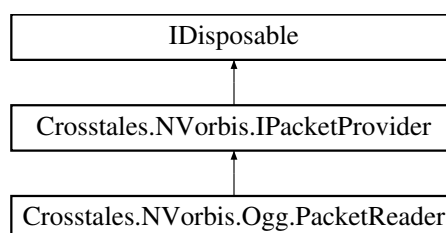
Implements [Crosstales.NVorbis.DataPacket](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/↔
Ogg/OggPacket.cs

5.149 Crosstales.NVorbis.Ogg.PacketReader Class Reference

Inheritance diagram for Crosstales.NVorbis.Ogg.PacketReader:



Public Member Functions

- void **Dispose** ()
- [DataPacket](#) **GetNextPacket** ()
Retrieves the next packet in the stream.
- [DataPacket](#) **PeekNextPacket** ()
Retrieves the next packet in the stream but does not advance to the following packet.
- int **GetTotalPageCount** ()
Retrieves the total number of pages (or frames) this stream uses.
- [DataPacket](#) **GetPacket** (int packetIndex)
Retrieves the packet specified from the stream.
- [DataPacket](#) **FindPacket** (long granulePos, Func< [DataPacket](#), [DataPacket](#), int > packetGranuleCount↵ Callback)
Finds the packet index to the granule position specified in the current stream.
- void **SeekToPacket** ([DataPacket](#) packet, int preRoll)
Sets the next packet to be returned, applying a pre-roll as necessary.
- long **GetGranuleCount** ()
Retrieves the total number of granules in this Vorbis stream.

Properties

- int **StreamSerial** [get]
- long **ContainerBits** [get, set]
- bool **CanSeek** [get]

Events

- EventHandler< [ParameterChangeEventArgs](#) > **ParameterChange**

5.149.1 Member Function Documentation

5.149.1.1 FindPacket()

```
DataPacket Crosstales.NVorbis.Ogg.PacketReader.FindPacket (
    long granulePos,
    Func< DataPacket, DataPacket, int > packetGranuleCountCallback )
```

Finds the packet index to the granule position specified in the current stream.

Parameters

<i>granulePos</i>	The granule position to seek to.
<i>packetGranuleCountCallback</i>	A callback method that takes the current and previous packets and returns the number of granules in the current packet.

Returns

The index of the packet that includes the specified granule position or -1 if none found.

Exceptions

<i>ArgumentOutOfRangeException</i>	<i>granulePos</i> is less than 0 or is after the last granule.
------------------------------------	--

Implements [Crosstales.NVorbis.IPacketProvider](#).

5.149.1.2 GetGranuleCount()

```
long Crosstales.NVorbis.Ogg.PacketReader.GetGranuleCount ( )
```

Retrieves the total number of granules in this Vorbis stream.

Returns

The number of samples

Exceptions

<i>InvalidOperationException</i>	CanSeek is False.
----------------------------------	-------------------

Implements [Crosstales.NVorbis.IPacketProvider](#).

5.149.1.3 GetNextPacket()

```
DataPacket Crosstales.NVorbis.Ogg.PacketReader.GetNextPacket ( )
```

Retrieves the next packet in the stream.

Returns

The next packet in the stream or `null` if no more packets.

Implements [Crosstales.NVorbis.IPacketProvider](#).

5.149.1.4 GetPacket()

```
DataPacket Crosstales.NVorbis.Ogg.PacketReader.GetPacket (
    int packetIndex )
```

Retrieves the packet specified from the stream.

Parameters

<i>packetIndex</i>	The index of the packet to retrieve.
--------------------	--------------------------------------

Returns

The specified packet.

Exceptions

<i>ArgumentOutOfRangeException</i>	<i>packetIndex</i> is less than 0 or past the end of the stream.
<i>InvalidOperationException</i>	CanSeek is <code>False</code> .

Implements [Crosstales.NVorbis.IPacketProvider](#).

5.149.1.5 GetTotalPageCount()

```
int Crosstales.NVorbis.Ogg.PacketReader.GetTotalPageCount ( )
```

Retrieves the total number of pages (or frames) this stream uses.

Returns

The page count.

Exceptions

<i>InvalidOperationException</i>	CanSeek is <code>False</code> .
----------------------------------	---------------------------------

Implements [Crosstales.NVorbis.IPacketProvider](#).

5.149.1.6 PeekNextPacket()

```
DataPacket Crosstales.NVorbis.Ogg.PacketReader.PeekNextPacket ( )
```

Retrieves the next packet in the stream but does not advance to the following packet.

Returns

The next packet in the stream or `null` if no more packets.

Implements [Crosstales.NVorbis.IPacketProvider](#).

5.149.1.7 SeekToPacket()

```
void Crosstales.NVorbis.Ogg.PacketReader.SeekToPacket (
    DataPacket packet,
    int preRoll )
```

Sets the next packet to be returned, applying a pre-roll as necessary.

Parameters

<i>packet</i>	The packet to key from.
<i>preRoll</i>	The number of packets to return before the indicated packet.

Implements [Crosstales.NVorbis.IPacketProvider](#).

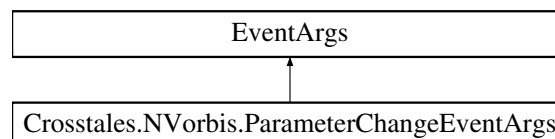
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/↔
Ogg/OggPacketReader.cs

5.150 Crosstales.NVorbis.ParameterChangeEventArgs Class Reference

Event data for when a logical stream has a parameter change.

Inheritance diagram for Crosstales.NVorbis.ParameterChangeEventArgs:



Public Member Functions

- [ParameterChangeEventArgs](#) ([DataPacket](#) firstPacket)
Creates a new instance of [ParameterChangeEventArgs](#).

Properties

- [DataPacket FirstPacket](#) [get]
Gets the first packet after the parameter change. This would typically be the parameters packet.

5.150.1 Detailed Description

Event data for when a logical stream has a parameter change.

5.150.2 Constructor & Destructor Documentation

5.150.2.1 ParameterChangeEventArgs()

```
Crosstales.NVorbis.ParameterChangeEventArgs.ParameterChangeEventArgs (
    DataPacket firstPacket )
```

Creates a new instance of [ParameterChangeEventArgs](#).

Parameters

<i>firstPacket</i>	The first packet after the parameter change.
--------------------	--

5.150.3 Property Documentation

5.150.3.1 FirstPacket

```
DataPacket Crosstales.NVorbis.ParameterChangeEventArgs.FirstPacket [get]
```

Gets the first packet after the parameter change. This would typically be the parameters packet.

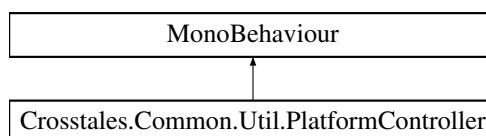
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Parameter↔
ChangeEventArgs.cs

5.151 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects and scripts for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



Public Attributes

- System.Collections.Generic.List< [Model.Enum.Platform](#) > **Platforms**
Selected platforms for the controller.
- bool [Active](#) = true
summary>Selected objects for the controller.
- GameObject[] [Objects](#)
summary>Selected scripts for the controller.
- MonoBehaviour[] **Scripts**

Protected Member Functions

- virtual void **Awake** ()
- void **selectPlatform** ()
- void **activateGameObjects** ()
- void **activateScripts** ()

Protected Attributes

- [Model.Enum.Platform](#) **currentPlatform**

5.151.1 Detailed Description

Enables or disable game objects and scripts for a given platform.

5.151.2 Member Data Documentation

5.151.2.1 Active

```
bool Crosstales.Common.Util.PlatformController.Active = true
```

summary>Selected objects for the controller.

5.151.2.2 Objects

```
GameObject [] Crosstales.Common.Util.PlatformController.Objects
```

summary>Selected scripts for the controller.

5.151.2.3 Platforms

`System.Collections.Generic.List<Model.Enum.Platform> Crosstales.Common.Util.PlatformController.↵
Platforms`

Selected platforms for the controller.

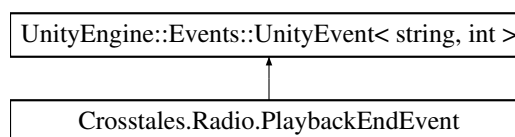
summary>Enable or disable the 'Objects' for the selected 'Platforms' (default: true).

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

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Extras/Platform↵
Controller/Scripts/PlatformController.cs`

5.152 Crosstales.Radio.PlaybackEndEvent Class Reference

Inheritance diagram for `Crosstales.Radio.PlaybackEndEvent`:

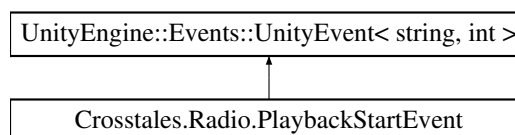


The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs`

5.153 Crosstales.Radio.PlaybackStartEvent Class Reference

Inheritance diagram for `Crosstales.Radio.PlaybackStartEvent`:



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

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs`

5.154 Crosstales.Radio.OnRadio.Model.Play.Playlist Class Reference

[Model](#) of a station holder.

Public Member Functions

- override string **ToString** ()

Properties

- List< [Station](#) > **Station** [get, set]

5.154.1 Detailed Description

[Model](#) of a station holder.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Scripts/Model/Play/Playlist.cs

5.155 Crosstales.Radio.OnRadio.Model.Playlist Class Reference

[Model](#) of a playlist.

Public Member Functions

- override string **ToString** ()

Properties

- string **Callsign** [get, set]
- string **Station_id** [get, set]
- string **Genre** [get, set]
- string **Band** [get, set]
- string **Artist** [get, set]
- string **Title** [get, set]
- string **Songstamp** [get, set]
- string **Seconds_remaining** [get, set]

5.155.1 Detailed Description

[Model](#) of a playlist.

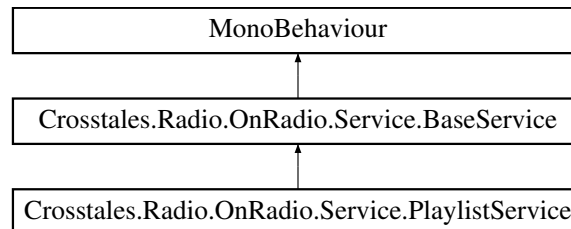
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Scripts/Model/Playlist.cs

5.156 Crosstales.Radio.OnRadio.Service.PlaylistService Class Reference

Playlist service implementation.

Inheritance diagram for Crosstales.Radio.OnRadio.Service.PlaylistService:



Public Attributes

- [QueryCompleteEvent](#) `OnQueryCompleted`

Protected Member Functions

- override `IEnumerator query` (string id)

Protected Attributes

- override [QueryCompleteEvent](#) `onQueryCompleted` => `OnQueryCompleted`

Properties

- string [Artist](#) [get, set]
Artist of the song
- string [Title](#) [get, set]
Title of the song.
- string [Callsign](#) [get, set]
Callsign of the radio station.
- [OnRadio.Model.Genre Genre](#) [get, set]
Genre of the radio station.
- string [City](#) [get, set]
City of the radio station.
- string [Country](#) [get, set]
Country of the radio station (ISO 3166-1, e.g. 'ch').
- string [Language](#) [get, set]
Language of the radio station (like 'german').
- bool [International](#) [get, set]
Include non-US (international) stations.
- int [Limit](#) [get, set]
Limit the number of results (range 1-50).
- [Model.Play.Playlist Songs](#) [get]

Additional Inherited Members

5.156.1 Detailed Description

Playlist service implementation.

5.156.2 Property Documentation

5.156.2.1 Artist

```
string Crosstales.Radio.OnRadio.Service.PlaylistService.Artist [get], [set]
```

Artist of the song

5.156.2.2 Callsign

```
string Crosstales.Radio.OnRadio.Service.PlaylistService.Callsign [get], [set]
```

Callsign of the radio station.

5.156.2.3 City

```
string Crosstales.Radio.OnRadio.Service.PlaylistService.City [get], [set]
```

City of the radio station.

5.156.2.4 Country

```
string Crosstales.Radio.OnRadio.Service.PlaylistService.Country [get], [set]
```

Country of the radio station (ISO 3166-1, e.g. 'ch').

5.156.2.5 Genre

```
OnRadio.Model.Genre Crosstales.Radio.OnRadio.Service.PlaylistService.Genre [get], [set]
```

Genre of the radio station.

5.156.2.6 International

```
bool Crosstales.Radio.OnRadio.Service.PlaylistService.International [get], [set]
```

Include non-US (international) stations.

5.156.2.7 Language

```
string Crosstales.Radio.OnRadio.Service.PlaylistService.Language [get], [set]
```

Language of the radio station (like 'german').

5.156.2.8 Limit

```
int Crosstales.Radio.OnRadio.Service.PlaylistService.Limit [get], [set]
```

Limit the number of results (range 1-50).

5.156.2.9 Title

```
string Crosstales.Radio.OnRadio.Service.PlaylistService.Title [get], [set]
```

Title of the song.

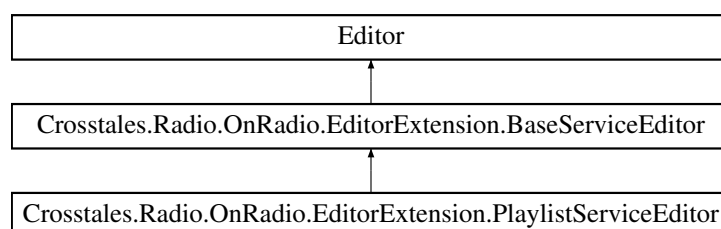
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Scripts/Service/PlaylistService.cs

5.157 Crosstales.Radio.OnRadio.EditorExtension.PlaylistServiceEditor Class Reference

Custom editor for the 'PlaylistService'-class.

Inheritance diagram for Crosstales.Radio.OnRadio.EditorExtension.PlaylistServiceEditor:



Additional Inherited Members

5.157.1 Detailed Description

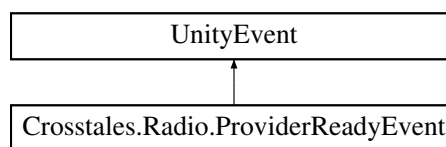
Custom editor for the 'PlaylistService'-class.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Editor/PlaylistServiceEditor.cs

5.158 Crosstales.Radio.ProviderReadyEvent Class Reference

Inheritance diagram for Crosstales.Radio.ProviderReadyEvent:

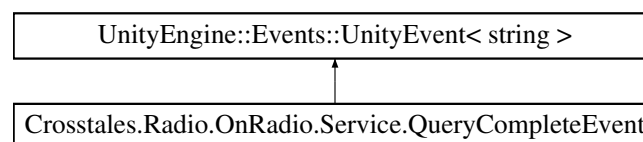


The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.159 Crosstales.Radio.OnRadio.Service.QueryCompleteEvent Class Reference

Inheritance diagram for Crosstales.Radio.OnRadio.Service.QueryCompleteEvent:



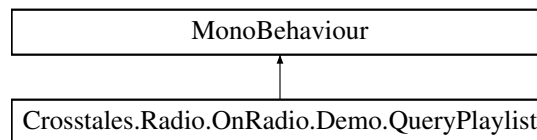
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Scripts/Service/BaseService.cs

5.160 Crosstales.Radio.OnRadio.Demo.QueryPlaylist Class Reference

Query for the Playlist service.

Inheritance diagram for Crosstales.Radio.OnRadio.Demo.QueryPlaylist:



Public Member Functions

- void **Start** ()
- void **GenresDropdownChanged** (int index)
- void **SetArtist** (string artist)
- void **SetTitle** (string title)
- void **SetCallsign** (string call)
- void **SetCity** (string city)
- void **SetCountry** (string country)
- void **SetLanguage** (string lang)

Public Attributes

- [OnRadio.Service.PlaylistService Service](#)
'PlaylistService' from the scene.
- Dropdown **Genres**

5.160.1 Detailed Description

Query for the Playlist service.

5.160.2 Member Data Documentation

5.160.2.1 Service

[OnRadio.Service.PlaylistService](#) Crosstales.Radio.OnRadio.Demo.QueryPlaylist.Service

'PlaylistService' from the scene.

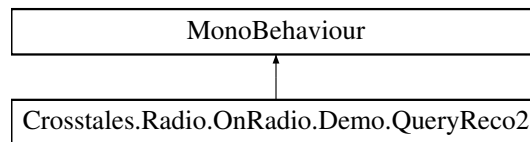
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Demos/Scripts/QueryPlaylist.cs

5.161 Crosstales.Radio.OnRadio.Demo.QueryReco2 Class Reference

Query for the Reco2 service.

Inheritance diagram for Crosstales.Radio.OnRadio.Demo.QueryReco2:



Public Member Functions

- void **SetArtist** (string artist)

Public Attributes

- [OnRadio.Service.Reco2Service](#) Service
'Reco2Service' from the scene.

5.161.1 Detailed Description

Query for the Reco2 service.

5.161.2 Member Data Documentation

5.161.2.1 Service

[OnRadio.Service.Reco2Service](#) Crosstales.Radio.OnRadio.Demo.QueryReco2.Service

'Reco2Service' from the scene.

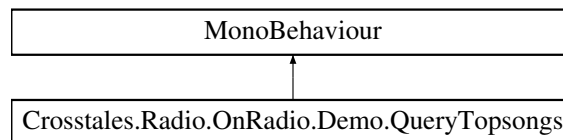
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Demos/Scripts/QueryReco2.cs

5.162 Crosstales.Radio.OnRadio.Demo.QueryTopsongs Class Reference

Query for the Topsongs service.

Inheritance diagram for Crosstales.Radio.OnRadio.Demo.QueryTopsongs:



Public Member Functions

- void **Start** ()
- void **GenresDropdownChanged** (int index)

Public Attributes

- [OnRadio.Service.TopsongsService](#) *Service*
'TopsongsService' from the scene.
- Dropdown **Genres**

5.162.1 Detailed Description

Query for the Topsongs service.

5.162.2 Member Data Documentation

5.162.2.1 Service

[OnRadio.Service.TopsongsService](#) Crosstales.Radio.OnRadio.Demo.QueryTopsongs.Service

'TopsongsService' from the scene.

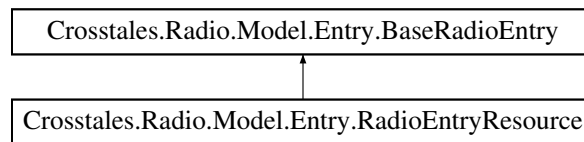
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Demos/Scripts/QueryTopsongs.cs

5.163 Crosstales.Radio.Model.Entry.RadioEntryResource Class Reference

[Model](#) for a Resource entry.

Inheritance diagram for Crosstales.Radio.Model.Entry.RadioEntryResource:



Public Member Functions

- [RadioEntryResource](#) ([BaseRadioEntry](#) entry, TextAsset resource, [Enum.DataFormatResource](#) dataFormat=Enum.DataFormatResource.Text, int readNumberOfStations=0)
Constructor for a [RadioEntryResource](#).
- override string **Tostring** ()

Public Attributes

- TextAsset [Resource](#)
Text-, M3U-, PLS- or ShoutcastID-file with the radios.
- [Enum.DataFormatResource](#) [DataFormat](#) = Enum.DataFormatResource.Text
Data format of the data with the radios (default: DataFormatResource.Text).
- int [ReadNumberOfStations](#)
Reads only the given number of radio stations (default: : 0 (= all))

Additional Inherited Members

5.163.1 Detailed Description

[Model](#) for a Resource entry.

5.163.2 Constructor & Destructor Documentation

5.163.2.1 RadioEntryResource()

```

Crosstales.Radio.Model.Entry.RadioEntryResource.RadioEntryResource (
    BaseRadioEntry entry,
    TextAsset resource,
    Enum.DataFormatResource dataFormat = Enum.DataFormatResource.Text,
    int readNumberOfStations = 0 )
  
```

Constructor for a [RadioEntryResource](#).

Parameters

<i>entry</i>	BaseRadioEntry as base.
<i>resource</i>	Text-, M3U-, PLS- or ShoutcastID-file with the radios.
<i>dataFormat</i>	Data format of the data with the radios (default: <code>DataFormatResource.Text</code> , optional).
<i>readNumberOfStations</i>	Reads only the given number of radio stations (default: : 0 (= all), optional).

5.163.3 Member Data Documentation

5.163.3.1 DataFormat

`Enum.DataFormatResource` `Crosstales.Radio.Model.Entry.RadioEntryResource.DataFormat = Enum.`
`DataFormatResource.Text`

Data format of the data with the radios (default: `DataFormatResource.Text`).

5.163.3.2 ReadNumberOfStations

`int` `Crosstales.Radio.Model.Entry.RadioEntryResource.ReadNumberOfStations`

Reads only the given number of radio stations (default: : 0 (= all))

5.163.3.3 Resource

`TextAsset` `Crosstales.Radio.Model.Entry.RadioEntryResource.Resource`

Text-, M3U-, PLS- or ShoutcastID-file with the radios.

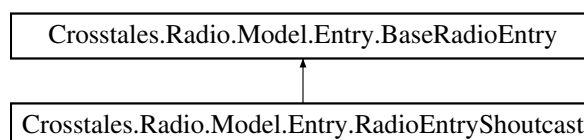
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/Entry/RadioEntryResource.cs`

5.164 Crosstales.Radio.Model.Entry.RadioEntryShoutcast Class Reference

[Model](#) for a Shoutcast entry.

Inheritance diagram for `Crosstales.Radio.Model.Entry.RadioEntryShoutcast`:



Public Member Functions

- [RadioEntryShoutcast](#) ([RadioStation](#) entry, string shoutcastID)
Constructor for a [RadioEntryShoutcast](#).
- override string **ToString** ()

Public Attributes

- string [ShoutcastID](#)
Shoutcast-ID for the radio.

Additional Inherited Members

5.164.1 Detailed Description

[Model](#) for a Shoutcast entry.

5.164.2 Constructor & Destructor Documentation

5.164.2.1 RadioEntryShoutcast()

```
Crosstales.Radio.Model.Entry.RadioEntryShoutcast.RadioEntryShoutcast (
    RadioStation entry,
    string shoutcastID )
```

Constructor for a [RadioEntryShoutcast](#).

Parameters

<i>entry</i>	RadioStation as base.
<i>shoutcastID</i>	Shoutcast-ID from the radio station.

5.164.3 Member Data Documentation

5.164.3.1 ShoutcastID

```
string Crosstales.Radio.Model.Entry.RadioEntryShoutcast.ShoutcastID
```

Shoutcast-ID for the radio.

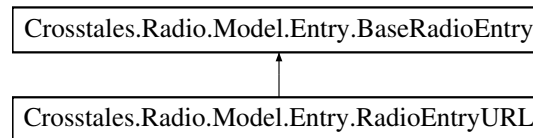
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/Entry/Radio↵EntryShoutcast.cs

5.165 Crosstales.Radio.Model.Entry.RadioEntryURL Class Reference

[Model](#) for an URL entry.

Inheritance diagram for Crosstales.Radio.Model.Entry.RadioEntryURL:



Public Member Functions

- [RadioEntryURL](#) ([BaseRadioEntry](#) entry, string url, [Enum.DataFormatURL](#) dataFormat=[Enum.DataFormatURL.Stream](#), int readNumberOfStations=0)
Constructor for a [RadioEntryURL](#).
- [RadioEntryURL](#) ([RadioStation](#) entry, string url, [Enum.DataFormatURL](#) dataFormat=[Enum.DataFormatURL.Stream](#), int readNumberOfStations=0)
Constructor for a [RadioEntryURL](#).
- override string **ToString** ()

Public Attributes

- string [URL](#)
URL (add the protocol-type ' [http://](#)', ' [file://](#)' etc.) with the radios.
- [Enum.URLPrefix](#) [Prefix](#) = [Enum.URLPrefix.None](#)
Prefixes for URLs, like ' [http://](#)' (default: [URLPrefix.None](#)).
- [Enum.DataFormatURL](#) [DataFormat](#) = [Enum.DataFormatURL.Stream](#)
Data format of the data with the radios (default: [DataFormatURL.Stream](#)).
- int [ReadNumberOfStations](#)
Reads only the given number of radio stations (default: : 0 (= all)).

Properties

- string [FinalURL](#) [get]
Returns the final URL including an optional prefix.

Additional Inherited Members

5.165.1 Detailed Description

[Model](#) for an URL entry.

5.165.2 Constructor & Destructor Documentation

5.165.2.1 RadioEntryURL() [1/2]

```
Crosstales.Radio.Model.Entry.RadioEntryURL.RadioEntryURL (
    BaseRadioEntry entry,
    string url,
    Enum.DataFormatURL dataFormat = Enum.DataFormatURL.Stream,
    int readNumberOfStations = 0 )
```

Constructor for a [RadioEntryURL](#).

Parameters

<i>entry</i>	BaseRadioEntry as base.
<i>url</i>	Stream-URL of the station.
<i>dataFormat</i>	Data format of the data with the radios (default: DataFormatURL.Stream, optional).
<i>readNumberOfStations</i>	Reads only the given number of radio stations (default: : 0 (= all), optional).

5.165.2.2 RadioEntryURL() [2/2]

```
Crosstales.Radio.Model.Entry.RadioEntryURL.RadioEntryURL (
    RadioStation entry,
    string url,
    Enum.DataFormatURL dataFormat = Enum.DataFormatURL.Stream,
    int readNumberOfStations = 0 )
```

Constructor for a [RadioEntryURL](#).

Parameters

<i>entry</i>	RadioStation as base.
<i>url</i>	Stream-URL of the station.
<i>dataFormat</i>	Data format of the data with the radios (default: DataFormatURL.Stream, optional).
<i>readNumberOfStations</i>	Reads only the given number of radio stations (default: : 0 (= all), optional).

5.165.3 Member Data Documentation

5.165.3.1 DataFormat

[Enum.DataFormatURL](#) Crosstales.Radio.Model.Entry.RadioEntryURL.DataFormat = Enum.DataFormatURL.Stream

Data format of the data with the radios (default: DataFormatURL.Stream).

