

Radio PRO

Music matters



API

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[Crosstales.Radio.Tool.StreamSaver](#)

Saves the streams of a [RadioPlayer](#) 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. 160

[Crosstales.Radio.EditorExtension.StreamSaverEditor](#)

Custom editor for the 'StreamSaver'-class. 161

[Crosstales.Radio.Tool.SurviveSceneSwitch](#)

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene. 162

[Crosstales.Radio.EditorTask.Telemetry](#)

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Checks for updates of the asset. 163

Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Namespaces

4.2 Crosstales.Radio Namespace Reference

Namespaces

Classes

- class [ExtensionMethods](#)
Various extension methods.
- class [RadioManager](#)
Radio manager for multiple radio players.
- class [RadioPlayer](#)
Player for a radio station.
- class [SimplePlayer](#)
Simple player.

4.3 Crosstales.Radio.Demo Namespace Reference

Namespaces

Classes

- class [AudioFilterController](#)
Controller for audio filters.
- class [AudioSourceController](#)
Controller for AudioSources.
- 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 [GUIPlayRandomStation](#)
GUI for a very simple normal/random radio station player.
- class [GUIRadioplayer](#)
GUI for multiple radio players.
- class [GUIRadioStatic](#)
GUI for a radio player.

4.4 Crosstales.Radio.Demo.Util Namespace Reference

Classes

- class [FFTAnalyzer](#)
FFT analyzer for an audio channel.
- class [Orbit](#)
Orbit an object (with random rotation).
- class [PlatformController](#)
Enables or disable game objects for a given platform.
- class [RandomColor](#)
Random color changer.
- class [RandomRotator](#)
Random rotation changer.
- class [RandomScaler](#)
Random scale changer.
- class [SceneSwitcher](#)
Very simple scene switcher.
- class [ScrollRectHandler](#)
Changes the sensitivity of ScrollRects under various platforms.
- class [SpectrumVisualizer](#)
Simple spectrum visualizer.

Enumerations

- enum [Platform](#) {
 OSX, Windows, IOS, Android,
 WSA, MaryTTS, Web, Unsupported }
All available platforms.

4.4.1 Enumeration Type Documentation

4.4.1.1 enum Crosstales.Radio.Demo.Util.Platform [strong]

All available platforms.

4.5 Crosstales.Radio.EditorExtension Namespace Reference

Classes

- class [BaseRadioProviderEditor](#)
Base-class for custom editors of children of the 'BaseRadioProvider'-class.
- class [InternetCheckEditor](#)
Custom editor for the 'InternetCheck'-class.
- class [LoudspeakerEditor](#)
Custom editor for the 'Loudspeaker'-class.
- class [ProxyEditor](#)
Custom editor for the 'Proxy'-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 [SimplePlayerEditor](#)
Custom editor for the 'SimplePlayer'-class.
- class [StreamSaverEditor](#)
Custom editor for the 'StreamSaver'-class.

4.6 Crosstales.Radio.EditorIntegration Namespace Reference

Classes

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

4.7 Crosstales.Radio.EditorTask Namespace Reference

Classes

- class [AutoInitialize](#)
Automatically adds the neccessary Radio-prefabs to the current scene.
- class [ConfigLoader](#)
Loads the configuration at startup.
- class [Launch](#)
Show the configuration window on the first launch.
- class [ReminderCheck](#)
Reminds the customer to create an UAS review.
- class [SetupResources](#)
Copies all resources to 'Editor Default Resources'.
- class [Telemetry](#)
Gather some telemetry data for the asset.
- class [UpdateCheck](#)
Checks for updates of the asset.

Enumerations

- enum [UpdateStatus](#) {
 NOT_CHECKED, NO_UPDATE, UPDATE, UPDATE_PRO,
 UPDATE_VERSION, DEPRECATED }
All possible update stati.

4.7.1 Enumeration Type Documentation

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

All possible update stati.

4.8 Crosstales.Radio.EditorUtil Namespace Reference

Classes

- class [EditorHelper](#)
Editor helper class.
- class [GAApi](#)
GA-wrapper API.

4.9 Crosstales.Radio.Model Namespace Reference

Namespaces

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).

4.10 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.

4.11 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.

4.11.1 Enumeration Type Documentation

4.11.1.1 enum `Crosstales.Radio.Model.Enum.AudioCodec` `[strong]`

All available audio codecs.

4.11.1.2 enum `Crosstales.Radio.Model.Enum.AudioFormat` `[strong]`

All supported audio formats.

4.11.1.3 enum `Crosstales.Radio.Model.Enum.DataFormatResource` `[strong]`

All supported data formats for `RadioEntryResource`.

4.11.1.4 enum `Crosstales.Radio.Model.Enum.DataFormatURL` `[strong]`

All supported data formats for `RadioEntryURL`.

4.11.1.5 enum `Crosstales.Radio.Model.Enum.PathPrefix` `[strong]`

Prefixes for paths.

4.11.1.6 enum `Crosstales.Radio.Model.Enum.URLPrefix` `[strong]`

Prefixes for URLs.

4.12 Crosstales.Radio.Provider Namespace Reference

Classes

- class [BaseRadioProvider](#)
Base class for 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.

4.13 Crosstales.Radio.Tool Namespace Reference

Classes

- class [InternetCheck](#)
Checks the Internet availability.
- class [Loudspeaker](#)
Loudspeaker for a [RadioPlayer](#).
- class [Proxy](#)
Handles HTTP/HTTPS Internet connections via proxy server.
- class [StreamSaver](#)
Saves the streams of a [RadioPlayer](#) 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.
- 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.

4.14 Crosstales.Radio.Util Namespace Reference

Classes

- class [Config](#)
- class [Constants](#)
Collected constants of very general utility for the asset.
- class [Context](#)
Context for the asset.
- class [CTPlayerPrefs](#)
Wrapper for the PlayerPrefs.
- class [CTWebClient](#)
Specialised WebClient.
- class [Helper](#)
Various helper functions.
- class [MemoryCacheStream](#)
Memory cache stream.

4.15 HutongGames Namespace Reference

Namespaces

4.16 HutongGames.PlayMaker Namespace Reference

Namespaces

4.17 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](#).

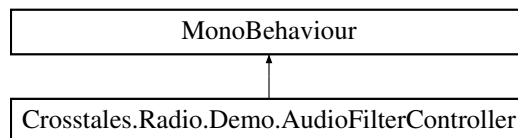
Chapter 5

Class Documentation

5.1 Crosstales.Radio.Demo.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.Radio.Demo.AudioFilterController:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **FindAllAudioFilters** ()
- void **ResetAudioFilters** ()
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool enabled)
- void **EchoFilterEnabled** (bool enabled)
- void **DistortionFilterEnabled** (bool enabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool enabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool enabled)
- void **HighPassFilterChanged** (float value)

Public Attributes

- bool **FindAllAudioFiltersOnStart** = true
Searches for all audio filters in the whole scene (default: true).
- AudioReverbFilter[] **ReverbFilters**
- AudioChorusFilter[] **ChorusFilters**
- AudioEchoFilter[] **EchoFilters**
- AudioDistortionFilter[] **DistortionFilters**
- AudioLowPassFilter[] **LowPassFilters**
- AudioHighPassFilter[] **HighPassFilters**
- bool **ResetAudioFiltersOnStart** = true
- bool **ChorusFilter** = false
- bool **EchoFilter** = false
- bool **DistortionFilter** = false
- float **DistortionFilterValue** = 0.5f
- bool **LowpassFilter** = false
- float **LowpassFilterValue** = 5000f
- bool **HighpassFilter** = false
- float **HighpassFilterValue** = 5000f
- Text **DistortionText**
- Text **LowpassText**
- Text **HighpassText**

5.1.1 Detailed Description

Controller for audio filters.

5.1.2 Member Data Documentation

5.1.2.1 bool Crosstales.Radio.Demo.AudioFilterController.FindAllAudioFiltersOnStart = true

Searches for all audio filters in the whole scene (default: true).

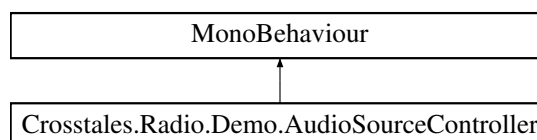
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Demo/Scripts/Audio↵
FilterController.cs

5.2 Crosstales.Radio.Demo.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.Radio.Demo.AudioSourceController:



Public Member Functions

- void **Update** ()
- void **FindAllAudioSources** ()
- void **ResetAudioFilters** ()
- void **MuteEnabled** (bool enabled)
- void **LoopEnabled** (bool enabled)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)
- void **StereoPanChanged** (float value)

Public Attributes

- bool [FindAllAudioSourcesOnStart](#) = true
Searches for all AudioSource in the whole scene (default: true).
- AudioSource[] [AudioSources](#)
Active controlled AudioSources.
- bool [ResetAudioSourcesOnStart](#) = true
Resets all active AudioSources (default: true).
- bool [Mute](#) = false
Mute on/off (default: false).
- bool [Loop](#) = false
Loop on/off (default: false).
- float [Volume](#) = 1f
Volume of the audio (default: 1)
- float [Pitch](#) = 1f
Pitch of the audio (default: 1).
- float [StereoPan](#) = 0f
Stereo pan of the audio (default: 0).
- Text **VolumeText**
- Text **PitchText**
- Text **StereoPanText**

5.2.1 Detailed Description

Controller for AudioSources.

5.2.2 Member Data Documentation

5.2.2.1 AudioSource [] Crosstales.Radio.Demo.AudioSourceController.AudioSources

Active controlled AudioSources.

5.2.2.2 bool Crosstales.Radio.Demo.AudioSourceController.FindAllAudioSourcesOnStart = true

Searches for all AudioSource in the whole scene (default: true).

5.2.2.3 `bool Crosstales.Radio.Demo.AudioSourceController.Loop = false`

Loop on/off (default: false).

5.2.2.4 `bool Crosstales.Radio.Demo.AudioSourceController.Mute = false`

Mute on/off (default: false).

5.2.2.5 `float Crosstales.Radio.Demo.AudioSourceController.Pitch = 1f`

Pitch of the audio (default: 1).

5.2.2.6 `bool Crosstales.Radio.Demo.AudioSourceController.ResetAudioSourcesOnStart = true`

Resets all active AudioSources (default: true).

5.2.2.7 `float Crosstales.Radio.Demo.AudioSourceController.StereoPan = 0f`

Stereo pan of the audio (default: 0).

5.2.2.8 `float Crosstales.Radio.Demo.AudioSourceController.Volume = 1f`

Volume of the audio (default: 1)

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

- `D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Demo/Scripts/AudioSourceController.cs`

5.3 Crosstales.Radio.EditorTask.AutoInitialize Class Reference

Automatically adds the necessary Radio-prefabs to the current scene.

5.3.1 Detailed Description

Automatically adds the necessary Radio-prefabs to the current scene.

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

- `D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/Task/AutoInitialize.cs`

5.4 HutongGames.PlayMaker.Actions.BaseRadioAction Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseRadioAction:



Public Attributes

- FsmEvent **sendEvent**

5.4.1 Detailed Description

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

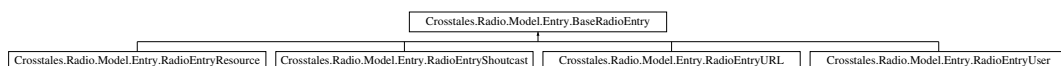
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstailes/Radio/3rd party/PlayMaker/Scripts/BaseRadioAction.cs

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

Base class for radio entries.

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



Public Member Functions

- [BaseRadioEntry](#) ()
Instantiate the class (default).
- [BaseRadioEntry](#) (string name, bool forceName, bool enableSource, string station, string genres, float rating, string desc, Sprite icon, [Enum.AudioFormat](#) format, int bitrate, int chunkSize, int bufferSize, [Enum.AudioCodec](#) excludeCodec)
Instantiate the class.
- override string **Tostring** ()

Public Attributes

- string [Name](#)
Name of the file or radio station.
- bool [ForceName](#) = false
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).
- [Enum.AudioFormat Format](#) = Enum.AudioFormat.MP3
Default audio format of the stations (default: AudioFormat.MP3).
- int [Bitrate](#) = 128
Default bitrate in kbit/s (default: 128).
- int [ChunkSize](#) = 32
Default size of the streaming-chunk in KB (default: 32).
- int [BufferSize](#) = 48
Default size of the local buffer in KB (default: 48).
- [Enum.AudioCodec ExcludedCodec](#) = Enum.AudioCodec.None
Exclude this station if the current [RadioPlayer](#) codec is equals this one (default: AudioCodec.None).
- bool [isInitalized](#) = false
Is this entry initalized?.

5.5.1 Detailed Description

Base class for radio entries.

5.5.2 Constructor & Destructor Documentation

5.5.2.1 Crosstales.Radio.Model.Entry.BaseRadioEntry.BaseRadioEntry ()

Instantiate the class (default).

5.5.2.2 Crosstales.Radio.Model.Entry.BaseRadioEntry.BaseRadioEntry (string name, bool forceName, bool enableSource, string station, string genres, float rating, string desc, Sprite icon, Enum.AudioFormat format, int bitrate, int chunkSize, int bufferSize, Enum.AudioCodec excludeCodec)

Instantiate the class.

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>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.

5.5.3 Member Data Documentation

5.5.3.1 `int Crosstales.Radio.Model.Entry.BaseRadioEntry.Bitrate = 128`

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

5.5.3.2 `int Crosstales.Radio.Model.Entry.BaseRadioEntry.BufferSize = 48`

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

5.5.3.3 `int Crosstales.Radio.Model.Entry.BaseRadioEntry.ChunkSize = 32`

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

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

Description of the radio stations (optional).

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

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

5.5.3.6 `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).

5.5.3.7 bool Crosstales.Radio.Model.Entry.BaseRadioEntry.ForceName = false

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

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

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

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

Genres of the radios (optional).

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

Icon to represent the radio stations (optional).

5.5.3.11 bool Crosstales.Radio.Model.Entry.BaseRadioEntry.isInitalized = false

Is this entry initalized?.

5.5.3.12 string Crosstales.Radio.Model.Entry.BaseRadioEntry.Name

Name of the file or radio station.

5.5.3.13 float Crosstales.Radio.Model.Entry.BaseRadioEntry.Rating

Your rating of the radios.

5.5.3.14 string Crosstales.Radio.Model.Entry.BaseRadioEntry.Station

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

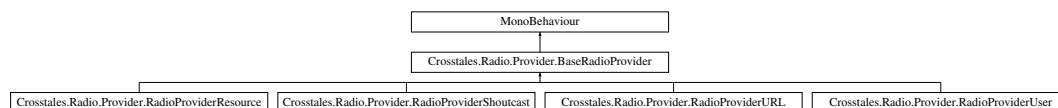
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/↵
Model/Entry/BaseRadioEntry.cs

5.6 Crosstales.Radio.Provider.BaseRadioProvider Class Reference

Base class for radio providers.

Inheritance diagram for Crosstales.Radio.Provider.BaseRadioProvider:



Public Member Functions

- virtual void **Start** ()
- virtual void **Update** ()
- virtual void **OnValidate** ()
- void **Load** ()
Loads all stations from this provider.
- void **Save** (string path)
Saves all stations from this provider as text-file with streams.
- void **RandomizeStations** (bool resetIndex=true)
Randomize all radio stations.
- int **CountStations** (Model.RadioFilter filter=null)
Count all RadioStation for a given RadioFilter.
- Model.RadioStation **Next** (bool random=false, Model.RadioFilter filter=null)
Next (normal/random) radio station from this provider.
- Model.RadioStation **Previous** (bool random=false, Model.RadioFilter filter=null)
Previous (normal/random) radio station from this provider.
- System.Collections.Generic.List< Model.RadioStation > **StationsByName** (bool desc=false, Model.RadioFilter filter=null)
Returns all radio stations of this provider ordered by name.
- System.Collections.Generic.List< Model.RadioStation > **StationsByURL** (bool desc=false, Model.RadioFilter filter=null)
Returns all radio stations of this provider ordered by URL.
- System.Collections.Generic.List< Model.RadioStation > **StationsByFormat** (bool desc=false, Model.RadioFilter filter=null)
Returns all radio stations of this provider ordered by audio format.
- System.Collections.Generic.List< Model.RadioStation > **StationsByStation** (bool desc=false, Model.RadioFilter filter=null)
Returns all radio stations of this provider ordered by station.
- System.Collections.Generic.List< Model.RadioStation > **StationsByBitrate** (bool desc=false, Model.RadioFilter filter=null)
Returns all radio stations of this provider ordered by bitrate.
- System.Collections.Generic.List< Model.RadioStation > **StationsByGenre** (bool desc=false, Model.RadioFilter filter=null)
Returns all radio stations of this provider ordered by genre.
- System.Collections.Generic.List< Model.RadioStation > **StationsByRating** (bool desc=false, Model.RadioFilter filter=null)
Returns all radio stations of this provider ordered by rating.

Public Attributes

- [Model.RadioFilter](#) **Filter**
Global RadioFilter (active if no explicit filter is given).
- bool [ClearStationsOnLoad](#) = true
Clears all existing stations on 'Load' (default: true).
- bool [LoadOnStart](#) = true
Calls 'Load' on Start (default: true).
- bool [LoadOnStartInEditor](#) = true
Calls 'Load' on Start in Editor (default: true).

Protected Member Functions

- virtual void **init** ()
- IEnumerator **loadWeb** (string uid, [Model.Entry.RadioEntryURL](#) entry, bool suppressDoubleStations=false)
- IEnumerator **loadResource** (string uid, [Model.Entry.RadioEntryResource](#) entry, bool suppressDouble↵Stations=false)
- IEnumerator **loadShoutcast** (string uid, [Model.Entry.RadioEntryShoutcast](#) entry, bool suppressDouble↵Stations=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** ()

Protected Attributes

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

Properties

- abstract System.Collections.Generic.List< [Model.Entry.BaseRadioEntry](#) > **RadioEntries** [get]
Returns the list of all RadioEntry.
- System.Collections.Generic.List< [Model.RadioStation](#) > **Stations** [get, protected set]
Returns the list of all loaded RadioStation.
- bool **isReady** [get]
Is this provider ready (= data loaded)?

5.6.1 Detailed Description

Base class for radio providers.

5.6.2 Member Function Documentation

5.6.2.1 int Crosstales.Radio.Provider.BaseRadioProvider.CountStations ([Model.RadioFilter](#) filter = null)

Count all RadioStation for a given RadioFilter.

Parameters

<i>filter</i>	Filter (default: null, optional)
---------------	----------------------------------

Returns

Number of all RadioStation for a given RadioFilter.

5.6.2.2 void Crosstales.Radio.Provider.BaseRadioProvider.Load ()

Loads all stations from this provider.

5.6.2.3 Model.RadioStation Crosstales.Radio.Provider.BaseRadioProvider.Next (bool *random* = false, Model.RadioFilter *filter* = null)

Next (normal/random) radio station from this provider.

Parameters

<i>random</i>	Return a random radio station. (default: false, optional)
<i>filter</i>	Filter (default: null, optional)

Returns

Next radio station.

5.6.2.4 Model.RadioStation Crosstales.Radio.Provider.BaseRadioProvider.Previous (bool *random* = false, Model.RadioFilter *filter* = null)

Previous (normal/random) radio station from this provider.

Parameters

<i>random</i>	Return a random radio station. (default: false, optional)
<i>filter</i>	Filter (default: null, optional)

Returns

Previous radio station.

5.6.2.5 void Crosstales.Radio.Provider.BaseRadioProvider.RandomizeStations (bool *resetIndex* = true)

Randomize all radio stations.

Parameters

<i>resetIndex</i>	Reset the index of the random radio stations (default: true, optional)
-------------------	--

5.6.2.6 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.
-------------	------------------------

5.6.2.7 System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Provider.BaseRadioProvider.StationsByBitrate (bool *desc* = false, Model.RadioFilter *filter* = null)

Returns all radio stations of this provider ordered by bitrate.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter (default: null, optional)

Returns

All radios of this provider ordered by bitrate.

5.6.2.8 System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Provider.BaseRadioProvider.StationsByFormat (bool *desc* = false, Model.RadioFilter *filter* = null)

Returns all radio stations of this provider ordered by audio format.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter (default: null, optional)

Returns

All radios of this provider ordered by audio format.

5.6.2.9 `System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Provider.BaseRadioProvider.StationsByGenre (bool desc = false, Model.RadioFilter filter = null)`

Returns all radio stations of this provider ordered by genre.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter (default: null, optional)

Returns

All radios of this provider ordered by genre.

5.6.2.10 `System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Provider.BaseRadioProvider.StationsByName (bool desc = false, Model.RadioFilter filter = null)`

Returns all radio stations of this provider ordered by name.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter (default: null, optional)

Returns

All radios of this provider ordered by name.

