

Caiman-desktop

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2.1 Class Hierarchy

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Class Index

3.1 Class List

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Chapter 5

Namespace Documentation

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Classes

- class **Program**

5.2 Caiman.database Namespace Reference

Classes

- class [CallAPI](#)

5.3 Caiman.interfaceG Namespace Reference

Classes

- class [ContextInformations](#)
- class [XboxController](#)
- class [XboxMainForm](#)
- class [XboxUserControl](#)

5.4 Caiman.interfaceG.usercontrol Namespace Reference

Classes

- class [ConfigurationMenuXbox](#)
- class [DownloadListXbox](#)
- class [GameDetailsXbox](#)
- class [ListGameXbox](#)
- class [LoginControlXbox](#)
- class [NavbarXbox](#)
- class [QuitMenuXbox](#)
- class [SideBarXbox](#)
- class [XboxButton](#)
- class [XboxNavbarButton](#)

5.5 Caiman.interfaceG.XboxControl Namespace Reference

Classes

- class [XboxImage](#)

5.6 Caiman.logique Namespace Reference

Classes

- class [ConfigFileEditor](#)
- class [Dolphin](#)
- class [Download](#)
- class [DownloadManager](#)
- class [DownloadSave](#)
- class [DownloadSaveManager](#)
- class [Emulator](#)
- class [EmulatorsManager](#)
- class [GameTimer](#)
- class [PCSX2](#)
- class [SaveManager](#)

5.7 Caiman.models Namespace Reference

Classes

- class [Category](#)
- class [ConsoleModel](#)
- class [FileModel](#)
- class [Game](#)
- class [TimeInGame](#)
- class [User](#)

5.8 Caiman.Properties Namespace Reference

Classes

- class **Resources**
Une classe de ressource fortement typée destinée, entre autres, à la consultation des chaînes localisées.
- class **Settings**

Chapter 6

Class Documentation

6.1 Caiman.database.CallAPI Class Reference

Classes

- class [RootObject](#)
Class to get response of the API

Public Member Functions

- [User](#) [CallLogin](#) (string username, string password, [EmulatorsManager](#) emulatorManagerP)
Call the login with a password and a username
- [User](#) [CallLoginToken](#) (string token, [EmulatorsManager](#) emulatorManagerP)
Call the login api with the caimanToken
- void [UploadSave](#) (int idEmulator, int idUser, string apiKey, string path)
Upload save to the Bunker
- List< [Game](#) > [CallAllGames](#) ()
Get all the games infos
- [Game](#) [CallOneGame](#) (int idGame)
Get the details of one game
- [TimeInGame](#) [CallTimeInGameUser](#) (int idGame, int idUser)
Get the time of play of a player in a specific game
- string [CallFileNameGame](#) (int idGame)
Get the name of the file of a game
- string [CallFolderNameGame](#) (int idGame)
Get the name of the folder of an emulator
- string [CallConsoleNameGame](#) (int idGame)
Get the name of a console
- List< [Category](#) > [CallAllCategories](#) ()
Get the name of All the categories and their id's
- List< [Game](#) > [CallUserFavoriteGames](#) (int userId)
Get the list of the user favorite game
- List< [Game](#) > [CallGamesFromCategory](#) (int categoryId)
Get tjhe list of games who as a specific category
- void [AddGameToFavorite](#) (int idGame, int idUser)

- Add a game to favorite*
 - void [RemoveGameFromFavorite](#) (int idGame, int idUser)
- Remove a game from favorite*
 - void [AddOneMinuteToGame](#) (int idGame, int idUser)
- Add a minute of play to a game*
 - bool [CheckIfGameIsInFavorite](#) (int idGame, int idUser)
- Get if a game is already in favorite*

6.1.1 Member Function Documentation

6.1.1.1 AddGameToFavorite()

```
void Caiman.database.CallAPI.AddGameToFavorite (
    int idGame,
    int idUser )
```

Add a game to favorite

Parameters

<i>idGame</i>	
<i>idUser</i>	

6.1.1.2 AddOneMinuteToGame()

```
void Caiman.database.CallAPI.AddOneMinuteToGame (
    int idGame,
    int idUser )
```

Add a minute of play to a game

Parameters

<i>idGame</i>	
<i>idUser</i>	

6.1.1.3 CallAllCategories()

```
List<Category> Caiman.database.CallAPI.CallAllCategories ( )
```

Get the name of All the categories and their id's

Returns

6.1.1.4 CallAllGames()

```
List<Game> Caiman.database.CallAPI.CallAllGames ( )
```

Get all the games infos

Returns

6.1.1.5 CallConsoleNameGame()

```
string Caiman.database.CallAPI.CallConsoleNameGame (
    int idGame )
```

Get the name of a console

Parameters

<i>idGame</i>	
---------------	--

Returns

6.1.1.6 CallFileNameGame()

```
string Caiman.database.CallAPI.CallFileNameGame (
    int idGame )
```

Get the name of the file of a game

Parameters

<i>idGame</i>	
---------------	--

Returns**6.1.1.7 CallFolderNameGame()**

```
string Caiman.database.CallAPI.CallFolderNameGame (
    int idGame )
```

Get the name of the folder of an emulator

Parameters

<i>idGame</i>	
---------------	--

Returns**6.1.1.8 CallGamesFromCategory()**

```
List<Game> Caiman.database.CallAPI.CallGamesFromCategory (
    int categoryId )
```

Get the list of games who as a specific category

Parameters

<i>category</i> ↔ <i>Id</i>	
--------------------------------	--

Returns**6.1.1.9 CallLogin()**

```
User Caiman.database.CallAPI.CallLogin (
    string username,
    string password,
    EmulatorsManager emulatorManagerp )
```

Call the login with a password and a username

Parameters

<i>username</i>	
<i>password</i>	
<i>emulatorManagerP</i>	

Returns

6.1.1.10 CallLoginToken()

```
User Caiman.database.CallAPI.CallLoginToken (
    string token,
    EmulatorsManager emulatorManagerP )
```

Call the login api with the caimanToken

Parameters

<i>token</i>	
<i>emulatorManagerP</i>	

Returns

6.1.1.11 CallOneGame()

```
Game Caiman.database.CallAPI.CallOneGame (
    int idGame )
```

Get the details of one game

Parameters

<i>idGame</i>	
---------------	--

Returns

6.1.1.12 CallTimeInGameUser()

```
TimeInGame Caiman.database.CallAPI.CallTimeInGameUser (
    int idGame,
    int idUser )
```

Get the time of play of a player in a specific game

Parameters

<i>idGame</i>	
<i>idUser</i>	

Returns

6.1.1.13 CallUserFavoriteGames()

```
List<Game> Caiman.database.CallAPI.CallUserFavoriteGames (
    int userId )
```

Get the list of the user favorite game

Parameters

<i>user↔</i> <i>id</i>	
---------------------------	--

Returns

6.1.1.14 CheckIfGameIsInFavorite()

```
bool Caiman.database.CallAPI.CheckIfGameIsInFavorite (
    int idGame,
    int idUser )
```

Get if a game is already in favorite

Parameters

<i>idGame</i>	
<i>idUser</i>	

Returns

6.1.1.15 RemoveGameFromFavorite()

```
void Caiman.database.CallAPI.RemoveGameFromFavorite (
    int idGame,
    int idUser )
```

Remove a game from favorite

Parameters

<i>idGame</i>	
<i>idUser</i>	

6.1.1.16 UploadSave()

```
void Caiman.database.CallAPI.UploadSave (
    int idEmulator,
    int idUser,
    string apiKey,
    string path )
```

Upload save to the Bunker

Parameters

<i>idEmulator</i>	
<i>idUser</i>	
<i>apiKey</i>	
<i>path</i>	

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

- Caiman/database/[CallAPI.cs](#)

6.2 Caiman.models.Category Class Reference

Public Member Functions

- **Category** (int idp, string namep)

Public Attributes

- int **id**
- string **name**

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

- Caiman/models/[Category.cs](#)

6.3 Caiman.logique.ConfigFileEditor Class Reference

Public Member Functions

- **ConfigFileEditor** (string pathp, string filenamep)
- string [ReadProperties](#) (string properties)
Permet de lire une propriété d'un fichier de config .ini
- void [UpdateProperties](#) (string properties, string updateValue)
update a properties in the file if she exist
- void [AddValue](#) (string value)
Add value in file
- void [DeleteValue](#) (string properties)
Remove properties in file
- List< string > [GetAllValueInList](#) ()
Get all the values in the list

Properties

- string [fullPath](#) [get]
get the fullpath of the file

6.3.1 Member Function Documentation

6.3.1.1 AddValue()

```
void Caiman.logique.ConfigFileEditor.AddValue (  
    string value )
```

Add value in file

6.3.1.2 DeleteValue()

```
void Caiman.logique.ConfigFileEditor.DeleteValue (  
    string properties )
```

Remove properties in file

Parameters

<i>properties</i>	
-------------------	--

Returns**6.3.1.3 GetAllValueInList()**

```
List<string> Caiman.logique.ConfigFileEditor.GetAllValueInList ( )
```

Get all the values in the list

Returns**6.3.1.4 ReadProperties()**

```
string Caiman.logique.ConfigFileEditor.ReadProperties (
    string properties )
```