5.165.3.2 Prefix

```
Enum.URLPrefix Crosstales.Radio.Model.Entry.RadioEntryURL.Prefix = Enum.URLPrefix.None
```

Prefixes for URLs, like ' `http://`' (default: `URLPrefix.None`).

5.165.3.3 ReadNumberOfStations

```
int Crosstales.Radio.Model.Entry.RadioEntryURL.ReadNumberOfStations
```

Reads only the given number of radio stations (default: : 0 (= all)).

5.165.3.4 URL

```
string Crosstales.Radio.Model.Entry.RadioEntryURL.URL
```

URL (add the protocol-type ' `http://`', ' `file://`' etc.) with the radios.

5.165.4 Property Documentation

5.165.4.1 FinalURL

```
string Crosstales.Radio.Model.Entry.RadioEntryURL.FinalURL [get]
```

Returns the final URL including an optional prefix.

Returns

Final URL including an optional prefix.

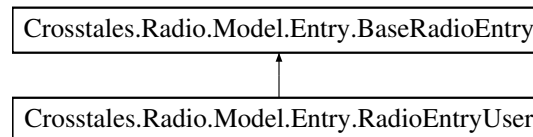
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/Entry/Radio↵
EntryURL.cs

5.166 Crosstales.Radio.Model.Entry.RadioEntryUser Class Reference

[Model](#) for an User entry.

Inheritance diagram for Crosstales.Radio.Model.Entry.RadioEntryUser:



Public Member Functions

- [RadioEntryUser](#) ([RadioStation](#) entry, string url)
Constructor for a [RadioEntryUser](#).
- override string **ToString** ()

Public Attributes

- TextAsset [Resource](#)
Text-, M3U or PLS-file with the radios.
- [Enum.DataFormatResource DataFormat](#) = Enum.DataFormatResource.Text
Data format of the data with the radios (default: DataFormatResource.Text).
- int [ReadNumberOfStations](#)
Reads only the given number of radio stations (default: : 0 (= all))
- bool [LoadOnlyOnce](#) = true
Loads the radio stations only once (default: true).
- string [Path](#)
Path to the text-file with the radios.
- [Enum.PathPrefix Prefix](#) = Enum.PathPrefix.None
Prefixes for the path (default: PathPrefix.None).

Properties

- string [FinalPath](#) [get]
Returns the final path including an optional prefix.

Additional Inherited Members

5.166.1 Detailed Description

[Model](#) for an User entry.

5.166.2 Constructor & Destructor Documentation

5.166.2.1 RadioEntryUser()

```
Crosstales.Radio.Model.Entry.RadioEntryUser.RadioEntryUser (  
    RadioStation entry,  
    string url )
```

Constructor for a [RadioEntryUser](#).

Parameters

<i>entry</i>	RadioStation as base.
<i>url</i>	Stream-URL of the station.

5.166.3 Member Data Documentation

5.166.3.1 DataFormat

`Enum.DataFormatResource` Crosstales.Radio.Model.Entry.RadioEntryUser.DataFormat = Enum.DataFormatResource.Text

Data format of the data with the radios (default: DataFormatResource.Text).

5.166.3.2 LoadOnlyOnce

`bool` Crosstales.Radio.Model.Entry.RadioEntryUser.LoadOnlyOnce = true

Loads the radio stations only once (default: true).

5.166.3.3 Path

`string` Crosstales.Radio.Model.Entry.RadioEntryUser.Path

Path to the text-file with the radios.

5.166.3.4 Prefix

`Enum.PathPrefix` Crosstales.Radio.Model.Entry.RadioEntryUser.Prefix = Enum.PathPrefix.None

Prefixes for the path (default: PathPrefix.None).

5.166.3.5 ReadNumberOfStations

`int` Crosstales.Radio.Model.Entry.RadioEntryUser.ReadNumberOfStations

Reads only the given number of radio stations (default: : 0 (= all))

5.166.3.6 Resource

TextAsset Crosstales.Radio.Model.Entry.RadioEntryUser.Resource

Text-, M3U or PLS-file with the radios.

5.166.4 Property Documentation

5.166.4.1 FinalPath

string Crosstales.Radio.Model.Entry.RadioEntryUser.FinalPath [get]

Returns the final path including an optional prefix.

Returns

Final path including an optional prefix.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/Entry/RadioEntryUser.cs

5.167 Crosstales.Radio.Model.RadioFilter Class Reference

Filter for radio stations.

Public Member Functions

- [RadioFilter](#) ()
Default-constructor for a [RadioFilter](#).
- [RadioFilter](#) ([RadioFilter](#) filter)
Clone-constructor for a [RadioFilter](#).
- override bool **Equals** (object obj)
- override int **GetHashCode** ()
- override string **ToString** ()

Public Attributes

- string **Names** = string.Empty
Part of the radio names (callsigns).
- string **Urls** = string.Empty
Part of the radio URLs.
- string **Stations** = string.Empty
Part of the radio stations.
- string **Genres** = string.Empty
Part of the radio genres.
- string **Cities** = string.Empty
Part of the radio cities.
- string **Countries** = string.Empty
Part of the radio countries (ISO 3166-1, e.g. 'ch').
- string **Languages** = string.Empty
Part of the radio languages (like 'german').
- string **Format** = string.Empty
Part of the radio formats.
- bool **ExcludeUnsupportedCodecs** = true
Exclude radio stations with unsupported codecs (default: true).
- int **Limit**
Limit number of results (default: 0 = unlimited).
- bool **isFiltering**
Are filter parameters set and active?

Properties

- float **RatingMin** [get, set]
Minimal rating (range: 0-4.9).
- float **RatingMax** [get, set]
Maximal rating (range: 0.1-5).
- int **BitrateMin** [get, set]
Minimal bitrate in kbit/s (range: 32-499).
- int **BitrateMax** [get, set]
Maximal bitrate in kbit/s (range: 33-500).

5.167.1 Detailed Description

Filter for radio stations.

5.167.2 Constructor & Destructor Documentation

5.167.2.1 RadioFilter() [1/2]

```
Crosstales.Radio.Model.RadioFilter.RadioFilter ( )
```

Default-constructor for a [RadioFilter](#).

5.167.2.2 RadioFilter() [2/2]

```
Crosstales.Radio.Model.RadioFilter.RadioFilter (
    RadioFilter filter )
```

Clone-constructor for a [RadioFilter](#).

5.167.3 Member Data Documentation

5.167.3.1 Cities

```
string Crosstales.Radio.Model.RadioFilter.Cities = string.Empty
```

Part of the radio cities.

5.167.3.2 Countries

```
string Crosstales.Radio.Model.RadioFilter.Countries = string.Empty
```

Part of the radio countries (ISO 3166-1, e.g. 'ch').

5.167.3.3 ExcludeUnsupportedCodecs

```
bool Crosstales.Radio.Model.RadioFilter.ExcludeUnsupportedCodecs = true
```

Exclude radio stations with unsupported codecs (default: true).

5.167.3.4 Format

```
string Crosstales.Radio.Model.RadioFilter.Format = string.Empty
```

Part of the radio formats.

5.167.3.5 Genres

```
string Crosstales.Radio.Model.RadioFilter.Genres = string.Empty
```

Part of the radio genres.

5.167.3.6 isFiltering

```
bool Crosstales.Radio.Model.RadioFilter.isFiltering
```

Initial value:

```
=>
    !string.IsNullOrEmpty(Names) ||
    !string.IsNullOrEmpty(Urls) ||
    !string.IsNullOrEmpty(Stations) ||
    !string.IsNullOrEmpty(Genres) ||
    !string.IsNullOrEmpty(Cities) ||
    !string.IsNullOrEmpty(Countries) ||
    !string.IsNullOrEmpty(Languages) ||
    ratingMin > 0f ||
    ratingMax < 5f ||
    !string.IsNullOrEmpty(Format) ||
    bitrateMin > 32 ||
    bitrateMax < 500 ||
    Limit != 0 ||
    ExcludeUnsupportedCodecs
```

Are filter parameters set and active?

Returns

True if filter parameters are set and active.

5.167.3.7 Languages

```
string Crosstales.Radio.Model.RadioFilter.Languages = string.Empty
```

Part of the radio languages (like 'german').

5.167.3.8 Limit

```
int Crosstales.Radio.Model.RadioFilter.Limit
```

Limit number of results (default: 0 = unlimited).

5.167.3.9 Names

```
string Crosstales.Radio.Model.RadioFilter.Names = string.Empty
```

Part of the radio names (callsigns).

5.167.3.10 Stations

```
string Crosstales.Radio.Model.RadioFilter.Stations = string.Empty
```

Part of the radio stations.

5.167.3.11 Urls

```
string Crosstales.Radio.Model.RadioFilter.Urls = string.Empty
```

Part of the radio URLs.

5.167.4 Property Documentation

5.167.4.1 BitrateMax

```
int Crosstales.Radio.Model.RadioFilter.BitrateMax [get], [set]
```

Maximal bitrate in kbit/s (range: 33-500).

5.167.4.2 BitrateMin

```
int Crosstales.Radio.Model.RadioFilter.BitrateMin [get], [set]
```

Minimal bitrate in kbit/s (range: 32-499).

5.167.4.3 RatingMax

```
float Crosstales.Radio.Model.RadioFilter.RatingMax [get], [set]
```

Maximal rating (range: 0.1-5).

5.167.4.4 RatingMin

`float Crosstales.Radio.Model.RadioFilter.RatingMin [get], [set]`

Minimal rating (range: 0-4.9).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/Radio↵
Filter.cs

5.168 Crosstales.Radio.EditorIntegration.RadioGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.168.1 Detailed Description

Editor component for the "Hierarchy"-menu.

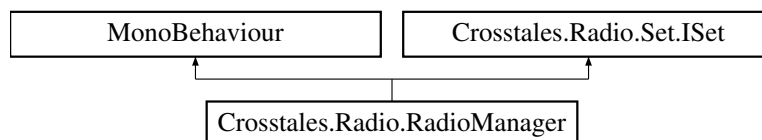
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Integration/Radio↵
GameObject.cs

5.169 Crosstales.Radio.RadioManager Class Reference

[Radio](#) manager for multiple radio players.

Inheritance diagram for Crosstales.Radio.RadioManager:



Public Member Functions

- `System.Collections.Generic.List< RadioPlayer > GetPlayers` (bool random=false, [Model.RadioFilter](#) filter=null)
Get all [RadioPlayer](#) for a given [RadioFilter](#).
- `int CountPlayers` ([Model.RadioFilter](#) filter=null)
Count all [RadioPlayer](#) for a given [RadioFilter](#).
- `void PlayAll` ()
Play all radios of this manager at once.
- `RadioPlayer PlayerFromIndex` (bool random=false, int index=-1, [Model.RadioFilter](#) filter=null)
[Radio](#) player from a given index (normal/random) from this manager.
- `RadioPlayer Next` (bool random=false, [Model.RadioFilter](#) filter=null, bool stopAll=true, bool play↔Immediately=true)
Next (normal/random) radio from this manager.
- `RadioPlayer Previous` (bool random=false, [Model.RadioFilter](#) filter=null, bool stopAll=true, bool play↔Immediately=true)
Previous (normal/random) radio from this manager.
- `void StopAll` (bool resetIndex)
Stops all radios of this manager at once.
- `void StopAll` ()
Stops all radios of this manager at once.
- `System.Collections.Generic.List< RadioPlayer > PlayersByName` (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radios of this manager ordered by name.
- `System.Collections.Generic.List< RadioPlayer > PlayersByURL` (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radios of this manager ordered by URL.
- `System.Collections.Generic.List< RadioPlayer > PlayersByFormat` (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radios of this manager ordered by audio format.
- `System.Collections.Generic.List< RadioPlayer > PlayersByStation` (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radios of this manager ordered by station.
- `System.Collections.Generic.List< RadioPlayer > PlayersByBitrate` (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radios of this manager ordered by bitrate.
- `System.Collections.Generic.List< RadioPlayer > PlayersByGenres` (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radios of this manager ordered by genres.
- `System.Collections.Generic.List< RadioPlayer > PlayersByRating` (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radios of this manager ordered by rating.
- `void RandomizePlayers` (bool resetIndex=true)
Randomize all radio players.
- `override string ToString` ()
- `System.Collections.Generic.List< Model.RadioStation > GetStations` (bool random=false, [Model.RadioFilter](#) filter=null)
Get all [RadioStation](#) for a given [RadioFilter](#).
- `int CountStations` ([Model.RadioFilter](#) filter=null)
Count all [RadioStation](#) for a given [RadioFilter](#).
- `Model.RadioStation StationFromIndex` (bool random=false, int index=-1, [Model.RadioFilter](#) filter=null)
[Radio](#) station from a given index (normal/random) from this set.

- [Model.RadioStation StationFromHashCode](#) (int hashCode)
Radio station from a hashcode from this set.
- [Model.RadioStation NextStation](#) (bool random=false, [Model.RadioFilter](#) filter=null)
Next (normal/random) radio station from this set.
- [Model.RadioStation PreviousStation](#) (bool random=false, [Model.RadioFilter](#) filter=null)
Previous (normal/random) radio station from this set.
- [System.Collections.Generic.List< Model.RadioStation > StationsByName](#) (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by name.
- [System.Collections.Generic.List< Model.RadioStation > StationsByURL](#) (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by URL.
- [System.Collections.Generic.List< Model.RadioStation > StationsByFormat](#) (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by audio format.
- [System.Collections.Generic.List< Model.RadioStation > StationsByStation](#) (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by station.
- [System.Collections.Generic.List< Model.RadioStation > StationsByBitrate](#) (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by bitrate.
- [System.Collections.Generic.List< Model.RadioStation > StationsByGenres](#) (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by genres.
- [System.Collections.Generic.List< Model.RadioStation > StationsByCities](#) (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by cities.
- [System.Collections.Generic.List< Crosstales.Radio.Model.RadioStation > StationsByCountries](#) (bool desc=false, [Crosstales.Radio.Model.RadioFilter](#) filter=null)
- [System.Collections.Generic.List< Model.RadioStation > StationsByLanguages](#) (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by languages.
- [System.Collections.Generic.List< Model.RadioStation > StationsByRating](#) (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by rating.
- void [Load](#) ()
Loads all stations from this set (via providers).
- void [Save](#) (string path, [Model.RadioFilter](#) filter=null)
Saves all stations from this set as text-file with streams.
- void [RandomizeStations](#) (bool resetIndex=true)
Randomize all radio stations.

Public Attributes

- [Set.RadioSet Set](#)
'Set' from the scene.
- [Model.RadioFilter Filter](#)
Global RadioFilter (active if no explicit filter is given).
- bool [LoadOnStart](#)
Calls 'Load' on Start (default: false).
- bool [LoadOnStartInEditor](#)

- Calls 'Load' on Start in Editor (default: false).*
- bool [InstantiateRadioPlayers](#)
Instantiate [RadioPlayer](#) (default: false).
- GameObject [RadioPrefab](#)
Prefab of the [RadioPlayer](#).
- System.Collections.Generic.List< [RadioPlayer](#) > [Players](#) => players
List of all instantiated [RadioPlayer](#).
- [FilterChangeEvent](#) [OnFilterChanged](#)
- [StationsChangeEvent](#) [OnStationsChanged](#)
- [ProviderReadyEvent](#) [OnProviderReadyEvent](#)
- System.Collections.Generic.List< [Model.RadioStation](#) > [Stations](#) => [Set](#) != null ? [Set.Stations](#) : new System.Collections.Generic.List<[Model.RadioStation](#)>()
- System.Collections.Generic.List< [Crosstales.Radio.Model.RadioStation](#) > [RandomStations](#) => [Set](#) != null ? [Set.RandomStations](#) : new System.Collections.Generic.List<[Model.RadioStation](#)>()
- bool [isReady](#) => [Set](#) != null && [Set.isReady](#)

Properties

- bool [isPlayback](#) [get]
Is any of the [RadioPlayers](#) in playback-mode?
- bool [isAudioPlaying](#) [get]
Is any of the [RadioPlayers](#) playing audio?
- bool [isBuffering](#) [get]
Is any of the [RadioPlayers](#) buffering?
- int? [CurrentStationIndex](#) [get, set]
- int? [CurrentRandomStationIndex](#) [get, set]

Events

- FilterChange [OnFilterChange](#)
An event triggered whenever the filter changes.
- StationsChange [OnStationsChange](#)
An event triggered whenever the stations change.
- ProviderReady [OnProviderReady](#)
An event triggered whenever all providers are ready.

5.169.1 Detailed Description

[Radio](#) manager for multiple radio players.

5.169.2 Member Function Documentation

5.169.2.1 CountPlayers()

```
int Crosstales.Radio.RadioManager.CountPlayers (
    Model.RadioFilter filter = null )
```

Count all [RadioPlayer](#) for a given [RadioFilter](#).

Parameters

<i>filter</i>	Filter for the radio players (default: null, optional)
---------------	--

Returns

Number of all [RadioPlayer](#) for a given RadioFilter.

5.169.2.2 CountStations()

```
int Crosstales.Radio.RadioManager.CountStations (
    Model.RadioFilter filter = null )
```

Count all RadioStation for a given RadioFilter.

Parameters

<i>filter</i>	Filter for the radio stations (default: null, optional)
---------------	---

Returns

Number of all RadioStation for a given RadioFilter.

Implements [Crosstales.Radio.Set.ISet](#).

5.169.2.3 GetPlayers()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.GetPlayers (
    bool random = false,
    Model.RadioFilter filter = null )
```

Get all [RadioPlayer](#) for a given RadioFilter.

Parameters

<i>random</i>	Return random RadioPlayer (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All [RadioPlayer](#) for a given RadioFilter.

5.169.2.4 GetStations()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.RadioManager.GetStations  
(  
    bool random = false,  
    Model.RadioFilter filter = null )
```

Get all RadioStation for a given RadioFilter.

Parameters

<i>random</i>	Return random RadioStation (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All RadioStation for a given RadioFilter.

Implements [Crosstales.Radio.Set.ISet](#).

5.169.2.5 Load()

```
void Crosstales.Radio.RadioManager.Load ( )
```

Loads all stations from this set (via providers).

Implements [Crosstales.Radio.Set.ISet](#).

5.169.2.6 Next()

```
RadioPlayer Crosstales.Radio.RadioManager.Next (  
    bool random = false,  
    Model.RadioFilter filter = null,  
    bool stopAll = true,  
    bool playImmediately = true )
```

Next (normal/random) radio from this manager.

Parameters

<i>random</i>	Return a random radio player (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)
<i>stopAll</i>	Stops all radios of this manager (default: true, optional)
<i>playImmediately</i>	Plays the radio (default: true, optional)

Returns

Next radio station.

5.169.2.7 NextStation()

```
Model.RadioStation Crosstales.Radio.RadioManager.NextStation (
    bool random = false,
    Model.RadioFilter filter = null )
```

Next (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Next radio station.

Implements [Crosstales.Radio.Set.ISet](#).

5.169.2.8 PlayAll()

```
void Crosstales.Radio.RadioManager.PlayAll ( )
```

Play all radios of this manager at once.

5.169.2.9 PlayerFromIndex()

```
RadioPlayer Crosstales.Radio.RadioManager.PlayerFromIndex (
    bool random = false,
    int index = -1,
    Model.RadioFilter filter = null )
```

[Radio](#) player from a given index (normal/random) from this manager.

Parameters

<i>random</i>	Return a random radio player (default: false, optional)
<i>index</i>	Index of the radio player (default: -1, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

Radio player by index.

5.169.2.10 PlayersByBitrate()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.PlayersByBitrate (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radios of this manager ordered by bitrate.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All radios of this manager ordered by bitrate.

5.169.2.11 PlayersByFormat()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.PlayersByFormat (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radios of this manager ordered by audio format.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All radios of this manager ordered by audio format.

5.169.2.12 PlayersByGenres()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.PlayersByGenres (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radios of this manager ordered by genres.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All radios of this manager ordered by genre.

5.169.2.13 PlayersByName()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.PlayersByName (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radios of this manager ordered by name.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All radios of this manager ordered by name.

5.169.2.14 PlayersByRating()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.PlayersByRating (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radios of this manager ordered by rating.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All radios of this manager ordered by rating.

5.169.2.15 PlayersByStation()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.PlayersByStation (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radios of this manager ordered by station.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All radios of this manager ordered by station.

5.169.2.16 PlayersByURL()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.PlayersByURL (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radios of this manager ordered by URL.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All radios of this manager ordered by URL.

5.169.2.17 Previous()

```
RadioPlayer Crosstales.Radio.RadioManager.Previous (
    bool random = false,
    Model.RadioFilter filter = null,
    bool stopAll = true,
    bool playImmediately = true )
```

Previous (normal/random) radio from this manager.

Parameters

<i>random</i>	Return a random radio player (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)
<i>stopAll</i>	Stops all radios of this manager (default: true, optional)
<i>playImmediately</i>	Plays the radio (default: true, optional)

Returns

Previous radio station.

5.169.2.18 PreviousStation()

```
Model.RadioStation Crosstales.Radio.RadioManager.PreviousStation (
    bool random = false,
    Model.RadioFilter filter = null )
```

Previous (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Previous radio station.

Implements [Crosstales.Radio.Set.ISet](#).

5.169.2.19 RandomizePlayers()

```
void Crosstales.Radio.RadioManager.RandomizePlayers (
    bool resetIndex = true )
```

Randomize all radio players.

Parameters

<i>resetIndex</i>	Reset the index of the random radio stations (default: true, optional)
-------------------	--

5.169.2.20 RandomizeStations()

```
void Crosstales.Radio.RadioManager.RandomizeStations (
    bool resetIndex = true )
```

Randomize all radio stations.

Parameters

<i>resetIndex</i>	Reset the index of the random radio stations (default: true, optional)
-------------------	--

Implements [Crosstales.Radio.Set.ISet](#).

5.169.2.21 Save()

```
void Crosstales.Radio.RadioManager.Save (
    string path,
    Model.RadioFilter filter = null )
```

Saves all stations from this set as text-file with streams.

Parameters

<i>path</i>	Path to the text-file.
<i>filter</i>	Filter for the radio stations (default: null, optional)

Implements [Crosstales.Radio.Set.ISet](#).

5.169.2.22 StationFromHashCode()

```
Model.RadioStation Crosstales.Radio.RadioManager.StationFromHashCode (
    int hashCode )
```

[Radio](#) station from a hashcode from this set.

Parameters

<i>hashCode</i>	Hashcode of the radio station
-----------------	-------------------------------

Returns

[Radio](#) station from hashcode.

Implements [Crosstales.Radio.Set.ISet](#).

5.169.2.23 StationFromIndex()

```
Model.RadioStation Crosstales.Radio.RadioManager.StationFromIndex (
    bool random = false,
    int index = -1,
    Model.RadioFilter filter = null )
```

[Radio](#) station from a given index (normal/random) from this set.

Parameters

<i>random</i>	Return a random Radio station (default: false, optional)
<i>index</i>	Index of the radio station (default: -1, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Record from index.

Implements [Crosstales.Radio.Set.ISet](#).

5.169.2.24 StationsByBitrate()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.RadioManager.StationsBy↵
Bitrate (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by bitrate.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by bitrate.

Implements [Crosstales.Radio.Set.ISet](#).

5.169.2.25 StationsByCities()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.RadioManager.StationsBy↵
Cities (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by cities.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by cities.

Implements [Crosstales.Radio.Set.ISet](#).

5.169.2.26 StationsByFormat()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.RadioManager.StationsBy↵  
Format (   
    bool desc = false,  
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by audio format.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by audio format.

Implements [Crosstales.Radio.Set.ISet](#).

5.169.2.27 StationsByGenres()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.RadioManager.StationsBy↵  
Genres (   
    bool desc = false,  
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by genres.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by genre.

Implements [Crosstales.Radio.Set.ISet](#).

5.169.2.28 StationsByLanguages()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.RadioManager.StationsBy←  
Languages (   
    bool desc = false,   
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by languages.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by languages.

Implements [Crosstales.Radio.Set.ISet](#).

5.169.2.29 StationsByName()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.RadioManager.StationsBy←  
Name (   
    bool desc = false,   
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by name.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by name.

Implements [Crosstales.Radio.Set.ISet](#).

5.169.2.30 StationsByRating()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.RadioManager.StationsByRating (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by rating.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by rating.

Implements [Crosstales.Radio.Set.ISet](#).

5.169.2.31 StationsByStation()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.RadioManager.StationsByStation (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by station.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by station.

Implements [Crosstales.Radio.Set.ISet](#).

5.169.2.32 StationsByURL()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.RadioManager.StationsByURL (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by URL.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by URL.

Implements [Crosstales.Radio.Set.ISet](#).

5.169.2.33 StopAll() [1/2]

```
void Crosstales.Radio.RadioManager.StopAll ( )
```

Stops all radios of this manager at once.

5.169.2.34 StopAll() [2/2]

```
void Crosstales.Radio.RadioManager.StopAll (
    bool resetIndex )
```

Stops all radios of this manager at once.

Parameters

<i>resetIndex</i>	Reset the index of the radio stations (default: false)
-------------------	--

5.169.3 Member Data Documentation**5.169.3.1 Filter**

[Model.RadioFilter](#) `Crosstales.Radio.RadioManager.Filter`

Global RadioFilter (active if no explicit filter is given).

5.169.3.2 InstantiateRadioPlayers

```
bool Crosstales.Radio.RadioManager.InstantiateRadioPlayers
```

Instantiate [RadioPlayer](#) (default: false).

5.169.3.3 LoadOnStart

```
bool Crosstales.Radio.RadioManager.LoadOnStart
```

Calls 'Load' on Start (default: false).

5.169.3.4 LoadOnStartInEditor

```
bool Crosstales.Radio.RadioManager.LoadOnStartInEditor
```

Calls 'Load' on Start in Editor (default: false).