5.6.2.11 `System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Provider.BaseRadioProvider.StationsByRating (bool desc = false, Model.RadioFilter filter = null)`

Returns all radio stations of this provider ordered by rating.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter (default: null, optional)

Returns

All radios of this provider ordered by rating.

5.6.2.12 `System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Provider.BaseRadioProvider.StationsByStation (bool desc = false, Model.RadioFilter filter = null)`

Returns all radio stations of this provider ordered by station.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter (default: null, optional)

Returns

All radios of this provider ordered by station.

5.6.2.13 `System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Provider.BaseRadioProvider.StationsByURL (bool desc = false, Model.RadioFilter filter = null)`

Returns all radio stations of this provider ordered by URL.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter (default: null, optional)

Returns

All radios of this provider ordered by URL.

5.6.3 Member Data Documentation

5.6.3.1 `bool Crosstales.Radio.Provider.BaseRadioProvider.ClearStationsOnLoad = true`

Clears all existing stations on 'Load' (default: true).

5.6.3.2 `Model.RadioFilter Crosstales.Radio.Provider.BaseRadioProvider.Filter`

Global RadioFilter (active if no explicit filter is given).

5.6.3.3 `bool Crosstales.Radio.Provider.BaseRadioProvider.LoadOnStart = true`

Calls 'Load' on Start (default: true).

5.6.3.4 `bool Crosstales.Radio.Provider.BaseRadioProvider.LoadOnStartInEditor = true`

Calls 'Load' on Start in Editor (default: true).

5.6.4 Property Documentation

5.6.4.1 `bool Crosstales.Radio.Provider.BaseRadioProvider.isReady` `[get]`

Is this provider ready (= data loaded)?

Returns

True if this provider is ready.

5.6.4.2 `abstract System.Collections.Generic.List<Model.Entry.BaseRadioEntry> Crosstales.Radio.Provider.BaseRadioProvider.RadioEntries` `[get]`

Returns the list of all RadioEntry.

Returns

>List of all RadioEntry.

5.6.4.3 `System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.Provider.BaseRadioProvider.Stations` `[get], [protected set]`

Returns the list of all loaded RadioStation.

Returns

List of all loaded RadioStation.

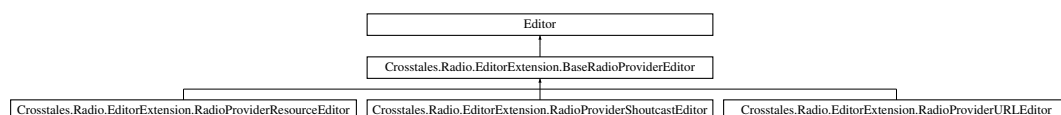
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/Provider/BaseRadioProvider.cs`

5.7 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** ()

5.7.1 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/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/↔
Extension/BaseRadioProviderEditor.cs

5.8 Crosstales.Radio.Util.Config Class Reference

Static Public Member Functions

- static void **Reset** ()
Resets all changable variables to their default value.
- static void **Load** ()
Loads all changable variables.
- static void **Save** ()
Saves all changable variables.

Static Public Attributes

- static string **ASSET_PATH** = Constants.DEFAULT_ASSET_PATH
Path to the asset inside the Unity project.
- static bool **DEBUG** = Constants.DEFAULT_DEBUG
Enable or disable debug logging for the asset.
- static bool **UPDATE_CHECK** = Constants.DEFAULT_UPDATE_CHECK
Enable or disable update-checks for the asset.
- static bool **UPDATE_OPEN_UAS** = Constants.DEFAULT_UPDATE_OPEN_UAS
Open the UAS-site when an update is found.
- static bool **REMINDER_CHECK** = Constants.DEFAULT_REMINDER_CHECK
Enable or disable reminder-checks for the asset.
- static bool **TELEMETRY** = Constants.DEFAULT_TELEMETRY
Enable or disable anonymous telemetry data.
- static bool **DONT_DESTROY_ON_LOAD** = Constants.DEFAULT_DONT_DESTROY_ON_LOAD
Don't destroy the objects during scene switches.
- static bool **PREFAB_AUTOLOAD** = Constants.DEFAULT_PREFAB_AUTOLOAD
Automatically load and add the prefabs to the scene.
- static bool **HIERARCHY_ICON** = Constants.DEFAULT_HIERARCHY_ICON

Enable or disable the icon in the hierarchy.

- 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 `isLoading` = false
Is the configuration loaded?

Properties

- static string `PREFAB_PATH` [get]
Returns the path of the prefabs.

5.8.1 Member Function Documentation

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

Loads all changable variables.

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

Resets all changable variables to their default value.

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

Saves all changable variables.

5.8.2 Member Data Documentation

5.8.2.1 string Crosstales.Radio.Util.Config.ASSET_PATH = Constants.DEFAULT_ASSET_PATH [static]

Path to the asset inside the Unity project.

5.8.2.2 bool Crosstales.Radio.Util.Config.DEBUG = Constants.DEFAULT_DEBUG [static]

Enable or disable debug logging for the asset.

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

Default bitrate for a [RadioPlayer](#).

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

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

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

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

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

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

5.8.2.7 `bool Crosstales.Radio.Util.Config.DONT_DESTROY_ON_LOAD = Constants.DEFAULT_DONT_DESTROY_ON_LOAD`
`[static]`

Don't destroy the objects during scene switches.

5.8.2.8 `bool Crosstales.Radio.Util.Config.HIERARCHY_ICON = Constants.DEFAULT_HIERARCHY_ICON` `[static]`

Enable or disable the icon in the hierarchy.

5.8.2.9 `bool Crosstales.Radio.Util.Config.isLoaded = false` `[static]`

Is the configuration loaded?

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

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

5.8.2.11 `bool Crosstales.Radio.Util.Config.PREFAB_AUTOLOAD = Constants.DEFAULT_PREFAB_AUTOLOAD` `[static]`

Automatically load and add the prefabs to the scene.

5.8.2.12 `bool Crosstales.Radio.Util.Config.REMINDER_CHECK = Constants.DEFAULT_REMINDER_CHECK` `[static]`

Enable or disable reminder-checks for the asset.

5.8.2.13 `bool Crosstales.Radio.Util.Config.TELEMTRY = Constants.DEFAULT_TELEMTRY` `[static]`

Enable or disable anonymous telemetry data.

5.8.2.14 `bool Crosstales.Radio.Util.Config.UPDATE_CHECK = Constants.DEFAULT_UPDATE_CHECK` `[static]`

Enable or disable update-checks for the asset.

5.8.2.15 `bool Crosstales.Radio.Util.Config.UPDATE_OPEN_UAS = Constants.DEFAULT_UPDATE_OPEN_UAS` `[static]`

Open the UAS-site when an update is found.

5.8.3 Property Documentation

5.8.3.1 `string Crosstales.Radio.Util.Config.PREFAB_PATH` `[static], [get]`

Returns the path of the prefabs.

Returns

The path of the prefabs.

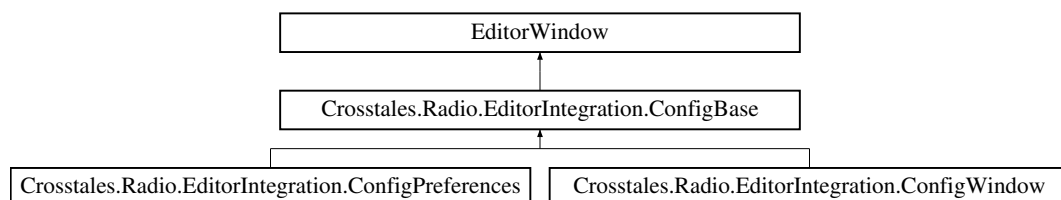
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/↵ Util/Config.cs`

5.9 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** ()

5.9.1 Detailed Description

Base class for editor windows.

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

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/↔ Integration/ConfigBase.cs

5.10 Crosstales.Radio.EditorTask.ConfigLoader Class Reference

Loads the configuration at startup.

5.10.1 Detailed Description

Loads the configuration at startup.

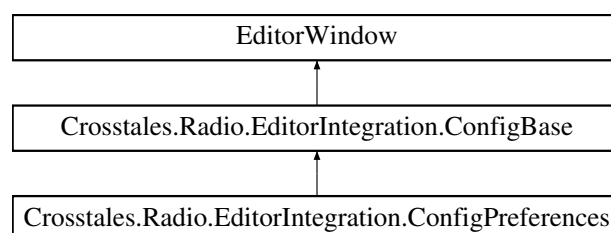
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/↔ Task/ConfigLoader.cs

5.11 Crosstales.Radio.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.Radio.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.11.1 Detailed Description

Unity "Preferences" extension.

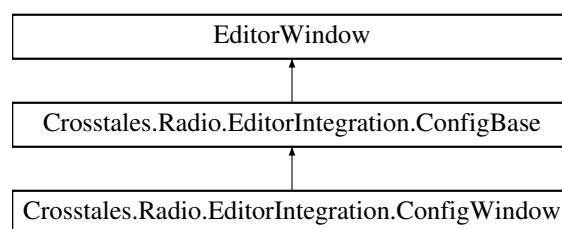
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/Integration/ConfigPreferences.cs

5.12 Crosstales.Radio.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.Radio.EditorIntegration.ConfigWindow:



Public Member Functions

- delegate void **StopPlayback** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **OnInspectorUpdate** ()
- void **OnGUI** ()

Static Public Member Functions

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

Events

- static StopPlayback **OnStopPlayback**

Additional Inherited Members

5.12.1 Detailed Description

Editor window extension.

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

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/↔ Integration/ConfigWindow.cs

5.13 Crosstales.Radio.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Public Attributes

- const string **ASSET_NAME** = "Radio PRO"
Name of the asset.
- const string **ASSET_VERSION** = "2.8.5b5"
Version of the asset.
- const int **ASSET_BUILD** = 284
Build number of the asset.
- 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://www.assetstore.unity3d.com/#!/list/42213-crosstales?aid=1011IN↔ GT&pubref=" + ASSET_NAME
URL of the crosstales assets in UAS.
- const string **ASSET_PRO_URL** = "https://www.assetstore.unity3d.com/#!/content/32034?aid=1011ING↔ T&pubref=" + ASSET_NAME
URL of the PRO asset in UAS.
- const string **ASSET_3P_URL** = "https://www.assetstore.unity3d.com/#!/list/42211-radio-friends?aid=1011I↔ NGT&pubref=" + ASSET_NAME
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** = "http://goo.gl/G0hu6n"
URL of the asset API.
- const string **ASSET_FORUM_URL** = "http://goo.gl/HxgngH"
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_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_SOCIAL_XING** = "https://www.xing.com/companies/crosstales"
URL of the crosstales XING-profile.
- const string **ASSET_3P_PLAYMAKER** = "https://www.assetstore.unity3d.com/#!/content/368?aid=1011lNGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "PlayMaker".
- const string **ASSET_3P_AUDIO_VISUALIZER** = "https://www.assetstore.unity3d.com/#!/content/47866?aid=1011lNGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "Audio Visualizer".
- const string **ASSET_3P_SOUND_SUITE** = "https://www.assetstore.unity3d.com/#!/content/19994?aid=1011lNGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "Complete Sound Suite".
- const string **ASSET_3P_VISUALIZER_STUDIO** = "https://www.assetstore.unity3d.com/#!/content/1761?aid=1011lNGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "Visualizer Studio".
- 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 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 string **INTERNET_CHECK_URL** = "http://start.ubuntu.com/connectivity-check"
URL of the Internet availability check for all systems.
- const string **INTERNET_CHECK_URL_WINDOWS** = "http://www.msftncsi.com/ncsi.txt"
URL of the Internet availability check for Windows-based systems.
- const string **INTERNET_CHECK_URL_APPLE** = "https://www.apple.com/library/test/success.html"
URL of the Internet availability check for Apple-based systems.
- const string **INTERNET_CHECK_URL_FALLBACK** = "https://crosstales.com/media/downloads/up.txt"
URL of the fall-back Internet availability check.
- const string **KEY_ASSET_PATH** = KEY_PREFIX + "ASSET_PATH"

- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
 - const string **KEY_UPDATE_CHECK** = KEY_PREFIX + "UPDATE_CHECK"
 - const string **KEY_UPDATE_OPEN_UAS** = KEY_PREFIX + "UPDATE_OPEN_UAS"
 - const string **KEY_REMINDER_CHECK** = KEY_PREFIX + "REMINDER_CHECK"
 - const string **KEY_TELEMETRY** = KEY_PREFIX + "TELEMETRY"
 - const string **KEY_PREFAB_AUTOLOAD** = KEY_PREFIX + "PREFAB_AUTOLOAD"
 - const string **KEY_HIERARCHY_ICON** = KEY_PREFIX + "HIERARCHY_ICON"
 - 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 string **KEY_UPDATE_DATE** = KEY_PREFIX + "UPDATE_DATE"
 - const string **KEY_REMINDER_DATE** = KEY_PREFIX + "REMINDER_DATE"
 - const string **KEY_REMINDER_COUNT** = KEY_PREFIX + "REMINDER_COUNT"
 - const string **KEY_LAUNCH** = KEY_PREFIX + "LAUNCH"
 - const string **KEY_TELEMETRY_DATE** = KEY_PREFIX + "TELEMETRY_DATE"
 - const string **DEFAULT_ASSET_PATH** = "/crosstales/Radio/"
 - const bool **DEFAULT_DEBUG** = false
 - const bool **DEFAULT_UPDATE_CHECK** = true
 - const bool **DEFAULT_UPDATE_OPEN_UAS** = false
 - const bool **DEFAULT_REMINDER_CHECK** = true
 - const bool **DEFAULT_TELEMETRY** = true
 - const bool **DEFAULT_DONT_DESTROY_ON_LOAD** = true
 - const bool **DEFAULT_PREFAB_AUTOLOAD** = false
 - const bool **DEFAULT_HIERARCHY_ICON** = true
 - const int **DEFAULT_DEFAULT_BITRATE** = 128
 - const int **DEFAULT_DEFAULT_CHUNKSIZE** = 32
 - const int **DEFAULT_DEFAULT_BUFFERSIZE** = 64
 - const int **DEFAULT_DEFAULT_CACHESTREAMSIZE** = 512
 - const int **DEFAULT_MAX_CACHESTREAMSIZE** = 262144
 - const int **MIN_OGG_BUFFERSIZE** = 64
- Minimal buffer-size for OGG-streams.*
- const string **PATH_DELIMITER_WINDOWS** = @"\"
- Path delimiter for Windows.*
- const string **PATH_DELIMITER_UNIX** = "/"
- Path delimiter for Unix.*
- const string **INTERNETCHECK_SCENE_OBJECT_NAME** = "InternetCheck"
- InternetCheck prefab scene name.*
- const string **SURVIVOR_SCENE_OBJECT_NAME** = "SurviveSceneSwitch"
- Proxy prefab scene name.*
- const string **PROXY_SCENE_OBJECT_NAME** = "Proxy"
- Proxy prefab scene name.*

Static Public Attributes

- static readonly bool **isPro** = true
- Is PRO-version?*
- 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(2017, 10, 8)
- Change date of the asset (YYYY, MM, DD).*

- static bool **DEV_DEBUG** = false
Development debug logging for the asset.
- 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** = "http://yp.shoutcast.com/sbin/tunein-station.pls?id=" 
URL for the Shoutcast-Query.
- static float **INVOKE_DELAY** = 0.4f
Random wait time for co-routines in seconds.
- static float **MAX_LOAD_WAIT_TIME** = 5f
Maximal load wait time in seconds.
- static float **MAX_WEB_LOAD_WAIT_TIME** = 5f
Maximal load time for web resources in seconds.
- static float **MAX_SHOUTCAST_LOAD_WAIT_TIME** = 5f
Maximal load time for Shoutcast resources in seconds.
- static float **PLAY_CALL_SPEED** = 0.6f
Defines the speed of 'Play'-calls in seconds.
- static string **PREFAB_SUBPATH** = "Prefabs/"
Sub-path to the prefabs.
- static int **OGG_CLEAN_INTERVAL_MIN** = 1000
Minimal interval for the OGG clean in frames.
- static int **OGG_CLEAN_INTERVAL_MAX** = 5000
Maximal interval for the OGG clean in frames.
- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = ", "
- static string **TEXT_TOSTRING_DELIMITER_END** = ""
- static string **TEXT_TOSTRING_START** = "{ "
- static string **TEXT_BUFFER** = "Buffer: "
- static string **TEXT_STOPPED** = "stopped"
- static string **TEXT_QUESTIONMARKS** = "???"
- static string **PREFIX_HTTP** = "http://"
- static string **PREFIX_HTTPS** = "https://"
- static string **PREFIX_FILE** = "file://"
- static string **PREFIX_TEMP_PATH** = System.IO.Path.GetTempPath()

Properties

- static string **ASSET_URL** [get]
Returns the URL of the asset in UAS.
- static System.Guid **ASSET_UID** [get]
Returns the UID of the asset.

5.13.1 Detailed Description

Collected constants of very general utility for the asset.

5.13.2 Member Data Documentation

5.13.2.1 `const string Crosstales.Radio.Util.Constants.ASSET_3P_AUDIO_VISUALIZER = "https://www.assetstore.unity3d.com/#!/content/47866?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.13.2.2 `const string Crosstales.Radio.Util.Constants.ASSET_3P_PLAYMAKER = "https://www.assetstore.unity3d.com/#!/content/368?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the 3rd party asset "PlayMaker".

5.13.2.3 `const string Crosstales.Radio.Util.Constants.ASSET_3P_SOUND_SUITE = "https://www.assetstore.unity3d.com/#!/content/19994?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.13.2.4 `const string Crosstales.Radio.Util.Constants.ASSET_3P_URL = "https://www.assetstore.unity3d.com/#!/list/42211-radio-friends?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the 3rd party assets in UAS.

5.13.2.5 `const string Crosstales.Radio.Util.Constants.ASSET_3P_VISUALIZER_STUDIO = "https://www.assetstore.unity3d.com/#!/content/1761?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.13.2.6 `const string Crosstales.Radio.Util.Constants.ASSET_API_URL = "http://goo.gl/G0hu6n"`

URL of the asset API.

5.13.2.7 `const string Crosstales.Radio.Util.Constants.ASSET_AUTHOR = "crosstales LLC"`

Author of the asset.

5.13.2.8 `const string Crosstales.Radio.Util.Constants.ASSET_AUTHOR_URL = "https://www.crosstales.com"`

URL of the asset author.

5.13.2.9 `const int Crosstales.Radio.Util.Constants.ASSET_BUILD = 284`

Build number of the asset.

5.13.2.10 `readonly System.DateTime Crosstales.Radio.Util.Constants.ASSET_CHANGED = new System.DateTime(2017, 10, 8)`
`[static]`

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

5.13.2.11 `const string Crosstales.Radio.Util.Constants.ASSET_CONTACT = "radio@crosstales.com"`

Contact to the owner of the asset.

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

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

5.13.2.13 `const string Crosstales.Radio.Util.Constants.ASSET_CT_URL = "https://www.assetstore.unity3d.com/#!/list/42213-crosstales?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the crosstales assets in UAS.

5.13.2.14 `const string Crosstales.Radio.Util.Constants.ASSET_FORUM_URL = "http://goo.gl/HxgngH"`

URL of the asset forum.

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

URL of the asset manual.

5.13.2.16 `const string Crosstales.Radio.Util.Constants.ASSET_NAME = "Radio PRO"`

Name of the asset.

5.13.2.17 `const string Crosstales.Radio.Util.Constants.ASSET_PRO_URL = "https://www.assetstore.unity3d.com/#!/content/32034?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the PRO asset in UAS.

5.13.2.18 `const string Crosstales.Radio.Util.Constants.ASSET_SOCIAL_FACEBOOK = "https://www.facebook.com/crosstales/"`

URL of the crosstales Facebook-profile.

5.13.2.19 `const string Crosstales.Radio.Util.Constants.ASSET_SOCIAL_LINKEDIN = "https://www.linkedin.↵
com/company/crosstales"`

URL of the crosstales LinkedIn-profile.

5.13.2.20 `const string Crosstales.Radio.Util.Constants.ASSET_SOCIAL_TWITTER = "https://twitter.com/crosstales"`

URL of the crosstales Twitter-profile.

5.13.2.21 `const string Crosstales.Radio.Util.Constants.ASSET_SOCIAL_XING = "https://www.xing.com/companies/crosstales"`

URL of the crosstales XING-profile.

5.13.2.22 `const string Crosstales.Radio.Util.Constants.ASSET_SOCIAL_YOUTUBE = "https://www.youtube.com/c/Crosstales"`

URL of the crosstales Youtube-profile.

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

URL for update-checks of the asset

5.13.2.24 `const string Crosstales.Radio.Util.Constants.ASSET_VERSION = "2.8.5b5"`

Version of the asset.

