



# AltsDemoGui Reference

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## AltsDemoGui Reference

### Namespaces

[AltsDemoGui](#)<sub>4</sub>

## AltsDemoGui Namespace

### Classes

[MainWindow](#)<sub>4</sub>, [ViewModel](#)<sub>7</sub>

### Enumerations

[Status](#)<sub>9</sub>

## MainWindow Class

Interaction logic for MainWindow.xaml

[System.Object](#)

[System.Windows.Threading.DispatcherObject](#)

[System.Windows.DependencyObject](#)

[System.Windows.Media.Visual](#)

[System.Windows.UIElement](#)

[System.Windows.FrameworkElement](#)

[System.Windows.Controls.Control](#)

[System.Windows.Controls.ContentControl](#)

[System.Windows.Window](#)

**AltsDemoGui.MainWindow**

**C#**

```
public class MainWindow : Window,  
    IComponentConnector
```

## Requirements

**Namespace:** [AltsDemoGui](#)<sub>4</sub>

**Assembly:** AltsDemoGui (in AltsDemoGui.exe)

## Constructors

[MainWindow](#)<sub>4</sub>

## Methods

[Button\\_Click\\_Connect](#)<sub>5</sub>, [Button\\_Click\\_DisConnect](#)<sub>5</sub>, [Button\\_Click\\_Learn](#)<sub>5</sub>, [okCallBack](#)<sub>6</sub>, [trustCallBack](#)<sub>6</sub>

## Fields

[scm](#)<sub>7</sub>

## MainWindow Constructor

**C#**

```
public MainWindow()
```

## See Also

Applies to: [MainWindow<sub>4</sub>](#)

## MainWindow.Button\_Click\_Connect Method

Event called when connect button is pushed

**C#**

```
private void Button_Click_Connect(  
    object sender,  
    RoutedEventArgs e  
)
```

## Parameters

*sender*

*e*

## See Also

Applies to: [MainWindow<sub>4</sub>](#)

## MainWindow.Button\_Click\_DisConnect Method

Event called when disconnect button is pushed

**C#**

```
private void Button_Click_DisConnect(  
    object sender,  
    RoutedEventArgs e  
)
```

## Parameters

*sender*

*e*

## See Also

Applies to: [MainWindow<sub>4</sub>](#)

## MainWindow.Button\_Click\_Learn Method

Event called when TrustDevice button is pushed

**C#**

```
private void Button_Click_Learn(  
    object sender,  
    RoutedEventArgs e  
)
```

### Parameters

*sender*

*e*

### See Also

Applies to: [MainWindow<sub>4</sub>](#)

## MainWindow.okCallback Method

Callback called by the InterfaceAltSecurity interface implementation

```
C#  
  
private void okCallback(  
    AltsInfo result  
)
```

### Parameters

*result*

The authentication info provided to the callback

### See Also

Applies to: [MainWindow<sub>4</sub>](#)

## MainWindow.trustCallback Method

Callback called by the InterfaceAltSecurity interface implementation

```
C#  
  
private void trustCallback(  
    AltsInfo result  
)
```

### Parameters

*result*

The authentication info provided to the callback

### See Also

Applies to: [MainWindow<sub>4</sub>](#)

## scm Field

**C#**

```
private SmartCardMonitor scm
```

## See Also

Applies to: [MainWindow](#)<sub>4</sub>

## ViewModel Class

[System.Object](#)

**AltsDemoGui.ViewModel**

**C#**

```
internal class ViewModel : INotifyPropertyChanged
```

## Requirements

**Namespace:** [AltsDemoGui](#)<sub>4</sub>

**Assembly:** AltsDemoGui (in AltsDemoGui.exe)

## Properties

[AltsStatus](#)<sub>7</sub>, [LogText](#)<sub>8</sub>, [StatusColor](#)<sub>8</sub>

## Methods

[Log](#)<sub>8</sub>, [NotifyPropertyChanged](#)<sub>8</sub>

## Events

[PropertyChanged](#)<sub>9</sub>

## Fields

[\\_altsStatus](#)<sub>9</sub>, [\\_msg](#)<sub>9</sub>

## ViewModel.AltsStatus Property

The status of the security

**C#**

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

## See Also

Applies to: [ViewModel](#)<sub>7</sub>

## ViewModel.LogText Property

Logger text to display to the user

**C#**

```
public string LogText {get;}
```

### See Also

Applies to: [ViewModel](#)<sub>7</sub>

## ViewModel.StatusColor Property

The color to display depending on the current AltsStatus

**C#**

```
public Brush StatusColor {get;}
```

### See Also

Applies to: [ViewModel](#)<sub>7</sub>

## ViewModel.Log Method

**C#**

```
public void Log(  
    string msg  
)
```

### Parameters

*msg*

### See Also

Applies to: [ViewModel](#)<sub>7</sub>

## ViewModel.NotifyPropertyChanged Method

**C#**

```
private void NotifyPropertyChanged(  
    [CallerMemberName()]  
    string propertyName = ""  
)
```

### Parameters



*propertyName*

### See Also

Applies to: [ViewModel](#)<sub>7</sub>

## PropertyChanged Event

**C#**

```
public event PropertyChangedEventHandler PropertyChanged
```

### See Also

Applies to: [ViewModel](#)<sub>7</sub>

## \_altsStatus Field

**C#**

```
private Status _altsStatus
```

### See Also

Applies to: [ViewModel](#)<sub>7</sub>

## \_msg Field

**C#**

```
new private StringBuilder _msg
```

### See Also

Applies to: [ViewModel](#)<sub>7</sub>

## Status Enumeration

Available status

Constant	Value	Description
Locked	1	
NotSet	0	
Training	3	
Unlocked	2	

## Requirements

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**Namespace:** [AltsDemoGui<sub>4</sub>](#)

**Assembly:** AltsDemoGui (in AltsDemoGui.exe)

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