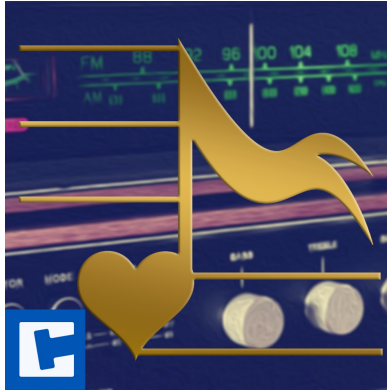


Radio PRO

Music matters



API

Date: 15.03.2024
Version: 2024.1.2

1 Namespace Index	1
1.1 Packages	1
2 Hierarchical Index	3
2.1 Class Hierarchy	3
3 Class Index	11
3.1 Class List	11
4 Namespace Documentation	21
4.1 Crosstales Namespace Reference	21
4.2 Crosstales.Common Namespace Reference	21
4.3 Crosstales.Common.Audio Namespace Reference	21
4.4 Crosstales.Common.EditorTask Namespace Reference	21
4.5 Crosstales.Common.EditorUtil Namespace Reference	22
4.6 Crosstales.Common.Model Namespace Reference	22
4.7 Crosstales.Common.Model.Enum Namespace Reference	22
4.7.1 Enumeration Type Documentation	22
4.7.1.1 Platform	22
4.7.1.2 SampleRate	22
4.8 Crosstales.Common.Util Namespace Reference	23
4.9 Crosstales.Internal Namespace Reference	24
4.10 Crosstales.NLayer Namespace Reference	24
4.11 Crosstales.NLayer.Decoder Namespace Reference	24
4.12 Crosstales.NVorbis Namespace Reference	25
4.13 Crosstales.NVorbis.Ogg Namespace Reference	25
4.14 Crosstales.Radio Namespace Reference	26
4.15 Crosstales.Radio.Apollo Namespace Reference	27
4.16 Crosstales.Radio.AudioVisualizer Namespace Reference	27
4.17 Crosstales.Radio.Demo Namespace Reference	27
4.18 Crosstales.Radio.EditorBuild Namespace Reference	28
4.19 Crosstales.Radio.EditorExtension Namespace Reference	28
4.20 Crosstales.Radio.EditorIntegration Namespace Reference	28
4.21 Crosstales.Radio.EditorTask Namespace Reference	29
4.21.1 Enumeration Type Documentation	29
4.21.1.1 UpdateStatus	29
4.22 Crosstales.Radio.EditorUtil Namespace Reference	30
4.23 Crosstales.Radio.Loudspeaker Namespace Reference	30
4.24 Crosstales.Radio.Model Namespace Reference	30
4.25 Crosstales.Radio.Model.Entry Namespace Reference	30
4.26 Crosstales.Radio.Model.Enum Namespace Reference	31
4.26.1 Enumeration Type Documentation	31
4.26.1.1 AudioCodec	31

4.26.1.2 AudioFormat	31
4.26.1.3 DataFormatResource	31
4.26.1.4 DataFormatURL	32
4.26.1.5 PathPrefix	32
4.26.1.6 URLPrefix	32
4.27 Crosstales.Radio.OnRadio Namespace Reference	32
4.28 Crosstales.Radio.OnRadio.Demo Namespace Reference	32
4.29 Crosstales.Radio.OnRadio.EditorExtension Namespace Reference	33
4.30 Crosstales.Radio.OnRadio.Model Namespace Reference	33
4.30.1 Enumeration Type Documentation	34
4.30.1.1 Genre	34
4.30.1.2 ImageResolution	34
4.31 Crosstales.Radio.OnRadio.Model.DARStations Namespace Reference	34
4.32 Crosstales.Radio.OnRadio.Model.Play Namespace Reference	34
4.33 Crosstales.Radio.OnRadio.Model.Songart Namespace Reference	34
4.34 Crosstales.Radio.OnRadio.Provider Namespace Reference	35
4.35 Crosstales.Radio.OnRadio.Service Namespace Reference	35
4.36 Crosstales.Radio.OnRadio.Util Namespace Reference	35
4.37 Crosstales.Radio.Provider Namespace Reference	35
4.38 Crosstales.Radio.RhythmVisualizator Namespace Reference	36
4.39 Crosstales.Radio.Set Namespace Reference	36
4.40 Crosstales.Radio.Tool Namespace Reference	36
4.41 Crosstales.Radio.Util Namespace Reference	36
4.42 Crosstales.Radio.VolumetricAudio Namespace Reference	37
4.43 Crosstales.Ude Namespace Reference	37
4.43.1 Enumeration Type Documentation	37
4.43.1.1 DetectionConfidence	37
4.44 Crosstales.Ude.Core Namespace Reference	38
4.44.1 Detailed Description	39
4.45 Crosstales.UI Namespace Reference	40
4.46 Crosstales.UI.Audio Namespace Reference	41
4.47 Crosstales.UI.Util Namespace Reference	41
4.48 HutongGames Namespace Reference	41
4.49 HutongGames.PlayMaker Namespace Reference	41
4.50 HutongGames.PlayMaker.Actions Namespace Reference	41
5 Class Documentation	43
5.1 Crosstales.Radio.EditorTask.AAAConfigLoader Class Reference	43
5.1.1 Detailed Description	43
5.2 Crosstales.Radio.OnRadio.Demo.AccessSettings Class Reference	43
5.2.1 Detailed Description	44
5.3 Crosstales.Radio.AudioEndEvent Class Reference	44