5.13.2.25 `const string Crosstales.Radio.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/1ZsxY788w-w?list=PLgtonl↵
Or6Tb41XTMeeZ836tjHIKg0084S"`

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

5.13.2.26 `const string Crosstales.Radio.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/E0s0NVRX-ec?list=P↵
LgtonlOr6Tb41XTMeeZ836tjHIKg0084S"`

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

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

URL of the asset in crosstales.

5.13.2.28 **Model.Enum.AudioCodec** Crosstales.Radio.Util.Constants.DEFAULT_CODEC_MP3 =
Model.Enum.AudioCodec.MP3_NLayer [static]

Default MP3-codec.

5.13.2.29 **Model.Enum.AudioCodec** Crosstales.Radio.Util.Constants.DEFAULT_CODEC_MP3_WINDOWS =
Model.Enum.AudioCodec.MP3_NLayer [static]

Default MP3-codec under Windows.

5.13.2.30 **bool** Crosstales.Radio.Util.Constants.DEV_DEBUG = false [static]

Development debug logging for the asset.

5.13.2.31 **const int** Crosstales.Radio.Util.Constants.FACTOR_GB = FACTOR_MB * 1024

Factor for giga bytes.

5.13.2.32 **const int** Crosstales.Radio.Util.Constants.FACTOR_KB = 1024

Factor for kilo bytes.

5.13.2.33 **const int** Crosstales.Radio.Util.Constants.FACTOR_MB = FACTOR_KB * 1024

Factor for mega bytes.

5.13.2.34 **const float** Crosstales.Radio.Util.Constants.FLOAT_32768 = 32768f

Float value of 32768.

5.13.2.35 **const string** Crosstales.Radio.Util.Constants.FORMAT_NO_DECIMAL_PLACES = "0"

ToString for no decimal places.

5.13.2.36 **const string** Crosstales.Radio.Util.Constants.FORMAT_PERCENT = "0%"

ToString for percent.

5.13.2.37 **const string** Crosstales.Radio.Util.Constants.FORMAT_TWO_DECIMAL_PLACES = "0.00"

ToString for two decimal places.

5.13.2.38 `const string Crosstales.Radio.Util.Constants.INTERNET_CHECK_URL = "http://start.ubuntu.com/connectivity-check"`

URL of the Internet availability check for all systems.

5.13.2.39 `const string Crosstales.Radio.Util.Constants.INTERNET_CHECK_URL_APPLE = "https://www.apple.com/library/test/success.html"`

URL of the Internet availability check for Apple-based systems.

5.13.2.40 `const string Crosstales.Radio.Util.Constants.INTERNET_CHECK_URL_FALLBACK = "https://crosstales.com/media/downloads/up.txt"`

URL of the fall-back Internet availability check.

5.13.2.41 `const string Crosstales.Radio.Util.Constants.INTERNET_CHECK_URL_WINDOWS = "http://www.msftncsi.com/ncsi.txt"`

URL of the Internet availability check for Windows-based systems.

5.13.2.42 `const string Crosstales.Radio.Util.Constants.INTERNETCHECK_SCENE_OBJECT_NAME = "InternetCheck"`

InternetCheck prefab scene name.

5.13.2.43 `float Crosstales.Radio.Util.Constants.INVOKE_DELAY = 0.4f` `[static]`

Random wait time for co-routines in seconds.

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

5.13.2.44 `readonly bool Crosstales.Radio.Util.Constants.isPro = true` `[static]`

Is PRO-version?

5.13.2.45 `float Crosstales.Radio.Util.Constants.MAX_LOAD_WAIT_TIME = 5f` `[static]`

Maximal load wait time in seconds.

5.13.2.46 `float Crosstales.Radio.Util.Constants.MAX_SHOUTCAST_LOAD_WAIT_TIME = 5f` `[static]`

Maximal load time for Shoutcast resources in seconds.

5.13.2.47 `float Crosstales.Radio.Util.Constants.MAX_WEB_LOAD_WAIT_TIME = 5f` `[static]`

Maximal load time for web resources in seconds.

5.13.2.48 `const int Crosstales.Radio.Util.Constants.MIN_OGG_BUFFER_SIZE = 64`

Minimal buffer-size for OGG-streams.

5.13.2.49 `int Crosstales.Radio.Util.Constants.OGG_CLEAN_INTERVAL_MAX = 5000` `[static]`

Maximal interval for the OGG clean in frames.

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

Minimal interval for the OGG clean in frames.

5.13.2.51 `const string Crosstales.Radio.Util.Constants.PATH_DELIMITER_UNIX = "/"`

Path delimiter for Unix.

5.13.2.52 `const string Crosstales.Radio.Util.Constants.PATH_DELIMITER_WINDOWS = @"\`

Path delimiter for Windows.

5.13.2.53 `float Crosstales.Radio.Util.Constants.PLAY_CALL_SPEED = 0.6f` `[static]`

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

5.13.2.54 `string Crosstales.Radio.Util.Constants.PREFAB_SUBPATH = "Prefabs/"` `[static]`

Sub-path to the prefabs.

5.13.2.55 `const string Crosstales.Radio.Util.Constants.PROXY_SCENE_OBJECT_NAME = "Proxy"`

Proxy prefab scene name.

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

URL for the Shoutcast-Query.

5.13.2.57 `const string Crosstales.Radio.Util.Constants.SURVIVOR_SCENE_OBJECT_NAME = "SurviveSceneSwitch"`

Proxy prefab scene name.

5.13.3 Property Documentation

5.13.3.1 `System.Guid Crosstales.Radio.Util.Constants.ASSET_UID` `[static], [get]`

Returns the UID of the asset.

Returns

The UID of the asset.

5.13.3.2 `string Crosstales.Radio.Util.Constants.ASSET_URL` `[static], [get]`

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

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

- `D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/↵ Util/Constants.cs`

5.14 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 radio stations.
- static int [TotalDataRequests](#) = 0
Total number of data requests for all radio stations.
- static double [TotalPlayTime](#) = 0
Total playtime in seconds for all radio stations.

5.14.1 Detailed Description

[Context](#) for the asset.

5.14.2 Member Data Documentation

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

Total number of data requests for all radio stations.

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

Total downloaded data size in bytes for all radio stations.

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

Total playtime in seconds for all radio stations.

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

- `D:/slauberberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/↔ Util/Context.cs`

5.15 Crosstales.Radio.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 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.

5.15.1 Detailed Description

Wrapper for the PlayerPrefs.

5.15.2 Member Function Documentation

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

Deletes all keys.

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

Delete the key.

Parameters

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

5.15.2.3 `static bool Crosstales.Radio.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.

5.15.2.4 `static float Crosstales.Radio.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.

5.15.2.5 static int Crosstales.Radio.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.

5.15.2.6 static string Crosstales.Radio.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.

5.15.2.7 static bool Crosstales.Radio.Util.CTPlayerPrefs.HasKey (string *key*) [static]

Exists the key?

Parameters

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

Returns

Value for the key.

5.15.2.8 static void Crosstales.Radio.Util.CTPlayerPrefs.Save () [static]

Saves all modifications.

5.15.2.9 static void Crosstales.Radio.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.

5.15.2.10 `static void Crosstales.Radio.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.

5.15.2.11 `static void Crosstales.Radio.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.

5.15.2.12 `static void Crosstales.Radio.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.

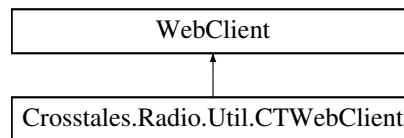
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/↔ Util/CTPlayerPrefs.cs

5.16 Crosstales.Radio.Util.CTWebClient Class Reference

Specialised WebClient.

Inheritance diagram for Crosstales.Radio.Util.CTWebClient:



Public Member Functions

- **CTWebClient** (int timeout, int connectionLimit=20)
- System.Net.WebRequest **CTGetWebRequest** (System.Uri uri)
- 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

5.16.1 Detailed Description

Specialised WebClient.

5.16.2 Property Documentation

5.16.2.1 int Crosstales.Radio.Util.CTWebClient.ConnectionLimit [get], [set]

Connection limit for all WebClients

5.16.2.2 int Crosstales.Radio.Util.CTWebClient.Timeout [get], [set]

Timeout in milliseconds

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

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/↵ Util/CTWebClient.cs

5.17 Crosstales.Radio.EditorUtil.EditorHelper Class Reference

Editor helper class.

Static Public Member Functions

- static void [SeparatorUI](#) (int space=10)
Shows a separator-UI.
- static void [RefreshAssetDatabase](#) ()
Refreshes the asset database.
- static void [InstantiatePrefab](#) (string prefabName)
Instantiates a prefab.

Public Attributes

- const int [GO_ID](#) = 20
Start index inside the "GameObject"-menu.
- const int [MENU_ID](#) = 11801
Start index inside the "Tools"-menu.

Properties

- static Texture2D [Logo_Asset](#) [get]
- static Texture2D [Logo_Asset_Small](#) [get]
- static Texture2D [Logo_CT](#) [get]
- static Texture2D [Logo_Unity](#) [get]
- static Texture2D [Icon_Save](#) [get]
- static Texture2D [Icon_Reset](#) [get]
- static Texture2D [Icon_Plus](#) [get]
- static Texture2D [Icon_Minus](#) [get]
- static Texture2D [Icon_Play](#) [get]
- static Texture2D [Icon_Stop](#) [get]
- static Texture2D [Icon_Next](#) [get]
- static Texture2D [Icon_Previous](#) [get]
- static Texture2D [Icon_Refresh](#) [get]
- static Texture2D [Icon_Delete](#) [get]
- static Texture2D [Icon_Edit](#) [get]
- static Texture2D [Icon_Show](#) [get]
- static Texture2D [Icon_Clear](#) [get]
- static Texture2D [Icon_Manual](#) [get]
- static Texture2D [Icon_API](#) [get]
- static Texture2D [Icon_Forum](#) [get]
- static Texture2D [Icon_Product](#) [get]
- static Texture2D [Icon_Check](#) [get]
- static Texture2D [Social_Facebook](#) [get]
- static Texture2D [Social_Twitter](#) [get]
- static Texture2D [Social_Youtube](#) [get]
- static Texture2D [Social_Linkedin](#) [get]
- static Texture2D [Social_Xing](#) [get]
- static Texture2D [Video_Promo](#) [get]
- static Texture2D [Video_Tutorial](#) [get]
- static Texture2D [Icon_Videos](#) [get]
- static Texture2D [Store_AudioVisualizer](#) [get]
- static Texture2D [Store_CompleteSoundSuite](#) [get]
- static Texture2D [Store_PlayMaker](#) [get]
- static Texture2D [Store_VisualizerStudio](#) [get]

- static Texture2D **Icon_3p_Assets** [get]
- static bool **isInternetCheckInScene** [get]
Checks if the 'InternetCheck'-prefab is in the scene.
- static bool **isProxyInScene** [get]
Checks if the 'Proxy'-prefab is in the scene.
- static bool **isSurviveSceneSwitchInScene** [get]
Checks if the 'SurviveSceneSwitch'-prefab is in the scene.

5.17.1 Detailed Description

Editor helper class.

5.17.2 Member Function Documentation

5.17.2.1 static void Crosstales.Radio.EditorUtil.EditorHelper.InstantiatePrefab (string *prefabName*) [static]

Instantiates a prefab.

Parameters

<i>prefabName</i>	Name of the prefab.
-------------------	---------------------

5.17.2.2 static void Crosstales.Radio.EditorUtil.EditorHelper.RefreshAssetDatabase () [static]

Refreshes the asset database.

5.17.2.3 static void Crosstales.Radio.EditorUtil.EditorHelper.SeparatorUI (int *space* = 10) [static]

Shows a separator-UI.

Parameters

<i>space</i>	Space in pixels between the component and the separator line (default: 10, optional).
--------------	---

5.17.3 Member Data Documentation

5.17.3.1 const int Crosstales.Radio.EditorUtil.EditorHelper.GO_ID = 20

Start index inside the "GameObject"-menu.

5.17.3.2 const int Crosstales.Radio.EditorUtil.EditorHelper.MENU_ID = 11801

Start index inside the "Tools"-menu.

5.17.4 Property Documentation

5.17.4.1 `bool Crosstales.Radio.EditorUtil.EditorHelper.isInternetCheckInScene` `[static], [get]`

Checks if the 'InternetCheck'-prefab is in the scene.

Returns

True if the 'InternetCheck'-prefab is in the scene.

5.17.4.2 `bool Crosstales.Radio.EditorUtil.EditorHelper.isProxyInScene` `[static], [get]`

Checks if the 'Proxy'-prefab is in the scene.

Returns

True if the 'Proxy'-prefab is in the scene.

5.17.4.3 `bool Crosstales.Radio.EditorUtil.EditorHelper.isSurviveSceneSwitchInScene` `[static], [get]`

Checks if the 'SurviveSceneSwitch'-prefab is in the scene.

Returns

True if the 'SurviveSceneSwitch'-prefab is in the scene.

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

- `D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/Util/EditorHelper.cs`

5.18 Crosstales.Radio.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string [CTReplace](#) (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Replace'.
- static string [CTToTitleCase](#) (this string str)
Extension method for strings. Converts a string to title case (first letter uppercase).
- 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 void [CTShuffle< T >](#) (this System.Collections.Generic.IList< T > list)
Extension method for Lists. Shuffles a List.
- static void [CTShuffle< T >](#) (this T[] array)
Extension method for Arrays. Shuffles an Array.
- static string [CTDump< T >](#) (this T[] array)
Extension method for Arrays. Dumps an array to a string.
- static string [CTDump< T >](#) (this System.Collections.Generic.List< T > list)
Extension method for Lists. Dumps a list to a string.

5.18.1 Detailed Description

Various extension methods.

5.18.2 Member Function Documentation

5.18.2.1 static bool Crosstales.Radio.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.

5.18.2.2 `static bool Crosstales.Radio.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.

5.18.2.3 `static bool Crosstales.Radio.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.

5.18.2.4 `static string Crosstales.Radio.ExtensionMethods.CTDump< T > (this T[] array) [static]`

Extension method for Arrays. Dumps an array to a string.

Parameters

<i>array</i>	Array-instance to dump.
--------------	-------------------------

Returns

String with lines for all array entries.

5.18.2.5 `static string Crosstales.Radio.ExtensionMethods.CTDump< T > (this System.Collections.Generic.List< T > list) [static]`

Extension method for Lists. Dumps a list to a string.

Parameters

<i>list</i>	List-instance to dump.
-------------	------------------------

Returns

String with lines for all list entries.

5.18.2.6 `static bool Crosstales.Radio.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.

5.18.2.7 `static string Crosstales.Radio.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.

5.18.2.8 `static void Crosstales.Radio.ExtensionMethods.CTShuffle< T > (this System.Collections.Generic.IList< T > list) [static]`

Extension method for Lists. Shuffles a List.

Parameters

<i>list</i>	List-instance to shuffle.
-------------	---------------------------

5.18.2.9 `static void Crosstales.Radio.ExtensionMethods.CTShuffle< T > (this T[] array) [static]`

Extension method for Arrays. Shuffles an Array.

Parameters

<i>array</i>	Array-instance to shuffle.
--------------	----------------------------

5.18.2.10 `static string Crosstales.Radio.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.

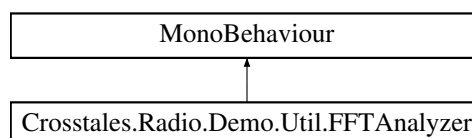
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/ExtensionMethods.cs

5.19 Crosstales.Radio.Demo.Util.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.Radio.Demo.Util.FFTAnalyzer:



Public Member Functions

- void **Update** ()

Public Attributes

- float[] **Samples** = new float[256]
- int **Channel** = 0
- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

5.19.1 Detailed Description

FFT analyzer for an audio channel.

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

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Demo/Scripts/↔ Util/FFTAnalyzer.cs

5.20 Crosstales.Radio.EditorUtil.GAApi Class Reference

GA-wrapper API.

Static Public Member Functions

- static void [Event](#) (string category, string action, string label="", int value=0)
Tracks an event from the asset.

5.20.1 Detailed Description

GA-wrapper API.

5.20.2 Member Function Documentation

5.20.2.1 static void Crosstales.Radio.EditorUtil.GAApi.Event (string *category*, string *action*, string *label* = " ", int *value* = 0)
[static]

Tracks an event from the asset.

Parameters

<i>category</i>	Specifies the event category.
<i>action</i>	Specifies the event action.
<i>label</i>	Specifies the event label.
<i>value</i>	Specifies the event value.

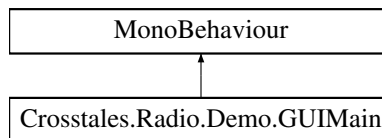
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/↔ Util/GAApi.cs

5.21 Crosstales.Radio.Demo.GUIMain Class Reference

Main GUI for all demo scenes.

Inheritance diagram for Crosstales.Radio.Demo.GUIMain:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **AudioPanelEnabled** (bool val)
- void **FilterPanelEnabled** (bool val)
- void **RadioPanelEnabled** (bool val)
- void **SpectrumEnabled** (bool val)
- void **VisualsEnabled** (bool val)
- void **OrbitEnabled** (bool val)
- void **FullscreenEnabled** (bool val)
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Open1FM** ()
- void **PreviousScene** ()
- void **NextScene** ()
- void **Quit** ()

Public Attributes

- [RadioPlayer](#) **Player**
'RadioPlayer' from the scene (optional).
- [RadioManager](#) **Manager**
'RadioManager' from the scene (optional).
- [Orbit](#) **Orbit**
'Orbit'-object from the scene (optional).
- GameObject **RadioPanel**
- Text **Name**
- Text **Version**
- Text **Scene**
- GameObject **InternetNotAvailable**
- GameObject **AudioPanel**
- GameObject **FilterPanel**
- GameObject **SpectrumPanel**
- GameObject **Spectrum**
- GameObject **Visuals**
- Toggle **FullscreenToggle**
- Text **DownloadSize**
- Text **ElapsedTotalTime**
- int **IndexPreviousScene**
- int **IndexNextScene**

5.21.1 Detailed Description

Main GUI for all demo scenes.

5.21.2 Member Data Documentation

5.21.2.1 RadioManager Crosstales.Radio.Demo.GUIMain.Manager

'RadioManager' from the scene (optional).

5.21.2.2 Orbit Crosstales.Radio.Demo.GUIMain.Orbit

'Orbit'-object from the scene (optional).

5.21.2.3 RadioPlayer Crosstales.Radio.Demo.GUIMain.Player

'RadioPlayer' from the scene (optional).

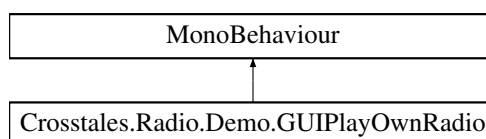
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Demo/Scripts/GUIMain.cs

5.22 Crosstales.Radio.Demo.GUIPlayOwnRadio Class Reference

GUI for a very simple radio player.

Inheritance diagram for Crosstales.Radio.Demo.GUIPlayOwnRadio:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDestroy** ()
- void **Play** ()
- void **Stop** ()
- void **OpenUrl** ()
- void **OpenSpotifyUrl** ()
- void **FormatDropdownChanged** (System.Int32 index)

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).
- 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 **Name**
- InputField **Url**

5.22.1 Detailed Description

GUI for a very simple radio player.

5.22.2 Member Data Documentation

5.22.2.1 Color32 Crosstales.Radio.Demo.GUIPlayOwnRadio.PlayColor = new Color32(0, 255, 0, 64)

The color for the Play-mode.

5.22.2.2 RadioPlayer Crosstales.Radio.Demo.GUIPlayOwnRadio.Player

['RadioPlayer'](#) from the scene.

5.22.2.3 int Crosstales.Radio.Demo.GUIPlayOwnRadio.Retries = 3

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

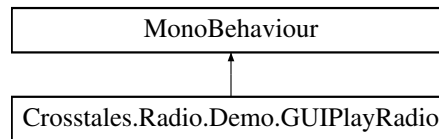
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Demo/Scripts/GUIPlayOwnRadio.cs

5.23 Crosstales.Radio.Demo.GUIPlayRadio Class Reference

GUI for a very simple radio player.

Inheritance diagram for Crosstales.Radio.Demo.GUIPlayRadio:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDestroy** ()
- void **Play** ()
- void **Stop** ()
- 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.
- int [Retries](#) = 3
How many times should the radio station restart after an error before giving up (default: 3).
- 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**

5.23.1 Detailed Description

GUI for a very simple radio player.

5.23.2 Member Data Documentation

5.23.2.1 Color32 Crosstales.Radio.Demo.GUIPlayRadio.PlayColor = new Color32(0, 255, 0, 64)

The color for the Play-mode.

5.23.2.2 SimplePlayer Crosstales.Radio.Demo.GUIPlayRadio.Player

'SimplePlayer' from the scene.