Permet de lire une propriété d'un fichier de config .ini

Parameters

<i>cherchValue</i>	
--------------------	--

Returns**6.3.1.5 UpdateProperties()**

```
void Caiman.logique.ConfigFileEditor.UpdateProperties (
    string properties,
    string updateValue )
```

update a properties in the file if she exist

6.3.2 Property Documentation

6.3.2.1 fullPath

```
string Caiman.logique.ConfigFileEditor.fullPath [get]
```

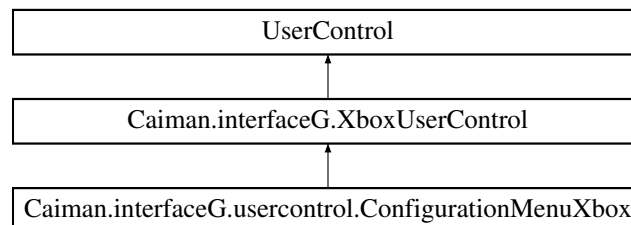
get the fullpath of the file

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

- Caiman/logique/[ConfigFileEditor.cs](#)

6.4 Caiman.interfaceG.usercontrol.ConfigurationMenuXbox Class Reference

Inheritance diagram for Caiman.interfaceG.usercontrol.ConfigurationMenuXbox:



Public Member Functions

- [ConfigurationMenuXbox](#) ([XboxMainForm](#) xboxMain, [XboxUserControl](#) top, [XboxUserControl](#) bottom, [XboxUserControl](#) right, [XboxUserControl](#) left)
contrucot with next panel specify
- void [CreateNavButton](#) ()
Create all the buttons and labels for the configuration menu

Additional Inherited Members

6.4.1 Constructor & Destructor Documentation

6.4.1.1 ConfigurationMenuXbox()

```
Caiman.interfaceG.usercontrol.ConfigurationMenuXbox.ConfigurationMenuXbox (
    XboxMainForm xboxMain,
    XboxUserControl top,
    XboxUserControl bottom,
    XboxUserControl right,
    XboxUserControl left )
```

contrucot with next panel specify

Parameters

<i>xboxMain</i>	
<i>top</i>	
<i>bottom</i>	
<i>right</i>	
<i>left</i>	

6.4.2 Member Function Documentation

6.4.2.1 CreateNavButton()

```
void Caiman.interfaceG.usercontrol.ConfigurationMenuXbox.CreateNavButton ( )
```

Create all the buttons and labels for the configuration menu

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

- Caiman/interfaceG/usercontrol/[ConfigurationMenuXbox.cs](#)

6.5 Caiman.models.ConsoleModel Class Reference

Public Member Functions

- **ConsoleModel** (int idp, string namep, string folderNamep, int idEmulatorp)

Public Attributes

- int **id**
- string **name**
- string **folderName**
- int **idEmulator**

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

- Caiman/models/[Console.cs](#)

6.6 Caiman.interfaceG.ContextInformations Class Reference

Public Member Functions

- [ContextInformations](#) ()
default constructor
- [ContextInformations](#) (string contextep, int id_contextep, int position_y_p, int position_x_p)
constructor where you specified basic informations like which main panel need to be load and an id to specify what need to be load

Public Attributes

- string **contexte**
- int **id_contexte**
- string **optionalString1**
- string **optionalString2**
- int **optionalInt1**
- int **position_y**
- int **position_x**

6.6.1 Constructor & Destructor Documentation

6.6.1.1 ContextInformations() [1/2]

Caiman.interfaceG.ContextInformations.ContextInformations ()

default contructor

6.6.1.2 ContextInformations() [2/2]

```
Caiman.interfaceG.ContextInformations.ContextInformations (
    string contextep,
    int id_contextep,
    int position_y_p,
    int position_x_p )
```

contructor where you specified basic informations like which main panel need to be load and an id to specify what need to be load

Parameters

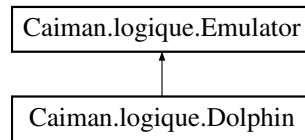
<i>contextep</i>	
<i>id_contextep</i>	
<i>position_y↔ _p</i>	
<i>position_x↔ _p</i>	

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

- Caiman/interfaceG/[ContextInformations.cs](#)

6.7 Caiman.logique.Dolphin Class Reference

Inheritance diagram for Caiman.logique.Dolphin:



Public Member Functions

- [Dolphin](#) ()
default constructor
- override void [Execute](#) (int idGame)
start the execution of the game without the GUI
- override void [UpdateConfigurationFile](#) ()
Used to apply the configuration to the configuration file of [Dolphin](#)

Additional Inherited Members

6.7.1 Constructor & Destructor Documentation

6.7.1.1 Dolphin()

```
Caiman.logique.Dolphin.Dolphin ( )
```

default constructor

6.7.2 Member Function Documentation

6.7.2.1 Execute()

```
override void Caiman.logique.Dolphin.Execute (
    int idGame ) [virtual]
```

start the execution of the game without the GUI

Implements [Caiman.logique.Emulator](#).

6.7.2.2 UpdateConfigurationFile()

```
override void Caiman.logique.Dolphin.UpdateConfigurationFile ( ) [virtual]
```

Used to applied the configuration to the configuration file of [Dolphin](#)

Implements [Caiman.logique.Emulator](#).

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

- Caiman/logique/[Dolphin.cs](#)

6.8 Caiman.logique.Download Class Reference

Public Member Functions

- **Download** (string pathToFolderp, int idGamep, string apiKeyp, string filenamep, [DownloadManager](#) downloadManagerp)
- void [StartDownload](#) ()
Start the download of the file

Public Attributes

- int **idGame**
- string **filename**
- int **percentage** = 0
- [CallAPI](#) **callAPI** = new [CallAPI](#)()
- [DownloadManager](#) **downloadManager**
- bool **active** = false

6.8.1 Member Function Documentation

6.8.1.1 StartDownload()

```
void Caiman.logique.Download.StartDownload ( )
```

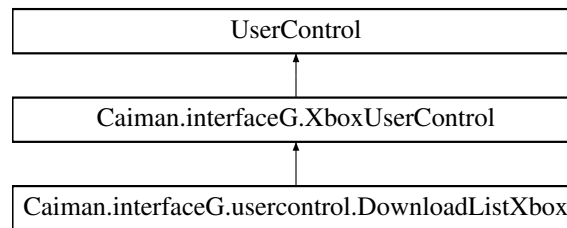
Start the download of the file

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

- Caiman/logique/[Download.cs](#)

6.9 Caiman.interfaceG.usercontrol.DownloadListXbox Class Reference

Inheritance diagram for Caiman.interfaceG.usercontrol.DownloadListXbox:



Public Member Functions

- [DownloadListXbox](#) ([XboxMainForm](#) xboxMain, [XboxUserControl](#) top, [XboxUserControl](#) bottom, [XboxUserControl](#) right, [XboxUserControl](#) left)
contrucot with next panel specify
- void [InitTimer](#) ()
Start the timer to refres the data
- void [RefreshData](#) (object sender=null, EventArgs e=null)
Refresh the percentage of each download and show them
- void [CreateListDownload](#) (object sender=null, EventArgs e=null)
Create list of download from all the lists of download

Additional Inherited Members

6.9.1 Constructor & Destructor Documentation

6.9.1.1 DownloadListXbox()

```

Caiman.interfaceG.usercontrol.DownloadListXbox.DownloadListXbox (
    XboxMainForm xboxMain,
    XboxUserControl top,
    XboxUserControl bottom,
    XboxUserControl right,
    XboxUserControl left )
  
```

contrucot with next panel specify

Parameters

<i>xboxMain</i>	
<i>top</i>	
<i>bottom</i>	
<i>right</i>	
<i>left</i>	

6.9.2 Member Function Documentation

6.9.2.1 CreateListDownload()

```
void Caiman.interfaceG.usercontrol.DownloadListXbox.CreateListDownload (
    object sender = null,
    EventArgs e = null )
```

Create list of download from all the lists of download

Parameters

<i>sender</i>	
<i>e</i>	

6.9.2.2 InitTimer()

```
void Caiman.interfaceG.usercontrol.DownloadListXbox.InitTimer ( )
```

Start the timer to refres the data

6.9.2.3 RefreshData()

```
void Caiman.interfaceG.usercontrol.DownloadListXbox.RefreshData (
    object sender = null,
    EventArgs e = null )
```

Refresh the percentage of each download and show them

Parameters

<i>sender</i>	
<i>e</i>	

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

- Caiman/interfaceG/usercontrol/[DownloadListXbox.cs](#)

6.10 Caiman.logique.DownloadManager Class Reference

Public Member Functions

- **DownloadManager** ([EmulatorsManager](#) emulatorsManagerp)

- void [DeleteGame](#) (int idGame)
Delete a game form the disk of the user
- void [StartDownload](#) ()
Start the download
- void [NextDownload](#) ()
Move the started download to the finished list and start the next download
- void [CreateDownload](#) (int idGame, string apiKey)
Create a download and add it to the download list
- bool [CheckIfDownloadIsActive](#) (int idGame)
Check if a download is alredy active

Public Attributes

- List< [Download](#) > **lst_download** = new List<[Download](#)>()
- List< [Download](#) > **lst_activeDownload** = new List<[Download](#)>()
- List< [Download](#) > **lst_finishDownload** = new List<[Download](#)>()
- [EmulatorsManager](#) **emulatorsManager**

Properties

- List< [Download](#) > **Lst_allDonwload** [get, set]