5.4 Crosstales.UI.Audio.AudioFilterController Class Reference	44
5.4.1 Detailed Description	45
5.4.2 Member Function Documentation	45
5.4.2.1 FindAllAudioFilters()	46
5.4.2.2 ResetAudioFilters()	46
5.4.3 Member Data Documentation	46
5.4.3.1 FindAllAudioFiltersOnStart	46
5.5 Crosstales.UI.Audio.AudioSourceController Class Reference	46
5.5.1 Detailed Description	47
5.5.2 Member Function Documentation	47
5.5.2.1 FindAllAudioSources()	47
5.5.2.2 ResetAllAudioSources()	48
5.5.3 Member Data Documentation	48
5.5.3.1 AudioSources	48
5.5.3.2 FindAllAudioSourcesOnStart	48
5.5.3.3 Loop	48
5.5.3.4 Mute	48
5.5.3.5 Pitch	48
5.5.3.6 ResetAudioSourcesOnStart	49
5.5.3.7 StereoPan	49
5.5.3.8 Volume	49
5.6 Crosstales.Radio.AudioStartEvent Class Reference	49
5.7 Crosstales.Common.Util.BackgroundController Class Reference	50
5.7.1 Detailed Description	50
5.7.2 Member Data Documentation	50
5.7.2.1 Objects	50
5.8 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference	50
5.8.1 Detailed Description	51
5.8.2 Member Function Documentation	51
5.8.2.1 AddSymbolsToAllTargets()	51
5.8.2.2 RemoveSymbolsFromAllTargets()	51
5.9 Crosstales.Common.Util.BaseConstants Class Reference	52
5.9.1 Detailed Description	55
5.9.2 Member Data Documentation	55
5.9.2.1 APPLICATION_PATH	55
5.9.2.2 ASSET_3P_PLAYMAKER	55
5.9.2.3 ASSET_3P_ROCKTOMATE	55
5.9.2.4 ASSET_3P_RTFB	56
5.9.2.5 ASSET_3P_VOLUMETRIC_AUDIO	56
5.9.2.6 ASSET_AUTHOR	56
5.9.2.7 ASSET_AUTHOR_URL	56
5.9.2.8 ASSET_BWF	56

5.9.2.9 ASSET_CT_URL	56
5.9.2.10 ASSET_DJ	57
5.9.2.11 ASSET_FB	57
5.9.2.12 ASSET_OC	57
5.9.2.13 ASSET_RADIO	57
5.9.2.14 ASSET_RTV	57
5.9.2.15 ASSET_SOCIAL_DISCORD	57
5.9.2.16 ASSET_SOCIAL_FACEBOOK	58
5.9.2.17 ASSET_SOCIAL_LINKEDIN	58
5.9.2.18 ASSET_SOCIAL_TWITTER	58
5.9.2.19 ASSET_SOCIAL_YOUTUBE	58
5.9.2.20 ASSET_TB	58
5.9.2.21 ASSET_TPB	58
5.9.2.22 ASSET_TPS	59
5.9.2.23 ASSET_TR	59
5.9.2.24 CMD_WINDOWS_PATH	59
5.9.2.25 COMMON_BUILD	59
5.9.2.26 COMMON_CHANGED	59
5.9.2.27 COMMON_VERSION	59
5.9.2.28 DEV_DEBUG	60
5.9.2.29 FACTOR_GB	60
5.9.2.30 FACTOR_KB	60
5.9.2.31 FACTOR_MB	60
5.9.2.32 FLOAT_32768	60
5.9.2.33 FLOAT_TOLERANCE	60
5.9.2.34 FORMAT_NO_DECIMAL_PLACES	61
5.9.2.35 FORMAT_PERCENT	61
5.9.2.36 FORMAT_TWO_DECIMAL_PLACES	61
5.9.2.37 PATH_DELIMITER_UNIX	61
5.9.2.38 PATH_DELIMITER_WINDOWS	61
5.9.2.39 PROCESS_KILL_TIME	61
5.9.2.40 SHOW_BWF_BANNER	62
5.9.2.41 SHOW_DJ_BANNER	62
5.9.2.42 SHOW_FB_BANNER	62
5.9.2.43 SHOW_OC_BANNER	62
5.9.2.44 SHOW_RADIO_BANNER	62
5.9.2.45 SHOW_RTV_BANNER	62
5.9.2.46 SHOW_TB_BANNER	63
5.9.2.47 SHOW_TPB_BANNER	63
5.9.2.48 SHOW_TPS_BANNER	63
5.9.2.49 SHOW_TR_BANNER	63
5.9.3 Property Documentation	63

5.9.3.1 PREFIX_FILE	63
5.10 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference	64
5.10.1 Detailed Description	65
5.10.2 Member Function Documentation	65
5.10.2.1 CreateAsset< T >()	65
5.10.2.2 FindAssetsByType< T >()	66
5.10.2.3 GetBuildNameFromBuildTarget()	66
5.10.2.4 GetBuildTargetForBuildName()	66
5.10.2.5 InstantiatePrefab()	67
5.10.2.6 isValidBuildTarget()	67
5.10.2.7 ReadOnlyTextField()	67
5.10.2.8 RefreshAssetDatabase()	68
5.10.2.9 RestartUnity()	68
5.10.2.10 SeparatorUI()	68
5.11 Crosstales.Radio.OnRadio.Demo.BaseGUIStatic Class Reference	68
5.11.1 Detailed Description	70
5.11.2 Member Data Documentation	70
5.11.2.1 PlayColor	70
5.11.2.2 Retries	70
5.11.2.3 Service	70
5.11.3 Property Documentation	70
5.11.3.1 Player	70
5.11.3.2 Record	71
5.12 Crosstales.Common.Util.BaseHelper Class Reference	71
5.12.1 Detailed Description	73
5.12.2 Member Function Documentation	73
5.12.2.1 CreateString()	73
5.12.2.2 FormatBytesToHRF()	74
5.12.2.3 FormatSecondsToHRF()	74
5.12.2.4 GenerateLoremIpsum()	74
5.12.2.5 GetArgument()	75
5.12.2.6 GetArguments()	75
5.12.2.7 HSVToRGB()	76
5.12.2.8 InvokeMethod()	76
5.12.2.9 ISO639ToLanguage()	76
5.12.2.10 LanguageToISO639()	77
5.12.2.11 ParseJSON()	77
5.12.2.12 SplitStringToLines()	78
5.12.3 Member Data Documentation	78
5.12.3.1 isAppleBasedPlatform	78
5.12.3.2 isEditor	78
5.12.3.3 isEditorMode	79