5.23.2.3 int Crosstales.Radio.Demo.GUIPlayRadio.Retries = 3

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

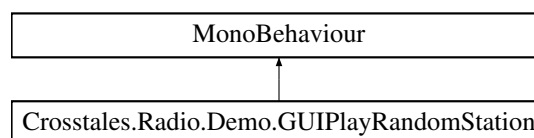
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Demo/Scripts/G↵UIPlayRadio.cs

5.24 Crosstales.Radio.Demo.GUIPlayRandomStation Class Reference

GUI for a very simple normal/random radio station player.

Inheritance diagram for Crosstales.Radio.Demo.GUIPlayRandomStation:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **Play** ()
- void **Next** ()
- void **Previous** ()
- void **Stop** ()
- void **OpenUrl** ()
- void **OpenSpotifyUrl** ()
- void **FilterGenre** (string filter)
- void **FilterRatingMin** (string rating)
- void **FilterRatingMax** (string rating)

Public Attributes

- [SimplePlayer](#) **Player**
'SimplePlayer' from the scene.
- Color32 [PlayColor](#) = new Color32(0, 255, 0, 64)
The color for the Play-mode.
- 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**

5.24.1 Detailed Description

GUI for a very simple normal/random radio station player.

5.24.2 Member Data Documentation

5.24.2.1 Color32 Crosstales.Radio.Demo.GUIPlayRandomStation.PlayColor = new Color32(0, 255, 0, 64)

The color for the Play-mode.

5.24.2.2 SimplePlayer Crosstales.Radio.Demo.GUIPlayRandomStation.Player

['SimplePlayer'](#) from the scene.

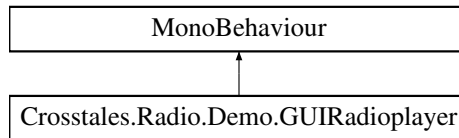
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Demo/Scripts/G↵
UIPlayRandomStation.cs

5.25 Crosstales.Radio.Demo.GUIRadioplayer Class Reference

GUI for multiple radio players.

Inheritance diagram for Crosstales.Radio.Demo.GUIRadioplayer:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDestroy** ()
- 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 OrderPanel](#)
- [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](#)

5.25.1 Detailed Description

GUI for multiple radio players.

5.25.2 Member Data Documentation

5.25.2.1 GameObject Crosstales.Radio.Demo.GUIRadioplayer.ItemPrefab

Prefab for the radio list.

5.25.2.2 RadioManager Crosstales.Radio.Demo.GUIRadioplayer.Manager

'RadioManager' from the scene.

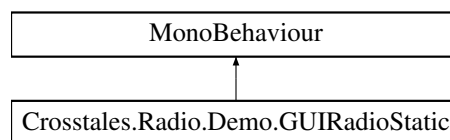
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Demo/Scripts/GUIRadioplayer.cs

5.26 Crosstales.Radio.Demo.GUIRadioStatic Class Reference

GUI for a radio player.

Inheritance diagram for Crosstales.Radio.Demo.GUIRadioStatic:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDestroy** ()
- void **Play** ()
- void **Stop** ()
- void **OpenUrl** ()
- void **ChangeVolume** (float volume)
- void **NameChanged** (string name)
- void **StationChanged** (string station)
- void **UrlChanged** (string url)
- void **GenresChanged** (string genres)
- void **BitrateChanged** (string bitrateString)
- 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).
- InputField **Name**
- Text **Station**
- InputField **Url**
- InputField **Bitrate**
- InputField **Genre**
- InputField **Rating**
- Text **Format**
- Text **SongTitle**
- Text **Elapsed**
- GameObject **PlayButton**
- GameObject **StopButton**
- Image **MainImage**

5.26.1 Detailed Description

GUI for a radio player.

5.26.2 Member Data Documentation

5.26.2.1 Color32 Crosstales.Radio.Demo.GUIRadioStatic.PlayColor = new Color32(0, 255, 0, 64)

The color for the Play-mode.

5.26.2.2 RadioPlayer Crosstales.Radio.Demo.GUIRadioStatic.Player

['RadioPlayer'](#) from the scene.

5.26.2.3 int Crosstales.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/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Demo/Scripts/GUIRadioStatic.cs

5.27 Crosstales.Radio.Util.Helper Class Reference

Various helper functions.

Static Public Member Functions

- static bool [RemoteCertificateValidationCallback](#) (System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)
HTTPS-certification callback.
- static bool [isSane](#) (ref [Model.RadioStation](#) station)
Checks if the given RadioStation is sane.
- static string [ValidatePath](#) (string path)
Validates a given path and add missing slash.
- static string [ValidateFile](#) (string path)
Validates a given file.
- static string [CleanUrl](#) (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)
Cleans a given URL.

Parameters

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

Returns

Clean URL

- static System.Collections.Generic.List< string > [SplitStringToLines](#) (string text, bool ignoreCommented↵ Lines=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)
Returns a HH:mm:ss-formatted string from seconds.
- static float[] [ConvertByteArrayToFloatArray](#) (byte[] bytes, int count)
Converts a given byte-array to a float-array.
- static byte[] [ConvertFloatArrayToByteArray](#) (float[] floats, int count)
Converts a given float-array to a byte-array.
- 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 [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 bool [isValidURL](#) (string url)
Checks if the URL is valid.

Properties

- static bool [isWindowsPlatform](#) [get]
Checks if the current platform is Windows.
- static bool [isMacOSPlatform](#) [get]
Checks if the current platform is macOS.
- static bool [isLinuxPlatform](#) [get]
Checks if the current platform is Linux.
- static bool [isStandalonePlatform](#) [get]
Checks if the current platform is standalone (Windows, macOS or 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 [isWSAPlatform](#) [get]
Checks if the current platform is WSA.
- static bool [isWebGLPlatform](#) [get]
Checks if the current platform is WebGL.
- static bool [isWebPlayerPlatform](#) [get]
Checks if the current platform is WebPlayer.
- static bool [isWebPlatform](#) [get]
Checks if the current platform is Web (WebPlayer or WebGL).
- static bool [isWindowsBasedPlatform](#) [get]
Checks if the current platform is Windows-based (Windows standalone or WSA).
- static bool [isAppleBasedPlatform](#) [get]
Checks if the current platform is Apple-based (macOS standalone or iOS).
- static bool [isEditor](#) [get]
Checks if we are inside the Editor.
- static bool [isEditorMode](#) [get]
Checks if we are in Editor mode.
- static bool [isSupportedPlatform](#) [get]
Checks if the current platform is supported.

5.27.1 Detailed Description

Various helper functions.

5.27.2 Member Function Documentation

5.27.2.1 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 conver
---------------	-----------------------

Returns

Converted AudioCodec.

5.27.2.2 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.

5.27.2.3 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.

5.27.2.4 static `float []` `Crosstales.Radio.Util.Helper.ConvertByteArrayToFloatArray (byte[] bytes, int count)` [static]

Converts a given byte-array to a float-array.

Parameters

<i>bytes</i>	byte-array to convert
<i>count</i>	Number of bytes to convert

Returns

Converted float-array.

5.27.2.5 `static byte [] Crosstales.Radio.Util.Helper.ConvertFloatArrayToByteArray (float[] floats, int count)` `[static]`

Converts a given float-array to a byte-array.

Returns

Converted byte-array.

Parameters

<i>floats</i>	float-array to convert
<i>count</i>	Number of floats to convert

5.27.2.6 `static string Crosstales.Radio.Util.Helper.FormatBytesToHRF (long bytes)` `[static]`

Format byte-value to Human-Readable-Form.

Parameters

<i>bytes</i>	Value in bytes
--------------	----------------

Returns

Formatted byte-value in Human-Readable-Form.

5.27.2.7 `static string Crosstales.Radio.Util.Helper.FormatSecondsToHourMinSec (double seconds)` `[static]`

Returns a HH:mm:ss-formatted string from seconds.

Parameters

<i>seconds</i>	Value in seconds
----------------	------------------

Returns

HH:mm:ss-formatted string from seconds.

5.27.2.8 `static Color Crosstales.Radio.Util.Helper.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.

5.27.2.9 `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.

5.27.2.10 `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.

5.27.2.11 `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.

5.27.2.12 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.

5.27.2.13 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.

5.27.2.14 static bool Crosstales.Radio.Util.Helper.isValidURL (string *url*) [static]

Checks if the URL is valid.

Parameters

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

Returns

True if the URL is valid.

5.27.2.15 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.

5.27.2.16 `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.

5.27.2.17 `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.

5.27.2.18 `static bool Crosstales.Radio.Util.Helper.RemoteCertificateValidationCallback (System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptographic.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors) [static]`

HTTPS-certification callback.

5.27.2.19 `static System.Collections.Generic.List<string> Crosstales.Radio.Util.Helper.SplitStringToLines (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

5.27.2.20 `static string Crosstales.Radio.Util.Helper.ValidateFile (string path)` `[static]`

Validates a given file.

Parameters

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

Returns

Valid file path

5.27.2.21 `static string Crosstales.Radio.Util.Helper.ValidatePath (string path)` `[static]`

Validates a given path and add missing slash.

Parameters

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

Returns

Valid path

5.27.3 Property Documentation

5.27.3.1 `bool Crosstales.Radio.Util.Helper.isAndroidPlatform` `[static],[get]`

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.27.3.2 `bool Crosstales.Radio.Util.Helper.isAppleBasedPlatform` `[static],[get]`

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

Returns

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

5.27.3.3 bool Crosstales.Radio.Util.Helper.isEditor [static], [get]

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

5.27.3.4 bool Crosstales.Radio.Util.Helper.isEditorMode [static], [get]

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.27.3.5 bool Crosstales.Radio.Util.Helper.isiOSPlatform [static], [get]

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.27.3.6 bool Crosstales.Radio.Util.Helper.isLinuxPlatform [static], [get]

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.27.3.7 bool Crosstales.Radio.Util.Helper.isMacOSPlatform [static], [get]

Checks if the current platform is macOS.

Returns

True if the current platform is macOS.

5.27.3.8 bool Crosstales.Radio.Util.Helper.isStandalonePlatform [static], [get]

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

Returns

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

5.27.3.9 bool Crosstales.Radio.Util.Helper.isSupportedPlatform [static], [get]

Checks if the current platform is supported.

Returns

True if the current platform is supported.

5.27.3.10 bool Crosstales.Radio.Util.Helper.isWebGLPlatform [static], [get]

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.27.3.11 bool Crosstales.Radio.Util.Helper.isWebPlatform [static], [get]

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

Returns

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

5.27.3.12 bool Crosstales.Radio.Util.Helper.isWebPlayerPlatform [static], [get]

Checks if the current platform is WebPlayer.

Returns

True if the current platform is WebPlayer.

5.27.3.13 bool Crosstales.Radio.Util.Helper.isWindowsBasedPlatform [static], [get]

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

Returns

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

5.27.3.14 bool Crosstales.Radio.Util.Helper.isWindowsPlatform [static], [get]

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.27.3.15 `bool Crosstales.Radio.Util.Helper.isWSAPlatform` `[static]`, `[get]`

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

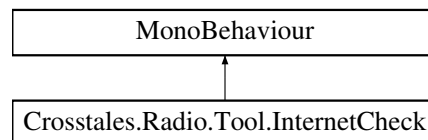
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/↔ Util/Helper.cs`

5.28 Crosstales.Radio.Tool.InternetCheck Class Reference

Checks the Internet availability.

Inheritance diagram for `Crosstales.Radio.Tool.InternetCheck`:



Public Member Functions

- void **OnEnable** ()
- void **Update** ()
- void **OnApplicationQuit** ()

Static Public Member Functions

- static void **Refresh** ()

Public Attributes

- bool **Optimized** = true
Optimized check routines (default: true).

Properties

- static bool **isInternetAvailable** `[get]`
Checks if a Internet connection is available.
- static System.DateTime **LastCheck** `[get]`
- static int **CheckCounter** `[get]`
- static int **DownloadedData** `[get]`

5.28.1 Detailed Description

Checks the Internet availability.

5.28.2 Member Data Documentation

5.28.2.1 `bool Crosstales.Radio.Tool.InternetCheck.Optimized = true`

Optimized check routines (default: true).

5.28.3 Property Documentation

5.28.3.1 `bool Crosstales.Radio.Tool.InternetCheck.isInternetAvailable` `[static], [get]`

Checks if a Internet connection is available.

Returns

True if a Internet connection is available.

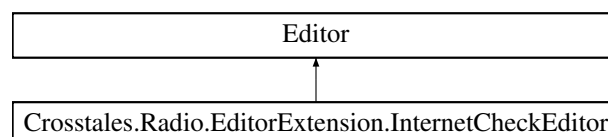
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/↵
Tool/InternetCheck.cs`

5.29 Crosstales.Radio.EditorExtension.InternetCheckEditor Class Reference

Custom editor for the 'InternetCheck'-class.

Inheritance diagram for `Crosstales.Radio.EditorExtension.InternetCheckEditor`:



Public Member Functions

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

5.29.1 Detailed Description

Custom editor for the 'InternetCheck'-class.

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

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/↵
Extension/InternetCheckEditor.cs

5.30 Crosstales.Radio.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

5.30.1 Detailed Description

Show the configuration window on the first launch.

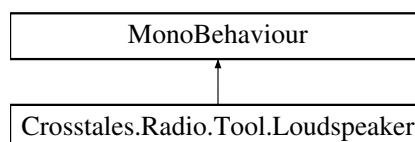
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/↵
Task/Launch.cs

5.31 Crosstales.Radio.Tool.Loudspeaker Class Reference

[Loudspeaker](#) for a [RadioPlayer](#).

Inheritance diagram for Crosstales.Radio.Tool.Loudspeaker:



Public Member Functions

- void **Awake** ()
- void **Start** ()
- void **Update** ()
- void **OnDisable** ()

Public Attributes

- [RadioPlayer](#) **Player**
Origin [RadioPlayer](#).
- bool [SilenceSource](#) = true
Synchronize with the origin (default: false).

Properties

- bool `isSilenceSource` [get, set]
Silence the origin (main use is for UI).

5.31.1 Detailed Description

`Loudspeaker` for a `RadioPlayer`.

5.31.2 Member Data Documentation

5.31.2.1 `RadioPlayer` `Crosstales.Radio.Tool.Loudspeaker.Player`

Origin `RadioPlayer`.

5.31.2.2 bool `Crosstales.Radio.Tool.Loudspeaker.SilenceSource` = true

Synchronize with the origin (default: false).

Silence the origin (default: true).

5.31.3 Property Documentation

5.31.3.1 bool `Crosstales.Radio.Tool.Loudspeaker.isSilenceSource` [get], [set]

Silence the origin (main use is for UI).

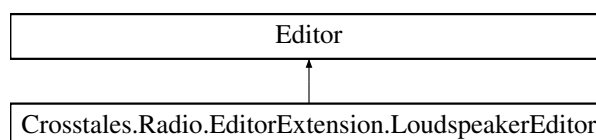
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/↔
Tool/Loudspeaker.cs

5.32 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** ()

5.32.1 Detailed Description

Custom editor for the 'Loudspeaker'-class.

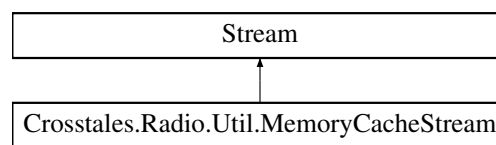
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/↵
Extension/LoudspeakerEditor.cs

5.33 Crosstales.Radio.Util.MemoryCacheStream Class Reference

Memory cache stream.

Inheritance diagram for Crosstales.Radio.Util.MemoryCacheStream:



Public Member Functions

- [MemoryCacheStream](#) (int cacheSize=64 *[Constants.FACTOR_KB](#), int maxCacheSize=64 *[Constants.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)

Properties

- override bool [CanRead](#) [get]
Gets a flag flag that indicates if the stream is readable (always true).
- override bool [CanSeek](#) [get]
Gets a flag flag that indicates if the stream is seekable (always true).
- override bool [CanWrite](#) [get]
Gets a flag flag that indicates if the stream is seekable (always true).
- override long [Position](#) [get, set]
Gets or sets the current stream position.
- override long [Length](#) [get]
Gets the current stream length.

5.33.1 Detailed Description

Memory cache stream.

5.33.2 Constructor & Destructor Documentation

5.33.2.1 Crosstales.Radio.Util.MemoryCacheStream.MemoryCacheStream (int *cacheSize* = 64 * Constants.FACTOR_KB, int *maxCacheSize* = 64 * Constants.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.

5.33.3 Property Documentation

5.33.3.1 override bool Crosstales.Radio.Util.MemoryCacheStream.CanRead [get]

Gets a flag flag that indicates if the stream is readable (always true).

5.33.3.2 override bool Crosstales.Radio.Util.MemoryCacheStream.CanSeek [get]

Gets a flag flag that indicates if the stream is seekable (always true).

5.33.3.3 override bool Crosstales.Radio.Util.MemoryCacheStream.CanWrite [get]

Gets a flag flag that indicates if the stream is seekable (always true).

5.33.3.4 override long Crosstales.Radio.Util.MemoryCacheStream.Length [get]

Gets the current stream length.

5.33.3.5 override long Crosstales.Radio.Util.MemoryCacheStream.Position [get], [set]

Gets or sets the current stream position.

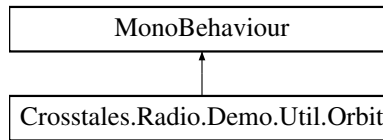
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/↵ Util/MemoryCacheStream.cs

5.34 Crosstales.Radio.Demo.Util.Orbit Class Reference

[Orbit](#) an object (with random rotation).

Inheritance diagram for Crosstales.Radio.Demo.Util.Orbit:



Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- Transform **Target**
- bool **RotateX** = false
- bool **RotateY** = true
- bool **RotateZ** = false
- Vector3 **Speed** = Vector3.zero
- Vector3 **ChangeTimeMin** = Vector3.zero
- Vector3 **ChangeTime** = Vector3.zero

5.34.1 Detailed Description

[Orbit](#) an object (with random rotation).

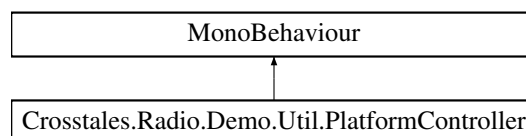
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Demo/Scripts/↔ Util/Orbit.cs

5.35 Crosstales.Radio.Demo.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.Radio.Demo.Util.PlatformController:



Public Member Functions

- void **Start** ()

Public Attributes

- System.Collections.Generic.List< [Platform](#) > [Platforms](#)
Selected platforms for the controller.
- bool **Active** = true
- GameObject[] [Objects](#)
Selected objects for the controller.

5.35.1 Detailed Description

Enables or disable game objects for a given platform.

5.35.2 Member Data Documentation

5.35.2.1 `GameObject [] Crosstales.Radio.Demo.Util.PlatformController.Objects`

Selected objects for the controller.

5.35.2.2 `System.Collections.Generic.List<Platform> Crosstales.Radio.Demo.Util.PlatformController.Platforms`

Selected platforms for the controller.

summary>Enable or disable the 'Objects' for the selected 'Platforms' (default: true).

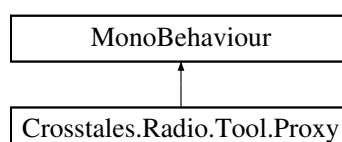
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Demo/Scripts/↔ Util/PlatformController.cs

5.36 Crosstales.Radio.Tool.Proxy Class Reference

Handles HTTP/HTTPS Internet connections via proxy server.

Inheritance diagram for Crosstales.Radio.Tool.Proxy:



Public Member Functions

- void **Awake** ()
- void **Update** ()
- void **EnableHTTPProxy** (bool enabled=true)
Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.
- void **EnableHTTPSProxy** (bool enabled=true)
Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.
- void **EnableHTTPProxy** (string url, int port, string username="", string password="", string urlProtocol="")
Enables or disables a proxy server for HTTP connections.
- void **EnableHTTPSProxy** (string url, int port, string username="", string password="", string urlProtocol="")
Enables or disables a proxy server for HTTPS connections.
- void **DisableHTTPProxy** ()
Disables the proxy server for HTTP connections.
- void **DisableHTTPSProxy** ()
Disables the proxy server for HTTPS connections.

Public Attributes

- string **HTTPProxyURL**
URL (without protocol) or IP of the proxy server.
- int **HTTPProxyPort**
Port of the proxy server.
- string **HTTPProxyUsername** = string.Empty
Username for the proxy server (optional).
- string **HTTPProxyPassword** = string.Empty
Password for the proxy server (optional).
- string **HTTPProxyURLProtocol** = string.Empty
Protocol (e.g. 'http://') for the proxy server (optional).
- string **HTTPSProxyURL**
URL (without protocol) or IP of the proxy server.
- int **HTTPSProxyPort**
Port of the proxy server.
- string **HTTPSProxyUsername** = string.Empty
Username for the proxy server (optional).
- string **HTTPSProxyPassword** = string.Empty
Password for the proxy server (optional).
- string **HTTPSProxyURLProtocol** = string.Empty
Protocol (e.g. 'http://') for the proxy server (optional).
- bool **EnableOnAwake** = false
Enable the proxy on awake (default: false).