6.10.1 Member Function Documentation

6.10.1.1 CheckIfDownloadIsActive()

```
bool Caiman.logique.DownloadManager.CheckIfDownloadIsActive (
    int idGame )
```

Check if a download is alredy active

Parameters

<i>idGame</i>	
---------------	--

Returns

6.10.1.2 CreateDownload()

```
void Caiman.logique.DownloadManager.CreateDownload (
    int idGame,
    string apiKey )
```

Create a download and add it to the download list

Parameters

<i>idGame</i>	
<i>apiKey</i>	

6.10.1.3 DeleteGame()

```
void Caiman.logique.DownloadManager.DeleteGame (
    int idGame )
```

Delete a game form the disk of the user

Parameters

<i>idGame</i>	
---------------	--

6.10.1.4 NextDownload()

```
void Caiman.logique.DownloadManager.NextDownload ( )
```

Move the started download to the finished list and start the next download

6.10.1.5 StartDownload()

```
void Caiman.logique.DownloadManager.StartDownload ( )
```

Start the download

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

- Caiman/logique/[DownloadManager.cs](#)

6.11 Caiman.logique.DownloadSave Class Reference

Public Member Functions

- **DownloadSave** (string pathToFolderp, int idEmulatorp, int idUserp, string apiKey, string usernamep, [DownloadSaveManager](#) downloadManagerp)
- void [StartDownload](#) ()
Start the download of the save file depend on the emulator

Public Attributes

- int **idEmulator**
- int **idUser**
- string **filename**
- int **percentage** = 0
- [CallAPI](#) **callAPI** = new [CallAPI](#)()
- [DownloadSaveManager](#) **downloadManager**
- string **username**
- bool **active** = false

6.11.1 Member Function Documentation

6.11.1.1 StartDownload()

```
void Caiman.logique.DownloadSave.StartDownload ( )
```

Start the download of the save file depend on the emulator

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

- Caiman/logique/[DownloadSave.cs](#)

6.12 Caiman.logique.DownloadSaveManager Class Reference

Public Member Functions

- **DownloadSaveManager** ([User](#) userp)
- void [StartDownload](#) ()
Start the download od the saves
- void [CreateDownload](#) (int idEmulator, string apiKey)
Create a download and add it to the list

Public Attributes

- List< [DownloadSave](#) > **lst_download** = new List<[DownloadSave](#)>()
- [User](#) **user**

Properties

- List< [Download](#) > **Lst_allDonwload** [get, set]

6.12.1 Member Function Documentation

6.12.1.1 CreateDownload()

```
void Caiman.logique.DownloadSaveManager.CreateDownload (
    int idEmulator,
    string apiKey )
```

Create a download and add it to the list

Parameters

<i>idEmulator</i>	
<i>idUser</i>	
<i>apiKey</i>	

6.12.1.2 StartDownload()

```
void Caiman.logique.DownloadSaveManager.StartDownload ( )
```

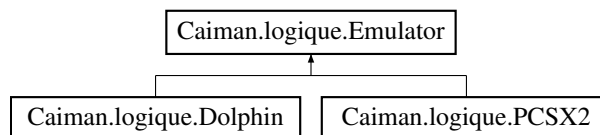
Start the download od the saves

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

- Caiman/logique/[DownloadSaveManager.cs](#)

6.13 Caiman.logique.Emulator Class Reference

Inheritance diagram for Caiman.logique.Emulator:

**Public Member Functions**

- void [Close](#) ()
Close the process of the emulator
- void [SetConfiguration](#) (bool fullscreenp, int definitionp, bool formatSeizeNeuviemmep, int filtragep)
Load the global configuration and applied it to the emulator config file
- bool [GetEmulatorProcessLife](#) ()
Get the emulator process life
- abstract void [Execute](#) (int idGame)
Start the game
- abstract void [UpdateConfigurationFile](#) ()
update the configuration file of the emulator

Public Attributes

- [Game](#) **actualGame**
- Process **processEmulator**

Protected Attributes

- bool **fullScreen**
- int **definition**
- bool **formatSeizeNeuvieme**
- bool **noGui**
- int **filtrageAnioscopique**

6.13.1 Member Function Documentation

6.13.1.1 Close()

```
void Caiman.logique.Emulator.Close ( )
```

Close the process of the emulator

6.13.1.2 Execute()

```
abstract void Caiman.logique.Emulator.Execute (
    int idGame ) [pure virtual]
```

Start the game

Parameters

<i>idGame</i>	
---------------	--

Implemented in [Caiman.logique.PCSX2](#), and [Caiman.logique.Dolphin](#).

6.13.1.3 GetEmulatorProcessLife()

```
bool Caiman.logique.Emulator.GetEmulatorProcessLife ( )
```

Get the emulator process life

Returns

6.13.1.4 SetConfiguration()

```
void Caiman.logique.Emulator.SetConfiguration (
    bool fullscreenp,
    int definitionp,
    bool formatSeizeNeuviemmemep,
    int filtragep )
```

Load the global configuration and applied it to the emulator config file

Parameters

<i>fullscreenp</i>	
<i>definitionp</i>	
<i>formatSeizeNeuviemmemep</i>	
<i>filtragep</i>	

6.13.1.5 UpdateConfigurationFile()

```
abstract void Caiman.logique.Emulator.UpdateConfigurationFile ( ) [pure virtual]
```

update the configuration file of the emulator

Implemented in [Caiman.logique.PCSX2](#), and [Caiman.logique.Dolphin](#).

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

- Caiman/logique/[Emulator.cs](#)

6.14 Caiman.logique.EmulatorsManager Class Reference

Public Types

- enum class **Etatenum** { **stop** = 0 , **start** = 1 }

Public Member Functions

- [EmulatorsManager](#) ([XboxMainForm](#) xboxMainFormp)
Contructor of the [Emulator](#) manager This fonction will start some methode to create the users file, set some variables and check if the file of the games previously downloaded are stil present on the user's disk
- void [InitTimer](#) ()
Start some fonction each 100ms
- void [CreateSaveManagerAndScan](#) ()
Create the save manager for the différents émulateurs and scan the folder
- void [StartGame](#) (int idGame)

Start the correct emulator for the game pass in parameter Set the configuration of the emulator before starting it to be sure the correct parameter are applied

- void [ScanConfiguration](#) ()
Get the configuration save in the config file to applied it to the current [Caiman](#)
- void [ApplyGlobalConfiguration](#) (string configuration)
Applied the configuration depend on the choice of the user
- void [ApplyFullscreenConfiguration](#) (int fullscreen)
Write the configuration of the fullscreen param
- void [ApplyFormatConfiguration](#) (int format)
Write the configuration of the format param

Public Attributes

- [GameTimer](#) **gameTimer**
- [User](#) **user**
- [DownloadManager](#) **downloadManager**
- [ConfigFileEditor](#) **gamesListConfigFile**
- [Emulator](#) **actualEmulator**
- [ConfigFileEditor](#) **configFile**
- [ConfigFileEditor](#) **loginFile**
- [Game](#) **actualGame**
- [XboxMainForm](#) **xboxMainForm**
- bool **fullScreen**
- int **definition**
- bool **formatSeizeNeuvieme**
- bool **noGui**
- int **filtrageAnioscopique**

Properties

- Etatum [EmulatorState](#) [get, set]
used to set the name of the game in the navbar

6.14.1 Constructor & Destructor Documentation

6.14.1.1 EmulatorsManager()

```
Caiman.logique.EmulatorsManager.EmulatorsManager (
    XboxMainForm xboxMainFormp )
```

Contructor of the [Emulator](#) manager This fonction will start some methode to create the users file, set some variables and check if the file of the games previously downloaded are still present on the user's disk

Parameters

<code>xboxMainFormp</code>	
----------------------------	--

6.14.2 Member Function Documentation

6.14.2.1 ApplyFormatConfiguration()

```
void Caiman.logique.EmulatorsManager.ApplyFormatConfiguration (
    int format )
```

Write the configuration of the format param

Parameters

<i>format</i>	
---------------	--

6.14.2.2 ApplyFullscreenConfiguration()

```
void Caiman.logique.EmulatorsManager.ApplyFullscreenConfiguration (
    int fullscreen )
```

Write the configuration of the fullscreen param

Parameters

<i>fullscreen</i>	
-------------------	--

6.14.2.3 ApplyGlobalConfiguration()

```
void Caiman.logique.EmulatorsManager.ApplyGlobalConfiguration (
    string configuration )
```

Applied the configuration depend on the choice of the user

Parameters

<i>configuration</i>	
----------------------	--

6.14.2.4 CreateSaveManagerAndScan()

```
void Caiman.logique.EmulatorsManager.CreateSaveManagerAndScan ( )
```

Create the save manager for the différents émulateurs and scan the folder

6.14.2.5 InitTimer()

```
void Caiman.logique.EmulatorsManager.InitTimer ( )
```

Start some fonction each 100ms

6.14.2.6 ScanConfiguration()

```
void Caiman.logique.EmulatorsManager.ScanConfiguration ( )
```

Get the configuration save in the config file to applied it to the current [Caiman](#)

6.14.2.7 StartGame()

```
void Caiman.logique.EmulatorsManager.StartGame (
    int idGame )
```

Start the correct emulator for the game pass in parameter Set the configuration of the emulator before starting it to be sure the correct parameter are applied