5.169.3.5 Players

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.Players => players
```

List of all instantiated [RadioPlayer](#).

5.169.3.6 RadioPrefab

```
GameObject Crosstales.Radio.RadioManager.RadioPrefab
```

Prefab of the [RadioPlayer](#).

5.169.3.7 Set

```
Set.RadioSet Crosstales.Radio.RadioManager.Set
```

'[Set](#)' from the scene.

5.169.4 Property Documentation

5.169.4.1 isAudioPlaying

```
bool Crosstales.Radio.RadioManager.isAudioPlaying [get]
```

Is any of the RadioPlayers playing audio?

Returns

True if any of the RadioPlayers is playing audio.

5.169.4.2 isBuffering

```
bool Crosstales.Radio.RadioManager.isBuffering [get]
```

Is any of the RadioPlayers buffering?

Returns

True if any of the RadioPlayers is buffering.

5.169.4.3 isPlayback

```
bool Crosstales.Radio.RadioManager.isPlayback [get]
```

Is any of the RadioPlayers in playback-mode?

Returns

True if any of the RadioPlayers is in playback-mode.

5.169.5 Event Documentation

5.169.5.1 OnFilterChange

```
FilterChange Crosstales.Radio.RadioManager.OnFilterChange
```

An event triggered whenever the filter changes.

5.169.5.2 OnProviderReady

ProviderReady Crosstales.Radio.RadioManager.OnProviderReady

An event triggered whenever all providers are ready.

5.169.5.3 OnStationsChange

StationsChange Crosstales.Radio.RadioManager.OnStationsChange

An event triggered whenever the stations change.

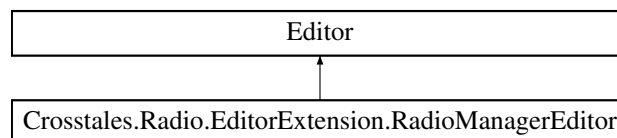
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/RadioManager.cs

5.170 Crosstales.Radio.EditorExtension.RadioManagerEditor Class Reference

Custom editor for the 'RadioPlayer'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.RadioManagerEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.170.1 Detailed Description

Custom editor for the 'RadioPlayer'-class.

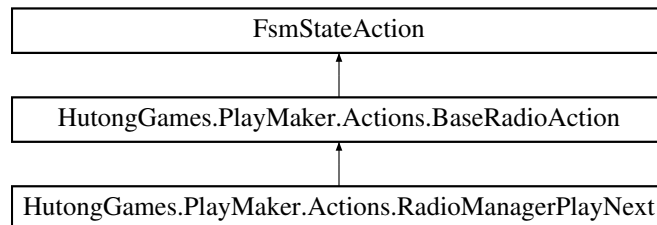
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Extension/RadioManagerEditor.cs

5.171 HutongGames.PlayMaker.Actions.RadioManagerPlayNext Class Reference

PlayNext-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.RadioManagerPlayNext:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- [Crosstales.Radio.RadioManager](#) **RadioManager**
Add a RadioManager (default: first object in scene).
- FsmBool **PlayRandom** = false
Play next radio station in random order (default: false).

5.171.1 Detailed Description

PlayNext-action for [PlayMaker](#).

5.171.2 Member Data Documentation

5.171.2.1 PlayRandom

```
FsmBool HutongGames.PlayMaker.Actions.RadioManagerPlayNext.PlayRandom = false
```

Play next radio station in random order (default: false).

5.171.2.2 RadioManager

[Crosstales.Radio.RadioManager](#) `HutongGames.PlayMaker.Actions.RadioManagerPlayNext.RadioManager`

Add a RadioManager (default: first object in scene).

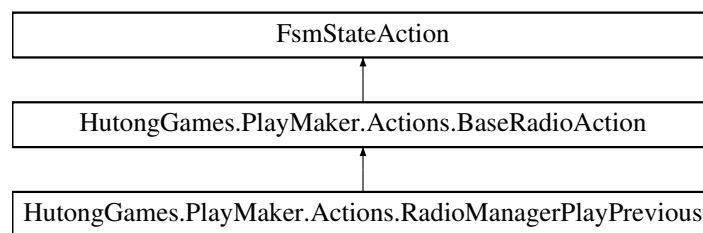
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/Scripts/RadioManagerPlayNext.cs`

5.172 HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious Class Reference

PlayPrevious-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- [Crosstales.Radio.RadioManager](#) `RadioManager`
Add a RadioManager (default: random manager in scene).
- FsmBool `PlayRandom` = false
Play previous radio station in random order (default: false).

5.172.1 Detailed Description

PlayPrevious-action for [PlayMaker](#).

5.172.2 Member Data Documentation

5.172.2.1 PlayRandom

`FsmBool HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious.PlayRandom = false`

Play previous radio station in random order (default: false).

5.172.2.2 RadioManager

`Crosstales.Radio.RadioManager` `HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious.RadioManager`

Add a RadioManager (default: random manager in scene).

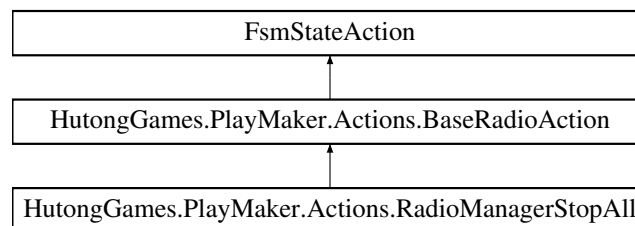
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/Scripts/RadioManagerPlayPrevious.cs`

5.173 HutongGames.PlayMaker.Actions.RadioManagerStopAll Class Reference

StopAll-action for [PlayMaker](#).

Inheritance diagram for `HutongGames.PlayMaker.Actions.RadioManagerStopAll`:



Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Public Attributes

- [Crosstales.Radio.RadioManager](#) `RadioManager`
Add a *RadioManager* (default: random manager in scene).

5.173.1 Detailed Description

StopAll-action for [PlayMaker](#).

5.173.2 Member Data Documentation

5.173.2.1 RadioManager

[Crosstales.Radio.RadioManager](#) `HutongGames.PlayMaker.Actions.RadioManagerStopAll.RadioManager`

Add a RadioManager (default: random manager in scene).

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

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/Scripts/RadioManagerStopAll.cs`

5.174 Crosstales.Radio.EditorIntegration.RadioMenu Class Reference

Editor component for the "Tools"-menu.

5.174.1 Detailed Description

Editor component for the "Tools"-menu.

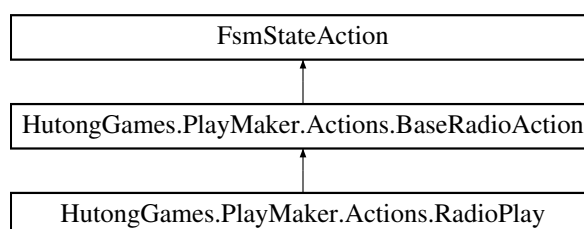
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Integration/RadioMenu.cs`

5.175 HutongGames.PlayMaker.Actions.RadioPlay Class Reference

Play-action for [PlayMaker](#).

Inheritance diagram for `HutongGames.PlayMaker.Actions.RadioPlay`:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmString **RadioName** = string.Empty
Name of the radio station.
- FsmString **Url** = string.Empty
Streaming-URL of the station.
- FsmString **Station** = string.Empty
Name of the station.
- FsmInt **Bitrate** = **Crosstales.Radio.Util.Config.DEFAULT_BITRATE**
Bitrate in kbit/s (default: 128).
- FsmInt **ChunkSize** = **Crosstales.Radio.Util.Config.DEFAULT_CHUNKSIZE**
Size of the streaming-chunk in KB (default: 32).
- FsmInt **BufferSize** = **Crosstales.Radio.Util.Config.DEFAULT_BUFFERSIZE**
Size of the local buffer in KB (default: 48).
- FsmInt **CacheStreamSize** = **Crosstales.Radio.Util.Config.DEFAULT_CACHESTREAMSIZE**
Size of cache stream in KB (default: 1024).
- **Crosstales.Radio.RadioPlayer** **RadioPlayer**
Add a RadioPlayer (default: random player in scene).

5.175.1 Detailed Description

Play-action for [PlayMaker](#).

5.175.2 Member Data Documentation

5.175.2.1 Bitrate

```
FsmInt HutongGames.PlayMaker.Actions.RadioPlay.Bitrate = Crosstales.Radio.Util.Config.DEFAULT_BITRATE
```

Bitrate in kbit/s (default: 128).

5.175.2.2 BufferSize

```
FsmInt HutongGames.PlayMaker.Actions.RadioPlay.BufferSize = Crosstales.Radio.Util.Config.DEFAULT_BUFFERSIZE
```

Size of the local buffer in KB (default: 48).

5.175.2.3 CacheStreamSize

```
FsmInt HutongGames.PlayMaker.Actions.RadioPlay.CacheStreamSize = Crosstales.Radio.Util.Config.DEFAULT_CACHESTREAMSIZE
```

Size of cache stream in KB (default: 1024).

5.175.2.4 ChunkSize

```
FsmInt HutongGames.PlayMaker.Actions.RadioPlay.ChunkSize = Crosstales.Radio.Util.Config.DEFAULT_CHUNKSIZE
```

Size of the streaming-chunk in KB (default: 32).

5.175.2.5 RadioName

```
FsmString HutongGames.PlayMaker.Actions.RadioPlay.RadioName = string.Empty
```

Name of the radio station.

5.175.2.6 RadioPlayer

```
Crosstales.Radio.RadioPlayer HutongGames.PlayMaker.Actions.RadioPlay.RadioPlayer
```

Add a RadioPlayer (default: random player in scene).

5.175.2.7 Station

```
FsmString HutongGames.PlayMaker.Actions.RadioPlay.Station = string.Empty
```

Name of the station.

5.175.2.8 Url

```
FsmString HutongGames.PlayMaker.Actions.RadioPlay.Url = string.Empty
```

Streaming-URL of the station.

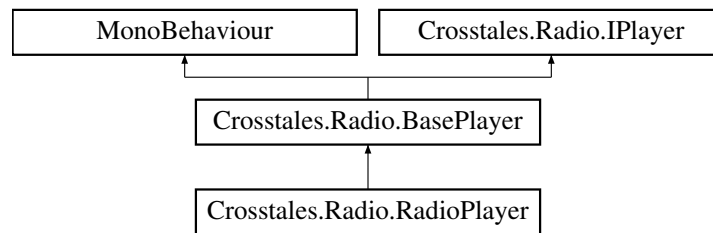
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/Scripts/RadioPlay.cs

5.176 Crosstales.Radio.RadioPlayer Class Reference

Player for a radio station.

Inheritance diagram for Crosstales.Radio.RadioPlayer:



Public Member Functions

- override void **Play** ()
Plays the radio-station.
- override void **Stop** ()
Stops the playback of the radio-station.
- override void **Restart** (float invokeDelay=**Util.Constants.INVOKE_DELAY**)
Restarts the playback of the radio-station.
- virtual string **ToShortString** ()
- void **Load** ()
Loads the [RadioPlayer](#).
- void **Save** ()
Saves the [RadioPlayer](#).
- override void **Mute** ()
Mute the playback of the record.
- override void **UnMute** ()
Unmute the playback of the record.
- override string **ToString** ()
- virtual void **PlayInEditor** (int channels=2, int sampleRate=44100)
Plays the radio-station (Editor only).

Public Attributes

- override bool **isPlayback** => playback
- override bool **isAudioPlaying** => playback && !isBuffering
- override bool **isBuffering** => !bufferAvailable
- override **Model.RecordInfo RecordInfo** => recordInfo
- override **Model.RecordInfo NextRecordInfo** => nextRecordInfo
- override float **NextRecordDelay** => nextRecordDelay
- override long **CurrentBufferSize** => ms != null ? ms.Length - ms.Position : 0
- override long **CurrentDownloadSpeed** => ms != null && PlayTime > 0f ? (long)(ms.Length / PlayTime) : 0
- override int **Channels** => station?.Channels ?? 0
- override int **SampleRate** => station?.SampleRate ?? 0
- **PlaybackStartEvent OnPlaybackStarted**
- **BufferingStartEvent OnBufferingStarted**
- **BufferingEndEvent OnBufferingEnded**
- **AudioStartEvent OnAudioStarted**
- **AudioEndEvent OnAudioEnded**
- **PlaybackEndEvent OnPlaybackEnded**
- **RecordChangeEvent OnRecordChanged**
- **ErrorEvent OnError**

Protected Member Functions

- override void **onPlaybackStart** ([Model.RadioStation](#) _station)
- override void **onPlaybackEnd** ([Model.RadioStation](#) _station)
- override void **onBufferingStart** ([Model.RadioStation](#) _station)
- override void **onBufferingEnd** ([Model.RadioStation](#) _station)
- override void **onAudioStart** ([Model.RadioStation](#) _station)
- override void **onAudioEnd** ([Model.RadioStation](#) _station)
- override void **onErrorInfo** ([Model.RadioStation](#) _station, string info)
- override void **onRecordChange** ([Model.RadioStation](#) _station, [Model.RecordInfo](#) newRecord)
- override void **onRecordPlayTimeUpdate** ([Model.RadioStation](#) _station, [Model.RecordInfo](#) record, float play-time)
- override void **onNextRecordChange** ([Model.RadioStation](#) _station, [Model.RecordInfo](#) nextRecord, float _↔ delay)
- override void **onNextRecordDelayUpdate** ([Model.RadioStation](#) _station, [Model.RecordInfo](#) nextRecord, float _delay)

Protected Attributes

- [NAudio.Wave.Mp3FileReader](#) **nAudioReader**
- [NVorbis.VorbisReader](#) **nVorbisReader**
- [NLayer.MpegFile](#) **nLayerReader**
- bool **stopped** = true
- bool **bufferAvailable**
- bool **playback**
- override [PlaybackStartEvent](#) **onPlaybackStarted** => OnPlaybackStarted
- override [PlaybackEndEvent](#) **onPlaybackEnded** => OnPlaybackEnded
- override [RecordChangeEvent](#) **onRecordChanged** => OnRecordChanged
- override [BufferingStartEvent](#) **onBufferingStarted** => OnBufferingStarted
- override [BufferingEndEvent](#) **onBufferingEnded** => OnBufferingEnded
- override [AudioStartEvent](#) **onAudioStarted** => OnAudioStarted
- override [AudioEndEvent](#) **onAudioEnded** => OnAudioEnded
- override [ErrorEvent](#) **onError** => OnError

Properties

- static [RadioPlayer](#) **Instance** [get]
Returns the singleton instance of this class.
- override [Model.RadioStation](#) **Station** [get, set]
- bool **PlayOnStart** [get, set]
Play the [RadioPlayer](#) on start on/off.
- float **Delay** [get, set]
Delay in seconds until the [RadioPlayer](#) starts playing.
- override bool **HandleFocus** [get, set]
- override int? **CacheStreamSize** [get, set]
- override bool **LegacyMode** [get, set]
- override bool **CaptureDataStream** [get, set]
- override [AudioSource](#) **Source** [get, protected set]
- override [Model.Enum.AudioCodec](#) **Codec** [get, protected set]
- override float **PlayTime** [get, protected set]
- override float **BufferProgress** [get, protected set]
- override float **RecordPlayTime** [get, protected set]
- override [Common.Util.MemoryCacheStream](#) **DataStream** [get, protected set]
- override float? **Volume** [get, set]
- override float? **Pitch** [get, set]
- override float? **StereoPan** [get, set]
- override bool **isMuted** [get, set]

Additional Inherited Members

5.176.1 Detailed Description

Player for a radio station.

5.176.2 Member Function Documentation

5.176.2.1 Load()

```
void Crosstales.Radio.RadioPlayer.Load ( )
```

Loads the [RadioPlayer](#).

5.176.2.2 Mute()

```
override void Crosstales.Radio.RadioPlayer.Mute ( ) [virtual]
```

Mute the playback of the record.

Implements [Crosstales.Radio.BasePlayer](#).

5.176.2.3 Play()

```
override void Crosstales.Radio.RadioPlayer.Play ( ) [virtual]
```

Plays the radio-station.

Implements [Crosstales.Radio.BasePlayer](#).

5.176.2.4 PlayInEditor()

```
virtual void Crosstales.Radio.RadioPlayer.PlayInEditor (
    int channels = 2,
    int sampleRate = 44100 ) [virtual]
```

Plays the radio-station (Editor only).

Parameters

<i>channels</i>	Number of audio channels (default: 2, optional)
<i>sampleRate</i>	Sample rate of the audio (default: 44100, optional)

5.176.2.5 Restart()

```
override void Crosstales.Radio.RadioPlayer.Restart (
    float invokeDelay = Util.Constants.INVOKE_DELAY ) [virtual]
```

Restarts the playback of the radio-station.

Parameters

<i>invokeDelay</i>	Delay for the restart (default: 0.4, optional)
--------------------	--

Implements [Crosstales.Radio.BasePlayer](#).

5.176.2.6 Save()

```
void Crosstales.Radio.RadioPlayer.Save ( )
```

Saves the [RadioPlayer](#).

5.176.2.7 Stop()

```
override void Crosstales.Radio.RadioPlayer.Stop ( ) [virtual]
```

Stops the playback of the radio-station.

Implements [Crosstales.Radio.BasePlayer](#).

5.176.2.8 UnMute()

```
override void Crosstales.Radio.RadioPlayer.UnMute ( ) [virtual]
```

Unmute the playback of the record.

Implements [Crosstales.Radio.BasePlayer](#).

5.176.3 Property Documentation

5.176.3.1 Delay

`float Crosstales.Radio.RadioPlayer.Delay [get], [set]`

Delay in seconds until the [RadioPlayer](#) starts playing.

5.176.3.2 Instance

`RadioPlayer Crosstales.Radio.RadioPlayer.Instance [static], [get]`

Returns the singleton instance of this class.

Returns

Singleton instance of this class.

5.176.3.3 PlayOnStart

`bool Crosstales.Radio.RadioPlayer.PlayOnStart [get], [set]`

Play the [RadioPlayer](#) on start on/off.

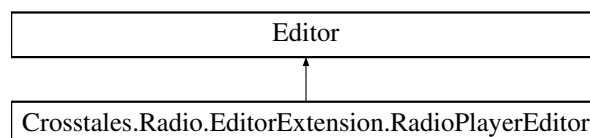
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/RadioPlayer.cs

5.177 Crosstales.Radio.EditorExtension.RadioPlayerEditor Class Reference

Custom editor for the '[RadioPlayer](#)'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.RadioPlayerEditor:



Public Member Functions

- delegate void **StopPlayback** ()
- void **OnEnable** ()
- void **OnDisable** ()
- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

Events

- static StopPlayback **OnStopPlayback**

5.177.1 Detailed Description

Custom editor for the 'RadioPlayer'-class.

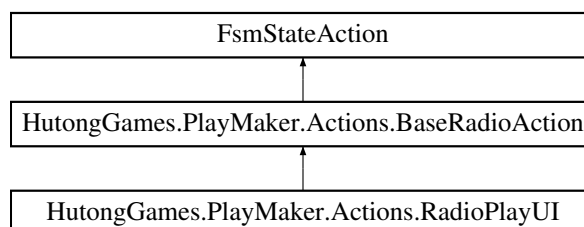
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstaes/Radio/Editor/Extension/RadioPlayerEditor.cs

5.178 HutongGames.PlayMaker.Actions.RadioPlayUI Class Reference

PlayUI-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.RadioPlayUI:



Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Public Attributes

- InputField [RadioName](#)
Name of the radio station.
- InputField [Url](#)
Streaming-URL of the station.
- InputField [Station](#)
Name of the station.
- [Crosstaes.Radio.RadioPlayer](#) [RadioPlayer](#)
Add a RadioPlayer (default: random player in scene).

5.178.1 Detailed Description

PlayUI-action for [PlayMaker](#).

5.178.2 Member Data Documentation

5.178.2.1 RadioName

`InputField` `HutongGames.PlayMaker.Actions.RadioPlayUI.RadioName`

Name of the radio station.

5.178.2.2 RadioPlayer

[Crosstailes.Radio.RadioPlayer](#) `HutongGames.PlayMaker.Actions.RadioPlayUI.RadioPlayer`

Add a `RadioPlayer` (default: random player in scene).

5.178.2.3 Station

`InputField` `HutongGames.PlayMaker.Actions.RadioPlayUI.Station`

Name of the station.

5.178.2.4 Url

`InputField` `HutongGames.PlayMaker.Actions.RadioPlayUI.Url`

Streaming-URL of the station.

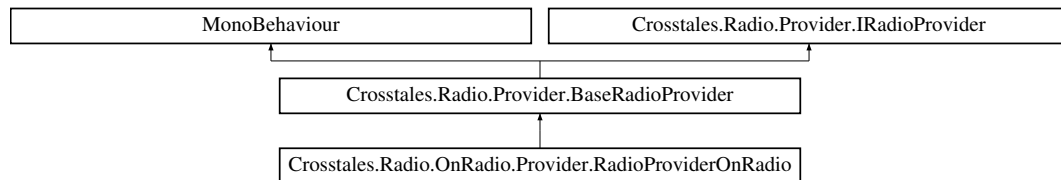
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Radio/3rd party/PlayMaker/Scripts/RadioPlayUI.cs`

5.179 Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio Class Reference

[Provider](#) for [OnRadio](#) service results.

Inheritance diagram for Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio:



Public Member Functions

- override void [Load](#) ()
Loads all stations from this provider.

Public Attributes

- [OnRadio.Service.BaseService](#)[] [Services](#)
OnRadio services from the scene.
- override System.Collections.Generic.List< [Crosstales.Radio.Model.Entry.BaseRadioEntry](#) > **RadioEntries**
=> new System.Collections.Generic.List<[Crosstales.Radio.Model.Entry.BaseRadioEntry](#)>()
- override bool **isReady** => ready
- [StationsChangeEvent](#) **OnStationsChanged**
- [ProviderReadyEvent](#) **OnProviderReadyEvent**

Protected Attributes

- override [StationsChangeEvent](#) **onStationsChanged** => OnStationsChanged
- override [ProviderReadyEvent](#) **onProviderReadyEvent** => OnProviderReadyEvent

Additional Inherited Members

5.179.1 Detailed Description

[Provider](#) for [OnRadio](#) service results.

5.179.2 Member Function Documentation

5.179.2.1 Load()

```
override void Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio.Load ( ) [virtual]
```

Loads all stations from this provider.

Reimplemented from [Crosstales.Radio.Provider.BaseRadioProvider](#).

5.179.3 Member Data Documentation

5.179.3.1 Services

```
OnRadio.Service.BaseService [ ] Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio.Services
```

[OnRadio](#) services from the scene.

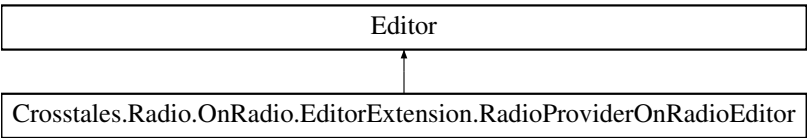
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/Provider/RadioProviderOnRadio.cs

5.180 Crosstales.Radio.OnRadio.EditorExtension.RadioProviderOnRadioEditor Class Reference

Custom editor for the 'RadioProviderOnRadio'-class.

Inheritance diagram for Crosstales.Radio.OnRadio.EditorExtension.RadioProviderOnRadioEditor:



Public Member Functions

- void **OnEnable** ()
- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

5.180.1 Detailed Description

Custom editor for the 'RadioProviderOnRadio'-class.

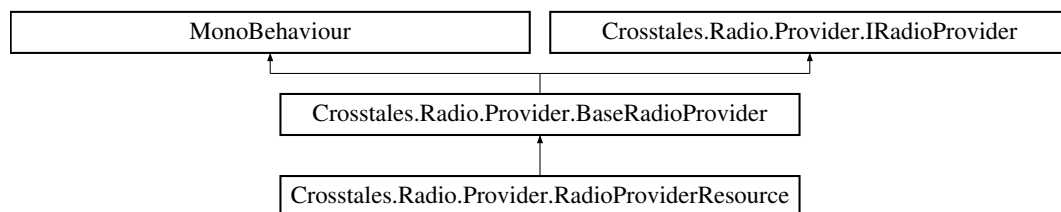
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Editor/RadioProviderOnRadioEditor.cs

5.181 Crosstales.Radio.Provider.RadioProviderResource Class Reference

[Provider](#) for resources of radio stations in various formats.

Inheritance diagram for Crosstales.Radio.Provider.RadioProviderResource:



Public Attributes

- override System.Collections.Generic.List< [Model.Entry.BaseRadioEntry](#) > **RadioEntries** => Entries.↔
Cast<[Model.Entry.BaseRadioEntry](#)>().ToList()
- [StationsChangeEvent](#) **OnStationsChanged**
- [ProviderReadyEvent](#) **OnProviderReadyEvent**

Protected Member Functions

- override void **init** ()
- override void **initInEditor** ()

Protected Attributes

- override [StationsChangeEvent](#) **onStationsChanged** => OnStationsChanged
- override [ProviderReadyEvent](#) **onProviderReadyEvent** => OnProviderReadyEvent

Properties

- System.Collections.Generic.List< [Crosstales.Radio.Model.Entry.RadioEntryResource](#) > **Entries** [get]
All source radio station entries.

Additional Inherited Members

5.181.1 Detailed Description

[Provider](#) for resources of radio stations in various formats.

5.181.2 Property Documentation

5.181.2.1 Entries