Properties

- static bool **hasHTTPProxy** [get]
Is HTTP-proxy enabled?
- static bool **hasHTTPSProxy** [get]
Is HTTPS-proxy enabled?

5.36.1 Detailed Description

Handles HTTP/HTTPS Internet connections via proxy server.

5.36.2 Member Function Documentation

5.36.2.1 void Crosstales.Radio.Tool.Proxy.DisableHTTPProxy ()

Disables the proxy server for HTTP connections.

5.36.2.2 void Crosstales.Radio.Tool.Proxy.DisableHTTPSProxy ()

Disables the proxy server for HTTPS connections.

5.36.2.3 void Crosstales.Radio.Tool.Proxy.EnableHTTPProxy (bool *enabled* = true)

Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.

Parameters

<i>enabled</i>	Enable the proxy server (default: true, optional)
----------------	---

5.36.2.4 void Crosstales.Radio.Tool.Proxy.EnableHTTPProxy (string *url*, int *port*, string *username* = " ", string *password* = " ", string *urlProtocol* = " ")

Enables or disables a proxy server for HTTP connections.

Parameters

<i>url</i>	URL (without protocol) or IP of the proxy server
<i>port</i>	Port of the proxy server
<i>username</i>	"Username for the proxy server (optional)</param> <param name="password">Password for the proxy server (optional)</param> <param name="urlProtocol">Protocol (e.g. 'http://') for the proxy server (optional)

5.36.2.5 void Crosstales.Radio.Tool.Proxy.EnableHTTPSProxy (bool *enabled* = true)

Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.

Parameters

<i>enabled</i>	Enable the proxy server (default: true, optional)
----------------	---

5.36.2.6 `void Crosstales.Radio.Tool.Proxy.EnableHTTPSProxy (string url, int port, string username = " ", string password = " ", string urlProtocol = " ")`

Enables or disables a proxy server for HTTPS connections.

Parameters

<i>url</i>	URL (without protocol) or IP of the proxy server
<i>port</i>	Port of the proxy server
<i>username</i>	"Username for the proxy server (optional)</param> <param name="password">Password for the proxy server (optional)</param> <param name="urlProtocol">Protocol (e.g. 'http://') for the proxy server (optional)

5.36.3 Member Data Documentation

5.36.3.1 `bool Crosstales.Radio.Tool.Proxy.EnableOnAwake = false`

Enable the proxy on awake (default: false).

5.36.3.2 `string Crosstales.Radio.Tool.Proxy.HTTPProxyPassword = string.Empty`

Password for the proxy server (optional).

5.36.3.3 `int Crosstales.Radio.Tool.Proxy.HTTPProxyPort`

Port of the proxy server.

5.36.3.4 `string Crosstales.Radio.Tool.Proxy.HTTPProxyURL`

URL (without protocol) or IP of the proxy server.

5.36.3.5 `string Crosstales.Radio.Tool.Proxy.HTTPProxyURLProtocol = string.Empty`

Protocol (e.g. 'http://') for the proxy server (optional).

5.36.3.6 `string Crosstales.Radio.Tool.Proxy.HTTPProxyUsername = string.Empty`

Username for the proxy server (optional).

5.36.3.7 `string Crosstales.Radio.Tool.Proxy.HTTPSProxyPassword = string.Empty`

Password for the proxy server (optional).

5.36.3.8 int Crosstales.Radio.Tool.Proxy.HTTPSProxyPort

Port of the proxy server.

5.36.3.9 string Crosstales.Radio.Tool.Proxy.HTTPSProxyURL

URL (without protocol) or IP of the proxy server.

5.36.3.10 string Crosstales.Radio.Tool.Proxy.HTTPSProxyURLProtocol = string.Empty

Protocol (e.g. 'http://') for the proxy server (optional).

5.36.3.11 string Crosstales.Radio.Tool.Proxy.HTTPSProxyUsername = string.Empty

Username for the proxy server (optional).

5.36.4 Property Documentation

5.36.4.1 bool Crosstales.Radio.Tool.Proxy.hasHTTPProxy [static], [get]

Is HTTP-proxy enabled?

Returns

True if the HTTP-proxy is enabled.

5.36.4.2 bool Crosstales.Radio.Tool.Proxy.hasHTTPSProxy [static], [get]

Is HTTPS-proxy enabled?

Returns

True if the HTTPS-proxy is enabled.

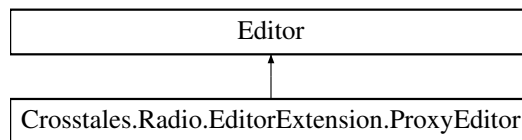
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/↵
Tool/Proxy.cs

5.37 Crosstales.Radio.EditorExtension.ProxyEditor Class Reference

Custom editor for the 'Proxy'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.ProxyEditor:



Public Member Functions

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

5.37.1 Detailed Description

Custom editor for the 'Proxy'-class.

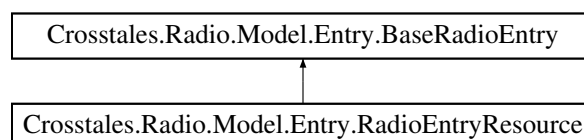
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/↵
Extension/ProxyEditor.cs

5.38 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](#) data↵
Format=Enum.DataFormatResource.Text, int readNumberOfStations=0)
Instantiate the class.
- 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](#) = 0
Reads only the given number of radio stations (default: : 0 (= all))

5.38.1 Detailed Description

[Model](#) for a Resource entry.

5.38.2 Constructor & Destructor Documentation

5.38.2.1 **Crosstales.Radio.Model.Entry.RadioEntryResource** (**BaseRadioEntry** *entry*, **TextAsset** *resource*, **Enum.DataFormatResource** *dataFormat* = Enum.DataFormatResource.Text, int *readNumberOfStations* = 0)

Instantiate the class.

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: DataFormatResource.Text, optional).
<i>readNumberOfStations</i>	Reads only the given number of radio stations (default: : 0 (= all), optional).

5.38.3 Member Data Documentation

5.38.3.1 **Enum.DataFormatResource** **Crosstales.Radio.Model.Entry.RadioEntryResource.DataFormat** = Enum.DataFormatResource.Text

Data format of the data with the radios (default: DataFormatResource.Text).

5.38.3.2 int **Crosstales.Radio.Model.Entry.RadioEntryResource.ReadNumberOfStations** = 0

Reads only the given number of radio stations (default: : 0 (= all))

5.38.3.3 **TextAsset** **Crosstales.Radio.Model.Entry.RadioEntryResource.Resource**

Text-, M3U-, PLS- or ShoutcastID-file with the radios.

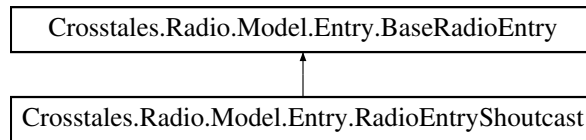
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/↵
Model/Entry/RadioEntryResource.cs

5.39 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)
Instantiate the class (default).
- override string **ToString** ()

Public Attributes

- string [ShoutcastID](#)
Shoutcast-ID for the radio.

5.39.1 Detailed Description

[Model](#) for a Shoutcast entry.

5.39.2 Constructor & Destructor Documentation

5.39.2.1 Crosstales.Radio.Model.Entry.RadioEntryShoutcast.RadioEntryShoutcast ([RadioStation](#) entry, string *shoutcastID*)

Instantiate the class (default).

Parameters

<i>entry</i>	RadioStation as base.
<i>shoutcastID</i>	Shoutcast-ID from the radio station.

5.39.3 Member Data Documentation

5.39.3.1 string Crosstales.Radio.Model.Entry.RadioEntryShoutcast.ShoutcastID

Shoutcast-ID for the radio.

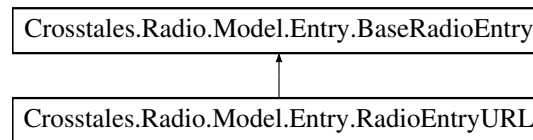
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/Model/Entry/RadioEntryShoutcast.cs`

5.40 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)
Instantiate the class.
- [RadioEntryURL](#) ([RadioStation](#) entry, string url, [Enum.DataFormatURL](#) dataFormat=`Enum.DataFormatURL.Stream`, int readNumberOfStations=0)
Instantiate the class.
- 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](#) = 0
Reads only the given number of radio stations (default: : 0 (= all)).

Properties

- string [FinalURL](#) [get]
Returns the final URL including an optional prefix.

5.40.1 Detailed Description

[Model](#) for an URL entry.

5.40.2 Constructor & Destructor Documentation

- 5.40.2.1 `Crosstales.Radio.Model.Entry.RadioEntryURL (BaseRadioEntry entry, string url, Enum.DataFormatURL dataFormat = Enum.DataFormatURL.Stream, int readNumberOfStations = 0)`

Instantiate the class.

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: <code>DataFormatURL.Stream</code> , optional).
<i>readNumberOfStations</i>	Reads only the given number of radio stations (default: <code>: 0 (= all)</code> , optional).

5.40.2.2 **Crosstales.Radio.Model.Entry.RadioEntryURL.RadioEntryURL** (**RadioStation** *entry*, **string** *url*, **Enum.DataFormatURL** *dataFormat* = `Enum.DataFormatURL.Stream`, **int** *readNumberOfStations* = `0`)

Instantiate the class.

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: <code>DataFormatURL.Stream</code> , optional).
<i>readNumberOfStations</i>	Reads only the given number of radio stations (default: <code>: 0 (= all)</code> , optional).

5.40.3 Member Data Documentation

5.40.3.1 **Enum.DataFormatURL** **Crosstales.Radio.Model.Entry.RadioEntryURL.DataFormat** = `Enum.DataFormatURL.Stream`

Data format of the data with the radios (default: `DataFormatURL.Stream`).

5.40.3.2 **Enum.URLPrefix** **Crosstales.Radio.Model.Entry.RadioEntryURL.Prefix** = `Enum.URLPrefix.None`

Prefixes for URLs, like `'http://'` (default: `URLPrefix.None`).

5.40.3.3 **int** **Crosstales.Radio.Model.Entry.RadioEntryURL.ReadNumberOfStations** = `0`

Reads only the given number of radio stations (default: `: 0 (= all)`).

5.40.3.4 **string** **Crosstales.Radio.Model.Entry.RadioEntryURL.URL**

URL (add the protocol-type `'http://'`, `'file://'` etc.) with the radios.

5.40.4 Property Documentation

5.40.4.1 **string** **Crosstales.Radio.Model.Entry.RadioEntryURL.FinalURL** [get]

Returns the final URL including an optional prefix.

Returns

Final URL including an optional prefix.

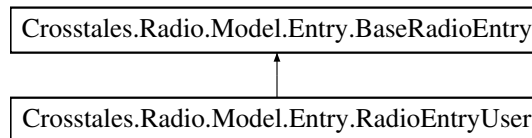
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/↵ Model/Entry/RadioEntryURL.cs`

5.41 Crosstales.Radio.Model.Entry.RadioEntryUser Class Reference

[Model](#) for an User entry.

Inheritance diagram for Crosstales.Radio.Model.Entry.RadioEntryUser:



Public Member Functions

- [RadioEntryUser](#) ()
Instantiate the class (default).
- [RadioEntryUser](#) ([RadioStation](#) entry, string url)
Instantiate the class.
- 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](#) = 0
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.

5.41.1 Detailed Description

[Model](#) for an User entry.

5.41.2 Constructor & Destructor Documentation

5.41.2.1 Crosstales.Radio.Model.Entry.RadioEntryUser.RadioEntryUser ()

Instantiate the class (default).

5.41.2.2 Crosstales.Radio.Model.Entry.RadioEntryUser.RadioEntryUser ([RadioStation](#) entry, string url)

Instantiate the class.

Parameters

<i>entry</i>	RadioStation as base.
<i>url</i>	Stream-URL of the station.

5.41.3 Member Data Documentation

5.41.3.1 **Enum.DataFormatResource** Crosstales.Radio.Model.Entry.RadioEntryUser.DataFormat = Enum.DataFormatResource.Text

Data format of the data with the radios (default: DataFormatResource.Text).

5.41.3.2 **bool** Crosstales.Radio.Model.Entry.RadioEntryUser.LoadOnlyOnce = true

Loads the radio stations only once (default: true).

5.41.3.3 **string** Crosstales.Radio.Model.Entry.RadioEntryUser.Path

Path to the text-file with the radios.

5.41.3.4 **Enum.PathPrefix** Crosstales.Radio.Model.Entry.RadioEntryUser.Prefix = Enum.PathPrefix.None

Prefixes for the path (default: PathPrefix.None).

5.41.3.5 **int** Crosstales.Radio.Model.Entry.RadioEntryUser.ReadNumberOfStations = 0

Reads only the given number of radio stations (default: : 0 (= all))

5.41.3.6 **TextAsset** Crosstales.Radio.Model.Entry.RadioEntryUser.Resource

Text-, M3U or PLS-file with the radios.

5.41.4 Property Documentation

5.41.4.1 **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/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/↵ Model/Entry/RadioEntryUser.cs

5.42 Crosstales.Radio.Model.RadioFilter Class Reference

Filter for radio stations.

Public Member Functions

- override string **ToString** ()

Public Attributes

- string **Name**
Part of the radio names.
- string **Url**
Part of the radio URL.
- string **Station**
Part of the radio stations.
- string **Genres**
Part of the radio genres.
- float **RatingMin** = 0f
Minimal rating (default: 0).
- float **RatingMax** = 5f
Maximal rating (default: 5).
- string **Format**
Part of the radio formats.
- int **BitrateMin** = 32
Minimal bitrate in kbit/s (default: 32).
- int **BitrateMax** = 500
Maximal bitrate in kbit/s (default: 500).
- bool **ExcludeUnsupportedCodecs** = true
Exclude radio stations with unsupported codecs (default: true).

Properties

- bool **isFiltering** [get]
Are filter parameters set and active?

5.42.1 Detailed Description

Filter for radio stations.

5.42.2 Member Data Documentation

5.42.2.1 int Crosstales.Radio.Model.RadioFilter.BitrateMax = 500

Maximal bitrate in kbit/s (default: 500).

5.42.2.2 int Crosstales.Radio.Model.RadioFilter.BitrateMin = 32

Minimal bitrate in kbit/s (default: 32).

5.42.2.3 bool Crosstales.Radio.Model.RadioFilter.ExcludeUnsupportedCodecs = true

Exclude radio stations with unsupported codecs (default: true).

5.42.2.4 string Crosstales.Radio.Model.RadioFilter.Format

Part of the radio formats.

5.42.2.5 string Crosstales.Radio.Model.RadioFilter.Genres

Part of the radio genres.

5.42.2.6 string Crosstales.Radio.Model.RadioFilter.Name

Part of the radio names.

5.42.2.7 float Crosstales.Radio.Model.RadioFilter.RatingMax = 5f

Maximal rating (default: 5).

5.42.2.8 float Crosstales.Radio.Model.RadioFilter.RatingMin = 0f

Minimal rating (default: 0).

5.42.2.9 string Crosstales.Radio.Model.RadioFilter.Station

Part of the radio stations.

5.42.2.10 string Crosstales.Radio.Model.RadioFilter.Url

Part of the radio URL.

5.42.3 Property Documentation

5.42.3.1 bool Crosstales.Radio.Model.RadioFilter.isFiltering [get]

Are filter parameters set and active?

Returns

True if filter parameters are set and active.

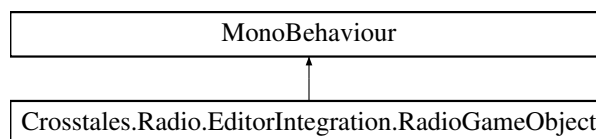
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/↔ Model/RadioFilter.cs

5.43 Crosstales.Radio.EditorIntegration.RadioGameObject Class Reference

Editor component for the "Hierarchy"-menu.

Inheritance diagram for Crosstales.Radio.EditorIntegration.RadioGameObject:



5.43.1 Detailed Description

Editor component for the "Hierarchy"-menu.

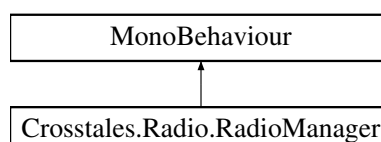
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/↔ Integration/RadioGameObject.cs

5.44 Crosstales.Radio.RadioManager Class Reference

[Radio](#) manager for multiple radio players.

Inheritance diagram for Crosstales.Radio.RadioManager:



Public Member Functions

- delegate void **ProviderReady** ()
- void **Start** ()
- void **Load** ()
Loads all stations from this manager (via providers).
- void **Save** (string path, [Model.RadioFilter](#) filter=null)
Saves all stations from this manager as text-file with streams.
- void **RandomizePlayers** (bool resetIndex=true)
Randomize all radio players.
- void **RandomizeStations** (bool resetIndex=true)
Randomize all radio stations.
- void **PlayAll** ()
Play all radios of this manager at once.
- [RadioPlayer](#) **PlayerByIndex** (bool random=false, int index=0, [Model.RadioFilter](#) filter=null)
Radio player by 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.
- [Model.RadioStation](#) **StationByIndex** (bool random=false, int index=0, [Model.RadioFilter](#) filter=null)
Radio station by index (normal/random) from this manager.
- [Model.RadioStation](#) **NextStation** (bool random=false, [Model.RadioFilter](#) filter=null)
Next (normal/random) radio station from this manager.
- [Model.RadioStation](#) **PreviousStation** (bool random=false, [Model.RadioFilter](#) filter=null)
Previous (normal/random) radio station from this manager.
- void **StopAll** (bool resetIndex=false)
Stops all radios of this manager at once.
- int **CountStations** ([Model.RadioFilter](#) filter=null)
Count all RadioStation for a given RadioFilter.
- int **CountPlayers** ([Model.RadioFilter](#) filter=null)
Count all RadioPlayer for a given RadioFilter.
- 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.
- `System.Collections.Generic.List< Model.RadioStation > StationsByName` (bool desc=false, [Model.Radio↵
Filter](#) filter=null)
Returns all radio stations of this manager ordered by name.
- `System.Collections.Generic.List< Model.RadioStation > StationsByURL` (bool desc=false, [Model.RadioFilter](#) filter=null)
Returns all radio stations of this manager ordered by URL.
- `System.Collections.Generic.List< Model.RadioStation > StationsByFormat` (bool desc=false, [Model.Radio↵
Filter](#) filter=null)
Returns all radio stations of this manager ordered by audio format.
- `System.Collections.Generic.List< Model.RadioStation > StationsByStation` (bool desc=false, [Model.Radio↵
Filter](#) filter=null)
Returns all radio stations of this manager ordered by station.
- `System.Collections.Generic.List< Model.RadioStation > StationsByBitrate` (bool desc=false, [Model.Radio↵
Filter](#) filter=null)
Returns all radio stations of this manager ordered by bitrate.
- `System.Collections.Generic.List< Model.RadioStation > StationsByGenres` (bool desc=false, [Model.Radio↵
Filter](#) filter=null)
Returns all radio stations of this manager ordered by genres.
- `System.Collections.Generic.List< Model.RadioStation > StationsByRating` (bool desc=false, [Model.Radio↵
Filter](#) filter=null)
Returns all radio stations of this manager ordered by rating.
- override string **ToString** ()

Public Attributes

- [Provider.BaseRadioProvider\[\]](#) [Providers](#)
Radio station providers for this manager.
- [Model.RadioFilter](#) [Filter](#)
Global RadioFilter (active if no explicit filter is given).
- bool [LoadOnStart](#) = true
Calls 'Load' on Start (default: true).
- bool [LoadOnStartInEditor](#) = true
Calls 'Load' on Start in Editor (default: true).
- bool [InstantiateRadioPlayers](#) = false
Instantiate [RadioPlayer](#) (default: false).
- GameObject [RadioPrefab](#)
Prefab of the [RadioPlayer](#).

Properties

- `System.Collections.Generic.List< Model.RadioStation > Stations` [get, protected set]
List of all loaded RadioStation from all providers.
- `System.Collections.Generic.List< RadioPlayer > Players` [get, protected set]
List of all instantiated [RadioPlayer](#).
- bool [isReady](#) [get]
Are all providers of this manager ready (= data loaded)?
- 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?

- ProviderReady [OnProviderReady](#)

An event triggered whenever all providers are ready.

5.44.1 Detailed Description

[Radio](#) manager for multiple radio players.

5.44.2 Member Function Documentation

5.44.2.1 `int Crosstales.Radio.RadioManager.CountPlayers (Model.RadioFilter filter = null)`

Count all [RadioPlayer](#) for a given RadioFilter.

Parameters

<i>filter</i>	Filter (default: null, optional)
---------------	----------------------------------

Returns

Number of all [RadioPlayer](#) for a given RadioFilter.