5.12.3.4 isIOSBasedPlatform	79
5.12.3.5 isMobilePlatform	79
5.12.3.6 isStandalonePlatform	79
5.12.3.7 isWebPlatform	80
5.12.3.8 isWindowsBasedPlatform	80
5.12.3.9 isWSABasedPlatform	80
5.12.4 Property Documentation	80
5.12.4.1 AndroidAPILevel	80
5.12.4.2 BaseCulture	81
5.12.4.3 CurrentPlatform	81
5.12.4.4 isAndroidPlatform	81
5.12.4.5 isIL2CPP	81
5.12.4.6 isIOSPlatform	82
5.12.4.7 isLinuxEditor	82
5.12.4.8 isLinuxPlatform	82
5.12.4.9 isMacOSEditor	82
5.12.4.10 isMacOSPlatform	83
5.12.4.11 isPS4Platform	83
5.12.4.12 isTvOSPlatform	83
5.12.4.13 isWebGLPlatform	83
5.12.4.14 isWindowsEditor	84
5.12.4.15 isWindowsPlatform	84
5.12.4.16 isWSAPlatform	84
5.12.4.17 isXboxOnePlatform	84
5.13 Crosstales.Common.EditorTask.BaseInstaller Class Reference	85
5.13.1 Detailed Description	85
5.14 Crosstales.Radio.BasePlayer Class Reference	85
5.14.1 Detailed Description	88
5.14.2 Member Function Documentation	88
5.14.2.1 Mute()	88
5.14.2.2 MuteOrUnmute()	88
5.14.2.3 Play()	88
5.14.2.4 PlayOrStop()	89
5.14.2.5 Restart()	89
5.14.2.6 Stop()	90
5.14.2.7 Unmute()	90
5.14.3 Member Data Documentation	90
5.14.3.1 isAnyAudioPlaying	90
5.14.3.2 isAnyPlayback	91
5.14.4 Event Documentation	91
5.14.4.1 OnAudioEnd	91
5.14.4.2 OnAudioPlayTimeUpdate	91

5.14.4.3 OnAudioStart	91
5.14.4.4 OnBufferingEnd	91
5.14.4.5 OnBufferingProgressUpdate	92
5.14.4.6 OnBufferingStart	92
5.14.4.7 OnErrorInfo	92
5.14.4.8 OnNextRecordChange	92
5.14.4.9 OnNextRecordDelayUpdate	92
5.14.4.10 OnPlaybackEnd	92
5.14.4.11 OnPlaybackStart	93
5.14.4.12 OnRecordChange	93
5.14.4.13 OnRecordPlayTimeUpdate	93
5.15 HutongGames.PlayMaker.Actions.BaseRadioAction Class Reference	93
5.15.1 Detailed Description	94
5.16 Crosstales.Radio.Model.Entry.BaseRadioEntry Class Reference	94
5.16.1 Detailed Description	95
5.16.2 Constructor & Destructor Documentation	95
5.16.2.1 BaseRadioEntry() [1/2]	95
5.16.2.2 BaseRadioEntry() [2/2]	96
5.16.3 Member Data Documentation	96
5.16.3.1 Bitrate	96
5.16.3.2 BufferSize	97
5.16.3.3 ChunkSize	97
5.16.3.4 City	97
5.16.3.5 Country	97
5.16.3.6 Description	97
5.16.3.7 EnableSource	97
5.16.3.8 ExcludedCodec	98
5.16.3.9 ForceName	98
5.16.3.10 Format	98
5.16.3.11 Genres	98
5.16.3.12 Icon	98
5.16.3.13 IconUrl	98
5.16.3.14 isInitialized	99
5.16.3.15 Language	99
5.16.3.16 Name	99
5.16.3.17 Rating	99
5.16.3.18 Station	99
5.17 Crosstales.Radio.Provider.BaseRadioProvider Class Reference	99
5.17.1 Detailed Description	101
5.17.2 Member Function Documentation	101
5.17.2.1 Load()	101
5.17.2.2 Save()	101