```
System.Collections.Generic.List<Crosstales.Radio.Model.Entry.RadioEntryResource> Crosstales.Radio.Provider.RadioProviderResource.Entries [get]
```

All source radio station entries.

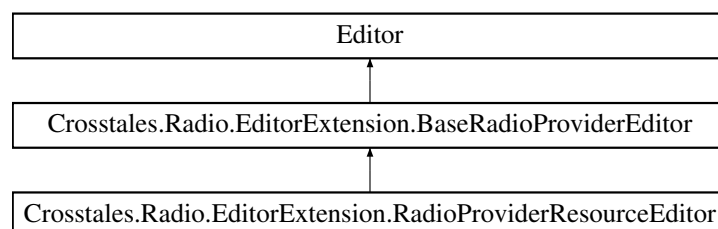
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Provider/RadioProviderResource.cs`

5.182 Crosstales.Radio.EditorExtension.RadioProviderResourceEditor Class Reference

Custom editor for the 'RadioProviderResource'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.RadioProviderResourceEditor:



Public Member Functions

- override void **OnEnable** ()
- override void **OnInspectorGUI** ()

Additional Inherited Members

5.182.1 Detailed Description

Custom editor for the 'RadioProviderResource'-class.

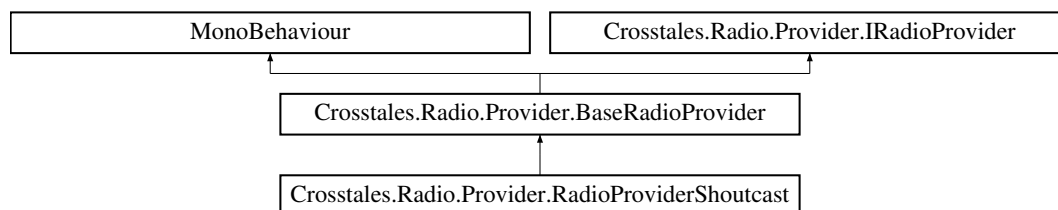
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Extension/RadioProviderResourceEditor.cs

5.183 Crosstales.Radio.Provider.RadioProviderShoutcast Class Reference

[Provider](#) for Shoutcast-based radio stations.

Inheritance diagram for Crosstales.Radio.Provider.RadioProviderShoutcast:



Public Attributes

- override System.Collections.Generic.List< [Model.Entry.BaseRadioEntry](#) > **RadioEntries** => Entries.↔
Cast<[Model.Entry.BaseRadioEntry](#)>().ToList()
- [StationsChangeEvent](#) **OnStationsChanged**
- [ProviderReadyEvent](#) **OnProviderReadyEvent**

Protected Member Functions

- override void **init** ()
- override void **initInEditor** ()

Protected Attributes

- override [StationsChangeEvent](#) **onStationsChanged** => OnStationsChanged
- override [ProviderReadyEvent](#) **onProviderReadyEvent** => OnProviderReadyEvent

Properties

- System.Collections.Generic.List< [Crosstales.Radio.Model.Entry.RadioEntryShoutcast](#) > **Entries** [get]
All source radio station entries.

Additional Inherited Members

5.183.1 Detailed Description

[Provider](#) for Shoutcast-based radio stations.

5.183.2 Property Documentation

5.183.2.1 Entries

```
System.Collections.Generic.List<Crosstales.Radio.Model.Entry.RadioEntryShoutcast> Crosstales.Radio.Provider.RadioProviderShoutcast.Entries [get]
```

All source radio station entries.

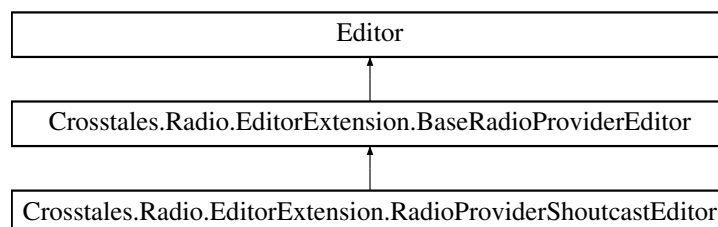
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Provider/RadioProviderShoutcast.cs

5.184 Crosstales.Radio.EditorExtension.RadioProviderShoutcastEditor Class Reference

Custom editor for the 'RadioProviderShoutcast'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.RadioProviderShoutcastEditor:



Public Member Functions

- override void **OnEnable** ()
- override void **OnInspectorGUI** ()

Additional Inherited Members

5.184.1 Detailed Description

Custom editor for the 'RadioProviderShoutcast'-class.

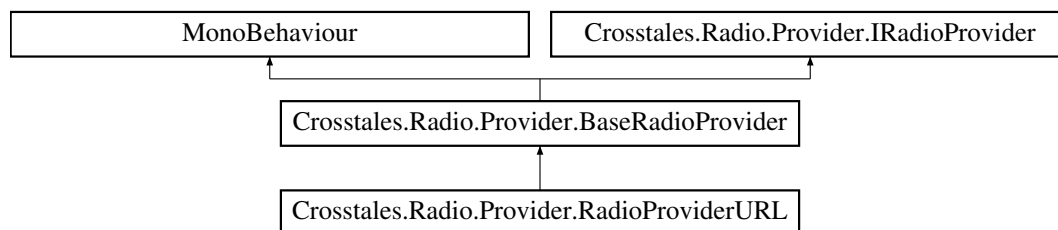
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Extension/RadioProviderShoutcastEditor.cs

5.185 Crosstales.Radio.Provider.RadioProviderURL Class Reference

[Provider](#) for URLs of radio stations in various formats.

Inheritance diagram for Crosstales.Radio.Provider.RadioProviderURL:



Public Attributes

- override System.Collections.Generic.List< [Model.Entry.BaseRadioEntry](#) > **RadioEntries** => Entries.↔
Cast<[Model.Entry.BaseRadioEntry](#)>().ToList()
- [StationsChangeEvent](#) **OnStationsChanged**
- [ProviderReadyEvent](#) **OnProviderReadyEvent**

Protected Member Functions

- override void **init** ()
- override void **initInEditor** ()

Protected Attributes

- override [StationsChangeEvent](#) **onStationsChanged** => OnStationsChanged
- override [ProviderReadyEvent](#) **onProviderReadyEvent** => OnProviderReadyEvent

Properties

- System.Collections.Generic.List< [Crosstales.Radio.Model.Entry.RadioEntryURL](#) > **Entries** [get]
All source radio station entries.

Additional Inherited Members

5.185.1 Detailed Description

[Provider](#) for URLs of radio stations in various formats.

5.185.2 Property Documentation

5.185.2.1 Entries

```
System.Collections.Generic.List<Crosstales.Radio.Model.Entry.RadioEntryURL> Crosstales.Radio.Provider.RadioProviderURL.Entries [get]
```

All source radio station entries.

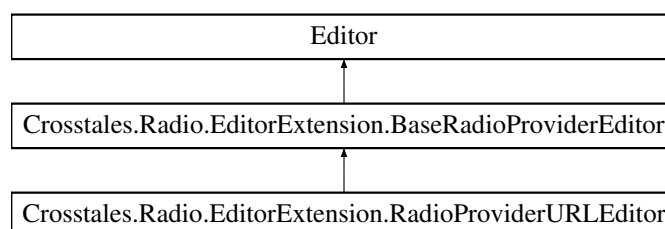
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Provider/RadioProviderURL.cs

5.186 Crosstales.Radio.EditorExtension.RadioProviderURLEditor Class Reference

Custom editor for the 'RadioProviderURL'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.RadioProviderURLEditor:



Public Member Functions

- override void **OnEnable** ()
- override void **OnInspectorGUI** ()

Additional Inherited Members

5.186.1 Detailed Description

Custom editor for the 'RadioProviderURL'-class.

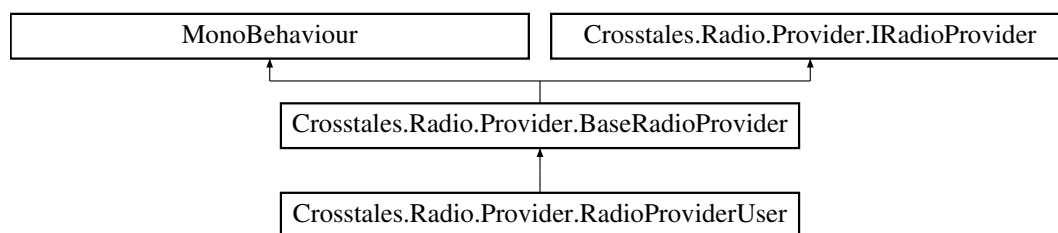
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Extension/RadioProviderURLEditor.cs

5.187 Crosstales.Radio.Provider.RadioProviderUser Class Reference

[Provider](#) for users of [Radio](#). This enables the possibility to manage the desired stations with a given initial set of stations.

Inheritance diagram for Crosstales.Radio.Provider.RadioProviderUser:



Public Member Functions

- void [Delete](#) ()
Deletes the user text-file.
- void [ShowFile](#) ()
Shows the location of the user text-file in OS file browser.
- void [EditFile](#) ()
Edits the user text-file with the OS default application.

Public Attributes

- override System.Collections.Generic.List< [Model.Entry.BaseRadioEntry](#) > **RadioEntries** => new System.Collections.Generic.List<[Model.Entry.BaseRadioEntry](#)> {Entry}
- [StationsChangeEvent](#) **OnStationsChanged**
- [ProviderReadyEvent](#) **OnProviderReadyEvent**

Protected Member Functions

- override void **OnValidate** ()
- override void **init** ()
- override void **initInEditor** ()

Protected Attributes

- override [StationsChangeEvent](#) **onStationsChanged** => OnStationsChanged
- override [ProviderReadyEvent](#) **onProviderReadyEvent** => OnProviderReadyEvent

Properties

- bool [SaveOnDisable](#) [get, set]
Call 'Save' OnDisable.
- [Model.Entry.RadioEntryUser](#) **Entry** [get]
User radio station entry.

Additional Inherited Members

5.187.1 Detailed Description

[Provider](#) for users of [Radio](#). This enables the possibility to manage the desired stations with a given initial set of stations.

5.187.2 Member Function Documentation

5.187.2.1 Delete()

```
void Crosstales.Radio.Provider.RadioProviderUser.Delete ( )
```

Deletes the user text-file.

5.187.2.2 EditFile()

```
void Crosstales.Radio.Provider.RadioProviderUser.EditFile ( )
```

Edits the user text-file with the OS default application.

5.187.2.3 ShowFile()

```
void Crosstales.Radio.Provider.RadioProviderUser.ShowFile ( )
```

Shows the location of the user text-file in OS file browser.

5.187.3 Property Documentation

5.187.3.1 Entry

`Model.Entry.RadioEntryUser` `Crosstales.Radio.Provider.RadioProviderUser.Entry` [get]

User radio station entry.

5.187.3.2 SaveOnDisable

`bool` `Crosstales.Radio.Provider.RadioProviderUser.SaveOnDisable` [get], [set]

Call 'Save' OnDisable.

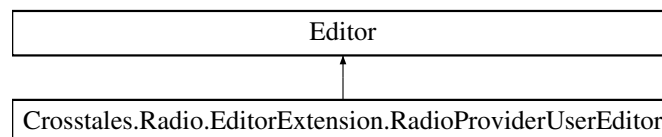
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Provider/RadioProviderUser.cs`

5.188 Crosstales.Radio.EditorExtension.RadioProviderUserEditor Class Reference

Custom editor for the 'RadioProviderUser'-class.

Inheritance diagram for `Crosstales.Radio.EditorExtension.RadioProviderUserEditor`:



Public Member Functions

- void **OnEnable** ()
- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

5.188.1 Detailed Description

Custom editor for the 'RadioProviderUser'-class.

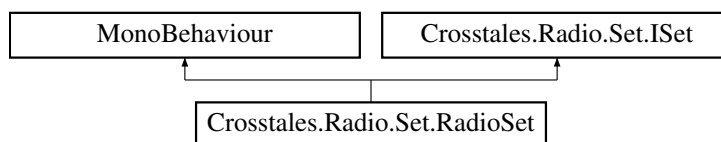
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Extension/RadioProviderUserEditor.cs`

5.189 Crosstales.Radio.Set.RadioSet Class Reference

[RadioSet](#) consists of 1-n providers.

Inheritance diagram for Crosstales.Radio.Set.RadioSet:



Public Member Functions

- void [Load](#) ()
Loads all stations from this set (via providers).
- void [Save](#) (string path, [Model.RadioFilter](#) _filter=null)
Saves all stations from this set as text-file with streams.
- System.Collections.Generic.List< [Model.RadioStation](#) > [GetStations](#) (bool random=false, [Model.RadioFilter](#) _filter=null)
Get all RadioStation for a given RadioFilter.
- int [CountStations](#) ([Model.RadioFilter](#) _filter=null)
Count all RadioStation for a given RadioFilter.
- [Model.RadioStation](#) [StationFromIndex](#) (bool random=false, int index=-1, [Model.RadioFilter](#) _filter=null)
Radio station from a given index (normal/random) from this set.
- [Model.RadioStation](#) [StationFromHashCode](#) (int hashCode)
Radio station from a hashcode from this set.
- [Model.RadioStation](#) [NextStation](#) (bool random=false, [Model.RadioFilter](#) _filter=null)
Next (normal/random) radio station from this set.
- [Model.RadioStation](#) [PreviousStation](#) (bool random=false, [Model.RadioFilter](#) _filter=null)
Previous (normal/random) radio station from this set.
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByName](#) (bool desc=false, [Model.RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by name.
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByURL](#) (bool desc=false, [Model.RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by URL.
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByFormat](#) (bool desc=false, [Model.RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by audio format.
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByStation](#) (bool desc=false, [Model.RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by station.
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByBitrate](#) (bool desc=false, [Model.RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by bitrate.
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByGenres](#) (bool desc=false, [Model.RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by genres.
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByCities](#) (bool desc=false, [Model.RadioFilter](#) _filter=null)

- Returns all radio stations of this set ordered by cities.*
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByCountries](#) (bool desc=false, [Model.RadioFilter](#) _filter=null)
- Returns all radio stations of this set ordered by countries.*
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByLanguages](#) (bool desc=false, [Model.RadioFilter](#) _filter=null)
- Returns all radio stations of this set ordered by languages.*
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByRating](#) (bool desc=false, [Model.RadioFilter](#) _filter=null)
- Returns all radio stations of this set ordered by rating.*
- void [RandomizeStations](#) (bool resetIndex=true)
- Randomize all radio stations.*
- override string **Tostring** ()

Public Attributes

- bool **isReady** => [Providers](#)?.All(provider => provider == null || provider.isReady) != false
- [FilterChangeEvent](#) **OnFilterChanged**
- [StationsChangeEvent](#) **OnStationsChanged**
- [ProviderReadyEvent](#) **OnProviderReadyEvent**

Properties

- [Provider.BaseRadioProvider\[\]](#) [Providers](#) [get, set]
Radio station providers for this set.
- [Model.RadioFilter](#) [Filter](#) [get, set]
Global RadioFilter (active if no explicit filter is given).
- System.Collections.Generic.List< [Model.RadioStation](#) > **Stations** [get]
- System.Collections.Generic.List< [Model.RadioStation](#) > **RandomStations** [get]
- int **CurrentStationIndex** [get, set]
- int **CurrentRandomStationIndex** [get, set]

Events

- FilterChange [OnFilterChange](#)
An event triggered whenever the filter changes.
- StationsChange [OnStationsChange](#)
An event triggered whenever the stations change.
- ProviderReady [OnProviderReady](#)
An event triggered whenever all providers are ready.

5.189.1 Detailed Description

[RadioSet](#) consists of 1-n providers.

5.189.2 Member Function Documentation

5.189.2.1 CountStations()

```
int Crosstales.Radio.Set.RadioSet.CountStations (
    Model.RadioFilter filter = null )
```

Count all RadioStation for a given RadioFilter.

Parameters

<i>filter</i>	Filter for the radio stations (default: null, optional)
---------------	---

Returns

Number of all RadioStation for a given RadioFilter.

Implements [Crosstales.Radio.Set.ISet](#).

5.189.2.2 GetStations()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Set.RadioSet.GetStations  
(  
    bool random = false,  
    Model.RadioFilter filter = null )
```

Get all RadioStation for a given RadioFilter.

Parameters

<i>random</i>	Return random RadioStation (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All RadioStation for a given RadioFilter.

Implements [Crosstales.Radio.Set.ISet](#).

5.189.2.3 Load()

```
void Crosstales.Radio.Set.RadioSet.Load ( )
```

Loads all stations from this set (via providers).

Implements [Crosstales.Radio.Set.ISet](#).

5.189.2.4 NextStation()

```
Model.RadioStation Crosstales.Radio.Set.RadioSet.NextStation (  
    bool random = false,  
    Model.RadioFilter filter = null )
```

Next (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Next radio station.

Implements [Crosstales.Radio.Set.ISet](#).

5.189.2.5 PreviousStation()

```
Model.RadioStation Crosstales.Radio.Set.RadioSet.PreviousStation (
    bool random = false,
    Model.RadioFilter filter = null )
```

Previous (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Previous radio station.

Implements [Crosstales.Radio.Set.ISet](#).

5.189.2.6 RandomizeStations()

```
void Crosstales.Radio.Set.RadioSet.RandomizeStations (
    bool resetIndex = true )
```

Randomize all radio stations.

Parameters

<i>resetIndex</i>	Reset the index of the random radio stations (default: true, optional)
-------------------	--

Implements [Crosstales.Radio.Set.ISet](#).

5.189.2.7 Save()

```
void Crosstales.Radio.Set.RadioSet.Save (
    string path,
    Model.RadioFilter filter = null )
```

Saves all stations from this set as text-file with streams.

Parameters

<i>path</i>	Path to the text-file.
<i>filter</i>	Filter for the radio stations (default: null, optional)

Implements [Crosstales.Radio.Set.ISet](#).

5.189.2.8 StationFromHashCode()

```
Model.RadioStation Crosstales.Radio.Set.RadioSet.StationFromHashCode (
    int hashCode )
```

[Radio](#) station from a hashcode from this set.

Parameters

<i>hashCode</i>	Hashcode of the radio station
-----------------	-------------------------------

Returns

[Radio](#) station from hashcode.

Implements [Crosstales.Radio.Set.ISet](#).

5.189.2.9 StationFromIndex()

```
Model.RadioStation Crosstales.Radio.Set.RadioSet.StationFromIndex (
    bool random = false,
    int index = -1,
    Model.RadioFilter filter = null )
```

[Radio](#) station from a given index (normal/random) from this set.

Parameters

<i>random</i>	Return a random Radio station (default: false, optional)
<i>index</i>	Index of the radio station (default: -1, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Record from index.

Implements [Crosstales.Radio.Set.ISet](#).

5.189.2.10 StationsByBitrate()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Set.RadioSet.StationsBy↵  
Bitrate (   
    bool desc = false,   
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by bitrate.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by bitrate.

Implements [Crosstales.Radio.Set.ISet](#).

5.189.2.11 StationsByCities()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Set.RadioSet.StationsBy↵  
Cities (   
    bool desc = false,   
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by cities.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by cities.

Implements [Crosstales.Radio.Set.ISet](#).

5.189.2.12 StationsByCountries()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Set.RadioSet.StationsBy↵  
Countries (   
    bool desc = false,   
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by countries.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by countries.

Implements [Crosstales.Radio.Set.ISet](#).

5.189.2.13 StationsByFormat()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Set.RadioSet.StationsBy↵  
Format (   
    bool desc = false,   
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by audio format.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by audio format.

Implements [Crosstales.Radio.Set.ISet](#).

5.189.2.14 StationsByGenres()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Set.RadioSet.StationsBy↵  
Genres (   
    bool desc = false,   
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by genres.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by genre.

Implements [Crosstales.Radio.Set.ISet](#).

5.189.2.15 StationsByLanguages()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Set.RadioSet.StationsByLanguages (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by languages.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by languages.

Implements [Crosstales.Radio.Set.ISet](#).

5.189.2.16 StationsByName()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Set.RadioSet.StationsByName (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by name.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by name.

Implements [Crosstailes.Radio.Set.ISet](#).

5.189.2.17 StationsByRating()

```
System.Collections.Generic.List<Model.RadioStation> Crosstailes.Radio.Set.RadioSet.StationsByRating (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by rating.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by rating.

Implements [Crosstailes.Radio.Set.ISet](#).

5.189.2.18 StationsByStation()

```
System.Collections.Generic.List<Model.RadioStation> Crosstailes.Radio.Set.RadioSet.StationsByStation (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by station.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by station.

Implements [Crosstailes.Radio.Set.ISet](#).

5.189.2.19 StationsByURL()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Set.RadioSet.StationsByURL (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by URL.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by URL.

Implements [Crosstales.Radio.Set.ISet](#).

5.189.3 Property Documentation

5.189.3.1 Filter

```
Model.RadioFilter Crosstales.Radio.Set.RadioSet.Filter [get], [set]
```

Global RadioFilter (active if no explicit filter is given).

5.189.3.2 Providers

```
Provider.BaseRadioProvider [] Crosstales.Radio.Set.RadioSet.Providers [get], [set]
```

[Radio](#) station providers for this set.

5.189.4 Event Documentation

5.189.4.1 OnFilterChange

```
FilterChange Crosstales.Radio.Set.RadioSet.OnFilterChange
```

An event triggered whenever the filter changes.

5.189.4.2 OnProviderReady

ProviderReady Crosstales.Radio.Set.RadioSet.OnProviderReady

An event triggered whenever all providers are ready.

5.189.4.3 OnStationsChange

StationsChange Crosstales.Radio.Set.RadioSet.OnStationsChange

An event triggered whenever the stations change.

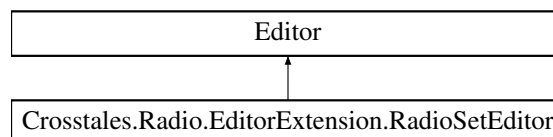
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Set/RadioSet.cs

5.190 Crosstales.Radio.EditorExtension.RadioSetEditor Class Reference

Custom editor for the 'RadioSet'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.RadioSetEditor:



Public Member Functions

- void **OnEnable** ()
- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

5.190.1 Detailed Description

Custom editor for the 'RadioSet'-class.

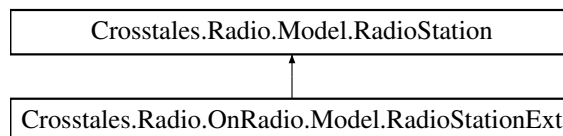
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Extension/RadioSetEditor.cs

5.191 Crosstales.Radio.Model.RadioStation Class Reference

[Model](#) for a radio station.

Inheritance diagram for Crosstales.Radio.Model.RadioStation:



Public Member Functions

- [RadioStation](#) ()
Default-constructor for a [RadioStation](#).
- [RadioStation](#) (string name, string url, [Enum.AudioFormat](#) format)
Constructor for a [RadioStation](#).
- [RadioStation](#) (string name, string url, [Enum.AudioFormat](#) format, string station, string genres, int bitrate, float rating, string description, Sprite icon, string iconUrl, string city, string country, string language, int chunkSize=64, int bufferSize=64, [Enum.AudioCodec](#) excludeCodec=[Enum.AudioCodec.None](#))
Constructor for a [RadioStation](#).
- string [ToTextLine](#) (bool detailed=true)
ToString()-variant for exporting the object.
- string [ToShortString](#) ()
ToString()-variant for displaying the object in the Editor.
- string [StationInfo](#) (bool withLabel=true, int maxLength=0, bool shortInfo=false)
Shows the complete station information.
- string [StationInfoLabels](#) (bool shortInfo=false)
Shows the labels for the complete station information.
- override bool **Equals** (object obj)
- override int **GetHashCode** ()
- override string **ToString** ()

Public Attributes

- string [Name](#)
Name of the radio station.
- string [Url](#)
URL of the station.
- string [Station](#)
Name of the station.
- string [Genres](#)
Genres of the radio.
- float [Rating](#)
Your rating of the radio.
- string [Description](#)
Description of the radio station.
- Sprite [Icon](#)
Icon representing the radio station.

- string [IconUrl](#)
Icon url for the radio station.
- string [City](#)
City of the radio.
- string [Country](#)
Country of the radio (ISO 3166-1, e.g. 'ch').
- string [Language](#)
Language of the radio (like 'german').
- [Enum.AudioFormat Format](#) = [Enum.AudioFormat.MP3](#)
Audio format of the station (default: [AudioFormat.MP3](#)).
- int [Bitrate](#) = [Util.Config.DEFAULT_BITRATE](#)
Bitrate in kbit/s (default: 128).
- int [ChunkSize](#) = [Util.Config.DEFAULT_CHUNKSIZE](#)
Size of the streaming-chunk in KB (default: 32).
- int [BufferSize](#) = [Util.Config.DEFAULT_BUFFERSIZE](#)
Size of the local buffer in KB (default: 48).
- bool [AllowOnlyHTTPS](#)
Allow only HTTPS streams (default: false).
- [Enum.AudioCodec ExcludedCodec](#) = [Enum.AudioCodec.None](#)
Exclude this station if the current [RadioPlayer](#) codec is equals this one (default: [AudioCodec.None](#)).
- bool [UpdateDataAtPlay](#) = true
Updates the data of the station when played (default: true).
- int [Channels](#) = 2
Channels of the station.
- int [SampleRate](#) = 44100
Sample rate of the station.
- long [TotalDataSize](#)
Total downloaded data size in bytes.
- int [TotalDataRequests](#)
Total number of data requests.
- float [TotalPlayTime](#)
Total playtime in seconds.
- readonly [System.Collections.Generic.List< RecordInfo > PlayedRecords](#) = new [System.Collections.Generic.List<RecordInfo>\(\)](#)
List of all played records.
- string [ServerInfo](#) = string.Empty
Information about the streaming server (if available).

Static Public Attributes

- const string [UNKNOWN_STATION](#) = "Unknown radio station"

5.191.1 Detailed Description

[Model](#) for a radio station.

5.191.2 Constructor & Destructor Documentation

5.191.2.1 RadioStation() [1/3]

```
Crosstales.Radio.Model.RadioStation.RadioStation ( )
```

Default-constructor for a [RadioStation](#).

5.191.2.2 RadioStation() [2/3]

```
Crosstales.Radio.Model.RadioStation.RadioStation (
    string name,
    string url,
    Enum.AudioFormat format )
```

Constructor for a [RadioStation](#).