5.44.2.2 `int Crosstales.Radio.RadioManager.CountStations (Model.RadioFilter filter = null)`

Count all RadioStation for a given RadioFilter.

Parameters

<i>filter</i>	Filter (default: null, optional)
---------------	----------------------------------

Returns

Number of all RadioStation for a given RadioFilter.

5.44.2.3 `void Crosstales.Radio.RadioManager.Load ()`

Loads all stations from this manager (via providers).

5.44.2.4 `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 (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.

5.44.2.5 **Model.RadioStation** Crosstales.Radio.RadioManager.NextStation (*bool random = false*, **Model.RadioFilter** *filter = null*)

Next (normal/random) radio station from this manager.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter (default: null, optional)

Returns

Next radio station.

5.44.2.6 **void** Crosstales.Radio.RadioManager.PlayAll ()

Play all radios of this manager at once.

5.44.2.7 **RadioPlayer** Crosstales.Radio.RadioManager.PlayerByIndex (*bool random = false*, *int index = 0*, **Model.RadioFilter** *filter = null*)

[Radio](#) player by 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: 0, optional)
<i>filter</i>	Filter (default: null, optional)

Returns

[Radio](#) player by index.

5.44.2.8 **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 (default: null, optional)

Returns

All radios of this manager ordered by bitrate.

5.44.2.9 **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 (default: null, optional)

Returns

All radios of this manager ordered by audio format.

5.44.2.10 **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 (default: null, optional)

Returns

All radios of this manager ordered by genre.

5.44.2.11 **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 (default: null, optional)

Returns

All radios of this manager ordered by name.

5.44.2.12 `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 (default: null, optional)

Returns

All radios of this manager ordered by rating.

5.44.2.13 `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 (default: null, optional)

Returns

All radios of this manager ordered by station.

5.44.2.14 `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 (default: null, optional)

Returns

All radios of this manager ordered by URL.

5.44.2.15 `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 (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.

5.44.2.16 `Model.RadioStation` Crosstales.Radio.RadioManager.PreviousStation (`bool random = false`, `Model.RadioFilter filter = null`)

Previous (normal/random) radio station from this manager.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter (default: null, optional)

Returns

Previous radio station.

5.44.2.17 `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)
-------------------	--

5.44.2.18 `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)
-------------------	--

5.44.2.19 `void Crosstales.Radio.RadioManager.Save (string path, Model.RadioFilter filter = null)`

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

Parameters

<i>path</i>	Path to the text-file.
<i>filter</i>	Filter (default: null, optional)

5.44.2.20 `Model.RadioStation Crosstales.Radio.RadioManager.StationByIndex (bool random = false, int index = 0, Model.RadioFilter filter = null)`

[Radio](#) station by index (normal/random) from this manager.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>index</i>	Index of the radio station (default: 0, optional)
<i>filter</i>	Filter (default: null, optional)

Returns

[Radio](#) station by index.

5.44.2.21 `System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.RadioManager.StationsByBitrate (bool desc = false, Model.RadioFilter filter = null)`

Returns all radio stations of this manager ordered by bitrate.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter (default: null, optional)

Returns

All radios of this manager ordered by bitrate.

5.44.2.22 `System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.RadioManager.StationsByFormat (bool desc = false, Model.RadioFilter filter = null)`

Returns all radio stations of this manager ordered by audio format.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter (default: null, optional)

Returns

All radios of this manager ordered by audio format.

5.44.2.23 `System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.RadioManager.StationsByGenres (bool desc = false, Model.RadioFilter filter = null)`

Returns all radio stations of this manager ordered by genres.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter (default: null, optional)

Returns

All radios of this manager ordered by genre.

5.44.2.24 `System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.RadioManager.StationsByName (bool desc = false, Model.RadioFilter filter = null)`

Returns all radio stations of this manager ordered by name.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter (default: null, optional)

Returns

All radios of this manager ordered by name.

5.44.2.25 `System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.RadioManager.StationsByRating (bool desc = false, Model.RadioFilter filter = null)`

Returns all radio stations of this manager ordered by rating.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter (default: null, optional)

Returns

All radios of this manager ordered by rating.

5.44.2.26 `System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.RadioManager.StationsByStation (bool desc = false, Model.RadioFilter filter = null)`

Returns all radio stations of this manager ordered by station.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter (default: null, optional)

Returns

All radios of this manager ordered by station.

5.44.2.27 `System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.RadioManager.StationsByURL (bool desc = false, Model.RadioFilter filter = null)`

Returns all radio stations of this manager ordered by URL.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter (default: null, optional)

Returns

All radios of this manager ordered by URL.

5.44.2.28 `void Crosstales.Radio.RadioManager.StopAll (bool resetIndex = false)`

Stops all radios of this manager at once.

Parameters

<i>resetIndex</i>	Reset the index of the radio stations (default: false, optional)
-------------------	--

5.44.3 Member Data Documentation

5.44.3.1 **Model.RadioFilter** Crosstales.Radio.RadioManager.Filter

Global RadioFilter (active if no explicit filter is given).

5.44.3.2 **bool** Crosstales.Radio.RadioManager.InstantiateRadioPlayers = false

Instantiate [RadioPlayer](#) (default: false).

5.44.3.3 **bool** Crosstales.Radio.RadioManager.LoadOnStart = true

Calls 'Load' on Start (default: true).

5.44.3.4 **bool** Crosstales.Radio.RadioManager.LoadOnStartInEditor = true

Calls 'Load' on Start in Editor (default: true).

5.44.3.5 **Provider.BaseRadioProvider []** Crosstales.Radio.RadioManager.Providers

[Radio](#) station providers for this manager.

5.44.3.6 **GameObject** Crosstales.Radio.RadioManager.RadioPrefab

Prefab of the [RadioPlayer](#).

5.44.4 Property Documentation

5.44.4.1 **bool** Crosstales.Radio.RadioManager.isAudioPlaying [get]

Is any of the RadioPlayers playing audio?

Returns

True if any of the RadioPlayers is playing audio.

5.44.4.2 **bool** Crosstales.Radio.RadioManager.isBuffering [get]

Is any of the RadioPlayers buffering?

Returns

True if any of the RadioPlayers is buffering.

5.44.4.3 bool Crosstales.Radio.RadioManager.isPlayingback [get]

Is any of the RadioPlayers in playback-mode?

Returns

True if any of the RadioPlayers is in playback-mode.

5.44.4.4 bool Crosstales.Radio.RadioManager.isReady [get]

Are all providers of this manager ready (= data loaded)?

Returns

True if all providers of this manager are ready.

5.44.4.5 ProviderReady Crosstales.Radio.RadioManager.OnProviderReady [add], [remove]

An event triggered whenever all providers are ready.

5.44.4.6 System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.Players [get], [protected set]

List of all instantiated [RadioPlayer](#).

5.44.4.7 System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.RadioManager.Stations [get], [protected set]

List of all loaded RadioStation from all providers.

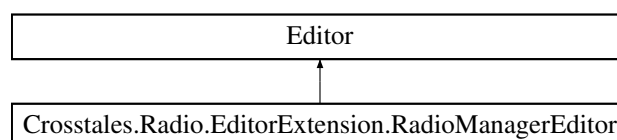
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/↔ Scripts/RadioManager.cs

5.45 Crosstales.Radio.EditorExtension.RadioManagerEditor Class Reference

Custom editor for the '[RadioPlayer](#)'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.RadioManagerEditor:



Public Member Functions

- delegate void **StopPlayback** ()
- void **OnEnable** ()
- void **OnDisable** ()
- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

Events

- static StopPlayback **OnStopPlayback**

5.45.1 Detailed Description

Custom editor for the 'RadioPlayer'-class.

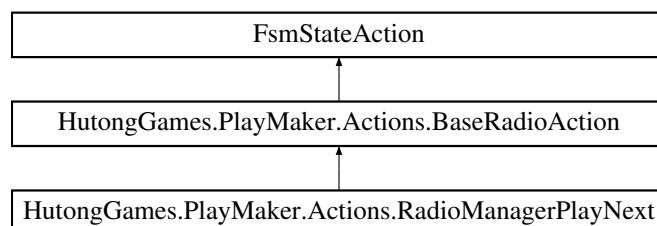
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstailes/Radio/Plugins/Editor/↔
Extension/RadioManagerEditor.cs

5.46 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

- [Crosstailes.Radio.RadioManager](#) **RadioManager**
Add a RadioManager (default: random manager in scene).
- FsmBool **PlayRandom** = false
Play next radio station in random order (default: false).

5.46.1 Detailed Description

PlayNext-action for [PlayMaker](#).

5.46.2 Member Data Documentation

5.46.2.1 FsmBool HutongGames.PlayMaker.Actions.RadioManagerPlayNext.PlayRandom = false

Play next radio station in random order (default: false).

5.46.2.2 Crosstales.Radio.RadioManager HutongGames.PlayMaker.Actions.RadioManagerPlayNext.RadioManager

Add a RadioManager (default: random manager in scene).

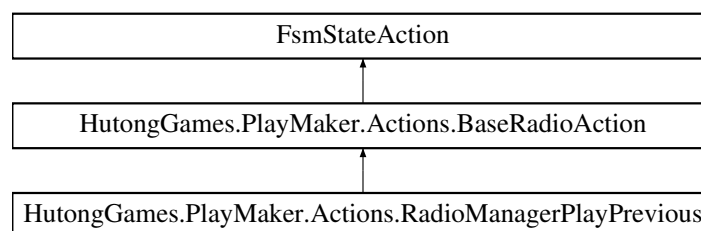
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/3rd party/PlayMaker/Scripts/RadioManagerPlayNext.cs

5.47 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).

5.47.1 Detailed Description

PlayPrevious-action for [PlayMaker](#).

5.47.2 Member Data Documentation

5.47.2.1 FsmBool HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious.PlayRandom = false

Play previous radio station in random order (default: false).

5.47.2.2 Crosstales.Radio.RadioManager HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious.RadioManager

Add a RadioManager (default: random manager in scene).

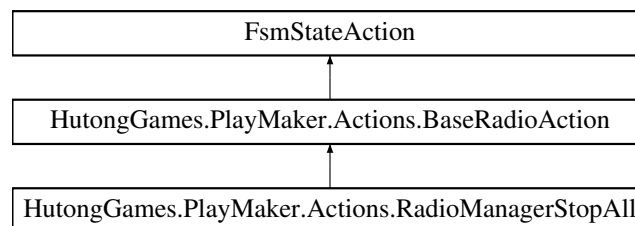
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/3rd party/PlayMaker/Scripts/RadioManagerPlayPrevious.cs

5.48 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).

5.48.1 Detailed Description

StopAll-action for [PlayMaker](#).

5.48.2 Member Data Documentation

5.48.2.1 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/3rd party/Radio_3rd_party/Assets/crosstales/Radio/3rd party/PlayMaker/Scripts/RadioManagerStopAll.cs

5.49 Crosstales.Radio.EditorIntegration.RadioMenu Class Reference

Editor component for the "Tools"-menu.

5.49.1 Detailed Description

Editor component for the "Tools"-menu.

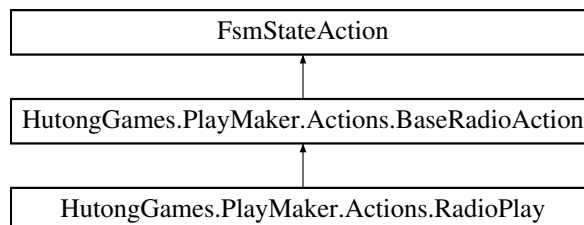
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/Integration/RadioMenu.cs

5.50 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: 64).
- FsmInt [BufferSize](#) = [Crosstales.Radio.Util.Config.DEFAULT_BUFFERSIZE](#)
Size of the local buffer in KB (default: 64).
- 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).

5.50.1 Detailed Description

Play-action for [PlayMaker](#).

5.50.2 Member Data Documentation

5.50.2.1 FsmInt HutongGames.PlayMaker.Actions.RadioPlay.Bitrate = Crosstales.Radio.Util.Config.DEFAULT_BITRATE

Bitrate in kbit/s (default: 128).

5.50.2.2 FsmInt HutongGames.PlayMaker.Actions.RadioPlay.BufferSize = Crosstales.Radio.Util.Config.DEFAULT_BUFFERSIZE

Size of the local buffer in KB (default: 64).

5.50.2.3 FsmInt HutongGames.PlayMaker.Actions.RadioPlay.CacheStreamSize = Crosstales.Radio.Util.Config.DEFAULT_CACHESTREAMSIZE

Size of cache stream in KB (default: 1024).

5.50.2.4 FsmInt HutongGames.PlayMaker.Actions.RadioPlay.ChunkSize = Crosstales.Radio.Util.Config.DEFAULT_CHUNKSIZE

Size of the streaming-chunk in KB (default: 64).

5.50.2.5 FsmString HutongGames.PlayMaker.Actions.RadioPlay.RadioName = string.Empty

Name of the radio station.

5.50.2.6 Crosstales.Radio.RadioPlayer HutongGames.PlayMaker.Actions.RadioPlay.RadioPlayer

Add a RadioPlayer (default: random player in scene).

5.50.2.7 FsmString HutongGames.PlayMaker.Actions.RadioPlay.Station = string.Empty

Name of the station.

5.50.2.8 FsmString HutongGames.PlayMaker.Actions.RadioPlay.Url = string.Empty

Streaming-URL of the station.

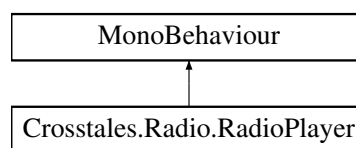
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/3rd party/PlayMaker/Scripts/RadioPlay.cs

5.51 Crosstales.Radio.RadioPlayer Class Reference

Player for a radio station.

Inheritance diagram for Crosstales.Radio.RadioPlayer:



Public Member 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)
- void **Awake** ()
- void **Start** ()
- void **Update** ()
- void **OnDisable** ()
- void **OnValidate** ()
- void **Play** ()
Plays the radio-station.
- void **Stop** ()
Stops the playback of the radio-station.
- void **Silence** ()
Silences the AudioSource on the RadioPlayer-component.
- void **Restart** ()
Restarts the playback of the radio-station.
- string **ToShortString** ()
- void **Load** ()
Loads the [RadioPlayer](#).
- void **Save** ()
Saves the [RadioPlayer](#).
- override string **Tostring** ()

Public Attributes

- [Model.RadioStation](#) **Station**
Radio station for this [RadioPlayer](#).
- bool **PlayOnStart** = false
Play the radio on start on/off (default: false).
- int **CacheStreamSize** = 512
Size of cache stream in KB (default: 512).
- bool **LegacyMode** = false
Enable or disable legacy mode. This disables all record informations, but is more stable (default: false).
- bool **CaptureDataStream** = false
Capture the encoded PCM-stream from this [RadioPlayer](#) (default: false).

Properties

- bool **isLegacyMode** [get, set]
Enable or disable legacy mode. This disables all record informations, but is more stable (main use is for UI).
- bool **isCaptureDataStream** [get, set]
Capture the encoded PCM-stream from this [RadioPlayer](#) (main use is for UI).
- AudioSource **Source** [get]
AudioSource of for this [RadioPlayer](#).
- [Model.Enum.AudioCodec](#) **Codec** [get]
Codec of for this [RadioPlayer](#).
- float **PlayTime** [get]
Current playtime of this [RadioPlayer](#).
- float **BufferProgress** [get]
Current buffer progress.

- bool [isPlayback](#) [get]
Is this [RadioPlayer](#) in playback-mode?
- bool [isAudioPlaying](#) [get]
Is this [RadioPlayer](#) playing audio?
- bool [isBuffering](#) [get]
Is this [RadioPlayer](#) buffering?
- float [RecordPlayTime](#) [get]
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 [CurrentBufferSize](#) [get]
Returns the size of the current buffer in KB.
- long [CurrentDownloadSpeed](#) [get]
Returns the current downloads speed in Bytes per second.
- static bool [isPlaying](#) [get]
Checks if any [RadioPlayer](#) is playing on this system.
- [Util.MemoryCacheStream](#) [DataStream](#) [get]
Encoded PCM-stream from this [RadioPlayer](#).
- int [Channels](#) [get]
Current audio channels of the station.
- int [SampleRate](#) [get]
Current audio sample rate of the station.
- 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.

5.51.1 Detailed Description

Player for a radio station.

5.51.2 Member Function Documentation

5.51.2.1 void Crosstales.Radio.RadioPlayer.Load ()

Loads the [RadioPlayer](#).

5.51.2.2 void Crosstales.Radio.RadioPlayer.Play ()

Plays the radio-station.

5.51.2.3 void Crosstales.Radio.RadioPlayer.Restart ()

Restarts the playback of the radio-station.

5.51.2.4 void Crosstales.Radio.RadioPlayer.Save ()

Saves the [RadioPlayer](#).

5.51.2.5 void Crosstales.Radio.RadioPlayer.Silence ()

Silences the AudioSource on the RadioPlayer-component.

5.51.2.6 void Crosstales.Radio.RadioPlayer.Stop ()

Stops the playback of the radio-station.

5.51.3 Member Data Documentation

5.51.3.1 int Crosstales.Radio.RadioPlayer.CacheStreamSize = 512

Size of cache stream in KB (default: 512).

5.51.3.2 bool Crosstales.Radio.RadioPlayer.CaptureDataStream = false

Capture the encoded PCM-stream from this [RadioPlayer](#) (default: false).

5.51.3.3 bool Crosstales.Radio.RadioPlayer.LegacyMode = false

Enable or disable legacy mode. This disables all record informations, but is more stable (default: false).

5.51.3.4 bool Crosstales.Radio.RadioPlayer.PlayOnStart = false

Play the radio on start on/off (default: false).

5.51.3.5 Model.RadioStation Crosstales.Radio.RadioPlayer.Station

[Radio](#) station for this [RadioPlayer](#).

5.51.4 Property Documentation

5.51.4.1 float Crosstales.Radio.RadioPlayer.BufferProgress [get]

Current buffer progress.

5.51.4.2 int Crosstales.Radio.RadioPlayer.Channels [get]

Current audio channels of the station.

5.51.4.3 Model.Enum.AudioCodec Crosstales.Radio.RadioPlayer.Codec [get]

Codec of for this [RadioPlayer](#).

5.51.4.4 long Crosstales.Radio.RadioPlayer.CurrentBufferSize [get]

Returns the size of the current buffer in KB.

Returns

Size of the current buffer in KB.

5.51.4.5 long Crosstales.Radio.RadioPlayer.CurrentDownloadSpeed [get]

Returns the current downloads speed in Bytes per second.

Returns

current downloads speed in Bytes per second.

5.51.4.6 Util.MemoryCacheStream Crosstales.Radio.RadioPlayer.DataStream [get]

Encoded PCM-stream from this [RadioPlayer](#).

5.51.4.7 bool Crosstales.Radio.RadioPlayer.isAudioPlaying [get]

Is this [RadioPlayer](#) playing audio?

Returns

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

5.51.4.8 bool Crosstales.Radio.RadioPlayer.isBuffering [get]

Is this [RadioPlayer](#) buffering?

Returns

True if this [RadioPlayer](#) is buffering.

5.51.4.9 bool Crosstales.Radio.RadioPlayer.isCaptureDataStream [get], [set]

Capture the encoded PCM-stream from this [RadioPlayer](#) (main use is for UI).

5.51.4.10 bool Crosstales.Radio.RadioPlayer.isLegacyMode [get], [set]

Enable or disable legacy mode. This disables all record informations, but is more stable (main use is for UI).

5.51.4.11 bool Crosstales.Radio.RadioPlayer.isPlayback [get]

Is this [RadioPlayer](#) in playback-mode?

5.51.4.12 bool Crosstales.Radio.RadioPlayer.isPlaying [static], [get]

Checks if any [RadioPlayer](#) is playing on this system.

Returns

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

5.51.4.13 float Crosstales.Radio.RadioPlayer.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.

5.51.4.14 Model.RecordInfo Crosstales.Radio.RadioPlayer.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.

5.51.4.15 AudioEnd Crosstales.Radio.RadioPlayer.OnAudioEnd [add], [remove]

An event triggered whenever the audio ends.

ry>

5.51.4.16 AudioPlayTimeUpdate Crosstales.Radio.RadioPlayer.OnAudioPlayTimeUpdate [add], [remove]

An event triggered whenever the audio playtime changes.

5.51.4.17 AudioStart Crosstales.Radio.RadioPlayer.OnAudioStart [add], [remove]

An event triggered whenever the audio starts.

5.51.4.18 BufferingEnd Crosstales.Radio.RadioPlayer.OnBufferingEnd [add], [remove]

An event triggered whenever the buffering ends.

5.51.4.19 BufferingProgressUpdate Crosstales.Radio.RadioPlayer.OnBufferingProgressUpdate [add], [remove]

An event triggered whenever the buffering progress changes.

5.51.4.20 BufferingStart Crosstales.Radio.RadioPlayer.OnBufferingStart [add], [remove]

An event triggered whenever the buffering starts.