5.17.3 Property Documentation	101
5.17.3.1 AllowOnlyHTTPS	102
5.17.3.2 ClearStationsOnLoad	102
5.17.3.3 LoadOnStart	102
5.17.3.4 LoadOnStartInEditor	102
5.17.4 Event Documentation	102
5.17.4.1 OnProviderReady	102
5.17.4.2 OnStationsChange	103
5.18 Crosstales.Radio.EditorExtension.BaseRadioProviderEditor Class Reference	103
5.18.1 Detailed Description	103
5.19 Crosstales.Radio.OnRadio.Service.BaseService Class Reference	104
5.19.1 Detailed Description	106
5.19.2 Member Function Documentation	106
5.19.2.1 DARStationService()	106
5.19.2.2 Query()	107
5.19.2.3 RecordsByArtist()	107
5.19.2.4 RecordsByStationName()	107
5.19.2.5 RecordsByTitle()	108
5.19.2.6 SongArtService()	108
5.19.2.7 StationsByName()	108
5.19.2.8 StationService()	109
5.19.3 Member Data Documentation	109
5.19.3.1 isValidToken	109
5.19.3.2 TotalRequests	109
5.19.4 Property Documentation	110
5.19.4.1 AwaitDARStationQuery	110
5.19.4.2 AwaitSongArtQuery	110
5.19.4.3 AwaitStationQuery	110
5.19.4.4 DefaultSongIcon	110
5.19.4.5 DefaultStationIcon	110
5.19.4.6 EnableDARStation	111
5.19.4.7 EnableSongArt	111
5.19.4.8 EnableStation	111
5.19.4.9 LoadRecordIcon	111
5.19.4.10 LoadStationIcon	111
5.19.4.11 QueryOnStart	111
5.19.4.12 Token	112
5.19.5 Event Documentation	112
5.19.5.1 OnQueryComplete	112
5.20 Crosstales.Radio.OnRadio.EditorExtension.BaseServiceEditor Class Reference	112
5.20.1 Detailed Description	113
5.21 Crosstales.Common.EditorTask.BaseSetupResources Class Reference	113

5.21.1 Detailed Description	113
5.22 Crosstales.Ude.Core.BIG5DistributionAnalyser Class Reference	113
5.22.1 Member Function Documentation	114
5.22.1.1 GetOrder()	114
5.23 Crosstales.Ude.Core.Big5Prober Class Reference	114
5.23.1 Member Function Documentation	115
5.23.1.1 HandleData()	115
5.23.1.2 Reset()	115
5.24 Crosstales.Ude.Core.BIG5SMMModel Class Reference	115
5.25 Crosstales.Ude.Core.BitPackage Class Reference	116
5.26 Crosstales.NLayer.Decoder.BitReservoir Class Reference	116
5.27 Crosstales.Radio.BufferingEndEvent Class Reference	117
5.28 Crosstales.Radio.BufferingStartEvent Class Reference	117
5.29 Crosstales.Ude.Core.BulgarianModel Class Reference	117
5.30 Crosstales.Radio.Tool.ChangeAudioCodec Class Reference	118
5.30.1 Detailed Description	118
5.31 Crosstales.Ude.Core.CharDistributionAnalyser Class Reference	118
5.31.1 Detailed Description	119
5.31.2 Member Function Documentation	119
5.31.2.1 GetConfidence()	119
5.31.2.2 GetOrder()	119
5.31.2.3 HandleOneChar()	120
5.32 Crosstales.Ude.CharsetDetector Class Reference	120
5.32.1 Detailed Description	121
5.32.2 Member Function Documentation	121
5.32.2.1 Feed()	121
5.32.2.2 IsDone()	122
5.32.2.3 Reset()	122
5.33 Crosstales.Ude.Core.CharsetProber Class Reference	123
5.33.1 Member Function Documentation	124
5.33.1.1 FilterWithEnglishLetters()	124
5.33.1.2 FilterWithoutEnglishLetters()	124
5.33.1.3 HandleData()	124
5.33.1.4 Reset()	125
5.34 Crosstales.Ude.Charsets Class Reference	125
5.34.1 Member Data Documentation	126
5.34.1.1 BIG5	126
5.34.1.2 GB18030	127
5.34.1.3 HZ_GB_2312	127
5.34.1.4 ISO8859_2	127
5.34.1.5 ISO8859_5	127
5.34.1.6 ISO8859_8	127

5.34.1.7 ISO_8859_7	127
5.34.1.8 TIS620	128
5.34.1.9 UCS4_2413	128
5.34.1.10 UCS4_3412	128
5.34.1.11 WIN1251	128
5.34.1.12 WIN1252	128
5.34.1.13 WIN1253	128
5.34.1.14 WIN1255	129
5.35 Crosstales.Ude.Core.CodingStateMachine Class Reference	129
5.35.1 Detailed Description	129
5.36 Crosstales.Radio.EditorTask.CompileDefines Class Reference	129
5.36.1 Detailed Description	130
5.37 Crosstales.UI.CompileDefines Class Reference	130
5.37.1 Detailed Description	130
5.38 Crosstales.Radio.OnRadio.CompileDefines Class Reference	130
5.38.1 Detailed Description	131
5.39 Crosstales.Radio.Demo.ComplexObject< T > Class Template Reference	131
5.39.1 Detailed Description	131
5.40 Crosstales.Radio.Util.Config Class Reference	131
5.40.1 Detailed Description	132
5.40.2 Member Function Documentation	132
5.40.2.1 Load()	132
5.40.2.2 Reset()	132
5.40.2.3 Save()	133
5.40.3 Member Data Documentation	133
5.40.3.1 DEBUG	133
5.40.3.2 DEFAULT_BITRATE	133
5.40.3.3 DEFAULT_BUFFERSIZE	133
5.40.3.4 DEFAULT_CACHESTREAMSIZE	133
5.40.3.5 DEFAULT_CHUNKSIZE	134
5.40.3.6 isLoaded	134
5.40.3.7 MAX_CACHESTREAMSIZE	134
5.41 Crosstales.Radio.EditorIntegration.ConfigBase Class Reference	134
5.41.1 Detailed Description	135
5.42 Crosstales.Radio.EditorIntegration.ConfigWindow Class Reference	135
5.42.1 Detailed Description	135
5.43 Crosstales.Radio.Util.Constants Class Reference	136
5.43.1 Detailed Description	138
5.43.2 Member Data Documentation	138
5.43.2.1 ASSET_3P_APOLLO_VISUALIZER	138
5.43.2.2 ASSET_3P_AUDIO_VISUALIZER	138
5.43.2.3 ASSET_3P_RHYTHM_VISUALIZATOR	138