Parameters

<i>idGame</i>	
---------------	--

6.14.3 Property Documentation

6.14.3.1 EmulatorState

```
Etatenum Caiman.logique.EmulatorsManager.EmulatorState [get], [set]
```

used to set the name of the game in the navbar

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

- Caiman/logique/[EmulatorsManager.cs](#)

6.15 Caiman.models.FileModel Class Reference

Public Member Functions

- **FileModel** (int idp, string filenamep, string datep)

Public Attributes

- int **id**
- string **filename**
- string **date**

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

- Caiman/models/[File.cs](#)

6.16 Caiman.models.Game Class Reference

Public Member Functions

- **Game** (int idp, string namep, string descriptionp, string imageNamep, int idConsolep, int idFilep)

Public Attributes

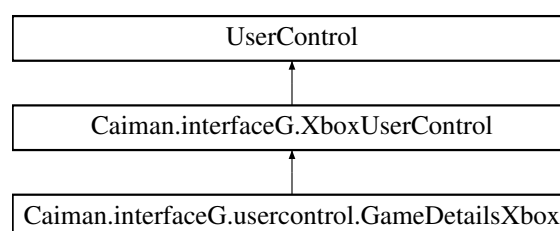
- int **id**
- string **name**
- string **description**
- string **imageName**
- int **idConsole**
- int **idFile**
- string **imgPath**

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

- Caiman/models/[Game.cs](#)

6.17 Caiman.interfaceG.usercontrol.GameDetailsXbox Class Reference

Inheritance diagram for Caiman.interfaceG.usercontrol.GameDetailsXbox:



Public Member Functions

- [GameDetailsXbox](#) ([XboxMainForm](#) xboxMain, [XboxUserController](#) top, [XboxUserController](#) bottom, [XboxUserController](#) right, [XboxUserController](#) left)
contrucot with next panel specify
- void [CreateViewGame](#) ()
Create the view of the detail of a game If the game is present on the disk the user can start it if not he can download it
- void [LoadGameDetail](#) (int idGame)
use to call the api to get the details

Public Attributes

- [Game](#) game = new [Game](#)()

Additional Inherited Members

6.17.1 Constructor & Destructor Documentation

6.17.1.1 GameDetailsXbox()

```
Caiman.interfaceG.usercontrol.GameDetailsXbox.GameDetailsXbox (
    XboxMainForm xboxMain,
    XboxUserController top,
    XboxUserController bottom,
    XboxUserController right,
    XboxUserController left )
```

contrucot with next panel specify

Parameters

<i>xboxMain</i>	
<i>top</i>	
<i>bottom</i>	
<i>right</i>	
<i>left</i>	

6.17.2 Member Function Documentation

6.17.2.1 CreateViewGame()

```
void Caiman.interfaceG.usercontrol.GameDetailsXbox.CreateViewGame ( )
```

Create the view of the detail of a game If the game is present on the disk the user can start it if not he can download it

6.17.2.2 LoadGameDetail()

```
void Caiman.interfaceG.usercontrol.GameDetailsXbox.LoadGameDetail (
    int idGame )
```

use to call the api to get the details

Parameters

<i>idGame</i>	
---------------	--

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

- Caiman/interfaceG/usercontrol/[GameDetailsXbox.cs](#)

6.18 Caiman.logique.GameTimer Class Reference

Public Member Functions

- **GameTimer** ([Game](#) gamep, [EmulatorsManager](#) emulatorsManagerp)
- void [InitTimer](#) ()
Initialise a timer who is gonna call the function used to upade tehe interface and scan the user input
- void [UpdateTimer](#) (object sender, EventArgs e)
Update the timer and if the number of secondes excess 60 add a minute
- override string [ToString](#) ()
Get the time in the format 00h00m

Public Attributes

- int **minutes** = 0
- int **counter** = 0

6.18.1 Member Function Documentation

6.18.1.1 InitTimer()

```
void Caiman.logique.GameTimer.InitTimer ( )
```

Initialise a timer who is gonna call the function used to upade tehe interface and scan the user input

6.18.1.2 ToString()

```
override string Caiman.logique.GameTimer.ToString ( )
```

Get the time in the format 00h00m

Returns

6.18.1.3 UpdateTimer()

```
void Caiman.logique.GameTimer.UpdateTimer (
    object sender,
    EventArgs e )
```

Update the timer and if the number of secondes excess 60 add a minute

Parameters

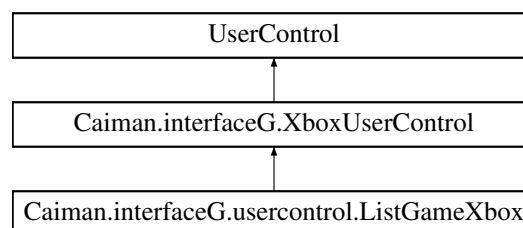
<i>sender</i>	
<i>e</i>	

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

- Caiman/logique/[GameTimer.cs](#)

6.19 Caiman.interfaceG.usercontrol.ListGameXbox Class Reference

Inheritance diagram for Caiman.interfaceG.usercontrol.ListGameXbox:



Public Member Functions

- [ListGameXbox](#) ([XboxMainForm](#) xboxMain, [XboxUserControl](#) top, [XboxUserControl](#) bottom, [XboxUserControl](#) right, [XboxUserControl](#) left)
contrucot with next panel specify
- void [CreatelistGames](#) ()
Create the list of game receive this function does work with a list so no nedd to change the code for diferents lists of games

Public Attributes

- List< [Game](#) > **lst_games**

Additional Inherited Members

6.19.1 Constructor & Destructor Documentation

6.19.1.1 ListGameXbox()

```
Caiman.interfaceG.usercontrol.ListGameXbox.ListGameXbox (
    XboxMainForm xboxMain,
    XboxUserControl top,
    XboxUserControl bottom,
    XboxUserControl right,
    XboxUserControl left )
```

contrucot with next panel specify

Parameters

<i>xboxMain</i>	
<i>top</i>	
<i>bottom</i>	
<i>right</i>	
<i>left</i>	

6.19.2 Member Function Documentation

6.19.2.1 CreateListGames()

```
void Caiman.interfaceG.usercontrol.ListGameXbox.CreateListGames ( )
```

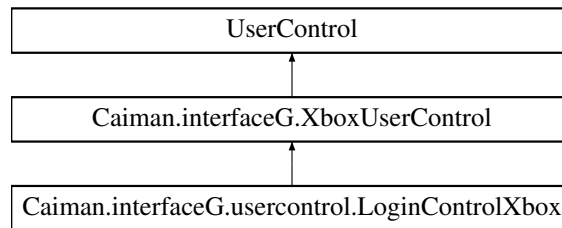
Create the list of game receive this function does work with a list so no nedd to change the code for diferents lists of games

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

- Caiman/interfaceG/usercontrol/[ListGameXbox.cs](#)

6.20 Caiman.interfaceG.usercontrol.LoginControlXbox Class Reference

Inheritance diagram for Caiman.interfaceG.usercontrol.LoginControlXbox:



Public Member Functions

- [LoginControlXbox](#) ([XboxMainForm](#) xboxMain, [XboxUserControl](#) top, [XboxUserControl](#) bottom, [XboxUserControl](#) right, [XboxUserControl](#) left)
contrucot with next panel specify
- void [CreateLoginForm](#) ()
Create the view to log in

Public Attributes

- TextBox **tbx_username**
- TextBox **tbx_password**
- Label **lbl_error**

Additional Inherited Members

6.20.1 Constructor & Destructor Documentation

6.20.1.1 LoginControlXbox()

```

Caiman.interfaceG.usercontrol.LoginControlXbox.LoginControlXbox (
    XboxMainForm xboxMain,
    XboxUserControl top,
    XboxUserControl bottom,
    XboxUserControl right,
    XboxUserControl left )
  
```

contrucot with next panel specify

Parameters

<i>xboxMain</i>	
<i>top</i>	
<i>bottom</i>	
<i>right</i>	
<i>left</i>	

6.20.2 Member Function Documentation

6.20.2.1 CreateLoginForm()

```
void Caiman.interfaceG.usercontrol.LoginControlXbox.CreateLoginForm ( )
```

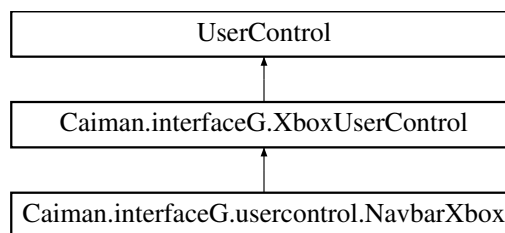
Create the view to log in

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

- Caiman/interfaceG/usercontrol/[LoginControlXbox.cs](#)

6.21 Caiman.interfaceG.usercontrol.NavbarXbox Class Reference

Inheritance diagram for Caiman.interfaceG.usercontrol.NavbarXbox:



Public Member Functions

- void [InitTimer](#) ()
appel différentes fonctions a un interval régulier
- **NavbarXbox** ([XboxMainForm](#) xboxMain)
- void [CreateNavButton](#) ()
Create the list of button for the navbar

Public Attributes

- string **actualGameName** = ""

Additional Inherited Members

6.21.1 Member Function Documentation

6.21.1.1 CreateNavButton()

```
void Caiman.interfaceG.usercontrol.NavbarXbox.CreateNavButton ( )
```

Create the list of button for the navbar

6.21.1.2 InitTimer()

```
void Caiman.interfaceG.usercontrol.NavbarXbox.InitTimer ( )
```

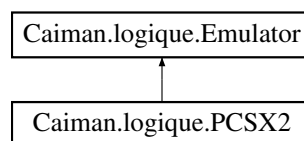
appel différentes fonctions a un interval régulier

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

- Caiman/interfaceG/usercontrol/[NavbarXbox.cs](#)

6.22 Caiman.logique.PCSX2 Class Reference

Inheritance diagram for Caiman.logique.PCSX2:



Public Member Functions

- [PCSX2](#) ()
Base constructor
- override void [Execute](#) (int idGame)
start the execution of the game without the GUI
- override void [UpdateConfigurationFile](#) ()
Used to applied the configuration to the configuration file of [Dolphin](#)

Additional Inherited Members

6.22.1 Constructor & Destructor Documentation

6.22.1.1 PCSX2()

```
Caiman.logique.PCSX2.PCSX2 ( )
```

Base constructor

6.22.2 Member Function Documentation

6.22.2.1 Execute()

```
override void Caiman.logique.PCSX2.Execute (
    int idGame ) [virtual]
```

start the execution of the game witout the GUI

Implements [Caiman.logique.Emulator](#).