Parameters

<i>name</i>	Name of the radio station.
<i>url</i>	Stream-URL of the station.
<i>format</i>	AudioFormat of the station.

5.191.2.3 RadioStation() [3/3]

```
Crosstales.Radio.Model.RadioStation.RadioStation (
    string name,
    string url,
    Enum.AudioFormat format,
    string station,
    string genres,
    int bitrate,
    float rating,
    string description,
    Sprite icon,
    string iconUrl,
    string city,
    string country,
    string language,
    int chunkSize = 64,
    int bufferSize = 64,
    Enum.AudioCodec excludeCodec = Enum.AudioCodec.None )
```

Constructor for a [RadioStation](#).

Parameters

<i>name</i>	Name of the radio station.
<i>url</i>	Stream-URL of the station.
<i>format</i>	AudioFormat of the station.

Parameters

<i>station</i>	Name of the station.
<i>genres</i>	Genres of the radio.
<i>bitrate</i>	Bitrate in kbit/s.
<i>rating</i>	Your rating of the radio.
<i>description</i>	Description of the radio station.
<i>icon</i>	Icon of the radio station.
<i>iconUrl</i>	Icon url of the radio station.
<i>city</i>	City of the radio station.
<i>country</i>	Country of the radio station (ISO 3166-1, e.g. 'ch').
<i>language</i>	Language of the radio station (like 'german').
<i>chunkSize</i>	Size of the streaming-chunk in KB (default: 64, optional).
<i>bufferSize</i>	Size of the local buffer in KB (default: 64, optional).
<i>excludeCodec</i>	Excluded codec (default: AudioCodec.NONE, optional).

5.191.3 Member Function Documentation

5.191.3.1 StationInfo()

```
string Crosstales.Radio.Model.RadioStation.StationInfo (
    bool withLabel = true,
    int maxLength = 0,
    bool shortInfo = false )
```

Shows the complete station information.

Parameters

<i>withLabel</i>	Add the label for every information (default: true, optional)
<i>maxLength</i>	Maximal length of a row (default: 0 (= unlimited), optional)
<i>shortInfo</i>	Reduced information (default: false, optional)

Returns

The complete station information.

5.191.3.2 StationInfoLabels()

```
string Crosstales.Radio.Model.RadioStation.StationInfoLabels (
    bool shortInfo = false )
```

Shows the labels for the complete station information.

Parameters

<i>shortInfo</i>	Reduced information (default: false, optional)
------------------	--

Returns

The complete station information.

5.191.3.3 ToShortString()

```
string Crosstales.Radio.Model.RadioStation.ToShortString ( )
```

ToString()-variant for displaying the object in the Editor.

Returns

Text description of the object.

5.191.3.4 ToTextLine()

```
string Crosstales.Radio.Model.RadioStation.ToTextLine (
    bool detailed = true )
```

ToString()-variant for exporting the object.

Parameters

<i>detailed</i>	Detailed export with Chunk- and Buffer-size.
-----------------	--

Returns

Text-line of the object.

5.191.4 Member Data Documentation**5.191.4.1 AllowOnlyHTTPS**

```
bool Crosstales.Radio.Model.RadioStation.AllowOnlyHTTPS
```

Allow only HTTPS streams (default: false).

5.191.4.2 Bitrate

```
int Crosstales.Radio.Model.RadioStation.Bitrate = Util.Config.DEFAULT_BITRATE
```

Bitrate in kbit/s (default: 128).

5.191.4.3 BufferSize

```
int Crosstales.Radio.Model.RadioStation.BufferSize = Util.Config.DEFAULT_BUFFER_SIZE
```

Size of the local buffer in KB (default: 48).

5.191.4.4 Channels

```
int Crosstales.Radio.Model.RadioStation.Channels = 2
```

Channels of the station.

5.191.4.5 ChunkSize

```
int Crosstales.Radio.Model.RadioStation.ChunkSize = Util.Config.DEFAULT_CHUNK_SIZE
```

Size of the streaming-chunk in KB (default: 32).

5.191.4.6 City

```
string Crosstales.Radio.Model.RadioStation.City
```

City of the radio.

5.191.4.7 Country

```
string Crosstales.Radio.Model.RadioStation.Country
```

Country of the radio (ISO 3166-1, e.g. 'ch').

5.191.4.8 Description

```
string Crosstales.Radio.Model.RadioStation.Description
```

Description of the radio station.

5.191.4.9 ExcludedCodec

```
Enum.AudioCodec Crosstales.Radio.Model.RadioStation.ExcludedCodec = Enum.AudioCodec.None
```

Exclude this station if the current [RadioPlayer](#) codec is equals this one (default: `AudioCodec.None`).

5.191.4.10 Format

```
Enum.AudioFormat Crosstales.Radio.Model.RadioStation.Format = Enum.AudioFormat.MP3
```

Audio format of the station (default: `AudioFormat.MP3`).

5.191.4.11 Genres

```
string Crosstales.Radio.Model.RadioStation.Genres
```

Genres of the radio.

5.191.4.12 Icon

```
Sprite Crosstales.Radio.Model.RadioStation.Icon
```

Icon representing the radio station.

5.191.4.13 IconUrl

```
string Crosstales.Radio.Model.RadioStation.IconUrl
```

Icon url for the radio station.

5.191.4.14 Language

```
string Crosstales.Radio.Model.RadioStation.Language
```

Language of the radio (like 'german').

5.191.4.15 Name

```
string Crosstales.Radio.Model.RadioStation.Name
```

Name of the radio station.

5.191.4.16 PlayedRecords

```
readonly System.Collections.Generic.List<RecordInfo> Crosstales.Radio.Model.RadioStation.↵  
PlayedRecords = new System.Collections.Generic.List<RecordInfo>()
```

List of all played records.

5.191.4.17 Rating

```
float Crosstales.Radio.Model.RadioStation.Rating
```

Your rating of the radio.

5.191.4.18 SampleRate

```
int Crosstales.Radio.Model.RadioStation.SampleRate = 44100
```

Sample rate of the station.

5.191.4.19 ServerInfo

```
string Crosstales.Radio.Model.RadioStation.ServerInfo = string.Empty
```

Information about the streaming server (if available).

5.191.4.20 Station

```
string Crosstales.Radio.Model.RadioStation.Station
```

Name of the station.

5.191.4.21 TotalDataRequests

```
int Crosstales.Radio.Model.RadioStation.TotalDataRequests
```

Total number of data requests.

5.191.4.22 TotalDataSize

```
long Crosstales.Radio.Model.RadioStation.TotalDataSize
```

Total downloaded data size in bytes.

5.191.4.23 TotalPlayTime

```
float Crosstales.Radio.Model.RadioStation.TotalPlayTime
```

Total playtime in seconds.

5.191.4.24 UpdateDataAtPlay

```
bool Crosstales.Radio.Model.RadioStation.UpdateDataAtPlay = true
```

Updates the data of the station when played (default: true).

5.191.4.25 Url

```
string Crosstales.Radio.Model.RadioStation.Url
```

URL of the station.

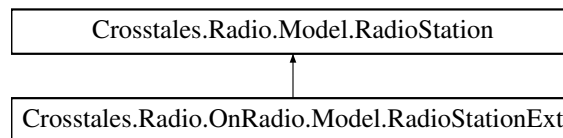
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/RadioStation.cs

5.192 Crosstailes.Radio.OnRadio.Model.RadioStationExt Class Reference

Extended RadioStation.

Inheritance diagram for Crosstailes.Radio.OnRadio.Model.RadioStationExt:



Public Member Functions

- **RadioStationExt** (string name, string stationId)
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

Public Attributes

- string **StationId**

Additional Inherited Members

5.192.1 Detailed Description

Extended RadioStation.

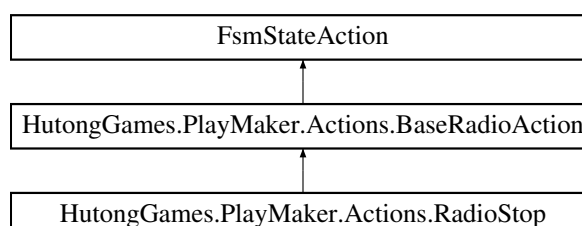
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Radio/3rd party/OnRadio/Scripts/Model/RadioStationExt.cs

5.193 HutongGames.PlayMaker.Actions.RadioStop Class Reference

Stop-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.RadioStop:



Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Public Attributes

- [Crosstales.Radio.RadioPlayer](#) **RadioPlayer**
Add a RadioPlayer (default: random player in scene).

5.193.1 Detailed Description

Stop-action for [PlayMaker](#).

5.193.2 Member Function Documentation

5.193.2.1 OnUpdate()

```
override void HutongGames.PlayMaker.Actions.RadioStop.OnUpdate ( )
```

stopped

5.193.3 Member Data Documentation

5.193.3.1 RadioPlayer

[Crosstales.Radio.RadioPlayer](#) HutongGames.PlayMaker.Actions.RadioStop.RadioPlayer

Add a RadioPlayer (default: random player in scene).

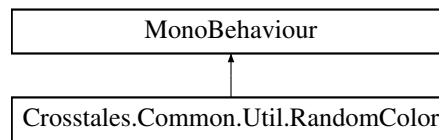
The documentation for this class was generated from the following file:

- D:/slauberberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/↔ Scripts/RadioStop.cs

5.194 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



Public Attributes

- bool **UseInterval** = true
Use intervals to change the color (default: true).
- Vector2 **ChangeInterval** = new Vector2(5, 10)
summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).
- Vector2 **HueRange** = new Vector2(0f, 1f)
summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 **SaturationRange** = new Vector2(1f, 1f)
summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 **ValueRange** = new Vector2(1f, 1f)
summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 **AlphaRange** = new Vector2(1f, 1f)
summary>Use gray scale colors (default: false).
- bool **GrayScale**
summary>Modify the color of a material instead of the Renderer (default: not set, optional).
- Material **Material**
summary>Set the object to a random color at Start (default: false).
- bool **RandomColorAtStart**

5.194.1 Detailed Description

Random color changer.

5.194.2 Member Data Documentation

5.194.2.1 AlphaRange

```
Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)
```

summary>Use gray scale colors (default: false).

5.194.2.2 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomColor.ChangeInterval = new Vector2(5, 10)
```

summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).

5.194.2.3 GrayScale

```
bool Crosstales.Common.Util.RandomColor.GrayScale
```

summary>Modify the color of a material instead of the Renderer (default: not set, optional).

5.194.2.4 HueRange

```
Vector2 Crosstales.Common.Util.RandomColor.HueRange = new Vector2(0f, 1f)
```

summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).

5.194.2.5 Material

```
Material Crosstales.Common.Util.RandomColor.Material
```

summary>Set the object to a random color at Start (default: false).

5.194.2.6 SaturationRange

```
Vector2 Crosstales.Common.Util.RandomColor.SaturationRange = new Vector2(1f, 1f)
```

summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).

5.194.2.7 UseInterval

```
bool Crosstales.Common.Util.RandomColor.UseInterval = true
```

Use intervals to change the color (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 5, y = 10).

5.194.2.8 ValueRange

```
Vector2 Crosstales.Common.Util.RandomColor.ValueRange = new Vector2(1f, 1f)
```

summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).

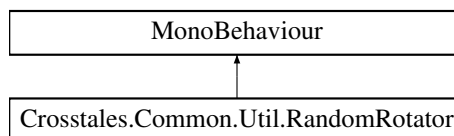
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Extras/Random/↔ Scripts/RandomColor.cs

5.195 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



Public Attributes

- bool **UseInterval** = true
Use intervals to change the rotation (default: true).
- Vector2 **ChangeInterval** = new Vector2(10, 20)
summary>Minimum rotation speed per axis (default: 5 for all axis).
- Vector3 **SpeedMin** = new Vector3(5, 5, 5)
summary>Maximum rotation speed per axis (default: 15 for all axis).
- Vector3 **SpeedMax** = new Vector3(15, 15, 15)
summary>Set the object to a random rotation at Start (default: false).
- bool **RandomRotationAtStart**
summary>Random change interval per axis (default: true).
- bool **RandomChangeIntervalPerAxis** = true

5.195.1 Detailed Description

Random rotation changer.

5.195.2 Member Data Documentation

5.195.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum rotation speed per axis (default: 5 for all axis).

5.195.2.2 RandomRotationAtStart

```
bool Crosstales.Common.Util.RandomRotator.RandomRotationAtStart
```

summary>Random change interval per axis (default: true).

5.195.2.3 SpeedMax

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)
```

summary>Set the object to a random rotation at Start (default: false).

5.195.2.4 SpeedMin

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)
```

summary>Maximum rotation speed per axis (default: 15 for all axis).

5.195.2.5 UseInterval

```
bool Crosstales.Common.Util.RandomRotator.UseInterval = true
```

Use intervals to change the rotation (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

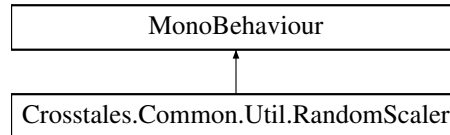
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Extras/Random/↵ Scripts/RandomRotator.cs

5.196 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



Public Attributes

- bool `UseInterval` = true
Use intervals to change the scale (default: true).
- Vector2 `ChangeInterval` = new Vector2(10, 20)
summary> Minimum scale per axis (default: 0.1 for all axis).
- Vector3 `ScaleMin` = new Vector3(0.1f, 0.1f, 0.1f)
summary> Maximum scale per axis (default: 0.1 for all axis).
- Vector3 `ScaleMax` = new Vector3(3, 3, 3)
summary> Uniform scaling for all axis (x-axis values will be used, default: true).
- bool `Uniform` = true
summary> Set the object to a random scale at Start (default: false).
- bool `RandomScaleAtStart`

5.196.1 Detailed Description

Random scale changer.

5.196.2 Member Data Documentation

5.196.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)
```

summary> Minimum scale per axis (default: 0.1 for all axis).

5.196.2.2 ScaleMax

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMax = new Vector3(3, 3, 3)
```

summary> Uniform scaling for all axis (x-axis values will be used, default: true).

5.196.2.3 ScaleMin

```
Vector3 Crosstailes.Common.Util.RandomScaler.ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)
```

summary>Maximum scale per axis (default: 0.1 for all axis).

5.196.2.4 Uniform

```
bool Crosstailes.Common.Util.RandomScaler.Uniform = true
```

summary>Set the object to a random scale at Start (default: false).

5.196.2.5 UseInterval

```
bool Crosstailes.Common.Util.RandomScaler.UseInterval = true
```

Use intervals to change the scale (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

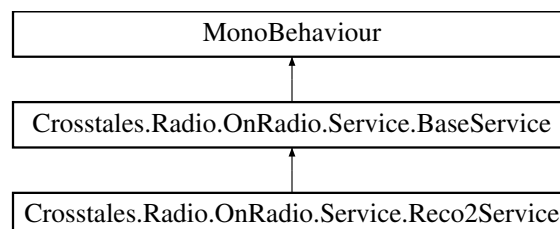
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Extras/Random/Scripts/RandomScaler.cs](#)

5.197 Crosstailes.Radio.OnRadio.Service.Reco2Service Class Reference

Reco2 service implementation.

Inheritance diagram for Crosstailes.Radio.OnRadio.Service.Reco2Service:



Public Attributes

- [QueryCompleteEvent](#) **OnQueryCompleted**

Protected Member Functions

- override IEnumerator **query** (string id)

Protected Attributes

- override [QueryCompleteEvent](#) **onQueryCompleted** => OnQueryCompleted

Properties

- string [Artist](#) [get, set]
Artist of the song
- bool [International](#) [get, set]
Include non-US (international) stations.
- int [Limit](#) [get, set]
Limit the number of results (range 1-50).
- [Model.Songs](#) **Songs** [get, protected set]

Additional Inherited Members

5.197.1 Detailed Description

Reco2 service implementation.

5.197.2 Property Documentation

5.197.2.1 Artist

```
string Crosstales.Radio.OnRadio.Service.Reco2Service.Artist [get], [set]
```

Artist of the song

5.197.2.2 International

```
bool Crosstales.Radio.OnRadio.Service.Reco2Service.International [get], [set]
```

Include non-US (international) stations.

5.197.2.3 Limit

```
int Crosstales.Radio.OnRadio.Service.Reco2Service.Limit [get], [set]
```

Limit the number of results (range 1-50).

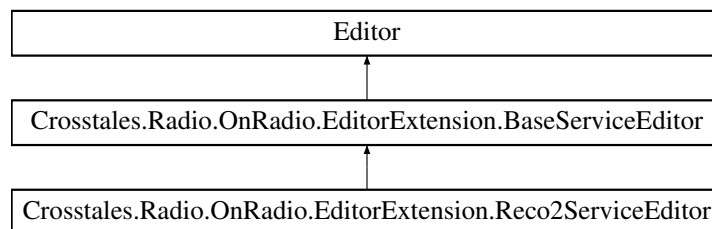
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/Service/Reco2Service.cs

5.198 Crosstales.Radio.OnRadio.EditorExtension.Reco2ServiceEditor Class Reference

Custom editor for the 'Reco2Service'-class.

Inheritance diagram for Crosstales.Radio.OnRadio.EditorExtension.Reco2ServiceEditor:



Additional Inherited Members

5.198.1 Detailed Description

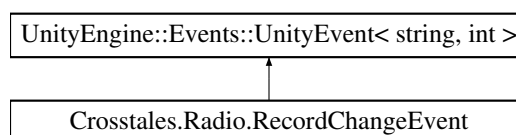
Custom editor for the 'Reco2Service'-class.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Editor/Reco2ServiceEditor.cs

5.199 Crosstales.Radio.RecordChangeEvent Class Reference

Inheritance diagram for Crosstales.Radio.RecordChangeEvent:



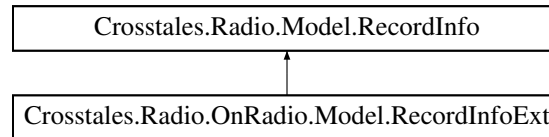
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.200 Crosstales.Radio.Model.RecordInfo Class Reference

Contains information about the current audio record from a radio station (for Icecast-servers).

Inheritance diagram for Crosstales.Radio.Model.RecordInfo:



Public Member Functions

- [RecordInfo](#) ()
Default-constructor for a [RecordInfo](#).
- [RecordInfo](#) (string info)
Constructor for a [RecordInfo](#).
- string [ToShortString](#) ()
ToString()-variant for displaying the object in the Editor.
- override bool **Equals** (object obj)
- override int **GetHashCode** ()
- override string **ToString** ()

Public Attributes

- string [Info](#) = string.Empty
Original, unparsed information as string.
- float [Rating](#)
Your rating of the record.
- Sprite [Icon](#)
Icon representing the record.
- string [IconUrl](#)
Icon url for the record.
- float [Duration](#)
Duration of the record in seconds (after playback).

Properties

- string [Title](#) [get, set]
Returns the title of the audio record.
- string [Artist](#) [get, set]
Returns the artist of the audio record.
- string [StreamTitle](#) [get, set]
Returns the content of the 'StreamTitle'-tag.
- string [StreamUrl](#) [get, set]
Returns the content of the 'StreamUrl'-tag.
- string [SpotifyUrl](#) [get]
Returns the Spotify-url for the record.
- string [LyricsUrl](#) [get]
Returns the lyrics-url for the record.
- System.DateTime [Created](#) [get, set]
Returns the creation time of the [RecordInfo](#).

5.200.1 Detailed Description

Contains information about the current audio record from a radio station (for Icecast-servers).

5.200.2 Constructor & Destructor Documentation

5.200.2.1 RecordInfo() [1/2]

```
Crosstales.Radio.Model.RecordInfo.RecordInfo ( )
```

Default-constructor for a [RecordInfo](#).

5.200.2.2 RecordInfo() [2/2]

```
Crosstales.Radio.Model.RecordInfo.RecordInfo (
    string info )
```

Constructor for a [RecordInfo](#).

Parameters

<i>info</i>	Information as string.
-------------	------------------------

5.200.3 Member Function Documentation

5.200.3.1 ToShortString()

```
string Crosstales.Radio.Model.RecordInfo.ToShortString ( )
```

ToString()-variant for displaying the object in the Editor.

Returns

Text description of the object.

5.200.4 Member Data Documentation

5.200.4.1 Duration

```
float Crosstales.Radio.Model.RecordInfo.Duration
```

Duration of the record in seconds (after playback).

5.200.4.2 Icon

```
Sprite Crosstales.Radio.Model.RecordInfo.Icon
```

Icon representing the record.

5.200.4.3 IconUrl

```
string Crosstales.Radio.Model.RecordInfo.IconUrl
```

Icon url for the record.

5.200.4.4 Info

```
string Crosstales.Radio.Model.RecordInfo.Info = string.Empty
```

Original, unparsed information as string.

5.200.4.5 Rating

```
float Crosstales.Radio.Model.RecordInfo.Rating
```

Your rating of the record.

5.200.5 Property Documentation

5.200.5.1 Artist

```
string Crosstales.Radio.Model.RecordInfo.Artist [get], [set]
```

Returns the artist of the audio record.

Returns

Artist of the audio record.

5.200.5.2 Created

```
System.DateTime Crosstales.Radio.Model.RecordInfo.Created [get], [set]
```

Returns the creation time of the [RecordInfo](#).

Returns

Creation time of the [RecordInfo](#).

5.200.5.3 LyricsUrl

```
string Crosstales.Radio.Model.RecordInfo.LyricsUrl [get]
```

Returns the lyrics-url for the record.

Returns

Lyrics-url for the record.

5.200.5.4 SpotifyUrl

```
string Crosstales.Radio.Model.RecordInfo.SpotifyUrl [get]
```

Returns the Spotify-url for the record.

Returns

Spotify-url for the record.

5.200.5.5 StreamTitle

```
string Crosstales.Radio.Model.RecordInfo.StreamTitle [get], [set]
```

Returns the content of the 'StreamTitle'-tag.

Returns

Content of the 'StreamTitle'-tag.

5.200.5.6 StreamUrl

```
string Crosstales.Radio.Model.RecordInfo.StreamUrl [get], [set]
```

Returns the content of the 'StreamUrl'-tag.

Returns

Content of the 'StreamUrl'-tag.

5.200.5.7 Title

```
string Crosstales.Radio.Model.RecordInfo.Title [get], [set]
```

Returns the title of the audio record.

Returns

Title of the audio record.

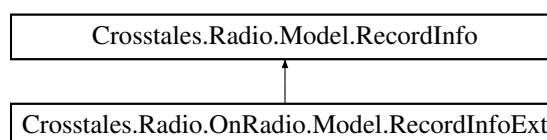
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/RecordInfo.cs

5.201 Crosstales.Radio.OnRadio.Model.RecordInfoExt Class Reference

Extended RecordInfo.

Inheritance diagram for Crosstales.Radio.OnRadio.Model.RecordInfoExt:



Public Member Functions

- **RecordInfoExt** (string title, string artist, [RadioStationExt](#) station)

Public Attributes

- [RadioStationExt](#) **Station**

Additional Inherited Members

5.201.1 Detailed Description

Extended RecordInfo.

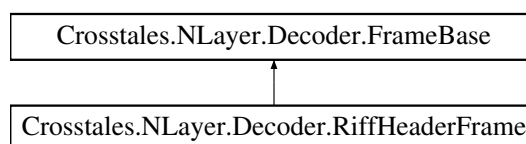
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Radio/3rd party/OnRadio/↔ Scripts/Model/RecordInfoExt.cs

5.202 Crosstailes.NLayer.Decoder.RiffHeaderFrame Class Reference

RIFF header reader

Inheritance diagram for Crosstailes.NLayer.Decoder.RiffHeaderFrame:



Protected Member Functions

- override int [Validate](#) ()
Called to validate the frame header

5.202.1 Detailed Description

RIFF header reader

5.202.2 Member Function Documentation

5.202.2.1 Validate()

```
override int Crosstailes.NLayer.Decoder.RiffHeaderFrame.Validate ( ) [protected], [virtual]
```

Called to validate the frame header

Returns

The length of the frame, or -1 if frame is invalid

Implements [Crosstailes.NLayer.Decoder.FrameBase](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/NLayer/↵
Decoder/RiffHeaderFrame.cs

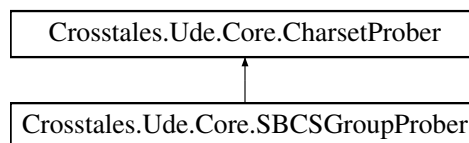
5.203 Crosstailes.NVorbis.RingBuffer Class Reference

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/NVorbis/Ring↵
Buffer.cs

5.204 Crosstailes.Ude.Core.SBCSGroupProber Class Reference

Inheritance diagram for Crosstailes.Ude.Core.SBCSGroupProber:



Public Member Functions

- override ProbingState [HandleData](#) (byte[] buf, int offset, int len)
Feed data to the prober
- override float **GetConfidence** ()
- override void **DumpStatus** ()
- override void [Reset](#) ()
Reset prober state
- override string **GetCharsetName** ()

Additional Inherited Members

5.204.1 Member Function Documentation

5.204.1.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.SBCSGroupProber.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.204.1.2 Reset()

```
override void Crosstales.Ude.Core.SBCSGroupProber.Reset ( ) [virtual]
```

Reset prober state

Implements [Crosstales.Ude.Core.CharsetProber](#).

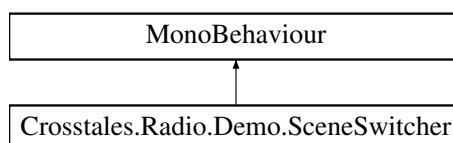
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/SBCSGroupProber.cs

5.205 Crosstales.Radio.Demo.SceneSwitcher Class Reference

Very simple scene switcher.

Inheritance diagram for Crosstales.Radio.Demo.SceneSwitcher:



Public Member Functions

- void [Switch](#) ()
Switches the scene to the given index.

Public Attributes

- int [Index](#)

5.205.1 Detailed Description

Very simple scene switcher.

5.205.2 Member Function Documentation

5.205.2.1 Switch()