5.43.2.4 ASSET_3P_SOUND_SUITE	139
5.43.2.5 ASSET_3P_URL	139
5.43.2.6 ASSET_3P_VISUALIZER_STUDIO	139
5.43.2.7 ASSET_API_URL	139
5.43.2.8 ASSET_BUILD	139
5.43.2.9 ASSET_CHANGED	139
5.43.2.10 ASSET_CONTACT	140
5.43.2.11 ASSET_CREATED	140
5.43.2.12 ASSET_FORUM_URL	140
5.43.2.13 ASSET_MANUAL_URL	140
5.43.2.14 ASSET_NAME	140
5.43.2.15 ASSET_PRO_URL	140
5.43.2.16 ASSET_UPDATE_CHECK_URL	141
5.43.2.17 ASSET_VERSION	141
5.43.2.18 ASSET_VIDEO_PROMO	141
5.43.2.19 ASSET_VIDEO_TUTORIAL	141
5.43.2.20 ASSET_WEB_URL	141
5.43.2.21 DEFAULT_CODEC_MP3	141
5.43.2.22 DEFAULT_CODEC_MP3_WINDOWS	142
5.43.2.23 INITIAL_LIST_SIZE	142
5.43.2.24 INVOKE_DELAY	142
5.43.2.25 MAX_LOAD_WAIT_TIME	142
5.43.2.26 MAX_SHOUTCAST_LOAD_WAIT_TIME	142
5.43.2.27 MAX_WEB_LOAD_WAIT_TIME	142
5.43.2.28 MIN_OGG_BUFFERSIZE	143
5.43.2.29 OGG_CLEAN_INTERVAL_MAX	143
5.43.2.30 OGG_CLEAN_INTERVAL_MIN	143
5.43.2.31 PLAY_CALL_SPEED	143
5.43.2.32 SHOUTCAST	143
5.43.2.33 WFS_BUFFER	143
5.44 Crosstales.Radio.OnRadio.Util.Constants Class Reference	144
5.44.1 Detailed Description	144
5.45 Crosstales.NVorbis.Ogg.ContainerReader Class Reference	144
5.45.1 Detailed Description	145
5.45.2 Constructor & Destructor Documentation	145
5.45.2.1 ContainerReader() [1/2]	145
5.45.2.2 ContainerReader() [2/2]	145
5.45.3 Member Function Documentation	147
5.45.3.1 Dispose()	147
5.45.3.2 FindNextStream()	147
5.45.3.3 GetStream()	147
5.45.3.4 GetTotalPageCount()	148

5.45.3.5 Init()	148
5.45.4 Member Data Documentation	148
5.45.4.1 StreamSerials	148
5.45.5 Property Documentation	149
5.45.5.1 CanSeek	149
5.45.5.2 PagesRead	149
5.45.5.3 WasteBits	149
5.45.6 Event Documentation	149
5.45.6.1 NewStream	149
5.46 Crosstales.Radio.Util.Context Class Reference	149
5.46.1 Detailed Description	150
5.46.2 Member Data Documentation	150
5.46.2.1 AllPlayedRecords	150
5.46.2.2 TotalDataRequests	150
5.46.2.3 TotalDataSize	150
5.46.2.4 TotalPlayTime	151
5.47 Crosstales.NVorbis.Ogg.Crc Class Reference	151
5.48 Crosstales.Radio.Tool.CrossFader Class Reference	151
5.48.1 Detailed Description	152
5.48.2 Member Data Documentation	152
5.48.2.1 SourceA	152
5.48.2.2 SourceB	152
5.48.3 Property Documentation	152
5.48.3.1 FaderPosition	152
5.49 Crosstales.Radio.EditorExtension.CrossFaderEditor Class Reference	152
5.49.1 Detailed Description	153
5.50 Crosstales.Radio.EditorIntegration.CrossFaderGameObject Class Reference	153
5.50.1 Detailed Description	153
5.51 Crosstales.Radio.EditorIntegration.CrossFaderMenu Class Reference	153
5.51.1 Detailed Description	153
5.52 Crosstales.Common.Util.CTHelper Class Reference	154
5.52.1 Detailed Description	154
5.53 Crosstales.Common.Util.CTHelperEditor Class Reference	154
5.54 Crosstales.Common.Util.CTOWCompileDefines Class Reference	155
5.54.1 Detailed Description	155
5.55 Crosstales.Common.Util.CTPCompileDefines Class Reference	155
5.55.1 Detailed Description	155
5.56 Crosstales.Common.Util.CTPlayerPrefs Class Reference	156
5.56.1 Detailed Description	157
5.56.2 Member Function Documentation	157
5.56.2.1 DeleteAll()	157
5.56.2.2 DeleteKey()	157