6.22.2.2 UpdateConfigurationFile()

```
override void Caiman.logique.PCSX2.UpdateConfigurationFile ( ) [virtual]
```

Used to applied the configuration to the configuration file of [Dolphin](#)

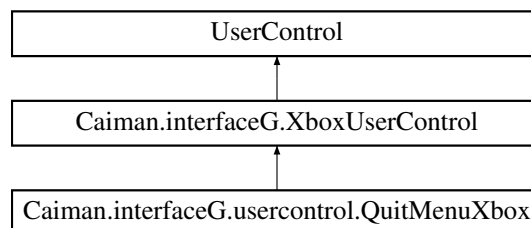
Implements [Caiman.logique.Emulator](#).

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

- [Caiman/logique/PCSX2.cs](#)

6.23 Caiman.interfaceG.usercontrol.QuitMenuXbox Class Reference

Inheritance diagram for Caiman.interfaceG.usercontrol.QuitMenuXbox:



Public Member Functions

- [QuitMenuXbox](#) ([XboxMainForm](#) xboxMain, [XboxUserControl](#) top, [XboxUserControl](#) bottom, [XboxUserControl](#) right, [XboxUserControl](#) left)
contrucot with next panel specify
- void [CreateNavButton](#) ()
Create the log out and the quit button

Additional Inherited Members

6.23.1 Constructor & Destructor Documentation

6.23.1.1 QuitMenuXbox()

```
Caiman.interfaceG.usercontrol.QuitMenuXbox.QuitMenuXbox (
    XboxMainForm xboxMain,
    XboxUserControl top,
    XboxUserControl bottom,
    XboxUserControl right,
    XboxUserControl left )
```

contrucot with next panel specify

Parameters

<i>xboxMain</i>	
<i>top</i>	
<i>bottom</i>	
<i>right</i>	
<i>left</i>	

6.23.2 Member Function Documentation

6.23.2.1 CreateNavButton()

```
void Caiman.interfaceG.usercontrol.QuitMenuXbox.CreateNavButton ( )
```

Create the log out and the quit button

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

- Caiman/interfaceG/usercontrol/[QuitMenuXbox.cs](#)

6.24 Caiman.database.CallAPI.RootObject Class Reference

Class to get response of the APi

Properties

- string **origin** [get, set]
- string **url** [get, set]
- string **data** [get, set]
- Dictionary< string, string > **files** [get, set]

6.24.1 Detailed Description

Class to get response of the APi

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

- Caiman/database/[CallAPI.cs](#)

6.25 Caiman.logique.SaveManager Class Reference

Public Member Functions

- **SaveManager** (string savePath, string destinationPath, bool isLocalFile, [EmulatorsManager](#) emulators↔
Managerp)
- void [ScanFolder](#) ()
Scan to fold to get the files in it
- void [MoveFileToUserFolder](#) (FileInfo save)
Move the local file to the appdata folder
- void [MoveAllFileToUserFolder](#) ()
Move all the appdata file to the emulator folder
- void [UploadSave](#) ()
Zip the save of the user and send it to the Bunker by the API
- void [MoveSaveFileFromUserFolderToEmulatorSaveFolder](#) ()
Move the file off the appdata folder to the emulators folder

Public Attributes

- List< FileInfo > **lst_save** = new List<FileInfo>()
- List< String > **lst_saveTimeOld** = new List<string>()
- List< String > **lst_saveTimeNow** = new List<string>()
- string **savePath**
- bool **isLocalFile**
- string **destinationPath**
- [CallAPI](#) **callAPI** = new [CallAPI](#)()

6.25.1 Member Function Documentation

6.25.1.1 MoveAllFileToUserFolder()

```
void Caiman.logique.SaveManager.MoveAllFileToUserFolder ( )
```

Move all the appdata file to the emulator folder

6.25.1.2 MoveFileToUserFolder()

```
void Caiman.logique.SaveManager.MoveFileToUserFolder (
    FileInfo save )
```

Move the local file to the appdata folder

Parameters

save	
------	--

6.25.1.3 MoveSaveFileFromUserFolderToEmulatorSaveFolder()

```
void Caiman.logique.SaveManager.MoveSaveFileFromUserFolderToEmulatorSaveFolder ( )
```

Move the file off the appdata folder to the emulators folder

6.25.1.4 ScanFolder()

```
void Caiman.logique.SaveManager.ScanFolder ( )
```

Scan to fold to get the files in it

6.25.1.5 UploadSave()

```
void Caiman.logique.SaveManager.UploadSave ( )
```

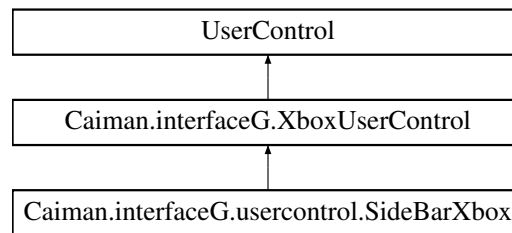
Zip the save of the user and send it to the Bunker by the API

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

- Caiman/logique/[SaveManager.cs](#)

6.26 Caiman.interfaceG.usercontrol.SideBarXbox Class Reference

Inheritance diagram for Caiman.interfaceG.usercontrol.SideBarXbox:



Public Member Functions

- [SideBarXbox](#) ([XboxMainForm](#) xboxMain)
Used to specify the main form of the application
- void [CreateListNavButton](#) ()
create a list of button for the diferents categories

Additional Inherited Members

6.26.1 Constructor & Destructor Documentation

6.26.1.1 SideBarXbox()

```
Caiman.interfaceG.usercontrol.SideBarXbox.SideBarXbox (
    XboxMainForm xboxMain )
```

Used to specify the main form of the application

Parameters

xboxMain	
--------------------------	--

6.26.2 Member Function Documentation

6.26.2.1 CreateListNavButton()

```
void Caiman.interfaceG.usercontrol.SideBarXbox.CreateListNavButton ( )
```

create a list of button for the diferents categories

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

- [Caiman/interfaceG/usercontrol/SideBarXbox.cs](#)

6.27 Caiman.models.TimeInGame Class Reference

Public Member Functions

- **TimeInGame** (int minutesp)

Public Attributes

- int **minutes** = 0

Properties

- string **TimeHoursMinutes** [get]

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

- [Caiman/models/TimeInGame.cs](#)

6.28 Caiman.models.User Class Reference

Public Member Functions

- **User** (int idp, string usernamep, string apitokenp, string caimanTokenp, string emailp)
- void [InitTimer](#) ()
start the timer who will check if the save has been updated
- void [CreateSaveManagers](#) ([EmulatorsManager](#) emulatorsManagerp)
Create the save moanager for alla the emulators
- void [Login](#) (string usernamep, string password, [EmulatorsManager](#) emulatorsManagerp)
Login function to with the API
- void [MoveFileFromUserFolderToEmulatorFolder](#) ()
Move file from appdata to emulator saves folders
- void [CreateUserFolder](#) ()
Create the users folder and the config files

Public Attributes

- int **id**
- string **username**
- string **apitoken**
- string **caimanToken**
- string **email**
- [EmulatorsManager](#) **emulatorsManager**

6.28.1 Member Function Documentation

6.28.1.1 CreateSaveManagers()

```
void Caiman.models.User.CreateSaveManagers (
    EmulatorsManager emulatorsManagerp )
```

Create the save moanager for alla the emuators

Parameters

<i>emulatorsManagerp</i>	
--------------------------	--

6.28.1.2 CreateUserFolder()

```
void Caiman.models.User.CreateUserFolder ( )
```

Create the users folder and the config files

6.28.1.3 InitTimer()

```
void Caiman.models.User.InitTimer ( )
```

start the timer who will check if the save has been updated

6.28.1.4 Login()

```
void Caiman.models.User.Login (
    string usernamep,
    string password,
    EmulatorsManager emulatorsManagerp )
```

Login function to with the API

Parameters

<i>usernamep</i>	
<i>password</i>	
<i>emulatorsManagerp</i>	

6.28.1.5 MoveFileFromUserFolderToEmulatorFolder()

```
void Caiman.models.User.MoveFileFromUserFolderToEmulatorFolder ( )
```