5.51.4.21 **ErrorInfo** Crosstales.Radio.RadioPlayer.OnErrorInfo [add], [remove]

An event triggered whenever an error occurs.

5.51.4.22 **NextRecordChange** Crosstales.Radio.RadioPlayer.OnNextRecordChange [add], [remove]

An event triggered whenever the next record information is available.

5.51.4.23 **NextRecordDelayUpdate** Crosstales.Radio.RadioPlayer.OnNextRecordDelayUpdate [add], [remove]

An event triggered whenever the next record delay time changes.

5.51.4.24 **PlaybackEnd** Crosstales.Radio.RadioPlayer.OnPlaybackEnd [add], [remove]

An event triggered whenever the playback ends.

5.51.4.25 **PlaybackStart** Crosstales.Radio.RadioPlayer.OnPlaybackStart [add], [remove]

An event triggered whenever the playback starts.

5.51.4.26 **RecordChange** Crosstales.Radio.RadioPlayer.OnRecordChange [add], [remove]

An event triggered whenever an audio record changes.

5.51.4.27 **RecordPlayTimeUpdate** Crosstales.Radio.RadioPlayer.OnRecordPlayTimeUpdate [add], [remove]

An event triggered whenever the audio record playtime changes.

5.51.4.28 **float** Crosstales.Radio.RadioPlayer.PlayTime [get]

Current playtime of this [RadioPlayer](#).

5.51.4.29 **Model.RecordInfo** Crosstales.Radio.RadioPlayer.RecordInfo [get]

Returns the information about the current audio record.

Returns

Information about the current audio record.

5.51.4.30 float `Crosstales.Radio.RadioPlayer.RecordPlayTime` [get]

Playtime of the current audio record.

5.51.4.31 int `Crosstales.Radio.RadioPlayer.SampleRate` [get]

Current audio sample rate of the station.

5.51.4.32 AudioSource `Crosstales.Radio.RadioPlayer.Source` [get]

AudioSource of for this [RadioPlayer](#).

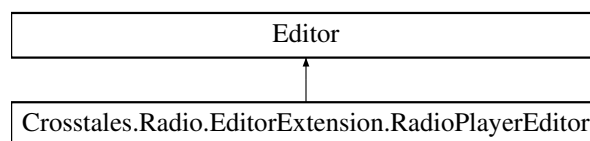
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/↔ Scripts/RadioPlayer.cs

5.52 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**

5.52.1 Detailed Description

Custom editor for the '[RadioPlayer](#)'-class.

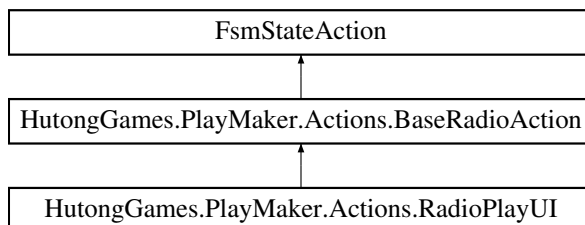
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/↔ Extension/RadioPlayerEditor.cs

5.53 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.
- [Crosstales.Radio.RadioPlayer](#) [RadioPlayer](#)
Add a RadioPlayer (default: random player in scene).

5.53.1 Detailed Description

PlayUI-action for [PlayMaker](#).

5.53.2 Member Data Documentation

5.53.2.1 InputField HutongGames.PlayMaker.Actions.RadioPlayUI.RadioName

Name of the radio station.

5.53.2.2 [Crosstales.Radio.RadioPlayer](#) HutongGames.PlayMaker.Actions.RadioPlayUI.RadioPlayer

Add a RadioPlayer (default: random player in scene).

5.53.2.3 InputField HutongGames.PlayMaker.Actions.RadioPlayUI.Station

Name of the station.

5.53.2.4 InputField HutongGames.PlayMaker.Actions.RadioPlayUI.Url

Streaming-URL of the station.

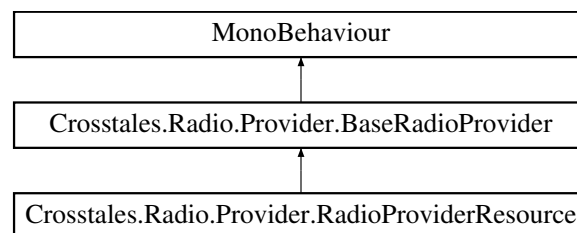
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/3rd party/PlayMaker/Scripts/RadioPlayUI.cs

5.54 Crosstales.Radio.Provider.RadioProviderResource Class Reference

[Provider](#) for resources of radio stations in various formats.

Inheritance diagram for Crosstales.Radio.Provider.RadioProviderResource:



Public Attributes

- `System.Collections.Generic.List< Model.Entry.RadioEntryResource > Entries` = new System.Collections.Generic.List<[Model.Entry.RadioEntryResource](#)>()
All source radio station entries.

Protected Member Functions

- override void **init** ()

Properties

- override System.Collections.Generic.List< [Model.Entry.BaseRadioEntry](#) > **RadioEntries** [get]

Additional Inherited Members

5.54.1 Detailed Description

[Provider](#) for resources of radio stations in various formats.

5.54.2 Member Data Documentation

5.54.2.1 `System.Collections.Generic.List<Model.Entry.RadioEntryResource>` `Crosstales.Radio.Provider.RadioProviderResource.Entries = new System.Collections.Generic.List<Model.Entry.RadioEntryResource>()`

All source radio station entries.

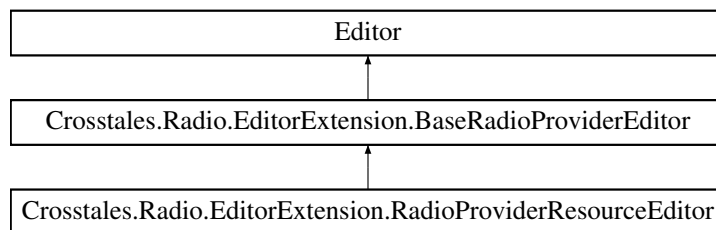
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/Provider/RadioProviderResource.cs`

5.55 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

5.55.1 Detailed Description

Custom editor for the 'RadioProviderResource'-class.

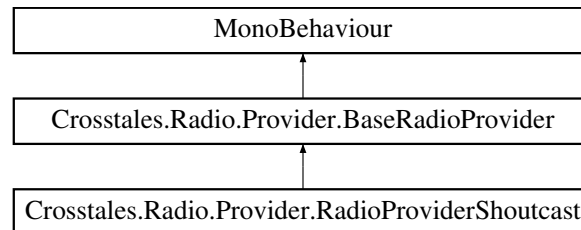
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/Extension/RadioProviderResourceEditor.cs`

5.56 Crosstales.Radio.Provider.RadioProviderShoutcast Class Reference

[Provider](#) for Shoutcast-based radio stations.

Inheritance diagram for Crosstales.Radio.Provider.RadioProviderShoutcast:



Public Attributes

- `System.Collections.Generic.List< Model.Entry.RadioEntryShoutcast > Entries` = `new System.Collections.Generic.List<Model.Entry.RadioEntryShoutcast>()`
All source radio station entries.

Protected Member Functions

- override void **init** ()

Properties

- override `System.Collections.Generic.List< Model.Entry.BaseRadioEntry > RadioEntries` [get]

Additional Inherited Members

5.56.1 Detailed Description

[Provider](#) for Shoutcast-based radio stations.

5.56.2 Member Data Documentation

- 5.56.2.1 `System.Collections.Generic.List<Model.Entry.RadioEntryShoutcast> Crosstales.Radio.Provider.RadioProviderShoutcast.Entries` = `new System.Collections.Generic.List<Model.Entry.RadioEntryShoutcast>()`

All source radio station entries.

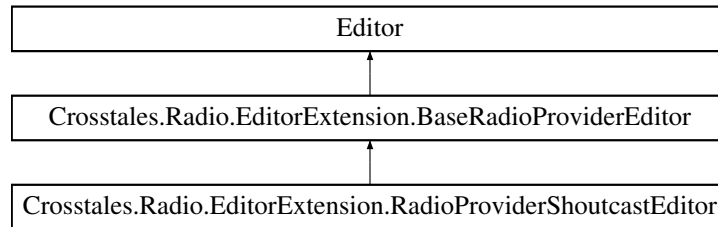
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/Provider/RadioProviderShoutcast.cs`

5.57 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

5.57.1 Detailed Description

Custom editor for the 'RadioProviderShoutcast'-class.

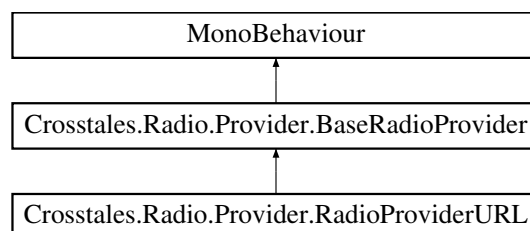
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/↔
Extension/RadioProviderShoutcastEditor.cs

5.58 Crosstales.Radio.Provider.RadioProviderURL Class Reference

[Provider](#) for URLs of radio stations in various formats.

Inheritance diagram for Crosstales.Radio.Provider.RadioProviderURL:



Public Attributes

- `System.Collections.Generic.List< Model.Entry.RadioEntryURL > Entries` = `new System.Collections.Generic.List<Model.Entry.RadioEntryURL>()`
All source radio station entries.

Protected Member Functions

- override void **init** ()

Properties

- override `System.Collections.Generic.List< Model.Entry.BaseRadioEntry > RadioEntries` [get]

Additional Inherited Members

5.58.1 Detailed Description

[Provider](#) for URLs of radio stations in various formats.

5.58.2 Member Data Documentation

- 5.58.2.1 `System.Collections.Generic.List<Model.Entry.RadioEntryURL> Crosstales.Radio.Provider.RadioProviderURL.Entries` = `new System.Collections.Generic.List<Model.Entry.RadioEntryURL>()`

All source radio station entries.

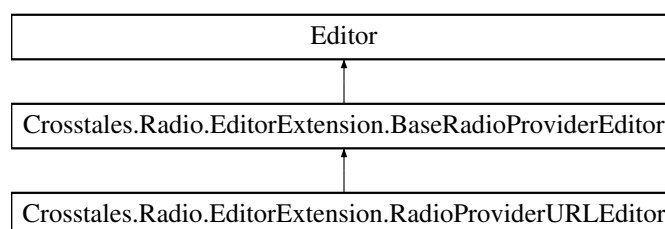
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/Provider/RadioProviderURL.cs`

5.59 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

5.59.1 Detailed Description

Custom editor for the 'RadioProviderURL'-class.

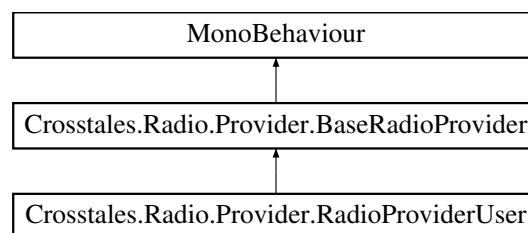
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/↔
Extension/RadioProviderURLEditor.cs

5.60 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 **OnDisable** ()
- override void **OnValidate** ()
- 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

- bool [SaveOnDisable](#) = true
Calls 'Save' OnDisable (default: true).
- [Model.Entry.RadioEntryUser](#) [Entry](#)
User radio station entry.

Protected Member Functions

- override void **init** ()

Properties

- override System.Collections.Generic.List< [Model.Entry.BaseRadioEntry](#) > **RadioEntries** [get]

Additional Inherited Members

5.60.1 Detailed Description

[Provider](#) for users of [Radio](#). This enables the possibility to manage the desired stations with a given initial set of stations.

5.60.2 Member Function Documentation

5.60.2.1 void Crosstales.Radio.Provider.RadioProviderUser.Delete ()

Deletes the user text-file.

5.60.2.2 void Crosstales.Radio.Provider.RadioProviderUser.EditFile ()

Edits the user text-file with the OS default application.

5.60.2.3 void Crosstales.Radio.Provider.RadioProviderUser.ShowFile ()

Shows the location of the user text-file in OS file browser.

5.60.3 Member Data Documentation

5.60.3.1 [Model.Entry.RadioEntryUser](#) Crosstales.Radio.Provider.RadioProviderUser.Entry

User radio station entry.

5.60.3.2 bool Crosstales.Radio.Provider.RadioProviderUser.SaveOnDisable = true

Calls 'Save' OnDisable (default: true).

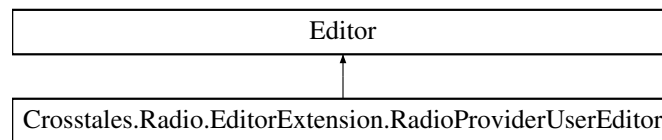
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/↵ Provider/RadioProviderUser.cs

5.61 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 void **OnInspectorGUI** ()

5.61.1 Detailed Description

Custom editor for the 'RadioProviderUser'-class.

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

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/↔
Extension/RadioProviderUserEditor.cs

5.62 Crosstales.Radio.Model.RadioStation Class Reference

[Model](#) for a radio station.

Public Member Functions

- [RadioStation](#) ()
Instantiate the class (default).
- [RadioStation](#) (string name, string url, [Enum.AudioFormat](#) format)
Instantiate the class.
- [RadioStation](#) (string name, string url, [Enum.AudioFormat](#) format, string station, string genres, int bitrate, float rating, string description, Sprite icon, int chunkSize=64, int bufferSize=64, [Enum.AudioCodec](#) exclude↔
Codec=[Enum.AudioCodec.None](#))
Instantiate the class.
- string [ToTextLine](#) (bool detailed=false)
ToString()-variant for exporting the object.
- string [ToShortString](#) ()
ToString()-variant for displaying the object in the Editor.
- override bool **Equals** (System.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 to represent the radio station.
- [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).
- [Enum.AudioCodec ExcludedCodec](#) = Enum.AudioCodec.None
Exclude this station if the current [RadioPlayer](#) codec is equals this one (default: AudioCodec.None).
- long [TotalDataSize](#) = 0
Total downloaded data size in bytes.
- int [TotalDataRequests](#) = 0
Total number of data requests.
- float [TotalPlayTime](#) = 0
Total playtime in seconds.
- readonly System.Collections.Generic.List< [RecordInfo](#) > [PlayedRecords](#) = new System.Collections.Generic.List<[RecordInfo](#)>()
List of all played records.

5.62.1 Detailed Description

[Model](#) for a radio station.

5.62.2 Constructor & Destructor Documentation

5.62.2.1 Crosstales.Radio.Model.RadioStation.RadioStation ()

Instantiate the class (default).

5.62.2.2 Crosstales.Radio.Model.RadioStation.RadioStation (string name, string url, Enum.AudioFormat format)

Instantiate the class.

Parameters

<i>name</i>	Name of the radio station.
<i>url</i>	Stream-URL of the station.
<i>format</i>	AudioFormat of the station.

5.62.2.3 `Crosstales.Radio.Model.RadioStation.RadioStation (string name, string url, Enum.AudioFormat format, string station, string genres, int bitrate, float rating, string description, Sprite icon, int chunkSize = 64, int bufferSize = 64, Enum.AudioCodec excludeCodec = Enum.AudioCodec.None)`

Instantiate the class.

Parameters

<i>name</i>	Name of the radio station.
<i>url</i>	Stream-URL of the station.
<i>format</i>	AudioFormat of the station.
<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>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).

5.62.3 Member Function Documentation

5.62.3.1 `string Crosstales.Radio.Model.RadioStation.ToShortString ()`

ToString()-variant for displaying the object in the Editor.

Returns

Text description of the object.

5.62.3.2 `string Crosstales.Radio.Model.RadioStation.ToTextLine (bool detailed = false)`

ToString()-variant for exporting the object.

Parameters

<i>detailed</i>	Detailed export with Chunk- and Buffer-size.
-----------------	--

Returns

Text-line of the object.

5.62.4 Member Data Documentation

5.62.4.1 `int Crosstales.Radio.Model.RadioStation.Bitrates = Util.Config.DEFAULT_BITRATE`

Bitrate in kbit/s (default: 128).

5.62.4.2 `int Crosstales.Radio.Model.RadioStation.BufferSize = Util.Config.DEFAULT_BUFFERSIZE`

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

5.62.4.3 `int Crosstales.Radio.Model.RadioStation.ChunkSize = Util.Config.DEFAULT_CHUNKSIZE`

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

5.62.4.4 `string Crosstales.Radio.Model.RadioStation.Description`

Description of the radio station.

5.62.4.5 `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`).

5.62.4.6 `Enum.AudioFormat Crosstales.Radio.Model.RadioStation.Format = Enum.AudioFormat.MP3`

Audio format of the station (default: `AudioFormat.MP3`).

5.62.4.7 `string Crosstales.Radio.Model.RadioStation.Genres`

Genres of the radio.

5.62.4.8 `Sprite Crosstales.Radio.Model.RadioStation.Icon`

Icon to represent the radio station.

5.62.4.9 `string Crosstales.Radio.Model.RadioStation.Name`

Name of the radio station.

5.62.4.10 readonly `System.Collections.Generic.List<RecordInfo>` `Crosstales.Radio.Model.RadioStation.PlayedRecords = new System.Collections.Generic.List<RecordInfo>()`

List of all played records.

5.62.4.11 float `Crosstales.Radio.Model.RadioStation.Rating`

Your rating of the radio.

5.62.4.12 string `Crosstales.Radio.Model.RadioStation.Station`

Name of the station.

5.62.4.13 int `Crosstales.Radio.Model.RadioStation.TotalDataRequests = 0`

Total number of data requests.

5.62.4.14 long `Crosstales.Radio.Model.RadioStation.TotalDataSize = 0`

Total downloaded data size in bytes.

5.62.4.15 float `Crosstales.Radio.Model.RadioStation.TotalPlayTime = 0`

Total playtime in seconds.

5.62.4.16 string `Crosstales.Radio.Model.RadioStation.Url`

URL of the station.

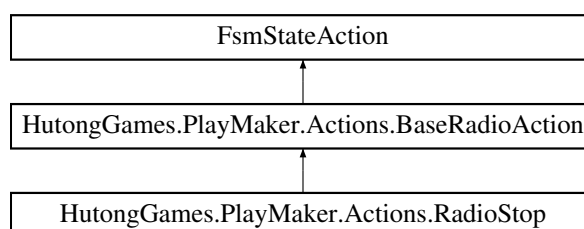
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/Model/RadioStation.cs`

5.63 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

- [Crosstailes.Radio.RadioPlayer](#) **RadioPlayer**
Add a RadioPlayer (default: random player in scene).

5.63.1 Detailed Description

Stop-action for [PlayMaker](#).

5.63.2 Member Function Documentation

5.63.2.1 override void HutongGames.PlayMaker.Actions.RadioStop.OnUpdate ()

stopped

5.63.3 Member Data Documentation

5.63.3.1 **Crosstailes.Radio.RadioPlayer** HutongGames.PlayMaker.Actions.RadioStop.RadioPlayer

Add a RadioPlayer (default: random player in scene).

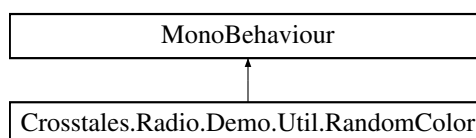
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstailes/Radio/3rd party/PlayMaker/Scripts/RadioStop.cs

5.64 Crosstailes.Radio.Demo.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstailes.Radio.Demo.Util.RandomColor:



Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- Vector2 **ChangeInterval** = new Vector2(5, 15)
- float **Alpha** = 0.25f
- bool **ChangeMaterial** = false
- Material **Material**

5.64.1 Detailed Description

Random color changer.

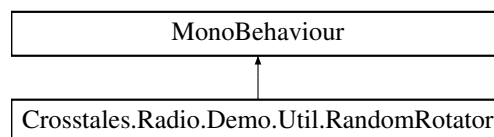
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Demo/Scripts/↔ Util/RandomColor.cs

5.65 Crosstales.Radio.Demo.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Radio.Demo.Util.RandomRotator:



Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- Vector3 **Speed**
- Vector2 **ChangeInterval** = new Vector2(10, 45)

5.65.1 Detailed Description

Random rotation changer.

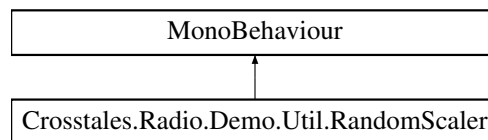
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstailes/Radio/Demo/Scripts/↔ Util/RandomRotator.cs`

5.66 Crosstailes.Radio.Demo.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstailes.Radio.Demo.Util.RandomScaler:



Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- Vector3 **ScaleMin** = Vector3.zero
- Vector3 **ScaleMax** = Vector3.one
- bool **Uniform** = false
- Vector2 **ChangeInterval** = new Vector2(10, 45)

5.66.1 Detailed Description

Random scale changer.