5.56.2.3 GetBool()	157
5.56.2.4 GetColor()	158
5.56.2.5 GetDate()	158
5.56.2.6 GetFloat()	158
5.56.2.7 GetInt()	160
5.56.2.8 GetLanguage()	160
5.56.2.9 GetQuaternion()	160
5.56.2.10 GetString()	162
5.56.2.11 GetVector2()	162
5.56.2.12 GetVector3()	162
5.56.2.13 GetVector4()	164
5.56.2.14 HasKey()	164
5.56.2.15 Save()	164
5.56.2.16 SetBool()	165
5.56.2.17 SetColor()	165
5.56.2.18 SetDate()	165
5.56.2.19 SetFloat()	166
5.56.2.20 SetInt()	166
5.56.2.21 SetLanguage()	166
5.56.2.22 SetQuaternion()	166
5.56.2.23 SetString()	167
5.56.2.24 SetVector2()	167
5.56.2.25 SetVector3()	167
5.56.2.26 SetVector4()	168
5.57 Crosstales.Common.Util.CTPMacOSPostProcessor Class Reference	168
5.57.1 Detailed Description	168
5.58 Crosstales.Common.Util.CTPProcess Class Reference	169
5.58.1 Detailed Description	170
5.58.2 Member Function Documentation	170
5.58.2.1 Kill() [1/2]	170
5.58.2.2 Kill() [2/2]	170
5.58.2.3 Start() [1/3]	170
5.58.2.4 Start() [2/3]	171
5.58.2.5 Start() [3/3]	171
5.58.3 Member Data Documentation	171
5.58.3.1 ExitCode	171
5.58.4 Property Documentation	171
5.58.4.1 ExitTime	171
5.58.4.2 Handle	171
5.58.4.3 HasExited	172
5.58.4.4 Id	172
5.58.4.5 isBusy	172

5.58.4.6 StandardError	172
5.58.4.7 StandardOutput	172
5.58.4.8 StartInfo	172
5.58.4.9 StartTime	173
5.59 Crosstales.Common.Util.CTProcessStartInfo Class Reference	173
5.59.1 Detailed Description	173
5.59.2 Property Documentation	174
5.59.2.1 Arguments	174
5.59.2.2 CreateNoWindow	174
5.59.2.3 FileName	174
5.59.2.4 RedirectStandardError	174
5.59.2.5 RedirectStandardOutput	174
5.59.2.6 StandardErrorEncoding	175
5.59.2.7 StandardOutputEncoding	175
5.59.2.8 UseCmdExecute	175
5.59.2.9 UseShellExecute	175
5.59.2.10 UseThread	175
5.59.2.11 WorkingDirectory	175
5.60 Crosstales.Common.Util.CTScreenshot Class Reference	176
5.60.1 Detailed Description	176
5.60.2 Member Function Documentation	176
5.60.2.1 Capture()	176
5.60.3 Member Data Documentation	177
5.60.3.1 KeyCode	177
5.60.3.2 Prefix	177
5.60.3.3 Scale	177
5.61 Crosstales.Common.Util.CTWebClient Class Reference	177
5.61.1 Detailed Description	178
5.61.2 Property Documentation	178
5.61.2.1 ConnectionLimit	178
5.61.2.2 Timeout	178
5.62 Crosstales.Ude.Core.CyrillicModel Class Reference	178
5.63 Crosstales.NVorbis.DataPacket Class Reference	179
5.63.1 Detailed Description	181
5.63.2 Member Enumeration Documentation	181
5.63.2.1 PacketFlags	181
5.63.3 Constructor & Destructor Documentation	181
5.63.3.1 DataPacket()	181
5.63.4 Member Function Documentation	181
5.63.4.1 Done()	182
5.63.4.2 GetFlag()	182
5.63.4.3 PeekByte()	182

5.63.4.4 Read()	182
5.63.4.5 ReadBit()	183
5.63.4.6 ReadBits()	183
5.63.4.7 ReadByte()	183
5.63.4.8 ReadBytes()	184
5.63.4.9 ReadInt16()	184
5.63.4.10 ReadInt32()	184
5.63.4.11 ReadInt64()	184
5.63.4.12 ReadNextByte()	185
5.63.4.13 ReadUInt16()	185
5.63.4.14 ReadUInt32()	185
5.63.4.15 ReadUInt64()	185
5.63.4.16 ResetBitReader()	186
5.63.4.17 SetFlag()	186
5.63.4.18 SkipBits()	186
5.63.4.19 SkipBytes()	186
5.63.4.20 TryPeekBits()	186
5.63.5 Property Documentation	187
5.63.5.1 BitsRead	187
5.63.5.2 GranuleCount	187
5.63.5.3 GranulePosition	187
5.63.5.4 IsEndOfStream	188
5.63.5.5 IsResync	188
5.63.5.6 Length	188
5.63.5.7 PageGranulePosition	188
5.64 Crosstales.Radio.EditorUtil.EditorConfig Class Reference	188
5.64.1 Detailed Description	189
5.64.2 Member Function Documentation	189
5.64.2.1 Load()	189
5.64.2.2 Reset()	189
5.64.2.3 Save()	190
5.64.3 Member Data Documentation	190
5.64.3.1 COMPILE_DEFINES	190
5.64.3.2 HIERARCHY_ICON	190
5.64.3.3 isLoaded	190
5.64.3.4 PREFAB_AUTOLOAD	190
5.64.3.5 PREFAB_PATH	191
5.64.3.6 UPDATE_CHECK	191
5.64.4 Property Documentation	191
5.64.4.1 ASSET_PATH	191
5.65 Crosstales.Radio.EditorUtil.EditorConstants Class Reference	191
5.65.1 Detailed Description	192