```
void Crosstailes.Radio.Demo.SceneSwitcher.Switch ( )
```

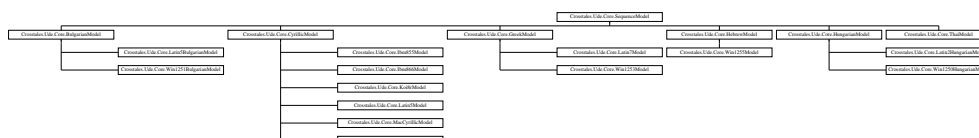
Switches the scene to the given index.

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

- [D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Radio/Demos/Scripts/SceneSwitcher.cs](#)

5.206 Crosstailes.Ude.Core.SequenceModel Class Reference

Inheritance diagram for Crosstailes.Ude.Core.SequenceModel:



Public Member Functions

- **SequenceModel** (byte[] charToOrderMap, byte[] precedenceMatrix, float typicalPositiveRatio, bool keepEnglishLetter, String charsetName)
- byte **GetOrder** (byte b)
- byte **GetPrecedence** (int pos)

Protected Attributes

- byte[] **charToOrderMap**
- byte[] **precedenceMatrix**
- float **typicalPositiveRatio**
- bool **keepEnglishLetter**
- String **charsetName**

Properties

- float **TypicalPositiveRatio** [get]
- bool **KeepEnglishLetter** [get]
- string **CharsetName** [get]

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔
Core/SequenceModel.cs

5.207 Crosstales.Radio.EditorTask.SetAndroid Class Reference

Sets the required build parameters for Android.

5.207.1 Detailed Description

Sets the required build parameters for Android.

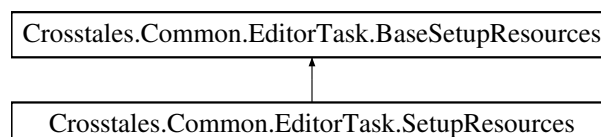
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Task/SetAndroid.cs

5.208 Crosstales.Common.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.208.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

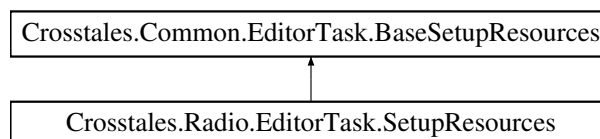
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Editor/Task/SetupResources.cs

5.209 Crosstales.Radio.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Radio.EditorTask.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.209.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

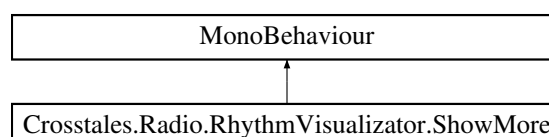
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Task/SetupResources.cs

5.210 Crosstales.Radio.RhythmVisualizator.ShowMore Class Reference

Shows the details for Rhythm Visualizator.

Inheritance diagram for Crosstales.Radio.RhythmVisualizator.ShowMore:



Public Member Functions

- void **Show** ()

5.210.1 Detailed Description

Shows the details for Rhythm Visualizator.

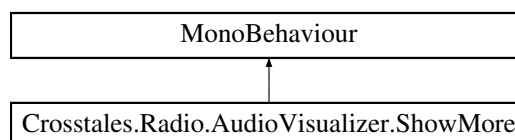
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Radio/3rd party/Rhythm Visualizator/↔ Scripts/ShowMore.cs

5.211 Crosstailes.Radio.AudioVisualizer.ShowMore Class Reference

Shows the details for Audio Visualizer.

Inheritance diagram for Crosstailes.Radio.AudioVisualizer.ShowMore:



Public Member Functions

- void **Show** ()

5.211.1 Detailed Description

Shows the details for Audio Visualizer.

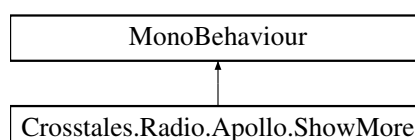
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Radio/3rd party/Audio Visualizer/↔ Scripts/ShowMore.cs

5.212 Crosstailes.Radio.Apollo.ShowMore Class Reference

Shows the details for [Apollo](#) Visualizer Kit.

Inheritance diagram for Crosstailes.Radio.Apollo.ShowMore:



Public Member Functions

- void **Show** ()

5.212.1 Detailed Description

Shows the details for [Apollo](#) Visualizer Kit.

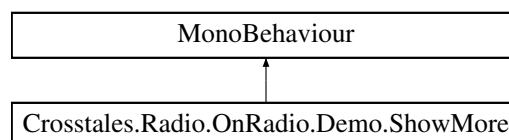
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/Apollo Visualizer Kit/Scripts/ShowMore.cs

5.213 Crosstales.Radio.OnRadio.Demo.ShowMore Class Reference

Shows the details for [OnRadio](#).

Inheritance diagram for Crosstales.Radio.OnRadio.Demo.ShowMore:



Public Member Functions

- void **Show** ()

5.213.1 Detailed Description

Shows the details for [OnRadio](#).

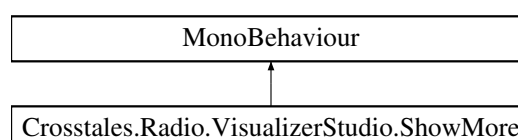
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Demos/Scripts/ShowMore.cs

5.214 Crosstales.Radio.VisualizerStudio.ShowMore Class Reference

Shows the details for Visualizer Studio.

Inheritance diagram for Crosstales.Radio.VisualizerStudio.ShowMore:



Public Member Functions

- void **Show** ()

5.214.1 Detailed Description

Shows the details for Visualizer Studio.

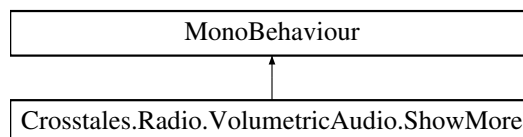
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/Visualizer Studio/Scripts/ShowMore.cs

5.215 Crosstales.Radio.VolumetricAudio.ShowMore Class Reference

Shows the details for Volumetric Audio.

Inheritance diagram for Crosstales.Radio.VolumetricAudio.ShowMore:



Public Member Functions

- void **Show** ()

5.215.1 Detailed Description

Shows the details for Volumetric Audio.

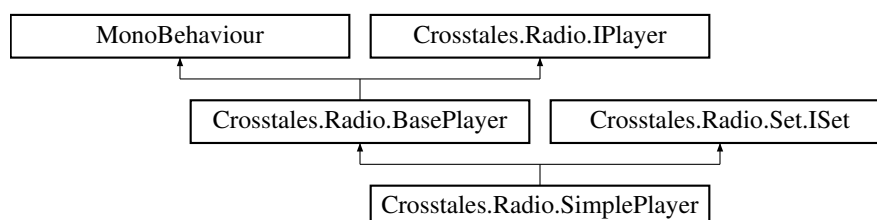
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/Volumetric Audio/Scripts/ShowMore.cs

5.216 Crosstales.Radio.SimplePlayer Class Reference

Simple player.

Inheritance diagram for Crosstales.Radio.SimplePlayer:



Public Member Functions

- void [Next](#) ()
Plays the next radio.
- void [Next](#) (bool random, [Model.RadioFilter](#) _filter=null)
Plays the next (normal/random) radio.
- void [Previous](#) ()
Plays the previous radio (main use for UI).
- void [Previous](#) (bool random, [Model.RadioFilter](#) _filter=null)
Plays the previous radio.
- System.Collections.Generic.List< [Model.RadioStation](#) > [GetStations](#) (bool random=false, [Model.RadioFilter](#) _filter=null)
Get all RadioStation for a given RadioFilter.
- int [CountStations](#) ([Model.RadioFilter](#) _filter=null)
Count all RadioStation for a given RadioFilter.
- [Model.RadioStation](#) [StationFromIndex](#) (bool random=false, int index=-1, [Model.RadioFilter](#) _filter=null)
Radio station from a given index (normal/random) from this set.
- [Crosstales.Radio.Model.RadioStation](#) [StationFromHashCode](#) (int hashCode)
Radio station from a hashcode from this set.
- [Model.RadioStation](#) [NextStation](#) (bool random=false, [Model.RadioFilter](#) _filter=null)
Next (normal/random) radio station from this set.
- [Model.RadioStation](#) [PreviousStation](#) (bool random=false, [Model.RadioFilter](#) _filter=null)
Previous (normal/random) radio station from this set.
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByName](#) (bool desc=false, [Model.RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by name.
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByURL](#) (bool desc=false, [Model.RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by URL.
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByFormat](#) (bool desc=false, [Model.RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by audio format.
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByStation](#) (bool desc=false, [Model.RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by station.
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByBitrate](#) (bool desc=false, [Model.RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by bitrate.
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByGenres](#) (bool desc=false, [Model.RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by genres.
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByCities](#) (bool desc=false, [Model.RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by cities.
- System.Collections.Generic.List< [Crosstales.Radio.Model.RadioStation](#) > [StationsByCountries](#) (bool desc=false, [Crosstales.Radio.Model.RadioFilter](#) _filter=null)
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByLanguages](#) (bool desc=false, [Model.RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by languages.
- System.Collections.Generic.List< [Model.RadioStation](#) > [StationsByRating](#) (bool desc=false, [Model.RadioFilter](#) _filter=null)
Returns all radio stations of this set ordered by rating.

- void **Load** ()
Loads all stations from this set (via providers).
- void **Save** (string path, [Model.RadioFilter](#) _filter=null)
Saves all stations from this set as text-file with streams.
- void **RandomizeStations** (bool resetIndex=true)
Randomize all radio stations.
- override void **Play** ()
Plays the radio-station.
- override void **Stop** ()
Stops the playback of the radio-station.
- override void **Restart** (float invokeDelay=[Util.Constants.INVOKE_DELAY](#))
Restarts the playback of the radio-station.
- override void **Mute** ()
Mute the playback of the record.
- override void **UnMute** ()
Unmute the playback of the record.

Public Attributes

- [PlaybackStartEvent](#) **OnPlaybackStarted**
- [PlaybackEndEvent](#) **OnPlaybackEnded**
- [BufferingStartEvent](#) **OnBufferingStarted**
- [BufferingEndEvent](#) **OnBufferingEnded**
- [AudioStartEvent](#) **OnAudioStarted**
- [AudioEndEvent](#) **OnAudioEnded**
- [RecordChangeEvent](#) **OnRecordChanged**
- [StationChangeEvent](#) **OnStationChanged**
- [FilterChangeEvent](#) **OnFilterChanged**
- [StationsChangeEvent](#) **OnStationsChanged**
- [ProviderReadyEvent](#) **OnProviderReadyEvent**
- [ErrorEvent](#) **OnError**
- System.Collections.Generic.List< [Model.RadioStation](#) > **Stations** => [Set](#) != null ? [Set.Stations](#) : new System.Collections.Generic.List<[Model.RadioStation](#)>()
- System.Collections.Generic.List< [Crosstales.Radio.Model.RadioStation](#) > **RandomStations** => [Set](#) != null ? [Set.RandomStations](#) : new System.Collections.Generic.List<[Model.RadioStation](#)>()
- bool **isReady** => [Set](#) != null && [Set.isReady](#)
- override bool **isPlayback** => [Player.isPlayback](#)
- override bool **isAudioPlaying** => [Player.isAudioPlaying](#)
- override bool **isBuffering** => [Player.isBuffering](#)
- override [Model.RecordInfo](#) **RecordInfo** => [Player.RecordInfo](#)
- override [Model.RecordInfo](#) **NextRecordInfo** => [Player.RecordInfo](#)
- override float **NextRecordDelay** => [Player.NextRecordDelay](#)
- override long **CurrentBufferSize** => [Player.CurrentBufferSize](#)
- override long **CurrentDownloadSpeed** => [Player.CurrentDownloadSpeed](#)
- override int **Channels** => [Player.Channels](#)
- override int **SampleRate** => [Player.SampleRate](#)

Protected Member Functions

- override void **onAudioStart** ([Model.RadioStation](#) station)
- override void **onAudioEnd** ([Model.RadioStation](#) station)
- override void **onAudioPlayTimeUpdate** ([Model.RadioStation](#) station, float _playtime)
- override void **onErrorInfo** ([Model.RadioStation](#) station, string info)

Protected Attributes

- override [PlaybackStartEvent](#) **onPlaybackStarted** => OnPlaybackStarted
- override [PlaybackEndEvent](#) **onPlaybackEnded** => OnPlaybackEnded
- override [BufferingStartEvent](#) **onBufferingStarted** => OnBufferingStarted
- override [BufferingEndEvent](#) **onBufferingEnded** => OnBufferingEnded
- override [AudioStartEvent](#) **onAudioStarted** => OnAudioStarted
- override [AudioEndEvent](#) **onAudioEnded** => OnAudioEnded
- override [RecordChangeEvent](#) **onRecordChanged** => OnRecordChanged
- override [ErrorEvent](#) **onError** => OnError

Properties

- [RadioPlayer](#) **Player** [get, set]
'RadioPlayer' from the scene.
- [Set.RadioSet](#) **Set** [get, set]
'RadioSet' from the scene.
- [Model.RadioFilter](#) **Filter** [get, set]
Global RadioFilter (active if no explicit filter is given).
- bool [RetryOnError](#) [get, set]
Retry to start the radio on an error.
- int [Retries](#) [get, set]
Defines how many times should the radio station restart after an error before giving up.
- bool [PlayOnStart](#) [get, set]
Play a radio on start.
- bool [PlayEndless](#) [get, set]
Enable endless play.
- bool [PlayRandom](#) [get, set]
Play the radio stations in random order.
- int? **CurrentStationIndex** [get, set]
- int? **CurrentRandomStationIndex** [get, set]
- override [Model.RadioStation](#) **Station** [get, set]
- override bool **HandleFocus** [get, set]
- override int **CacheStreamSize** [get, set]
- override bool **LegacyMode** [get, set]
- override bool **CaptureDataStream** [get, set]
- override AudioSource **Source** [get, protected set]
- override [Model.Enum.AudioCodec](#) **Codec** [get, protected set]
- override float **PlayTime** [get, protected set]
- override float **BufferProgress** [get, protected set]
- override float **RecordPlayTime** [get, protected set]
- override [Common.Util.MemoryCacheStream](#) **DataStream** [get, protected set]
- override float **Volume** [get, set]
- override float **Pitch** [get, set]
- override float **StereoPan** [get, set]
- override bool **isMuted** [get, set]

Events

- FilterChange [OnFilterChange](#)
An event triggered whenever the filter changes.
- StationsChange [OnStationsChange](#)
An event triggered whenever the stations change.
- ProviderReady [OnProviderReady](#)
An event triggered whenever all providers are ready.
- StationChange [OnStationChange](#)
An event triggered whenever an radio station changes.

Additional Inherited Members

5.216.1 Detailed Description

Simple player.

5.216.2 Member Function Documentation

5.216.2.1 CountStations()

```
int Crosstales.Radio.SimplePlayer.CountStations (
    Model.RadioFilter filter = null )
```

Count all RadioStation for a given RadioFilter.

Parameters

<i>filter</i>	Filter for the radio stations (default: null, optional)
---------------	---

Returns

Number of all RadioStation for a given RadioFilter.

Implements [Crosstales.Radio.Set.ISet](#).

5.216.2.2 GetStations()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.SimplePlayer.GetStations
(
    bool random = false,
    Model.RadioFilter filter = null )
```

Get all RadioStation for a given RadioFilter.

Parameters

<i>random</i>	Return random RadioStation (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All RadioStation for a given RadioFilter.

Implements [Crosstales.Radio.Set.ISet](#).

5.216.2.3 Load()

```
void Crosstales.Radio.SimplePlayer.Load ( )
```

Loads all stations from this set (via providers).

Implements [Crosstales.Radio.Set.ISet](#).

5.216.2.4 Mute()

```
override void Crosstales.Radio.SimplePlayer.Mute ( ) [virtual]
```

Mute the playback of the record.

Implements [Crosstales.Radio.BasePlayer](#).

5.216.2.5 Next() [1/2]

```
void Crosstales.Radio.SimplePlayer.Next ( )
```

Plays the next radio.

5.216.2.6 Next() [2/2]

```
void Crosstales.Radio.SimplePlayer.Next (
    bool random,
    Model.RadioFilter _filter = null )
```

Plays the next (normal/random) radio.

Parameters

<i>random</i>	Play a random radio station
<i>_filter</i>	Filter (default: null, optional)

5.216.2.7 NextStation()

```
Model.RadioStation Crosstales.Radio.SimplePlayer.NextStation (
    bool random = false,
    Model.RadioFilter filter = null )
```

Next (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Next radio station.

Implements [Crosstales.Radio.Set.ISet](#).

5.216.2.8 Play()

```
override void Crosstales.Radio.SimplePlayer.Play ( ) [virtual]
```

Plays the radio-station.

Implements [Crosstales.Radio.BasePlayer](#).

5.216.2.9 Previous() [1/2]

```
void Crosstales.Radio.SimplePlayer.Previous ( )
```

Plays the previous radio (main use for UI).

5.216.2.10 Previous() [2/2]

```
void Crosstales.Radio.SimplePlayer.Previous (
    bool random,
    Model.RadioFilter _filter = null )
```

Plays the previous radio.

Parameters

<i>random</i>	Play a random radio station
<i>_filter</i>	Filter (default: null, optional)

5.216.2.11 PreviousStation()

```
Model.RadioStation Crosstales.Radio.SimplePlayer.PreviousStation (
    bool random = false,
    Model.RadioFilter filter = null )
```

Previous (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Previous radio station.

Implements [Crosstales.Radio.Set.ISet](#).

5.216.2.12 RandomizeStations()

```
void Crosstales.Radio.SimplePlayer.RandomizeStations (
    bool resetIndex = true )
```

Randomize all radio stations.

Parameters

<i>resetIndex</i>	Reset the index of the random radio stations (default: true, optional)
-------------------	--

Implements [Crosstales.Radio.Set.ISet](#).

5.216.2.13 Restart()

```
override void Crosstales.Radio.SimplePlayer.Restart (
    float invokeDelay = Util.Constants.INVOKE\_DELAY ) [virtual]
```

Restarts the playback of the radio-station.

Parameters

<i>invokeDelay</i>	Delay for the restart (default: 0.4, optional)
--------------------	--

Implements [Crosstales.Radio.BasePlayer](#).

5.216.2.14 Save()

```
void Crosstales.Radio.SimplePlayer.Save (
    string path,
    Model.RadioFilter filter = null )
```

Saves all stations from this set as text-file with streams.

Parameters

<i>path</i>	Path to the text-file.
<i>filter</i>	Filter for the radio stations (default: null, optional)

Implements [Crosstales.Radio.Set.ISet](#).

5.216.2.15 StationFromHashCode()

```
Crosstales.Radio.Model.RadioStation Crosstales.Radio.SimplePlayer.StationFromHashCode (
    int hashCode )
```

[Radio](#) station from a hashcode from this set.

Parameters

<i>hashCode</i>	Hashcode of the radio station
-----------------	-------------------------------

Returns

[Radio](#) station from hashcode.

Implements [Crosstales.Radio.Set.ISet](#).

5.216.2.16 StationFromIndex()

```
Model.RadioStation Crosstales.Radio.SimplePlayer.StationFromIndex (
    bool random = false,
```

```
int index = -1,  
Model.RadioFilter filter = null )
```

[Radio](#) station from a given index (normal/random) from this set.

Parameters

<i>random</i>	Return a random Radio station (default: false, optional)
<i>index</i>	Index of the radio station (default: -1, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Record from index.

Implements [Crosstales.Radio.Set.ISet](#).

5.216.2.17 StationsByBitrate()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.SimplePlayer.StationsBy↵  
Bitrate (   
    bool desc = false,   
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by bitrate.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by bitrate.

Implements [Crosstales.Radio.Set.ISet](#).

5.216.2.18 StationsByCities()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.SimplePlayer.StationsBy↵  
Cities (   
    bool desc = false,   
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by cities.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by cities.

Implements [Crosstales.Radio.Set.ISet](#).

5.216.2.19 StationsByFormat()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.SimplePlayer.StationsBy↵  
Format (   
    bool desc = false,   
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by audio format.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by audio format.

Implements [Crosstales.Radio.Set.ISet](#).

5.216.2.20 StationsByGenres()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.SimplePlayer.StationsBy↵  
Genres (   
    bool desc = false,   
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by genres.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by genre.

Implements [Crosstales.Radio.Set.ISet](#).

5.216.2.21 StationsByLanguages()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.SimplePlayer.StationsByLanguages (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by languages.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by languages.

Implements [Crosstales.Radio.Set.ISet](#).

5.216.2.22 StationsByName()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.SimplePlayer.StationsByName (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by name.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by name.

Implements [Crosstales.Radio.Set.ISet](#).

5.216.2.23 StationsByRating()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.SimplePlayer.StationsByRating (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by rating.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by rating.

Implements [Crosstales.Radio.Set.ISet](#).

5.216.2.24 StationsByStation()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.SimplePlayer.StationsByStation (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by station.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by station.

Implements [Crosstales.Radio.Set.ISet](#).

5.216.2.25 StationsByURL()

```
System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.SimplePlayer.StationsByURL (
    bool desc = false,
    Model.RadioFilter filter = null )
```

Returns all radio stations of this set ordered by URL.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by URL.

Implements [Crosstales.Radio.Set.ISet](#).

5.216.2.26 Stop()

```
override void Crosstales.Radio.SimplePlayer.Stop ( ) [virtual]
```

Stops the playback of the radio-station.

Implements [Crosstales.Radio.BasePlayer](#).

5.216.2.27 UnMute()

```
override void Crosstales.Radio.SimplePlayer.UnMute ( ) [virtual]
```

Unmute the playback of the record.

Implements [Crosstales.Radio.BasePlayer](#).

5.216.3 Property Documentation

5.216.3.1 Filter

```
Model.RadioFilter Crosstales.Radio.SimplePlayer.Filter [get], [set]
```

Global RadioFilter (active if no explicit filter is given).

5.216.3.2 PlayEndless

```
bool Crosstales.Radio.SimplePlayer.PlayEndless [get], [set]
```

Enable endless play.

5.216.3.3 Player

`RadioPlayer` Crosstales.Radio.SimplePlayer.Player [get], [set]

'RadioPlayer' from the scene.

5.216.3.4 PlayOnStart

`bool` Crosstales.Radio.SimplePlayer.PlayOnStart [get], [set]

Play a radio on start.

5.216.3.5 PlayRandom

`bool` Crosstales.Radio.SimplePlayer.PlayRandom [get], [set]

Play the radio stations in random order.

5.216.3.6 Retries

`int` Crosstales.Radio.SimplePlayer.Retries [get], [set]

Defines how many times should the radio station restart after an error before giving up.

5.216.3.7 RetryOnError

`bool` Crosstales.Radio.SimplePlayer.RetryOnError [get], [set]

Retry to start the radio on an error.

5.216.3.8 Set

`Set.RadioSet` Crosstales.Radio.SimplePlayer.Set [get], [set]

'RadioSet' from the scene.

5.216.4 Event Documentation

5.216.4.1 OnFilterChange

`FilterChange Crosstales.Radio.SimplePlayer.OnFilterChange`

An event triggered whenever the filter changes.

5.216.4.2 OnProviderReady

`ProviderReady Crosstales.Radio.SimplePlayer.OnProviderReady`

An event triggered whenever all providers are ready.

5.216.4.3 OnStationChange

`StationChange Crosstales.Radio.SimplePlayer.OnStationChange`

An event triggered whenever an radio station changes.

5.216.4.4 OnStationsChange

`StationsChange Crosstales.Radio.SimplePlayer.OnStationsChange`

An event triggered whenever the stations change.

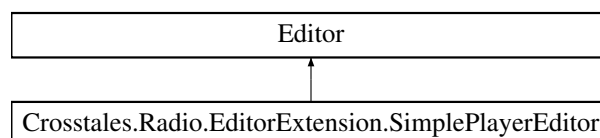
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/SimplePlayer.cs`

5.217 Crosstales.Radio.EditorExtension.SimplePlayerEditor Class Reference

Custom editor for the `'SimplePlayer'`-class.

Inheritance diagram for `Crosstales.Radio.EditorExtension.SimplePlayerEditor`:



Public Member Functions

- delegate void **StopPlayback** ()
- void **OnEnable** ()
- void **OnDisable** ()
- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

Events

- static StopPlayback **OnStopPlayback**

5.217.1 Detailed Description

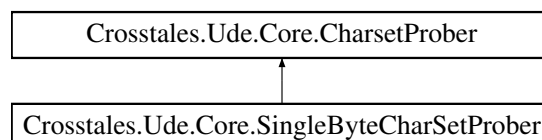
Custom editor for the '[SimplePlayer](#)'-class.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Extension/SimplePlayerEditor.cs

5.218 Crosstales.Ude.Core.SingleByteCharSetProber Class Reference

Inheritance diagram for Crosstales.Ude.Core.SingleByteCharSetProber:



Public Member Functions

- **SingleByteCharSetProber** ([SequenceModel](#) model)
- **SingleByteCharSetProber** ([SequenceModel](#) model, bool reversed, [CharsetProber](#) nameProber)
- override ProbingState **HandleData** (byte[] buf, int offset, int len)
Feed data to the prober
- override void **DumpStatus** ()
- override float **GetConfidence** ()
- override void **Reset** ()
Reset prober state
- override string **GetCharsetName** ()

Protected Attributes

- [SequenceModel](#) model

Additional Inherited Members

5.218.1 Member Function Documentation

5.218.1.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.SingleByteCharSetProber.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.218.1.2 Reset()

```
override void Crosstales.Ude.Core.SingleByteCharSetProber.Reset ( ) [virtual]
```

Reset prober state

Implements [Crosstales.Ude.Core.CharsetProber](#).