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

- `D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstailes/Radio/Demo/Scripts/↔ Util/RandomScaler.cs`

5.67 Crosstailes.Radio.Model.RecordInfo Class Reference

Contains information about the current audio record from a radio station (for Icecast-servers).

Public Member Functions

- [RecordInfo](#) ()
Instantiate the class (default).
- [RecordInfo](#) (string info)
Instantiate the class.
- string [ToShortString](#) ()
ToString()-variant for displaying the object in the Editor.
- override string [ToString](#) ()

Public Attributes

- string [Info](#) = string.Empty
Original, unparsed information as string.
- float [Duration](#) = 0f
Duration of the record in seconds (after playback).

Properties

- string [Title](#) [get]
Returns the title of the audio record.
- string [Artist](#) [get]
Returns the artist of the audio record.
- string [StreamTitle](#) [get]
Returns the content of the 'StreamTitle'-tag.
- string [StreamUrl](#) [get]
Returns the content of the 'StreamUrl'-tag.
- string [SpotifyUrl](#) [get]
Returns the Spotify-url for the record.
- System.DateTime [Created](#) [get]
Returns the creation time of the [RecordInfo](#).

5.67.1 Detailed Description

Contains information about the current audio record from a radio station (for Icecast-servers).

5.67.2 Constructor & Destructor Documentation

5.67.2.1 Crosstales.Radio.Model.RecordInfo.RecordInfo ()

Instantiate the class (default).

5.67.2.2 Crosstales.Radio.Model.RecordInfo.RecordInfo (string info)

Instantiate the class.

Parameters

<i>info</i>	Information as string.
-------------	------------------------

5.67.3 Member Function Documentation

5.67.3.1 string Crosstales.Radio.Model.RecordInfo.ToShortString ()

ToString()-variant for displaying the object in the Editor.

Returns

Text description of the object.

5.67.4 Member Data Documentation

5.67.4.1 float Crosstales.Radio.Model.RecordInfo.Duration = 0f

Duration of the record in seconds (after playback).

5.67.4.2 string Crosstales.Radio.Model.RecordInfo.Info = string.Empty

Original, unparsed information as string.

5.67.5 Property Documentation

5.67.5.1 string Crosstales.Radio.Model.RecordInfo.Artist [get]

Returns the artist of the audio record.

Returns

Artist of the audio record.

5.67.5.2 System.DateTime Crosstales.Radio.Model.RecordInfo.Created [get]

Returns the creation time of the [RecordInfo](#).

Returns

Creation time of the [RecordInfo](#).

5.67.5.3 string Crosstales.Radio.Model.RecordInfo.SpotifyUrl [get]

Returns the Spotify-url for the record.

Returns

Spotify-url for the record.

5.67.5.4 string Crosstales.Radio.Model.RecordInfo.StreamTitle [get]

Returns the content of the 'StreamTitle'-tag.

Returns

Content of the 'StreamTitle'-tag.

5.67.5.5 string Crosstales.Radio.Model.RecordInfo.StreamUrl [get]

Returns the content of the 'StreamUrl'-tag.

Returns

Content of the 'StreamUrl'-tag.

5.67.5.6 string Crosstales.Radio.Model.RecordInfo.Title [get]

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/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/↵
Model/RecordInfo.cs

5.68 Crosstales.Radio.EditorTask.ReminderCheck Class Reference

Reminds the customer to create an UAS review.

5.68.1 Detailed Description

Reminds the customer to create an UAS review.

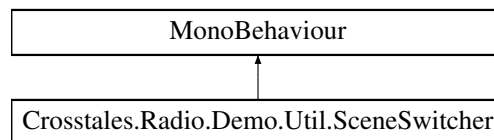
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/↔ Task/ReminderCheck.cs

5.69 Crosstales.Radio.Demo.Util.SceneSwitcher Class Reference

Very simple scene switcher.

Inheritance diagram for Crosstales.Radio.Demo.Util.SceneSwitcher:



Public Member Functions

- void [Switch](#) ()
Switches the scene to the given index.

Public Attributes

- int **Index** = 0

5.69.1 Detailed Description

Very simple scene switcher.

5.69.2 Member Function Documentation

5.69.2.1 void Crosstales.Radio.Demo.Util.SceneSwitcher.Switch ()

Switches the scene to the given index.

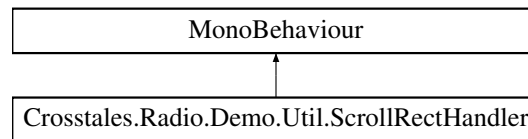
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Demo/Scripts/↔ Util/SceneSwitcher.cs

5.70 Crosstales.Radio.Demo.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.Radio.Demo.Util.ScrollRectHandler:



Public Member Functions

- void **Start** ()

Public Attributes

- ScrollRect **Scroll**

5.70.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

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

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Demo/Scripts/↵ Util/ScrollRectHandler.cs

5.71 Crosstales.Radio.EditorTask.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

5.71.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

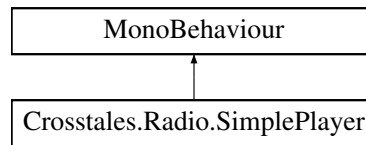
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/↵ Task/SetupResources.cs

5.72 Crosstales.Radio.SimplePlayer Class Reference

Simple player.

Inheritance diagram for Crosstales.Radio.SimplePlayer:



Public Member 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 **ProviderReady** ()
- delegate void **StationChange** ([Model.RadioStation](#) newStation)
- delegate void **ErrorInfo** ([Model.RadioStation](#) station, string info)
- void **OnEnable** ()
- void **OnDisable** ()
- void **Play** ()
 - Plays a radio (main use is for UI).*
- void **Play** (bool random, [Model.RadioFilter](#) filter=null)
 - Plays a (normal/random) radio.*
- void **Next** ()
 - Plays the next radio (main use for UI).*
- 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.*
- void **Stop** ()
 - Stops the radio station playback.*

Public Attributes

- [RadioPlayer Player](#)
'RadioPlayer' from the scene.
- [RadioManager Manager](#)
'RadioManager' from the scene.
- [Model.RadioFilter Filter](#)
Global RadioFilter (active if no explicit filter is given).
- bool [RetryOnError](#) = false
Retry to start the radio on an error (default: false).
- int [Retries](#) = 3
How many times should the radio station restart after an error before giving up (default: 3).
- bool [PlayOnStart](#) = false
Play a radio on start (default: false).
- bool [PlayRandom](#) = false
Play the radio stations in random order(default: false).

Properties

- bool [isRetryOnError](#) [get, set]
Retry to start the radio on an error (main use is for UI).
- bool [isPlayRandom](#) [get, set]
Play the radio stations in random order (main use is for UI).
- [Model.RadioStation Station](#) [get, set]
Radio station of 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.
- System.Collections.Generic.List< [Model.RadioStation](#) > [Stations](#) [get]
Returns the list of all loaded RadioStation from all providers of this manager.
- System.Collections.Generic.List< [RadioPlayer](#) > [Players](#) [get]
Returns the list of all instantiated RadioPlayer.
- bool [isPlayback](#) [get]
Is this player in playback-mode?
- bool [isAudioPlaying](#) [get]
Is this player playing audio?
- bool [isBuffering](#) [get]
Is this player buffering?
- float [RecordPlayTime](#) [get]
Returns the playtime of the current audio record.
- [Model.RecordInfo RecordInfo](#) [get]
Returns the information about the current audio record.
- bool [isReady](#) [get]
Are all providers of this player ready (= data loaded)?
- 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.*
- ProviderReady [OnProviderReady](#)
- An event triggered whenever all providers are ready.*
- StationChange [OnStationChange](#)
- An event triggered whenever an radio station changes.*
- ErrorInfo [OnErrorInfo](#)
- An event triggered whenever an error occurs.*

5.72.1 Detailed Description

Simple player.

5.72.2 Member Function Documentation

5.72.2.1 void Crosstales.Radio.SimplePlayer.Next ()

Plays the next radio (main use for UI).

5.72.2.2 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 (default: false, optional)
<i>filter</i>	Filter (default: null, optional)

5.72.2.3 void Crosstales.Radio.SimplePlayer.Play ()

Plays a radio (main use is for UI).

5.72.2.4 void Crosstales.Radio.SimplePlayer.Play (bool *random*, Model.RadioFilter *filter* = null)

Plays a (normal/random) radio.

Parameters

<i>random</i>	Play a random radio station (default: false, optional)
<i>filter</i>	Filter (default: null, optional)

5.72.2.5 void Crosstales.Radio.SimplePlayer.Previous ()

Plays the previous radio (main use for UI).

5.72.2.6 void Crosstales.Radio.SimplePlayer.Previous (bool *random*, Model.RadioFilter *filter* = null)

Plays the previous radio.

Parameters

<i>random</i>	Play a random radio station (default: false, optional)
<i>filter</i>	Filter (default: null, optional)

5.72.2.7 void Crosstales.Radio.SimplePlayer.Stop ()

Stops the radio station playback.

5.72.3 Member Data Documentation

5.72.3.1 Model.RadioFilter Crosstales.Radio.SimplePlayer.Filter

Global RadioFilter (active if no explicit filter is given).

5.72.3.2 RadioManager Crosstales.Radio.SimplePlayer.Manager

'RadioManager' from the scene.

5.72.3.3 RadioPlayer Crosstales.Radio.SimplePlayer.Player

'RadioPlayer' from the scene.

5.72.3.4 `bool Crosstales.Radio.SimplePlayer.PlayOnStart = false`

Play a radio on start (default: false).

5.72.3.5 `bool Crosstales.Radio.SimplePlayer.PlayRandom = false`

Play the radio stations in random order(default: false).

5.72.3.6 `int Crosstales.Radio.SimplePlayer.Retries = 3`

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

5.72.3.7 `bool Crosstales.Radio.SimplePlayer.RetryOnError = false`

Retry to start the radio on an error (default: false).

5.72.4 Property Documentation

5.72.4.1 `float Crosstales.Radio.SimplePlayer.BufferProgress` `[get]`

Returns the current buffer progress in percent.

Returns

The current buffer progress in percent.

5.72.4.2 `Model.Enum.AudioCodec Crosstales.Radio.SimplePlayer.Codec` `[get]`

Returns the codec of for this player.

Returns

The codec for this player.

5.72.4.3 `bool Crosstales.Radio.SimplePlayer.isAudioPlaying` `[get]`

Is this player playing audio?

Returns

True if this player is playing audio.

5.72.4.4 bool Crosstales.Radio.SimplePlayer.isBuffering [get]

Is this player buffering?

Returns

True if this player is buffering.

5.72.4.5 bool Crosstales.Radio.SimplePlayer.isPlayingback [get]

Is this player in playback-mode?

Returns

True if this player is in playback-mode.

5.72.4.6 bool Crosstales.Radio.SimplePlayer.isPlayingRandom [get], [set]

Play the radio stations in random order (main use is for UI).

5.72.4.7 bool Crosstales.Radio.SimplePlayer.isReady [get]

Are all providers of this player ready (= data loaded)?

Returns

True if all providers of this player are ready.

5.72.4.8 bool Crosstales.Radio.SimplePlayer.isRetryOnError [get], [set]

Retry to start the radio on an error (main use is for UI).

5.72.4.9 AudioEnd Crosstales.Radio.SimplePlayer.OnAudioEnd [add], [remove]

An event triggered whenever the audio ends.

ry>

5.72.4.10 AudioPlayTimeUpdate Crosstales.Radio.SimplePlayer.OnAudioPlayTimeUpdate [add], [remove]

An event triggered whenever the audio playtime changes.

5.72.4.11 AudioStart Crosstales.Radio.SimplePlayer.OnAudioStart [add], [remove]

An event triggered whenever the audio starts.

5.72.4.12 BufferingEnd Crosstales.Radio.SimplePlayer.OnBufferingEnd [add], [remove]

An event triggered whenever the buffering ends.

5.72.4.13 BufferingProgressUpdate Crosstales.Radio.SimplePlayer.OnBufferingProgressUpdate [add], [remove]

An event triggered whenever the buffering progress changes.

5.72.4.14 BufferingStart Crosstales.Radio.SimplePlayer.OnBufferingStart [add], [remove]

An event triggered whenever the buffering starts.

5.72.4.15 ErrorInfo Crosstales.Radio.SimplePlayer.OnErrorInfo [add], [remove]

An event triggered whenever an error occurs.

5.72.4.16 NextRecordChange Crosstales.Radio.SimplePlayer.OnNextRecordChange [add], [remove]

An event triggered whenever the next record information is available.

5.72.4.17 NextRecordDelayUpdate Crosstales.Radio.SimplePlayer.OnNextRecordDelayUpdate [add], [remove]

An event triggered whenever the next record delay time changes.

5.72.4.18 PlaybackEnd Crosstales.Radio.SimplePlayer.OnPlaybackEnd [add], [remove]

An event triggered whenever the playback ends.

5.72.4.19 PlaybackStart Crosstales.Radio.SimplePlayer.OnPlaybackStart [add], [remove]

An event triggered whenever the playback starts.

5.72.4.20 ProviderReady Crosstales.Radio.SimplePlayer.OnProviderReady [add], [remove]

An event triggered whenever all providers are ready.

5.72.4.21 RecordChange Crosstales.Radio.SimplePlayer.OnRecordChange [add], [remove]

An event triggered whenever an audio record changes.

5.72.4.22 RecordPlayTimeUpdate Crosstales.Radio.SimplePlayer.OnRecordPlayTimeUpdate [add], [remove]

An event triggered whenever the audio record playtime changes.

5.72.4.23 StationChange Crosstales.Radio.SimplePlayer.OnStationChange [add], [remove]

An event triggered whenever an radio station changes.

5.72.4.24 System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.SimplePlayer.Players [get]

Returns the list of all instantiated [RadioPlayer](#).

Returns

List of all instantiated [RadioPlayer](#).

5.72.4.25 float Crosstales.Radio.SimplePlayer.PlayTime [get]

Returns the current playtime of this player.

Returns

The current playtime of this player.

5.72.4.26 Model.RecordInfo Crosstales.Radio.SimplePlayer.RecordInfo [get]

Returns the information about the current audio record.

Returns

Information about the current audio record.

5.72.4.27 float Crosstales.Radio.SimplePlayer.RecordPlayTime [get]

Returns the playtime of the current audio record.

Returns

Playtime of the current audio record.

5.72.4.28 AudioSource Crosstales.Radio.SimplePlayer.Source [get]

Returns the AudioSource of for this player.

Returns

The AudioSource for this player.

5.72.4.29 Model.RadioStation Crosstales.Radio.SimplePlayer.Station [get], [set]

[Radio](#) station of this player.

5.72.4.30 System.Collections.Generic.List<Model.RadioStation> Crosstales.Radio.SimplePlayer.Stations [get]

Returns the list of all loaded RadioStation from all providers of this manager.

Returns

List of all loaded RadioStation from all providers of this manager.

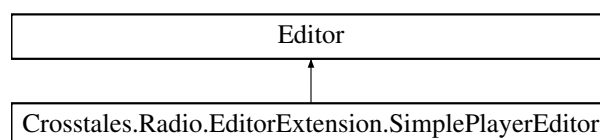
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/↵
Scripts/SimplePlayer.cs

5.73 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**

5.73.1 Detailed Description

Custom editor for the 'SimplePlayer'-class.

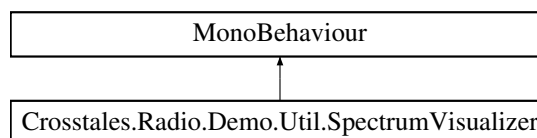
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/↔
Extension/SimplePlayerEditor.cs

5.74 Crosstales.Radio.Demo.Util.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for Crosstales.Radio.Demo.Util.SpectrumVisualizer:



Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- [FFTAnalyzer](#) **Analyzer**
- GameObject **VisualPrefab**
- float **Width** = 0.075f
- float **Gain** = 70f
- bool **LeftToRight** = true
- float **Opacity** = 1f

5.74.1 Detailed Description

Simple spectrum visualizer.

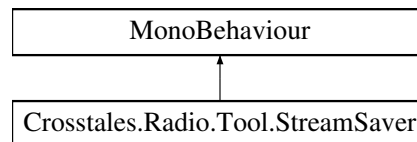
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Demo/Scripts/↔
Util/SpectrumVisualizer.cs

5.75 Crosstales.Radio.Tool.StreamSaver Class Reference

Saves the streams of a [RadioPlayer](#) 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:



Public Member Functions

- void **Awake** ()
- void **Start** ()
- void **Update** ()
- void **OnEnable** ()
- void **OnDisable** ()

Public Attributes

- [RadioPlayer](#) **Player**
Origin [RadioPlayer](#).
- bool **SilenceSource** = true
Silence the origin (default: true).
- string **OutputPath**
Output path for the audio files.
- float **RecordStartDelay** = 0f
Record delay in seconds before start saving the audio (default: 0).
- float **RecordStopDelay** = 0f
Record delay in seconds before stop saving the audio (default: 0).

Properties

- bool **isSilenceSource** [get, set]
Silence the origin (main use is for UI).

5.75.1 Detailed Description

Saves the streams of a [RadioPlayer](#) 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.

5.75.2 Member Data Documentation

5.75.2.1 string Crosstales.Radio.Tool.StreamSaver.OutputPath

Output path for the audio files.

5.75.2.2 RadioPlayer Crosstales.Radio.Tool.StreamSaver.Player

Origin [RadioPlayer](#).

5.75.2.3 float Crosstales.Radio.Tool.StreamSaver.RecordStartDelay = 0f

Record delay in seconds before start saving the audio (default: 0).

5.75.2.4 float Crosstales.Radio.Tool.StreamSaver.RecordStopDelay = 0f

Record delay in seconds before stop saving the audio (default: 0).

5.75.2.5 bool Crosstales.Radio.Tool.StreamSaver.SilenceSource = true

Silence the origin (default: true).

5.75.3 Property Documentation

5.75.3.1 bool Crosstales.Radio.Tool.StreamSaver.isSilenceSource [get], [set]

Silence the origin (main use is for UI).

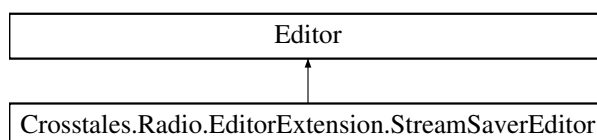
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/↵
Tool/StreamSaver.cs

5.76 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** ()

5.76.1 Detailed Description

Custom editor for the 'StreamSaver'-class.

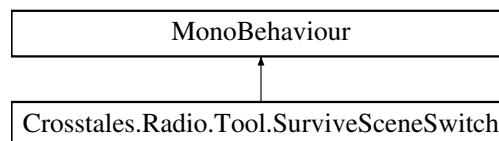
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/↔
Extension/StreamSaverEditor.cs

5.77 Crosstales.Radio.Tool.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.Radio.Tool.SurviveSceneSwitch:



Public Member Functions

- void **Awake** ()
- void **Start** ()
- void **Update** ()

Public Attributes

- GameObject[] **Survivors**

5.77.1 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.

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

- D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Scripts/↔
Tool/SurviveSceneSwitch.cs

5.78 Crosstales.Radio.EditorTask.Telemetry Class Reference

Gather some telemetry data for the asset.

5.78.1 Detailed Description

Gather some telemetry data for the asset.

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

- `D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/↔Task/Telemetry.cs`

5.79 Crosstales.Radio.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result)

Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

Static Public Attributes

- static [UpdateStatus Status](#) = UpdateStatus.NOT_CHECKED
Update status of the asset.

5.79.1 Detailed Description

Checks for updates of the asset.

5.79.2 Member Data Documentation

5.79.2.1 UpdateStatus Crosstales.Radio.EditorTask.UpdateCheck.Status = UpdateStatus.NOT_CHECKED [static]

Update status of the asset.

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

- `D:/slaubenberger/git/assets/RadioPro/3rd party/Radio_3rd_party/Assets/crosstales/Radio/Plugins/Editor/↔Task/UpdateCheck.cs`

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/en/portfolio/radio/>

6.2 AssetStore

<https://goo.gl/qwtXyb>

6.3 Forum

<http://goo.gl/HxgngH>

6.4 Documentation

<https://www.crosstales.com/media/data/assets/radio/Radio-doc.pdf>

6.5 Demos

6.5.1 Windows

https://www.crosstales.com/media/data/assets/radio/downloads/Radio_demo.zip

6.5.2 macOS

https://www.crosstales.com/media/data/assets/radio/downloads/Radio_demo_mac.zip

6.5.3 Linux

https://www.crosstales.com/media/data/assets/radio/downloads/Radio_demo_linux.zip

6.5.4 Android

<https://www.crosstales.com/media/radio/Radio.apk>

6.6 Videos

<https://www.youtube.com/c/Crosstales>

6.6.1 Promotion

<https://youtu.be/1ZsxY788w-w?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

6.6.2 Tutorial

<https://youtu.be/E0s0NVRX-ec?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

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