5.65.2 Member Data Documentation	192
5.65.2.1 ASSET_ID	192
5.65.2.2 ASSET_UID	192
5.65.2.3 ASSET_URL	193
5.65.2.4 PREFAB_SUBPATH	193
5.66 Crosstales.Radio.EditorUtil.EditorHelper Class Reference	193
5.66.1 Detailed Description	194
5.66.2 Member Function Documentation	194
5.66.2.1 BannerDJ()	194
5.66.2.2 BannerOC()	194
5.66.2.3 InstantiatePrefab()	194
5.66.3 Member Data Documentation	195
5.66.3.1 GO_ID	195
5.66.3.2 MENU_ID	195
5.67 Crosstales.Radio.ErrorEvent Class Reference	195
5.68 Crosstales.Ude.Core.EscCharsetProber Class Reference	196
5.68.1 Member Function Documentation	196
5.68.1.1 HandleData()	196
5.68.1.2 Reset()	197
5.69 Crosstales.Ude.Core.EUCJPContextAnalyser Class Reference	197
5.70 Crosstales.Ude.Core.EUCJPDistributionAnalyser Class Reference	197
5.70.1 Member Function Documentation	198
5.70.1.1 GetOrder()	198
5.71 Crosstales.Ude.Core.EUCJPProber Class Reference	198
5.71.1 Member Function Documentation	199
5.71.1.1 HandleData()	199
5.71.1.2 Reset()	199
5.72 Crosstales.Ude.Core.EUCJPSSMModel Class Reference	199
5.73 Crosstales.Ude.Core.EUCKRDistributionAnalyser Class Reference	200
5.73.1 Member Function Documentation	200
5.73.1.1 GetOrder()	200
5.74 Crosstales.Ude.Core.EUCKRProber Class Reference	201
5.74.1 Member Function Documentation	201
5.74.1.1 HandleData()	201
5.74.1.2 Reset()	202
5.75 Crosstales.Ude.Core.EUCKRSSMModel Class Reference	202
5.76 Crosstales.Ude.Core.EUCTWDistributionAnalyser Class Reference	202
5.76.1 Member Function Documentation	203
5.76.1.1 GetOrder()	203
5.77 Crosstales.Ude.Core.EUCTWProber Class Reference	203
5.77.1 Member Function Documentation	203
5.77.1.1 HandleData()	203

5.77.1.2 Reset()	204
5.78 Crosstales.Ude.Core.EUCTWSMMModel Class Reference	204
5.79 Crosstales.Radio.Demo.EventTester Class Reference	205
5.79.1 Detailed Description	205
5.80 Crosstales.ExtensionMethods Class Reference	205
5.80.1 Detailed Description	211
5.80.2 Member Function Documentation	211
5.80.2.1 CTAabort()	211
5.80.2.2 CTAAddNewLines()	212
5.80.2.3 CTAAddRange< K, V >()	212
5.80.2.4 CTClearLineEndings()	212
5.80.2.5 CTClearSpaces()	214
5.80.2.6 CTClearTags()	214
5.80.2.7 CTColorRGB()	214
5.80.2.8 CTColorRGBA()	215
5.80.2.9 CTContains()	215
5.80.2.10 CTContainsAll()	216
5.80.2.11 CTContainsAny()	216
5.80.2.12 CTCorrectLossyScale()	216
5.80.2.13 CTDump() [1/8]	217
5.80.2.14 CTDump() [2/8]	217
5.80.2.15 CTDump() [3/8]	217
5.80.2.16 CTDump() [4/8]	219
5.80.2.17 CTDump() [5/8]	219
5.80.2.18 CTDump() [6/8]	219
5.80.2.19 CTDump() [7/8]	221
5.80.2.20 CTDump() [8/8]	221
5.80.2.21 CTDump< K, V >()	221
5.80.2.22 CTDump< T >() [1/2]	222
5.80.2.23 CTDump< T >() [2/2]	222
5.80.2.24 CTEndsWith()	223
5.80.2.25 CTEquals()	223
5.80.2.26 CTFind() [1/3]	224
5.80.2.27 CTFind() [2/3]	224
5.80.2.28 CTFind() [3/3]	225
5.80.2.29 CTFind< T >() [1/3]	225
5.80.2.30 CTFind< T >() [2/3]	225
5.80.2.31 CTFind< T >() [3/3]	226
5.80.2.32 CTFindAll()	226
5.80.2.33 CTFindAll< T >()	227
5.80.2.34 CTFlatten()	227
5.80.2.35 CTFlipHorizontal()	227

5.80.2.36 CTFlipVertical()	228
5.80.2.37 CTFromBase64()	228
5.80.2.38 CTFromBase64ToByteArray()	228
5.80.2.39 CTGetBottom()	229
5.80.2.40 CTGetBounds() [1/2]	229
5.80.2.41 CTGetBounds() [2/2]	229
5.80.2.42 CTGetLeft()	230
5.80.2.43 CTGetLocalCorners() [1/2]	230
5.80.2.44 CTGetLocalCorners() [2/2]	231
5.80.2.45 CTGetLRTB()	231
5.80.2.46 CTGetRight()	231
5.80.2.47 CTGetScreenCorners() [1/2]	232
5.80.2.48 CTGetScreenCorners() [2/2]	232
5.80.2.49 CTGetTop()	233
5.80.2.50 CTHasActiveClip()	233
5.80.2.51 CTHasInvalidChars()	233
5.80.2.52 CTHasInvalidChars()	234
5.80.2.53 CTHasLineEndings()	234
5.80.2.54 CTHasLineEndings()	234
5.80.2.55 CTHexToColor()	235
5.80.2.56 CTHexToColor32()	235
5.80.2.57 CTHexToString()	235
5.80.2.58 CTIndexOf() [1/2]	237
5.80.2.59 CTIndexOf() [2/2]	237
5.80.2.60 CTIsAlphanumeric()	238
5.80.2.61 CTIsAlphanumeric()	238
5.80.2.62 CTIsCreditcard()	238
5.80.2.63 CTIsCreditcard()	239
5.80.2.64 CTIsEmail()	239
5.80.2.65 CTIsEmail()	239
5.80.2.66 CTIsInteger()	241
5.80.2.67 CTIsInteger()	241
5.80.2.68 CTIsIPv4()	241
5.80.2.69 CTIsIPv4()	243
5.80.2.70 CTIsNumeric()	243
5.80.2.71 CTIsNumeric()	243
5.80.2.72 CTIsVisibleFrom()	245
5.80.2.73 CTIsWebsite()	245
5.80.2.74 CTIsWebsite()	246
5.80.2.75 CTLastIndexOf()	246
5.80.2.76 CTMultiply() [1/3]	246
5.80.2.77 CTMultiply() [2/3]	247