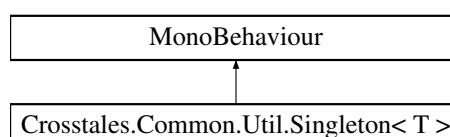
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↵
Core/SBCharsetProber.cs

5.219 Crosstales.Common.Util.Singleton< T > Class Template Reference

Base-class for all singletons.

Inheritance diagram for Crosstales.Common.Util.Singleton< T >:



Static Public Member Functions

- static void [CreateInstance](#) (bool searchExistingGameObject=true, bool deleteExistingInstance=false)
Creates an instance of this object.
- static void [DeleteInstance](#) ()
Deletes the instance of this object.

Static Public Attributes

- static string [PrefabPath](#)
Fully qualified prefab path.
- static string [GameObjectName](#) = typeof(T).Name
Name of the gameobject in the scene.

Protected Member Functions

- virtual void **Awake** ()
- virtual void **OnDestroy** ()
- virtual void **OnApplicationQuit** ()

Static Protected Attributes

- static T **instance**

Properties

- static T [Instance](#) [get, protected set]
Returns the singleton instance of this class.
- bool [DontDestroy](#) [get, set]
Don't destroy gameobject during scene switches.

5.219.1 Detailed Description

Base-class for all singletons.

Type Constraints

T: [Singleton](#)<T>

5.219.2 Member Function Documentation

5.219.2.1 CreateInstance()

```
static void Crosstales.Common.Util.Singleton< T >.CreateInstance (  
    bool searchExistingGameObject = true,  
    bool deleteExistingInstance = false ) [static]
```

Creates an instance of this object.

Parameters

<i>searchExistingGameObject</i>	Search for existing GameObjects of this object (default: true, optional)
<i>deleteExistingInstance</i>	Delete existing instance of this object (default: false, optional)

5.219.2.2 DeleteInstance()

```
static void Crosstales.Common.Util.Singleton< T >.DeleteInstance ( ) [static]
```

Deletes the instance of this object.

5.219.3 Member Data Documentation

5.219.3.1 GameObjectName

```
string Crosstales.Common.Util.Singleton< T >.GameObjectName = typeof(T).Name [static]
```

Name of the gameobject in the scene.

5.219.3.2 PrefabPath

```
string Crosstales.Common.Util.Singleton< T >.PrefabPath [static]
```

Fully qualified prefab path.

5.219.4 Property Documentation

5.219.4.1 DontDestroy

```
bool Crosstales.Common.Util.Singleton< T >.DontDestroy [get], [set]
```

Don't destroy gameobject during scene switches.

5.219.4.2 Instance

`T Crosstales.Common.Util.Singleton< T >.Instance [static], [get], [protected set]`

Returns the singleton instance of this class.

Returns

[Singleton](#) instance of this class.

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

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/Singleton.↔cs`

5.220 Crosstales.Common.Util.SingletonHelper Class Reference

Helper-class for singletons.

Properties

- static bool **isQuitting** [get, set]

5.220.1 Detailed Description

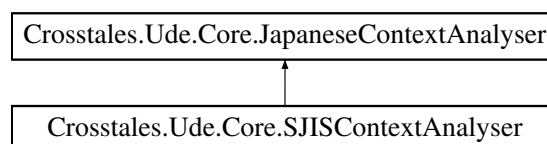
Helper-class for singletons.

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

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/Singleton.↔cs`

5.221 Crosstales.Ude.Core.SJISContextAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.SJISContextAnalyser:



Protected Member Functions

- override int **GetOrder** (byte[] buf, int offset, out int charLen)
- override int **GetOrder** (byte[] buf, int offset)

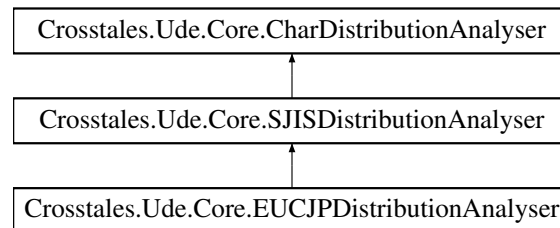
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔ Core/JapaneseContextAnalyser.cs

5.222 Crosstales.Ude.Core.SJISDistributionAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.SJISDistributionAnalyser:



Public Member Functions

- override int [GetOrder](#) (byte[] buf, int offset)
*first byte range: 0x81 – 0x9f, 0xe0 – 0xfe second byte range: 0x40 – 0x7e, 0x81 – 0xfe no validation needed here.
 State machine has done that*

Static Protected Attributes

- static float **SJIS_TYPICAL_DISTRIBUTION_RATIO** = 3.0f
- static int[] **SJIS_CHAR2FREQ_ORDER**

Additional Inherited Members

5.222.1 Member Function Documentation

5.222.1.1 GetOrder()

```

override int Crosstales.Ude.Core.SJISDistributionAnalyser.GetOrder (
    byte[] buf,
    int offset ) [virtual]
  
```

first byte range: 0x81 – 0x9f, 0xe0 – 0xfe second byte range: 0x40 – 0x7e, 0x81 – 0xfe no validation needed here.
 State machine has done that

Implements [Crosstales.Ude.Core.CharDistributionAnalyser](#).

Reimplemented in [Crosstales.Ude.Core.EUCJPDistributionAnalyser](#).

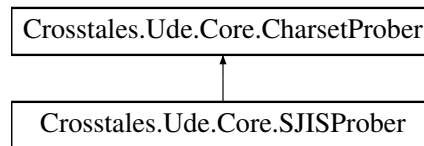
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔ Core/CharDistributionAnalyser.cs

5.223 Crosstales.Ude.Core.SJISProber Class Reference

for S-JIS encoding, observe characteristic: 1, kana character (or hankaku?) often have high frequency of appearance 2, kana character often exist in group 3, certain combination of kana is never used in Japanese language

Inheritance diagram for Crosstales.Ude.Core.SJISProber:



Public Member Functions

- override string **GetCharsetName** ()
- override ProbingState **HandleData** (byte[] buf, int offset, int len)
Feed data to the prober
- override void **Reset** ()
Reset prober state
- override float **GetConfidence** ()

Additional Inherited Members

5.223.1 Detailed Description

for S-JIS encoding, observe characteristic: 1, kana character (or hankaku?) often have high frequency of appearance 2, kana character often exist in group 3, certain combination of kana is never used in Japanese language

5.223.2 Member Function Documentation

5.223.2.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.SJISProber.HandleData (  
    byte[] buf,  
    int offset,  
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstailes.Ude.Core.CharsetProber](#).

5.223.2.2 Reset()

```
override void Crosstailes.Ude.Core.SJISProber.Reset ( ) [virtual]
```

Reset prober state

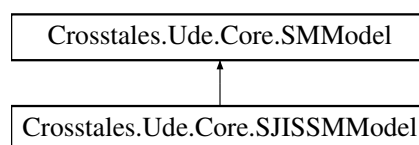
Implements [Crosstailes.Ude.Core.CharsetProber](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/↔Core/SJISProber.cs

5.224 Crosstailes.Ude.Core.SJISMMModel Class Reference

Inheritance diagram for Crosstailes.Ude.Core.SJISMMModel:



Additional Inherited Members

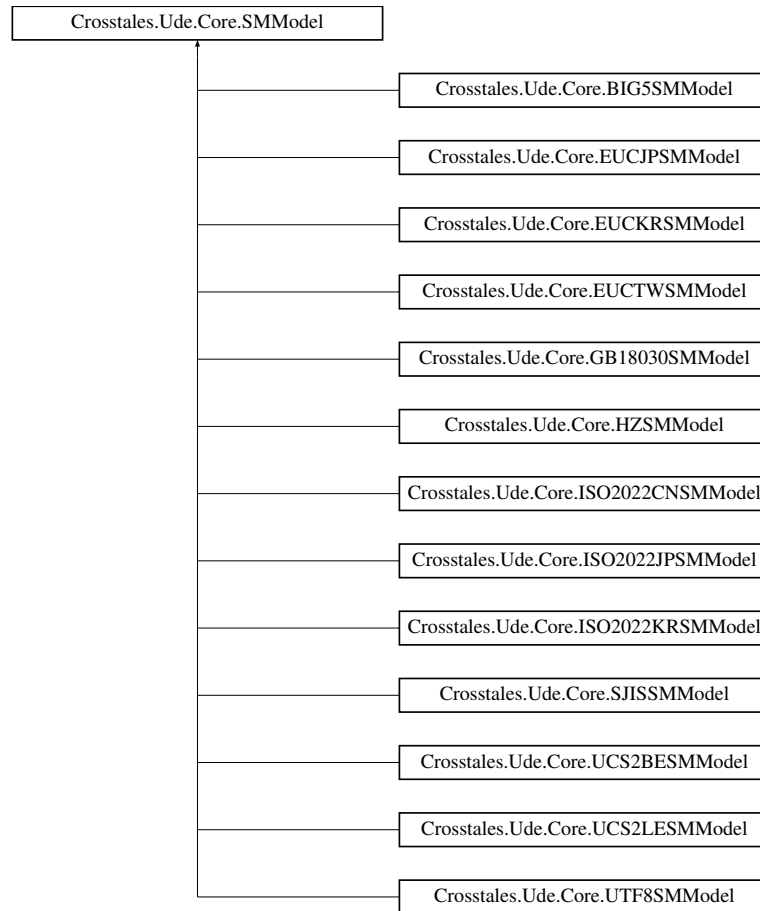
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/↔Core/MBCSSM.cs

5.225 Crosstales.Ude.Core.SMModel Class Reference

State machine model

Inheritance diagram for Crosstales.Ude.Core.SMModel:



Public Member Functions

- **SMModel** ([BitPackage](#) classTable, int classFactor, [BitPackage](#) stateTable, int[] charLenTable, String name)
- int **GetClass** (byte b)

Public Attributes

- [BitPackage](#) classTable
- [BitPackage](#) stateTable
- int[] charLenTable

Static Public Attributes

- const int **START** = 0
- const int **ERROR** = 1
- const int **ITSME** = 2

Properties

- string **Name** [get]
- int **ClassFactor** [get]

5.225.1 Detailed Description

State machine model

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/↵
Core/SMMModel.cs

5.226 Crosstailes.Radio.OnRadio.Model.Songart.Song Class Reference

[Model](#) of a song.

Public Member Functions

- override string **ToString** ()

Properties

- string **Arturl** [get, set]
- string **Artist** [get, set]
- string **Title** [get, set]
- string **Album** [get, set]
- string **Size** [get, set]

5.226.1 Detailed Description

[Model](#) of a song.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Radio/3rd party/OnRadio/↵
Scripts/Model/Songart/Song.cs

5.227 Crosstailes.Radio.OnRadio.Model.Song Class Reference

[Model](#) of a song.

Public Member Functions

- override string **ToString** ()

Properties

- string **Songartist** [get, set]
- string **Songtitle** [get, set]
- string **Currently_playing** [get, set]
- string **Callsign** [get, set]
- string **Station_id** [get, set]
- string **Band** [get, set]
- [Playlist](#) **Playlist** [get, set]
- [Uberurl](#) **Uberurl** [get, set]

5.227.1 Detailed Description

[Model](#) of a song.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Radio/3rd party/OnRadio/↔ Scripts/Model/Song.cs

5.228 Crosstailes.Radio.OnRadio.Model.Songart.Songs Class Reference

[Model](#) of a song holder.

Public Member Functions

- override string **ToString** ()

Properties

- [Song](#) **Song** [get, set]

5.228.1 Detailed Description

[Model](#) of a song holder.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Radio/3rd party/OnRadio/↔ Scripts/Model/Songart/Songs.cs

5.229 Crosstales.Radio.OnRadio.Model.Songs Class Reference

Model of a song holder.

Public Member Functions

- override string **ToString** ()

Properties

- List< [Song](#) > **Song** [get, set]

5.229.1 Detailed Description

Model of a song holder.

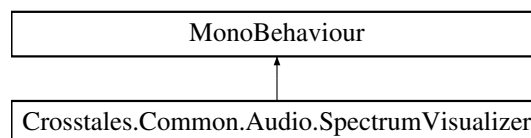
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Scripts/Model/Songs.cs

5.230 Crosstales.Common.Audio.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for Crosstales.Common.Audio.SpectrumVisualizer:



Public Attributes

- [FFTAAnalyzer Analyzer](#)
FFT-analyzer with the spectrum data.
- GameObject [VisualPrefab](#)
summary> Width per prefab.
- float [Width](#) = 0.075f
summary> Gain-power for the frequency.
- float [Gain](#) = 70f
summary> Frequency band from left-to-right (default: true).
- bool [LeftToRight](#) = true
summary> Opacity of the material of the prefab (default: 1).
- float [Opacity](#) = 1f

5.230.1 Detailed Description

Simple spectrum visualizer.

5.230.2 Member Data Documentation

5.230.2.1 Analyzer

`FFTAnalyzer` `Crosstales.Common.Audio.SpectrumVisualizer.Analyzer`

FFT-analyzer with the spectrum data.

summary>Prefab for the frequency representation.

5.230.2.2 Gain

`float` `Crosstales.Common.Audio.SpectrumVisualizer.Gain` = 70f

summary>Frequency band from left-to-right (default: true).

5.230.2.3 LeftToRight

`bool` `Crosstales.Common.Audio.SpectrumVisualizer.LeftToRight` = true

summary>Opacity of the material of the prefab (default: 1).

5.230.2.4 VisualPrefab

`GameObject` `Crosstales.Common.Audio.SpectrumVisualizer.VisualPrefab`

summary>Width per prefab.

5.230.2.5 Width

`float` `Crosstales.Common.Audio.SpectrumVisualizer.Width` = 0.075f

summary>Gain-power for the frequency.

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

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Extras/Audio/Scripts/SpectrumVisualizer.cs`

5.231 Crosstales.Radio.OnRadio.Model.Play.Station Class Reference

[Model](#) of a station.

Public Member Functions

- override string **ToString** ()

Properties

- string **Callsign** [get, set]
- string **Genre** [get, set]
- string **Band** [get, set]
- string **Artist** [get, set]
- string **Title** [get, set]
- string **Songstamp** [get, set]
- string **Seconds_remaining** [get, set]
- string **Station_id** [get, set]

5.231.1 Detailed Description

[Model](#) of a station.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Scripts/Model/Play/Station.cs

5.232 Crosstales.Radio.OnRadio.Model.DARStations.Station Class Reference

[Model](#) of a station.

Public Member Functions

- override string **ToString** ()

Properties

- string **Station_id** [get, set]
- string **Callsign** [get, set]
- string **Dial** [get, set]
- string **Band** [get, set]
- string **Address1** [get, set]
- string **Address2** [get, set]
- string **City** [get, set]
- string **State** [get, set]
- string **Country** [get, set]
- string **Zipcode** [get, set]
- string **Slogan** [get, set]
- string **Phone** [get, set]
- string **Email** [get, set]
- string **Uberggenre** [get, set]
- string **Genre** [get, set]
- string **Language** [get, set]
- string **Websiteurl** [get, set]
- string **Imageurl** [get, set]
- string **Description** [get, set]
- string **Encoding** [get, set]
- string **Bitrate** [get, set]
- string **Status** [get, set]

5.232.1 Detailed Description

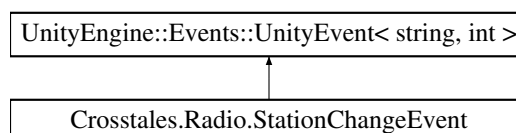
[Model](#) of a station.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Scripts/Model/darstations/Station.cs

5.233 Crosstales.Radio.StationChangeEvent Class Reference

Inheritance diagram for Crosstales.Radio.StationChangeEvent:



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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.234 Crosstales.Radio.OnRadio.Model.DARStations.Stations Class Reference

Model of a station holder.

Public Member Functions

- override string **ToString** ()

Properties

- **Station** **Station** [get, set]

5.234.1 Detailed Description

Model of a station holder.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Scripts/Model/darstations/Stations.cs

5.235 Crosstales.Radio.OnRadio.Model.Stations Class Reference

Model of a station.

Public Member Functions

- override string **ToString** ()

Properties

- string **Url** [get, set]
- string **Encoding** [get, set]
- string **Callsign** [get, set]
- string **Websiteurl** [get, set]

5.235.1 Detailed Description

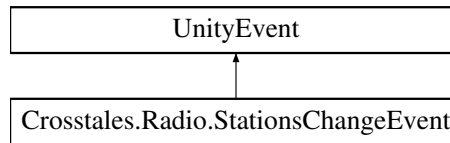
Model of a station.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/↔ Scripts/Model/Stations.cs

5.236 Crosstales.Radio.StationsChangeEvent Class Reference

Inheritance diagram for Crosstales.Radio.StationsChangeEvent:



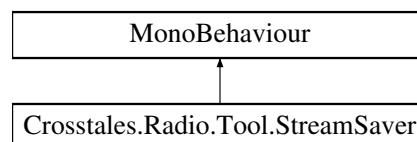
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.237 Crosstales.Radio.Tool.StreamSaver Class Reference

Saves the streams of a player as audio files in the WAV-format. NOTE: Copyright laws for music are VERY STRICT and MUST BE respected! If you save music, make sure YOU have the RIGHT to do so! crosstales LLC denies any responsibility for YOUR actions with this tool - use it at your OWN RISK! For more, see https://en.wikipedia.org/wiki/Radio_music_ripping and the rights applying to your country.

Inheritance diagram for Crosstales.Radio.Tool.StreamSaver:



Properties

- `BasePlayer Player` [get, set]
Origin Player.
- `bool SilenceSource` [get, set]
Silence the origin.
- `string OutputPath` [get, set]
Output path for the audio files.
- `float RecordStartDelay` [get, set]
Record delay in seconds before start saving the audio (range 0-20).
- `float RecordStopDelay` [get, set]
Record delay in seconds before stop saving the audio (range 0-20).
- `bool AddStationName` [get, set]
Add the station name to the audio files.
- `bool AddTimestamp` [get, set]
Add the current timestamp to the audio files.

5.237.1 Detailed Description

Saves the streams of a player as audio files in the WAV-format. NOTE: Copyright laws for music are VERY STRICT and MUST BE respected! If you save music, make sure YOU have the RIGHT to do so! crosstales LLC denies any responsibility for YOUR actions with this tool - use it at your OWN RISK! For more, see https://en.wikipedia.org/wiki/Radio_music_ripping and the rights applying to your country.

5.237.2 Property Documentation

5.237.2.1 AddStationName

```
bool Crosstales.Radio.Tool.StreamSaver.AddStationName [get], [set], [add]
```

Add the station name to the audio files.

5.237.2.2 AddTimestamp

```
bool Crosstales.Radio.Tool.StreamSaver.AddTimestamp [get], [set], [add]
```

Add the current timestamp to the audio files.

5.237.2.3 OutputPath

```
string Crosstales.Radio.Tool.StreamSaver.OutputPath [get], [set]
```

Output path for the audio files.

5.237.2.4 Player

```
BasePlayer Crosstales.Radio.Tool.StreamSaver.Player [get], [set]
```

Origin Player.

5.237.2.5 RecordStartDelay

```
float Crosstales.Radio.Tool.StreamSaver.RecordStartDelay [get], [set]
```

Record delay in seconds before start saving the audio (range 0-20).

5.237.2.6 RecordStopDelay

```
float Crosstales.Radio.Tool.StreamSaver.RecordStopDelay [get], [set]
```

Record delay in seconds before stop saving the audio (range 0-20).

5.237.2.7 SilenceSource

```
bool Crosstales.Radio.Tool.StreamSaver.SilenceSource [get], [set]
```

Silence the origin.

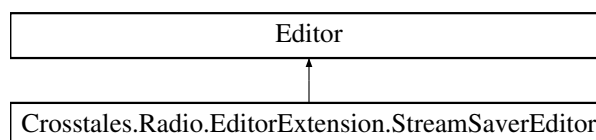
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Extras/StreamSaver/↔ Scripts/StreamSaver.cs

5.238 Crosstales.Radio.EditorExtension.StreamSaverEditor Class Reference

Custom editor for the 'StreamSaver'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.StreamSaverEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.238.1 Detailed Description

Custom editor for the 'StreamSaver'-class.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Extras/StreamSaver/↔ Editor/StreamSaverEditor.cs

5.239 Crosstales.Radio.EditorIntegration.StreamSaverGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.239.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Extras/StreamSaver/↔ Editor/StreamSaverGameObject.cs

5.240 Crosstales.Radio.EditorIntegration.StreamSaverMenu Class Reference

Editor component for the "Tools"-menu.

5.240.1 Detailed Description

Editor component for the "Tools"-menu.

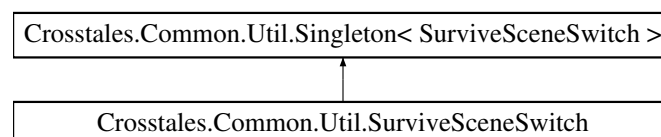
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Extras/StreamSaver/↔ Editor/StreamSaverMenu.cs

5.241 Crosstales.Common.Util.SurviveSceneSwitch Class Reference

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

Inheritance diagram for Crosstales.Common.Util.SurviveSceneSwitch:



Public Attributes

- GameObject[] [Survivors](#)

Objects which have to survive a scene switch.

Additional Inherited Members

5.241.1 Detailed Description

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

5.241.2 Member Data Documentation

5.241.2.1 Survivors

```
GameObject [] Crosstales.Common.Util.SurviveSceneSwitch.Survivors
```

Objects which have to survive a scene switch.

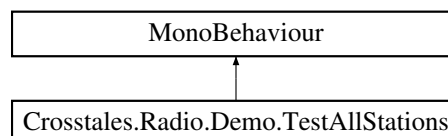
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Extras/SurviveSceneSwitch/Scripts/SurviveSceneSwitch.cs

5.242 Crosstales.Radio.Demo.TestAllStations Class Reference

Test all stations of a given [RadioManager](#).

Inheritance diagram for Crosstales.Radio.Demo.TestAllStations:



Public Member Functions

- void **OnDestroy** ()

Public Attributes

- [BasePlayer](#) **Player**
- [Provider.BaseRadioProvider](#) **Provider**
- [OnRadio.Service.BaseService](#) **Service**
- string **ErrorFilePath**
- [Model.Enum.AudioCodec](#) **Codec** = Model.Enum.AudioCodec.MP3_NLayer
- bool **UseService** = true
- bool **UpdateInfo** = true
- bool **Silent** = true

5.242.1 Detailed Description

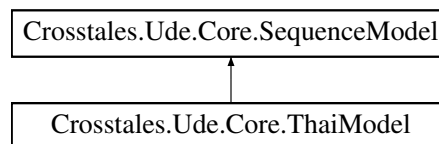
Test all stations of a given [RadioManager](#).

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

- [D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/TestAllStations.cs](#)

5.243 Crosstales.Ude.Core.ThaiModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.ThaiModel:



Public Member Functions

- **ThaiModel** (byte[] charToOrderMap, string name)

Additional Inherited Members

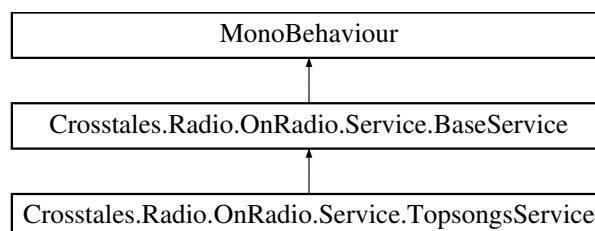
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/LangThaiModel.cs](#)

5.244 Crosstales.Radio.OnRadio.Service.TopsongsService Class Reference

Topsongs service implementation.

Inheritance diagram for Crosstales.Radio.OnRadio.Service.TopsongsService:



Public Attributes

- [QueryCompleteEvent](#) **OnQueryCompleted**

Protected Member Functions

- override IEnumerator **query** (string id)

Protected Attributes

- override [QueryCompleteEvent](#) **onQueryCompleted** => OnQueryCompleted

Properties

- [OnRadio.Model.Genre](#) **Genre** [get, set]
Genre for the search. 'All' will lead to 'Hit Music'.
- bool [International](#) [get, set]
Include non-US (international) stations.
- int [Limit](#) [get, set]
Limit the number of results (range 1-50).
- [Model.Songs](#) **Songs** [get, protected set]

Additional Inherited Members

5.244.1 Detailed Description

Topsongs service implementation.

5.244.2 Property Documentation

5.244.2.1 Genre

[OnRadio.Model.Genre](#) Crosstales.Radio.OnRadio.Service.TopsongsService.Genre [get], [set]

Genre for the search. 'All' will lead to 'Hit Music'.

5.244.2.2 International

bool Crosstales.Radio.OnRadio.Service.TopsongsService.International [get], [set]

Include non-US (international) stations.

5.244.2.3 Limit

```
int Crosstales.Radio.OnRadio.Service.TopsongsService.Limit [get], [set]
```

Limit the number of results (range 1-50).

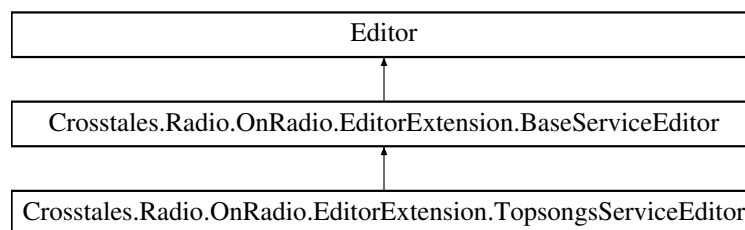
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/Service/TopsongsService.cs ↩

5.245 Crosstales.Radio.OnRadio.EditorExtension.TopsongsServiceEditor Class Reference

Custom editor for the 'TopsongsService'-class.

Inheritance diagram for Crosstales.Radio.OnRadio.EditorExtension.TopsongsServiceEditor:



Additional Inherited Members

5.245.1 Detailed Description

Custom editor for the 'TopsongsService'-class.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Editor/TopsongsServiceEditor.cs ↩

5.246 Crosstales.Radio.OnRadio.Model.Uberurl Class Reference

Model of a [Uberurl](#).