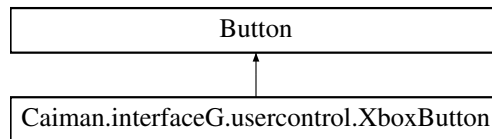
Move file from appdata to emulator saves folders

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

- Caiman/models/[User.cs](#)

6.29 Caiman.interfaceG.usercontrol.XboxButton Class Reference

Inheritance diagram for Caiman.interfaceG.usercontrol.XboxButton:



Public Member Functions

- **XboxButton** (string contexte, int id_contexte, int position_y, int position_x)
- [XboxButton](#) ()
Create a button with specific design

Public Attributes

- [ContextInformations](#) contextInfos

Protected Member Functions

- override void [OnClick](#) (EventArgs e)
Updated onclick event where you tel to the main form which button has clicked in a list of button
- override void [OnGotFocus](#) (EventArgs e)
event when the button has focus
- override void [OnLostFocus](#) (EventArgs e)
Change the button design when the button is not focused anymore

6.29.1 Constructor & Destructor Documentation

6.29.1.1 XboxButton()

```
Caiman.interfaceG.usercontrol.XboxButton.XboxButton ( )
```

Create a button with specific design

6.29.2 Member Function Documentation

6.29.2.1 OnClick()

```
override void Caiman.interfaceG.usercontrol.XboxButton.OnClick (
    EventArgs e ) [protected]
```

Updated onclick event where you tel to the main form which button has clicked in a list of button

Parameters

<i>e</i>	
----------	--

6.29.2.2 OnGotFocus()

```
override void Caiman.interfaceG.usercontrol.XboxButton.OnGotFocus (
    EventArgs e ) [protected]
```

event when the button has focus

Parameters

<i>e</i>	
----------	--

6.29.2.3 OnLostFocus()

```
override void Caiman.interfaceG.usercontrol.XboxButton.OnLostFocus (
    EventArgs e ) [protected]
```

Change the button design when the button is not focused anymore

Parameters

<i>e</i>	
----------	--

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

- Caiman/interfaceG/XboxControl/[XboxButton.cs](#)

6.30 Caiman.interfaceG.XboxController Class Reference**Public Member Functions**

- [XboxController](#) (Control mainFormp)
Contractor where you specify the main form of your program
- string [GetInput](#) ()
send input pressed by the users
- void [ScanController](#) (object sender, EventArgs e)
scan the controller connected to the user pc

Public Attributes

- List< Controller > **IstController** = new List<Controller>()
- int **valueXboxController**
- Control **overlay**

Properties

- string **Controllers** [get, set]

6.30.1 Constructor & Destructor Documentation

6.30.1.1 XboxController()

```
Caiman.interfaceG.XboxController.XboxController (
    Control mainForm )
```

Constructor where you specify the main form of your program

Parameters

<i>mainForm</i>	
-----------------	--

6.30.2 Member Function Documentation

6.30.2.1 GetInput()

```
string Caiman.interfaceG.XboxController.GetInput ( )
```

send input pressed by the users

Returns

6.30.2.2 ScanController()

```
void Caiman.interfaceG.XboxController.ScanController (
    object sender,
    EventArgs e )
```

scan the controller connected to the user pc

Parameters

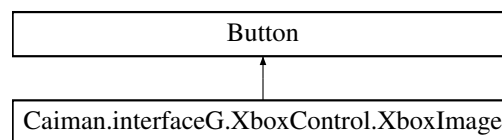
<i>sender</i>	
<i>e</i>	

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

- [Caiman/interfaceG/XboxController.cs](#)

6.31 Caiman.interfaceG.XboxControl.XboxImage Class Reference

Inheritance diagram for Caiman.interfaceG.XboxControl.XboxImage:



Public Member Functions

- **XboxImage** (string contexte, Image img, int id_contexte, int position_y, int position_x)
- [XboxImage](#) ()

Create a button with specific design and an image in background

Public Attributes

- [ContextInformations](#) contextInfos

Protected Member Functions

- override void [OnClick](#) (EventArgs e)
Updated onclick event where you tel to the main form which button has clicked in a list of button
- override void [OnGotFocus](#) (EventArgs e)
event when the button has focus
- override void [OnLostFocus](#) (EventArgs e)
Change the button disign when the button is not focused anymore

6.31.1 Constructor & Destructor Documentation

6.31.1.1 XboxImage()

```
Caiman.interfaceG.XboxControl.XboxImage.XboxImage ( )
```

Create a button with specific design and an image in background

6.31.2 Member Function Documentation

6.31.2.1 OnClick()

```
override void Caiman.interfaceG.XboxControl.XboxImage.OnClick (
    EventArgs e ) [protected]
```

Updated onclick event where you tel to the main form which button has clicked in a list of button

Parameters

<i>e</i>	
----------	--

6.31.2.2 OnGotFocus()

```
override void Caiman.interfaceG.XboxControl.XboxImage.OnGotFocus (
    EventArgs e ) [protected]
```

event when the button has focus

Parameters

<i>e</i>	
----------	--

6.31.2.3 OnLostFocus()

```
override void Caiman.interfaceG.XboxControl.XboxImage.OnLostFocus (
    EventArgs e ) [protected]
```

Change the button design when the button is not focused anymore

Parameters

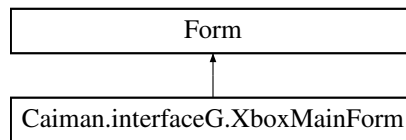
<i>e</i>	
----------	--

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

- Caiman/interfaceG/XboxControl/[XboxImage.cs](#)

6.32 Caiman.interfaceG.XboxMainForm Class Reference

Inheritance diagram for Caiman.interfaceG.XboxMainForm:



Public Member Functions

- [XboxMainForm](#) ()
Default constructor used to create the test form
- void [InitTimer](#) ()
Initialise a timer who is gonna call the function used to update the interface and scan the user input
- void [ScanInput](#) (object sender, EventArgs e)
Used to know what input is pressed by the user The function will also trigger event depend on the user input
- void [ContexteHandler](#) (object sender, EventArgs e, bool addToLst=false)
Used to modify the content of the application by getting the button input values This function will load different windows updated for the right contexte each case a different from the others
- void [LoadNewQuitMenu](#) ()
Load the quit menu
- void [LoadNewConfigurationMenu](#) ()
Load the configuration menu
- void [LoadNewDownloadList](#) ()
Load the download list
- void [LoadNewListGamesFromCategory](#) (int idCategory)
Load a specific categorie
- void [LoadNewGameDetails](#) (int idGame)
Load details of a game
- void [LoadNewListGamesFromUserFavorite](#) ()
Load favorites game of user
- void [LoadNewListGamesDownloadedGames](#) ()
Load the list of downloaded games
- void [LoadNewPanelAllGames](#) ()
Load the list of all the games
- void [LoadNewHomePanel](#) ()
Load downloaded game
- void [FocusToMainPanel](#) ()
Used to focus the main panel at position 0,0
- void [LoadOldMainPanel](#) ()
load the previous panel
- void [CreateLoginControls](#) ()
Used to load the login panel
- void [CreateBaseControl](#) ()
Create the base controls of the create base controls

Static Public Member Functions

- static bool [ApplicationIsActivated](#) ()
Used to know if the application is focused by the user or not

Public Attributes

- [EmulatorsManager](#) **emulatorsManager**
- [XboxUserController](#) **old_activeControl**
- List< [ContextInformations](#) > **IstOldContexte** = new List<[ContextInformations](#)>()
- [ContextInformations](#) **activeContexte**
- [CallAPI](#) **callAPI** = new [CallAPI](#)()
- string **old_input**
- [XboxUserController](#) **topPanel**

Properties

- [XboxUserController](#) **ActiveControl1** [get, set]
- [XboxUserController](#) **MainPanel** [get, set]

6.32.1 Constructor & Destructor Documentation

6.32.1.1 XboxMainForm()

Caiman.interfaceG.XboxMainForm.XboxMainForm ()

Default contructor used to chreate the test form

6.32.2 Member Function Documentation

6.32.2.1 ApplicationIsActivated()

static bool Caiman.interfaceG.XboxMainForm.ApplicationIsActivated () [static]

Used to know if the application is focused by the user or not

Returns

6.32.2.2 ContexteHandler()

```
void Caiman.interfaceG.XboxMainForm.ContexteHandler (
    object sender,
    EventArgs e,
    bool addToLst = false )
```

Used to modify the content of the application by getting the button input values This function will load diferent windows updated for the right contexte each case a diferent from the others

Parameters

<i>sender</i>	
<i>e</i>	
<i>addToLst</i>	

6.32.2.3 CreateBaseControl()

```
void Caiman.interfaceG.XboxMainForm.CreateBaseControl ( )
```

Create the base controls of the create base controls

6.32.2.4 CreateLoginControls()

```
void Caiman.interfaceG.XboxMainForm.CreateLoginControls ( )
```

Used to load the login panel

6.32.2.5 FocusToMainPanel()

```
void Caiman.interfaceG.XboxMainForm.FocusToMainPanel ( )
```

Used to focus the main panel at position 0,0

6.32.2.6 InitTimer()

```
void Caiman.interfaceG.XboxMainForm.InitTimer ( )
```

Initialise a timer who is gonna call the function used to upade tehe interface and scan the user input

