derpirc Storage

# UI

## Main

### Visible

#### List<ChannelsView> Channels

Name->ChannelName

#### List<MentionsView> Mentions

Name->NickName

#### List<MessagesView> Messages

Name->NickName

### Hidden

#### IMessageView

ServerId

## Channels

### ChannelView : IMessageView

## Mentions

### MentionView : IMessageView

## Messages

### MessageView : IMessageView

## Settings

General - Client

User - User

Servers - List<Server>

Networks - List<Network>

Session - Session

## About

# Core

## ConnectionManager

# Data

## DatabaseService

# Tombstone

# DataStore

### IChannelInfo

ListId (IMessagesViewId)

Key

### IMessagesView

Id

ServerId

Name

IMessage LastItem

Count

UnreadCount

### IMessageView

ListId (IMessagesViewId)

List<IMessage> Items

### IMessage

ListId

TimeStamp

IsRead

(IrcDotNet)

Command

List<string> Parameters

Prefix

Source

RawContent

### ChannelsView : IMessagesView

Topic

### ChannelInfo : IChannelInfo

### ChannelView : IMessageView

ActiveUsers

NickNames

### MentionsView : IMessagesView

### MentionView : IMessageView

### MessagesView : IMessagesView

### MessageView : IMessageView

## Settings

### Factory

This class uses static methods to create all the various types needed for the Settings UI to mainly be used in a Factory Default mode.

#### CreateClient

#### CreateUser

#### CreateServers

#### CreateNetworks

#### CreateSession

This is a dummy return that simply resets the List<Server> and List<Network> to empty. Normally it should pick the first server and network and may do this before the UI is drawn.

### Client

### User

### Server

### Network

### Session