Public Member Functions

- override string **Tostring** ()

Properties

- string **Url** [get, set]
- string **Encoding** [get, set]
- string **Callsign** [get, set]
- string **Websiteurl** [get, set]
- string **Station_id** [get, set]

5.246.1 Detailed Description

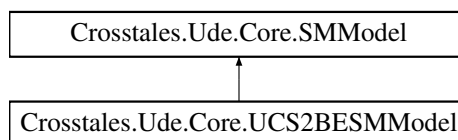
[Model](#) of a [Uberurl](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Radio/3rd party/OnRadio/↔ Scripts/Model/Uberurl.cs

5.247 Crosstailes.Ude.Core.UCS2BESMMModel Class Reference

Inheritance diagram for Crosstailes.Ude.Core.UCS2BESMMModel:



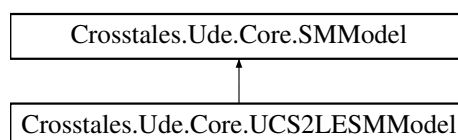
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/↔ Core/MBCSSM.cs

5.248 Crosstailes.Ude.Core.UCS2LESMMModel Class Reference

Inheritance diagram for Crosstailes.Ude.Core.UCS2LESMMModel:



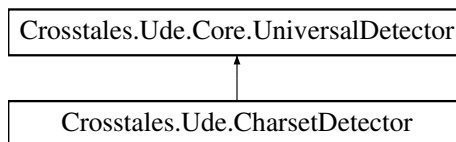
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔ Core/MBCSSM.cs

5.249 Crosstales.Ude.Core.UniversalDetector Class Reference

Inheritance diagram for Crosstales.Ude.Core.UniversalDetector:



Public Member Functions

- **UniversalDetector** (int languageFilter)
- virtual void **Feed** (byte[] buf, int offset, int len)
- virtual void **DataEnd** ()
Notify detector that no further data is available.
- virtual void **Reset** ()
Clear internal state of charset detector. In the original interface this method is protected.

Protected Member Functions

- abstract void **Report** (string charset, float confidence)

Protected Attributes

- bool **start**
- bool **gotData**
- bool **done**
- byte **lastChar**
- int **bestGuess**
- int **languageFilter**
- **CharsetProber**[] **charsetProbers** = new **CharsetProber**[PROBERS_NUM]
- **CharsetProber** **escCharsetProber**
- string **detectedCharset**

Static Protected Attributes

- const int **FILTER_CHINESE_SIMPLIFIED** = 1
- const int **FILTER_CHINESE_TRADITIONAL** = 2
- const int **FILTER_JAPANESE** = 4
- const int **FILTER_KOREAN** = 8
- const int **FILTER_NON_CJK** = 16
- const int **FILTER_ALL** = 31
- static int **FILTER_CHINESE**
- static int **FILTER_CJK**
- const float **SHORTCUT_THRESHOLD** = 0.95f
- const float **MINIMUM_THRESHOLD** = 0.20f
- const int **PROBERS_NUM** = 3

5.249.1 Member Function Documentation

5.249.1.1 DataEnd()

```
virtual void Crosstales.Ude.Core.UniversalDetector.DataEnd ( ) [virtual]
```

Notify detector that no further data is available.

5.249.1.2 Reset()

```
virtual void Crosstales.Ude.Core.UniversalDetector.Reset ( ) [virtual]
```

Clear internal state of charset detector. In the original interface this method is protected.

Reimplemented in [Crosstales.Ude.CharsetDetector](#).

5.249.2 Member Data Documentation

5.249.2.1 FILTER_CHINESE

```
int Crosstales.Ude.Core.UniversalDetector.FILTER_CHINESE [static], [protected]
```

Initial value:

```
=
    FILTER_CHINESE_SIMPLIFIED | FILTER_CHINESE_TRADITIONAL
```

5.249.2.2 FILTER_CJK

```
int Crosstales.Ude.Core.UniversalDetector.FILTER_CJK [static], [protected]
```

Initial value:

```
=
```

```
FILTER_JAPANESE | FILTER_KOREAN | FILTER_CHINESE_SIMPLIFIED  
| FILTER_CHINESE_TRADITIONAL
```

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/UniversalDetector.cs

5.250 Crosstales.Radio.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out [UpdateStatus](#) st)

Static Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

5.250.1 Detailed Description

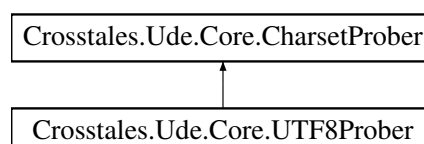
Checks for updates of the asset.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Editor/Task/UpdateCheck.cs

5.251 Crosstales.Ude.Core.UTF8Prober Class Reference

Inheritance diagram for Crosstales.Ude.Core.UTF8Prober:



Public Member Functions

- override string **GetCharsetName** ()
- override void **Reset** ()
Reset prober state
- override ProbingState **HandleData** (byte[] buf, int offset, int len)
Feed data to the prober
- override float **GetConfidence** ()

Additional Inherited Members

5.251.1 Member Function Documentation

5.251.1.1 HandleData()

```
override ProbingState Crosstailes.Ude.Core.UTF8Prober.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstailes.Ude.Core.CharsetProber](#).

5.251.1.2 Reset()

```
override void Crosstailes.Ude.Core.UTF8Prober.Reset ( ) [virtual]
```

Reset prober state

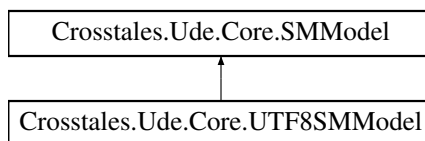
Implements [Crosstailes.Ude.Core.CharsetProber](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Libraries/UDE/↵
Core/UTF8Prober.cs

5.252 Crosstales.Ude.Core.UTF8SMMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.UTF8SMMModel:



Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔ Core/MBCSSM.cs

5.253 Crosstales.NVorbis.Utils Class Reference

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Utils.↔ cs

5.254 Crosstales.NLayer.Decoder.VBRInfo Class Reference

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/↔ Decoder/VBRInfo.cs

5.255 Crosstales.NVorbis.VorbisCodebook Class Reference

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Vorbis↔ Codebook.cs

5.256 Crosstales.NVorbis.VorbisFloor Class Reference

Classes

- class **PacketData**

Protected Member Functions

- **VorbisFloor** ([VorbisStreamDecoder](#) vorbis)
- abstract void **Init** ([DataPacket](#) packet)

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Vorbis↔Floor.cs

5.257 Crosstales.NVorbis.VorbisMapping Class Reference

Classes

- class **CouplingStep**
- class **Submap**

Protected Member Functions

- **VorbisMapping** ([VorbisStreamDecoder](#) vorbis)
- abstract void **Init** ([DataPacket](#) packet)

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Vorbis↔Mapping.cs

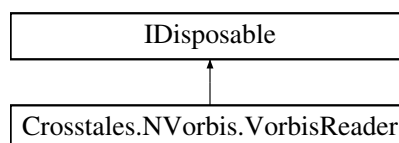
5.258 Crosstales.NVorbis.VorbisMode Class Reference

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Vorbis↔Mode.cs

5.259 Crosstales.NVorbis.VorbisReader Class Reference

Inheritance diagram for Crosstales.NVorbis.VorbisReader:



Public Member Functions

- **VorbisReader** (string fileName)
- **VorbisReader** (Stream stream, bool closeStreamOnDispose)
- **VorbisReader** (IContainerReader containerReader)
- **VorbisReader** (IPacketProvider packetProvider)
- void **Dispose** ()
- int **ReadSamples** (float[] buffer, int offset, int count)
Reads decoded samples from the current logical stream
- void **ClearParameterChange** ()
Clears the parameter change flag so further samples can be requested.
- bool **FindNextStream** ()
Searches for the next stream in a concatenated file
- bool **SwitchStreams** (int index)
Switches to an alternate logical stream.

Properties

- int **Channels** [get]
Gets the number of channels in the current selected Vorbis stream
- int **SampleRate** [get]
Gets the sample rate of the current selected Vorbis stream
- int **UpperBitrate** [get]
Gets the encoder's upper bitrate of the current selected Vorbis stream
- int **NominalBitrate** [get]
Gets the encoder's nominal bitrate of the current selected Vorbis stream
- int **LowerBitrate** [get]
Gets the encoder's lower bitrate of the current selected Vorbis stream
- string **Vendor** [get]
Gets the encoder's vendor string for the current selected Vorbis stream
- string[] **Comments** [get]
Gets the comments in the current selected Vorbis stream
- bool **IsParameterChange** [get]
Gets whether the previous short sample count was due to a parameter change in the stream.
- long **ContainerOverheadBits** [get]
Gets the number of bits read that are related to framing and transport alone
- bool **ClipSamples** [get, set]
Gets or sets whether to automatically apply clipping to samples returned by [VorbisReader.ReadSamples](#).
- IVorbisStreamStatus[] **Stats** [get]
Gets stats from each decoder stream available
- int **StreamIndex** [get]
Gets the currently-selected stream's index
- int **StreamCount** [get]
Returns the number of logical streams found so far in the physical container
- TimeSpan **DecodedTime** [get, set]
Gets or Sets the current timestamp of the decoder. Is the timestamp before the next sample to be decoded
- long **DecodedPosition** [get, set]
Gets or Sets the current position of the next sample to be decoded.
- TimeSpan **TotalTime** [get]
Gets the total length of the current logical stream
- long **TotalSamples** [get]

5.259.1 Member Function Documentation

5.259.1.1 ClearParameterChange()

```
void Crosstales.NVorbis.VorbisReader.ClearParameterChange ( )
```

Clears the parameter change flag so further samples can be requested.

5.259.1.2 FindNextStream()

```
bool Crosstales.NVorbis.VorbisReader.FindNextStream ( )
```

Searches for the next stream in a concatenated file

Returns

True if a new stream was found, otherwise false.

5.259.1.3 ReadSamples()

```
int Crosstales.NVorbis.VorbisReader.ReadSamples (
    float[] buffer,
    int offset,
    int count )
```

Reads decoded samples from the current logical stream

Parameters

<i>buffer</i>	The buffer to write the samples to
<i>offset</i>	The offset into the buffer to write the samples to
<i>count</i>	The number of samples to write

Returns

The number of samples written

5.259.1.4 SwitchStreams()

```
bool Crosstales.NVorbis.VorbisReader.SwitchStreams (
    int index )
```

Switches to an alternate logical stream.

Parameters

<i>index</i>	The logical stream index to switch to
--------------	---------------------------------------

Returns

True if the properties of the logical stream differ from those of the one previously being decoded. Otherwise, False.

5.259.2 Property Documentation

5.259.2.1 Channels

```
int Crosstales.NVorbis.VorbisReader.Channels [get]
```

Gets the number of channels in the current selected Vorbis stream

5.259.2.2 ClipSamples

```
bool Crosstales.NVorbis.VorbisReader.ClipSamples [get], [set]
```

Gets or sets whether to automatically apply clipping to samples returned by [VorbisReader.ReadSamples](#).

5.259.2.3 Comments

```
string [] Crosstales.NVorbis.VorbisReader.Comments [get]
```

Gets the comments in the current selected Vorbis stream

5.259.2.4 ContainerOverheadBits

```
long Crosstales.NVorbis.VorbisReader.ContainerOverheadBits [get]
```

Gets the number of bits read that are related to framing and transport alone

5.259.2.5 DecodedPosition

```
long Crosstales.NVorbis.VorbisReader.DecodedPosition [get], [set]
```

Gets or Sets the current position of the next sample to be decoded.

5.259.2.6 DecodedTime

```
TimeSpan Crosstales.NVorbis.VorbisReader.DecodedTime [get], [set]
```

Gets or Sets the current timestamp of the decoder. Is the timestamp before the next sample to be decoded

5.259.2.7 IsParameterChange

```
bool Crosstales.NVorbis.VorbisReader.IsParameterChange [get]
```

Gets whether the previous short sample count was due to a parameter change in the stream.

5.259.2.8 LowerBitrate

```
int Crosstales.NVorbis.VorbisReader.LowerBitrate [get]
```

Gets the encoder's lower bitrate of the current selected Vorbis stream

5.259.2.9 NominalBitrate

```
int Crosstales.NVorbis.VorbisReader.NominalBitrate [get]
```

Gets the encoder's nominal bitrate of the current selected Vorbis stream

5.259.2.10 SampleRate

```
int Crosstales.NVorbis.VorbisReader.SampleRate [get]
```

Gets the sample rate of the current selected Vorbis stream

5.259.2.11 Stats

`IVorbisStreamStatus [] Crosstales.NVorbis.VorbisReader.Stats [get]`

Gets stats from each decoder stream available

5.259.2.12 StreamCount

`int Crosstales.NVorbis.VorbisReader.StreamCount [get]`

Returns the number of logical streams found so far in the physical container

5.259.2.13 StreamIndex

`int Crosstales.NVorbis.VorbisReader.StreamIndex [get]`

Gets the currently-selected stream's index

5.259.2.14 TotalTime

`TimeSpan Crosstales.NVorbis.VorbisReader.TotalTime [get]`

Gets the total length of the current logical stream

5.259.2.15 UpperBitrate

`int Crosstales.NVorbis.VorbisReader.UpperBitrate [get]`

Gets the encoder's upper bitrate of the current selected Vorbis stream

5.259.2.16 Vendor

`string Crosstales.NVorbis.VorbisReader.Vendor [get]`

Gets the encoder's vendor string for the current selected Vorbis stream

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

- `D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/VorbisReader.cs`

5.260 Crosstales.NVorbis.VorbisResidue Class Reference

Protected Member Functions

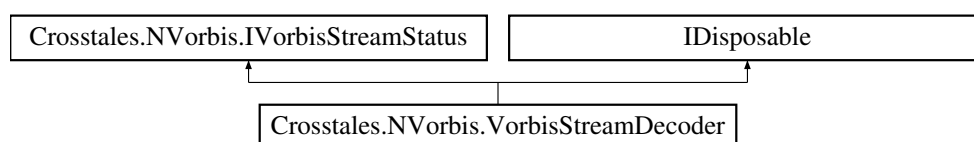
- **VorbisResidue** ([VorbisStreamDecoder](#) vorbis)
- float[][] **GetResidueBuffer** (int channels)
- abstract void **Init** ([DataPacket](#) packet)

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/VorbisResidue.cs

5.261 Crosstales.NVorbis.VorbisStreamDecoder Class Reference

Inheritance diagram for Crosstales.NVorbis.VorbisStreamDecoder:



Public Member Functions

- void **Dispose** ()
- void [ResetStats](#) ()
Gets the counters for latency and bitrate calculations, as well as overall bit counts

Properties

- int **EffectiveBitRate** [get]
- int **InstantBitRate** [get]
- TimeSpan **PageLatency** [get]
- TimeSpan **PacketLatency** [get]
- TimeSpan **SecondLatency** [get]
- long **OverheadBits** [get]
- long **AudioBits** [get]
- int **PagesRead** [get]
- int **TotalPages** [get]
- bool **Clipped** [get]

5.261.1 Member Function Documentation

5.261.1.1 ResetStats()

```
void Crosstales.NVorbis.VorbisStreamDecoder.ResetStats ( )
```

Gets the counters for latency and bitrate calculations, as well as overall bit counts

Implements [Crosstales.NVorbis.IVorbisStreamStatus](#).

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/VorbisStreamDecoder.cs

5.262 Crosstales.NVorbis.VorbisTime Class Reference

Protected Member Functions

- **VorbisTime** ([VorbisStreamDecoder](#) vorbis)
- abstract void **Init** ([DataPacket](#) packet)

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/VorbisTime.cs

5.263 Crosstales.Common.Audio.WavMaster Class Reference

WAV utility for recording and audio playback functions in Unity.

Static Public Member Functions

- static AudioClip [ToAudioClip](#) (string filePath, string name="wav")
*Load PCM format *.wav audio file and convert to AudioClip.*
- static AudioClip [ToAudioClip](#) (Stream stream, string name="wav")
*Load PCM format *.wav audio stream and convert to AudioClip.*
- static AudioClip [ToAudioClip](#) (byte[] fileBytes, string name="wav")
Load PCM format byte-array and convert to AudioClip.
- static byte[] [FromAudioClip](#) (AudioClip audioClip)
Convert an AudioClip to a byte-array.
- static byte[] [FromAudioClip](#) (AudioClip audioClip, string filepath, bool saveAsFile=true)
Convert an AudioClip to a byte-array and save it to a file.
- static ushort [BitDepth](#) (AudioClip audioClip)
Calculates the bit depth of an AudioClip.

5.263.1 Detailed Description

WAV utility for recording and audio playback functions in Unity.

- Use "ToAudioClip" method for loading wav file / bytes. Loads .wav (PCM uncompressed) files at 8,16,24 and 32 bits and converts data to Unity's AudioClip.
- Use "FromAudioClip" method for saving wav file / bytes. Converts an AudioClip's float data into wav byte array at 16 bit.

Partially based on: <https://github.com/deadlyfingers/UnityWav>

5.263.2 Member Function Documentation

5.263.2.1 BitDepth()

```
static ushort Crosstales.Common.Audio.WavMaster.BitDepth (  
    AudioClip audioClip ) [static]
```

Calculates the bit depth of an AudioClip.

Parameters

<i>audioClip</i>	Audio clip.
------------------	-------------

Returns

The bit depth. Should be 8 or 16 or 32 bit.

5.263.2.2 FromAudioClip() [1/2]

```
static byte [] Crosstales.Common.Audio.WavMaster.FromAudioClip (  
    AudioClip audioClip ) [static]
```

Convert an AudioClip to a byte-array.

Parameters

<i>audioClip</i>	AudioClip to convert
------------------	----------------------

Returns

AudioClip as byte-array.

5.263.2.3 FromAudioClip() [2/2]

```
static byte [] Crosstales.Common.Audio.WavMaster.FromAudioClip (  
    AudioClip audioClip,  
    string filepath,  
    bool saveAsFile = true ) [static]
```

Convert an AudioClip to a byte-array and save it to a file.

Parameters

<i>audioClip</i>	AudioClip to save
<i>filepath</i>	File path
<i>saveAsFile</i>	Save the file (default: true, optional)

Returns

AudioClip as byte-array.

5.263.2.4 ToAudioClip() [1/3]

```
static AudioClip Crosstales.Common.Audio.WavMaster.ToAudioClip (  
    byte[] fileBytes,  
    string name = "wav" ) [static]
```

Load PCM format byte-array and convert to AudioClip.

Parameters

<i>fileBytes</i>	Byte array with the PCM data
<i>name</i>	Name of the AudioClip (default: wav, optional)

Returns

AudioClip from the byte-array.

5.263.2.5 ToAudioClip() [2/3]

```
static AudioClip Crosstales.Common.Audio.WavMaster.ToAudioClip (  
    Stream stream,  
    string name = "wav" ) [static]
```

Load PCM format *.wav audio stream and convert to AudioClip.

Parameters

<i>stream</i>	Local file path to .wav file
<i>name</i>	Name of the AudioClip (default: wav, optional)

Returns

AudioClip from the byte-array.

5.263.2.6 ToAudioClip() [3/3]

```
static AudioClip Crosstailes.Common.Audio.WavMaster.ToAudioClip (  
    string filePath,  
    string name = "wav" ) [static]
```

Load PCM format *.wav audio file and convert to AudioClip.

Parameters

<i>filePath</i>	Local file path to .wav file
<i>name</i>	Name of the AudioClip (default: wav, optional)

Returns

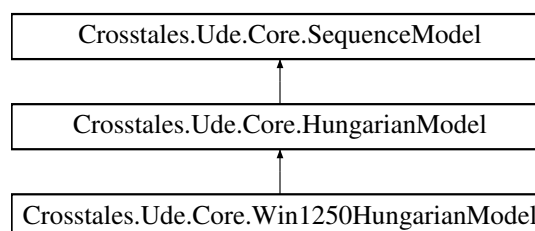
AudioClip from the byte-array.

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstailes/Common/Extras/Audio/Scripts/Wav↔ Master.cs

5.264 Crosstailes.Ude.Core.Win1250HungarianModel Class Reference

Inheritance diagram for Crosstailes.Ude.Core.Win1250HungarianModel:



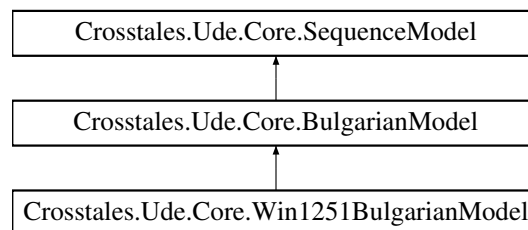
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔
Core/LangHungarianModel.cs

5.265 Crosstales.Ude.Core.Win1251BulgarianModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.Win1251BulgarianModel:



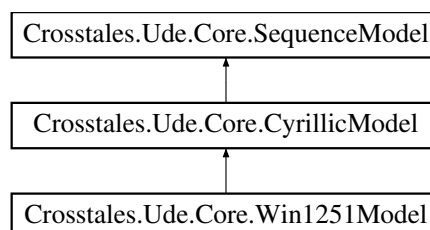
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔
Core/LangBulgarianModel.cs

5.266 Crosstales.Ude.Core.Win1251Model Class Reference

Inheritance diagram for Crosstales.Ude.Core.Win1251Model:



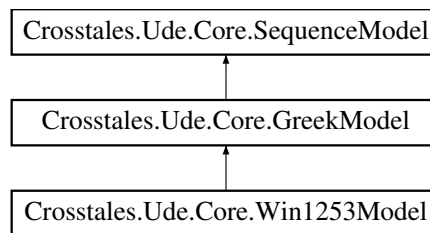
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/↔
Core/LangCyrillicModel.cs

5.267 Crosstales.Ude.Core.Win1253Model Class Reference

Inheritance diagram for Crosstales.Ude.Core.Win1253Model:



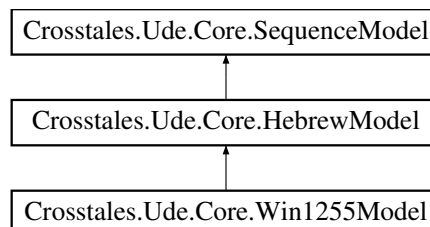
Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/LangGreekModel.cs

5.268 Crosstales.Ude.Core.Win1255Model Class Reference

Inheritance diagram for Crosstales.Ude.Core.Win1255Model:



Additional Inherited Members

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

- D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/LangHebrewModel.cs

5.269 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

Static Public Member Functions

- static void [SerializeToFile< T >](#) (T obj, string filename)
Serialize an object to an XML-file.
- static T [DeserializeFromFile< T >](#) (string filename, bool skipBOM=false)
Deserialize a XML-file to an object.
- static string [SerializeToString< T >](#) (T obj)
Serialize an object to an XML-string.
- static T [DeserializeFromString< T >](#) (string xmlAsString, bool skipBOM=true)
Deserialize a XML-string to an object.
- static T [DeserializeFromResource< T >](#) (string resourceName, bool skipBOM=true)
Deserialize a Unity XML resource (TextAsset) to an object.

5.269.1 Detailed Description

Helper-class for XML.

5.269.2 Member Function Documentation

5.269.2.1 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (  
    string filename,  
    bool skipBOM = false ) [static]
```

Deserialize a XML-file to an object.

Parameters

<i>filename</i>	XML-file of the object
<i>skipBOM</i>	Skip BOM (optional, default: false)

Returns

Object

5.269.2.2 DeserializeFromResource< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (  
    string resourceName,  
    bool skipBOM = true ) [static]
```

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

<i>resourceName</i>	Name of the resource
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.269.2.3 DeserializeFromString< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (  
    string xmlAsString,  
    bool skipBOM = true ) [static]
```

Deserialize a XML-string to an object.

Parameters

<i>xmlAsString</i>	XML of the object
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.269.2.4 SerializeToFile< T >()

```
static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (  
    T obj,  
    string filename ) [static]
```

Serialize an object to an XML-file.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	File name of the XML.

5.269.2.5 SerializeToString< T >()

```
static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (  

```



```
T obj ) [static]
```

Serialize an object to an XML-string.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Object as XML-stringValid path

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

- [D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/XMLHelper.cs](#)

5.270 Crosstales.Radio.Demo.ZInstaller Class Reference

Installs the 'UI'-package from [Common](#) amd [OnRadio](#).

5.270.1 Detailed Description

Installs the 'UI'-package from [Common](#) amd [OnRadio](#).

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

- [D:/slaubenberger/git/assets/RadioPro/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Editor/ZInstaller.cs](#)

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/en/portfolio/radio/>

6.2 AssetStore

<https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT>

6.3 Forum

<https://forum.unity3d.com/threads/radio-mp3-and-ogg-streaming-solution.334604/>

6.4 Documentation

<https://www.crosstales.com/media/data/assets/radio/Radio-doc.pdf>

6.5 Discord

<https://discord.gg/ZbZ2sh4>

6.6 Demos

6.6.1 Windows

<https://drive.google.com/file/d/1uvfqDe2dWVGiVjaBqP2mwUvXgZUFIPQP/view?usp=sharing>

6.6.2 macOS

<https://drive.google.com/file/d/1v0-KA2Xik0cat35destgOn8qwoe3xyKS/view?usp=sharing>

6.6.3 Linux

<https://drive.google.com/file/d/1v5VMKx1VrobPtxzRmWuL14yGrpyVreyi/view?usp=sharing>

6.6.4 Android

https://drive.google.com/file/d/1vA4cTEr17N33djUpw9zeHBso4wR_0qvX/view?usp=sharing

6.7 Videos

<https://www.youtube.com/c/Crosstales>

6.7.1 Promotion

<https://youtu.be/1ZsxY788w-w?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

6.7.2 Tutorial

<https://youtu.be/E0s0NVRX-ec?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

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