6.32.2.7 LoadNewConfigurationMenu()

```
void Caiman.interfaceG.XboxMainForm.LoadNewConfigurationMenu ( )
```

Load the configuration menu

6.32.2.8 LoadNewDownloadList()

```
void Caiman.interfaceG.XboxMainForm.LoadNewDownloadList ( )
```

Load the download list

6.32.2.9 LoadNewGameDetails()

```
void Caiman.interfaceG.XboxMainForm.LoadNewGameDetails (
    int idGame )
```

Load details of a game

6.32.2.10 LoadNewHomePanel()

```
void Caiman.interfaceG.XboxMainForm.LoadNewHomePanel ( )
```

Load downloaded game

6.32.2.11 LoadNewListGamesDownloadedGames()

```
void Caiman.interfaceG.XboxMainForm.LoadNewListGamesDownloadedGames ( )
```

Load the list of downloaded games

6.32.2.12 LoadNewListGamesFromCategory()

```
void Caiman.interfaceG.XboxMainForm.LoadNewListGamesFromCategory (
    int idCategory )
```

Load a spécific categorie

6.32.2.13 LoadNewListGamesFromUserFavorite()

```
void Caiman.interfaceG.XboxMainForm.LoadNewListGamesFromUserFavorite ( )
```

Load favorites game of user

6.32.2.14 LoadNewPanelAllGames()

```
void Caiman.interfaceG.XboxMainForm.LoadNewPanelAllGames ( )
```

Load the list of all the games

6.32.2.15 LoadNewQuitMenu()

```
void Caiman.interfaceG.XboxMainForm.LoadNewQuitMenu ( )
```

Load the quit menu

6.32.2.16 LoadOldMainPanel()

```
void Caiman.interfaceG.XboxMainForm.LoadOldMainPanel ( )
```

load the previous panel

6.32.2.17 ScanInput()

```
void Caiman.interfaceG.XboxMainForm.ScanInput (
    object sender,
    EventArgs e )
```

Used to know what input is pressed by the user The function will also trigger event depend on the user input

Parameters

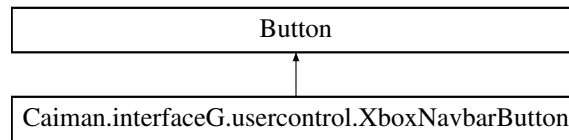
<i>sender</i>	
<i>e</i>	

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

- Caiman/interfaceG/[XboxMainForm.cs](#)

6.33 Caiman.interfaceG.usercontrol.XboxNavbarButton Class Reference

Inheritance diagram for Caiman.interfaceG.usercontrol.XboxNavbarButton:



Public Member Functions

- **XboxNavbarButton** (string contexte, Image img, int id_contexte, int position_y, int position_x)
- **XboxNavbarButton** (Image img)
- [XboxNavbarButton](#) ()
Create a button with specific design

Public Attributes

- [ContextInformations](#) contextInfos

Protected Member Functions

- override void [OnClick](#) (EventArgs e)
Updated onclick event where you tel to the main form which button has clicked in a list of button
- override void [OnGotFocus](#) (EventArgs e)
event when the button has focus
- override void [OnLostFocus](#) (EventArgs e)
Change the button design when the button is not focused anymore

6.33.1 Constructor & Destructor Documentation

6.33.1.1 XboxNavbarButton()

`Caiman.interfaceG.usercontrol.XboxNavbarButton.XboxNavbarButton ()`

Create a button with specific design

6.33.2 Member Function Documentation

6.33.2.1 OnClick()

```

override void Caiman.interfaceG.usercontrol.XboxNavbarButton.OnClick (
    EventArgs e ) [protected]
  
```

Updated onclick event where you tel to the main form which button has clicked in a list of button

Parameters

<i>e</i>	
----------	--

6.33.2.2 OnGotFocus()

```
override void Caiman.interfaceG.usercontrol.XboxNavbarButton.OnGotFocus (
    EventArgs e ) [protected]
```

event when the button has focus

Parameters

<i>e</i>	
----------	--

6.33.2.3 OnLostFocus()

```
override void Caiman.interfaceG.usercontrol.XboxNavbarButton.OnLostFocus (
    EventArgs e ) [protected]
```

Change the button design when the button is not focused anymore

Parameters

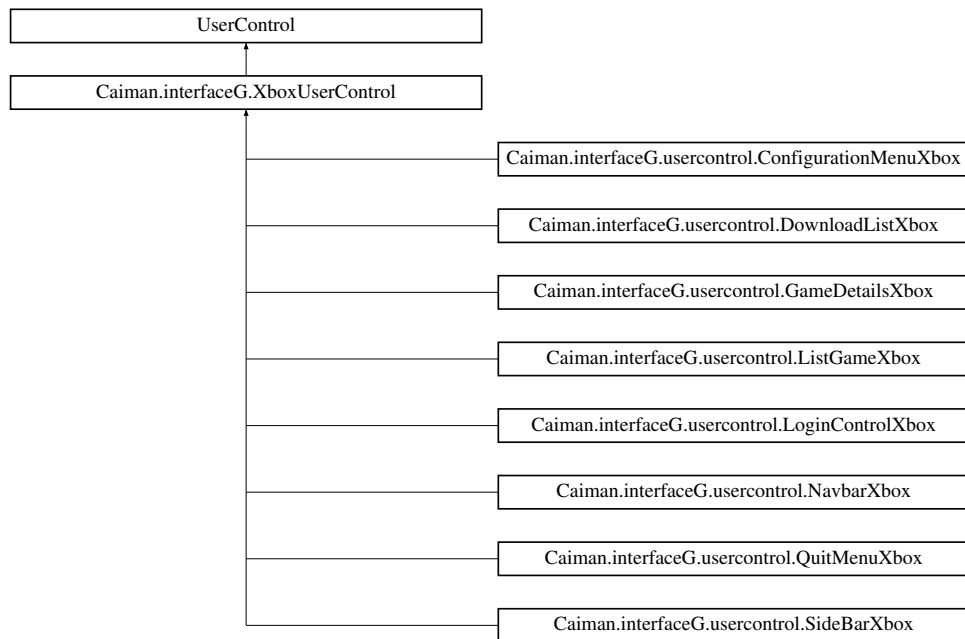
<i>e</i>	
----------	--

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

- Caiman/interfaceG/XboxControl/[XboxNavbarButton.cs](#)

6.34 Caiman.interfaceG.XboxUserControl Class Reference

Inheritance diagram for Caiman.interfaceG.XboxUserControl:



Public Member Functions

- [XboxUserControl](#) ()
default contructor
- [XboxUserControl](#) ([XboxMainForm](#) xboxMain, [XboxUserControl](#) top, [XboxUserControl](#) bottom, [XboxUserControl](#) right, [XboxUserControl](#) left)
constructor used to specify the contexte next to the [XboxUserControl](#)
- [XboxUserControl](#) ([XboxMainForm](#) xboxMain)
consctructor where you specified the main form of the application
- void [MoveActivateControl](#) (string destination="")
move the user cursor to the position required by the user

Public Attributes

- List< List< Control > > **IstControls** = new List<List<Control>>()
- [XboxMainForm](#) **xboxMainForm**
- [XboxUserControl](#) **top_form**
- [XboxUserControl](#) **bottom_form**
- [XboxUserControl](#) **right_form**
- [XboxUserControl](#) **left_form**
- [XboxButton](#) **activebutton**
- int **position_x**
- int **position_y**

Protected Member Functions

- void [bouton_Click](#) (object sender, EventArgs e)
send to the main form what he need to do

Properties

- int [Position_x](#) [get, set]
Check if the position where the user want to go is valid if the position is not valid either the cursor will not move or it will go to a valid position
- int [Position_y](#) [get, set]
Check if the position where the user want to go is valid if the position is not valid either the cursor will not move or it will go to a valid position

6.34.1 Constructor & Destructor Documentation

6.34.1.1 XboxUserController() [1/3]

```
Caiman.interfaceG.XboxUserController.XboxUserController ( )
```

default constructor

6.34.1.2 XboxUserController() [2/3]

```
Caiman.interfaceG.XboxUserController.XboxUserController (
    XboxMainForm xboxMain,
    XboxUserController top,
    XboxUserController bottom,
    XboxUserController right,
    XboxUserController left )
```

constructor used to specify the contexte next to the [XboxUserController](#)

Parameters

<i>xboxMain</i>	
<i>top</i>	
<i>bottom</i>	
<i>right</i>	
<i>left</i>	

6.34.1.3 XboxUserController() [3/3]

```
Caiman.interfaceG.XboxUserController.XboxUserController (
    XboxMainForm xboxMain )
```

consctructor where you specified the main form of the application

Parameters

<i>xboxMain</i>	
-----------------	--

6.34.2 Member Function Documentation

6.34.2.1 bouton_Click()

```
void Caiman.interfaceG.XboxUserController.bouton_Click (
    object sender,
    EventArgs e ) [protected]
```

send to the main form what he need to do

Parameters

<i>sender</i>	
<i>e</i>	

6.34.2.2 MoveActivateControl()

```
void Caiman.interfaceG.XboxUserController.MoveActivateControl (
    string destination = "" )
```

move the user cursor to the position required by the user

if the position required is not valid the user cursor will be moved to the next valid position

Parameters

<i>destination</i>	
--------------------	--

6.34.3 Property Documentation

6.34.3.1 Position_x

```
int Caiman.interfaceG.XboxUserController.Position_x [get], [set]
```

Check if the position where the user want to go is valid if the position is not valid either the cursor will not move or it will go to a valid position

6.34.3.2 Position_y

```
int Caiman.interfaceG.XboxUserControl.Position_y [get], [set]
```

Check if the position where the user want to go is valid if the position is not valid either the cursor will not move or it will go to a valid position

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

- Caiman/interfaceG/[XboxUserControl.cs](#)

Chapter 7

File Documentation

7.1 Caiman/database/CallAPI.cs File Reference

Class used to execute request to the API.

Classes

- class [Caiman.database.CallAPI](#)
- class [Caiman.database.CallAPI.RootObject](#)

Class to get response of the API

7.1.1 Detailed Description

Class used to execute request to the API.

7.1.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

Copyright

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7.2 Caiman/interfaceG/ContextInformations.cs File Reference

Used to get information with will be send to the main form to specify what need to happend this class is used to simplify the interaction with the application.

Classes

- class [Caiman.interfaceG.ContextInformations](#)

7.2.1 Detailed Description

Used to get information with will be send to the main form to specify what need to happend this class is used to simplify the interaction with the application.

7.2.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

Copyright

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7.3 Caiman/interfaceG/usercontrol/ConfigurationMenuXbox.cs File Reference

Used to display the configuration menu.

Classes

- class [Caiman.interfaceG.usercontrol.ConfigurationMenuXbox](#)

7.3.1 Detailed Description

Used to display the configuration menu.

7.3.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

Copyright

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7.4 Caiman/interfaceG/usercontrol/DownloadListXbox.cs File Reference

Used to display all the download.

Classes

- class [Caiman.interfaceG.usercontrol.DownloadListXbox](#)

7.4.1 Detailed Description

Used to display all the download.

7.4.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

Copyright

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7.5 Caiman/interfaceG/usercontrol/GameDetailsXbox.cs File Reference

Used to display the informations of a game.

Classes

- class [Caiman.interfaceG.usercontrol.GameDetailsXbox](#)

7.5.1 Detailed Description

Used to display the informations of a game.

7.5.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

Copyright

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7.6 Caiman/interfaceG/usercontrol/ListGameXbox.cs File Reference

Used to display a list of game.

Classes

- class [Caiman.interfaceG.usercontrol.ListGameXbox](#)

7.6.1 Detailed Description

Used to display a list of game.

7.6.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

Copyright

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7.7 Caiman/interfaceG/usercontrol/LoginControlXbox.cs File Reference

Used to display the login menu.

Classes

- class [Caiman.interfaceG.usercontrol.LoginControlXbox](#)

7.7.1 Detailed Description

Used to display the login menu.

7.7.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

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7.8 Caiman/interfaceG/usercontrol/NavbarXbox.cs File Reference

Used to display the navbar.

Classes

- class [Caiman.interfaceG.usercontrol.NavbarXbox](#)

7.8.1 Detailed Description

Used to display the navbar.

7.8.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

Copyright

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7.9 Caiman/interfaceG/usercontrol/QuitMenuXbox.cs File Reference

Used to display the quit menu.

Classes

- class [Caiman.interfaceG.usercontrol.QuitMenuXbox](#)

7.9.1 Detailed Description

Used to display the quit menu.

7.9.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

Copyright

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7.10 Caiman/interfaceG/usercontrol/SideBarXbox.cs File Reference

Used to create a side pannel for the interface.

Classes

- class [Caiman.interfaceG.usercontrol.SideBarXbox](#)

7.10.1 Detailed Description

Used to create a side pannel for the interface.

7.10.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

Copyright

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7.11 Caiman/interfaceG/XboxControl/XboxButton.cs File Reference

Used to create a button witch is useable with a controller.

Classes

- class [Caiman.interfaceG.usercontrol.XboxButton](#)

7.11.1 Detailed Description

Used to create a button witch is useable with a controller.

7.11.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

Copyright

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7.12 Caiman/interfaceG/XboxControl/XboxImage.cs File Reference

Used to create a button with an image in background.

Classes

- class [Caiman.interfaceG.XboxControl.XboxImage](#)

7.12.1 Detailed Description

Used to create a button with an image in background.

7.12.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

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7.13 Caiman/interfaceG/XboxControl/XboxNavbarButton.cs File Reference

Used to create a button for the navbar witch is useable with a controller.

Classes

- class [Caiman.interfaceG.usercontrol.XboxNavbarButton](#)

7.13.1 Detailed Description

Used to create a button for the navbar witch is useable with a controller.

7.13.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

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7.14 Caiman/interfaceG/XboxController.cs File Reference

Used to comunicate with all the DirectX input controller connected to the user pc.

Classes

- class [Caiman.interfaceG.XboxController](#)

7.14.1 Detailed Description

Used to communicate with all the DirectX input controller connected to the user pc.

7.14.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

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7.15 Caiman/interfaceG/XboxMainForm.cs File Reference

Main classe of the project, it used to interact with all the others component.

Classes

- class [Caiman.interfaceG.XboxMainForm](#)

7.15.1 Detailed Description

Main classe of the project, it used to interact with all the others component.

7.15.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

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7.16 Caiman/interfaceG/XboxUserControl.cs File Reference

Class main class to create component for the interface.

Classes

- class [Caiman.interfaceG.XboxUserControl](#)

7.16.1 Detailed Description

Class main class to create component for the interface.

7.16.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

Copyright

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7.17 Caiman/logique/ConfigFileEditor.cs File Reference

Used to update a .ini file.

Classes

- class [Caiman.logique.ConfigFileEditor](#)

7.17.1 Detailed Description

Used to update a .ini file.

7.17.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

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7.18 Caiman/logique/Dolphin.cs File Reference

Used to interact with the emulators Dolphin.

Classes

- class [Caiman.logique.Dolphin](#)

7.18.1 Detailed Description

Used to interact with the emulators Dolphin.

7.18.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

Copyright

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7.19 Caiman/logique/Download.cs File Reference

Class to download a game.

Classes

- class [Caiman.logique.Download](#)

7.19.1 Detailed Description

Class to download a game.

7.19.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

Copyright

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7.20 Caiman/logique/DownloadManager.cs File Reference

Class used to manage all the download.

Classes

- class [Caiman.logique.DownloadManager](#)

7.20.1 Detailed Description

Class used to manage all the download.

7.20.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

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7.21 Caiman/logique/DownloadSave.cs File Reference

Class used to download save file.

Classes

- class [Caiman.logique.DownloadSave](#)

7.21.1 Detailed Description

Class used to download save file.

7.21.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

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7.22 Caiman/logique/DownloadSaveManager.cs File Reference

Class used to manage the download of save file.

Classes

- class [Caiman.logique.DownloadSaveManager](#)

7.22.1 Detailed Description

Class used to manage the download of save file.

7.22.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

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7.23 Caiman/logique/Emulator.cs File Reference

Abstract base class for emulators.

Classes

- class [Caiman.logique.Emulator](#)

7.23.1 Detailed Description

Abstract base class for emulators.

7.23.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

Copyright

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7.24 Caiman/logique/EmulatorsManager.cs File Reference

Main class of the project used to interact with the emulators.

Classes

- class [Caiman.logique.EmulatorsManager](#)

7.24.1 Detailed Description

Main class of the project used to interact with the emulators.

7.24.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

Copyright

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7.25 Caiman/logique/GameTimer.cs File Reference

Used to interact with the emulators Dolphin.

Classes

- class [Caiman.logique.GameTimer](#)

7.25.1 Detailed Description

Used to interact with the emulators Dolphin.

7.25.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

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7.26 Caiman/logique/PCSX2.cs File Reference

Class to manage PCSX2.

Classes

- class [Caiman.logique.PCSX2](#)

7.26.1 Detailed Description

Class to manage PCSX2.

7.26.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

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7.27 Caiman/logique/SaveManager.cs File Reference

Used to manage the download of the save file.

Classes

- class [Caiman.logique.SaveManager](#)

7.27.1 Detailed Description

Used to manage the download of the save file.

7.27.1.1 BDCC

Author

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Copyright

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7.28 Caiman/models/Category.cs File Reference

Model for category.

Classes

- class [Caiman.models.Category](#)

7.28.1 Detailed Description

Model for category.

7.28.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

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7.29 Caiman/models/Console.cs File Reference

Model for console.

Classes

- class [Caiman.models.ConsoleModel](#)

7.29.1 Detailed Description

Model for console.

7.29.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

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7.30 Caiman/models/File.cs File Reference

Model for file.

Classes

- class [Caiman.models.FileModel](#)

7.30.1 Detailed Description

Model for file.

7.30.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

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7.31 Caiman/models/Game.cs File Reference

Model for game.

Classes

- class [Caiman.models.Game](#)

7.31.1 Detailed Description

Model for game.

7.31.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

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7.32 Caiman/models/TimeInGame.cs File Reference

Model for timeInGame.

Classes

- class [Caiman.models.TimeInGame](#)

7.32.1 Detailed Description

Model for timeInGame.

7.32.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

Copyright

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7.33 Caiman/models/User.cs File Reference

Model for user and fonction to syc syve and login.

Classes

- class [Caiman.models.User](#)

7.33.1 Detailed Description

Model for user and fonction to syc syve and login.

7.33.1.1 BDCC

Author

Lorenzo Bauduccio lorenzo.bdcc@eduge.ch

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