5.80.2.78 CTMultiply() [3/3]	247
5.80.2.79 CTQuaternion() [1/2]	247
5.80.2.80 CTQuaternion() [2/2]	248
5.80.2.81 CTReadFully()	248
5.80.2.82 CTRemoveChars()	248
5.80.2.83 CTRemoveNewLines()	249
5.80.2.84 CTReplace()	249
5.80.2.85 CTReverse()	250
5.80.2.86 CTRotate180()	250
5.80.2.87 CTRotate270()	250
5.80.2.88 CTRotate90()	251
5.80.2.89 CTSetBottom()	251
5.80.2.90 CTSetLeft()	251
5.80.2.91 CTSetLRTB()	253
5.80.2.92 CTSetRight()	253
5.80.2.93 CTSetTop()	253
5.80.2.94 CTShuffle< T >() [1/2]	254
5.80.2.95 CTShuffle< T >() [2/2]	254
5.80.2.96 CTStartsWith()	254
5.80.2.97 CTTToBase64() [1/2]	255
5.80.2.98 CTTToBase64() [2/2]	255
5.80.2.99 CTTToByteArray() [1/2]	255
5.80.2.100 CTTToByteArray() [2/2]	256
5.80.2.101 CTTToEXR() [1/2]	256
5.80.2.102 CTTToEXR() [2/2]	257
5.80.2.103 CTTToFloatArray()	257
5.80.2.104 CTTToHex()	257
5.80.2.105 CTTToHexRGB() [1/2]	258
5.80.2.106 CTTToHexRGB() [2/2]	258
5.80.2.107 CTTToHexRGBA() [1/2]	258
5.80.2.108 CTTToHexRGBA() [2/2]	259
5.80.2.109 CTTToJPG() [1/2]	259
5.80.2.110 CTTToJPG() [2/2]	259
5.80.2.111 CTTToPNG() [1/2]	261
5.80.2.112 CTTToPNG() [2/2]	261
5.80.2.113 CTTToSprite() [1/2]	261
5.80.2.114 CTTToSprite() [2/2]	262
5.80.2.115 CTTToString()	262
5.80.2.116 CTTToString< T >()	263
5.80.2.117 CTTToStringArray< T >()	263
5.80.2.118 CTTToTexture()	263
5.80.2.119 CTTToTexture2D() [1/2]	264

5.80.2.120 CToTexture2D() [2/2]	264
5.80.2.121 CToTGA() [1/2]	264
5.80.2.122 CToTGA() [2/2]	265
5.80.2.123 CToTitleCase()	265
5.80.2.124 CTVector3() [1/3]	265
5.80.2.125 CTVector3() [2/3]	267
5.80.2.126 CTVector3() [3/3]	267
5.80.2.127 CTVector4() [1/3]	267
5.80.2.128 CTVector4() [2/3]	268
5.80.2.129 CTVector4() [3/3]	268
5.80.2.130 GetColumn< T >()	268
5.80.2.131 GetRow< T >()	269
5.81 Crosstales.Common.Audio.FFTAnalyzer Class Reference	269
5.81.1 Detailed Description	270
5.81.2 Member Data Documentation	270
5.81.2.1 Channel	270
5.81.2.2 Samples	270
5.82 Crosstales.Common.Util.FileHelper Class Reference	270
5.82.1 Detailed Description	273
5.82.2 Member Function Documentation	273
5.82.2.1 CopyDirectory()	273
5.82.2.2 CopyFile()	274
5.82.2.3 CopyPath()	274
5.82.2.4 CreateDirectory() [1/2]	274
5.82.2.5 CreateDirectory() [2/2]	275
5.82.2.6 CreateFile() [1/2]	275
5.82.2.7 CreateFile() [2/2]	275
5.82.2.8 DeleteDirectory()	276
5.82.2.9 DeleteFile()	276
5.82.2.10 ExistsDirectory()	276
5.82.2.11 ExistsFile()	277
5.82.2.12 FileHasInvalidChars()	277
5.82.2.13 GetCurrentDirectoryName()	277
5.82.2.14 GetDirectories()	278
5.82.2.15 GetDirectoryName()	278
5.82.2.16 GetDrives()	278
5.82.2.17 GetExtension()	279
5.82.2.18 GetFileName()	279
5.82.2.19 GetFiles()	279
5.82.2.20 GetFilesForName()	280
5.82.2.21 GetFileSize()	280
5.82.2.22 GetLastModifiedDate()	280

5.82.2.23 HasFileInvalidChars()	282
5.82.2.24 HasPathInvalidChars()	282
5.82.2.25 isDirectory()	283
5.82.2.26 isFile()	283
5.82.2.27 isRoot()	283
5.82.2.28 isUNCPath()	284
5.82.2.29 isUnixPath()	284
5.82.2.30 isURL()	284
5.82.2.31 isWindowsPath()	285
5.82.2.32 MoveDirectory()	285
5.82.2.33 MoveFile()	286
5.82.2.34 MovePath()	286
5.82.2.35 OpenFile()	286
5.82.2.36 PathHasInvalidChars()	287
5.82.2.37 ReadAllBytes()	287
5.82.2.38 ReadAllLines()	287
5.82.2.39 ReadAllText()	288
5.82.2.40 RenameDirectory()	288
5.82.2.41 RenameFile()	289
5.82.2.42 ShowFile()	289
5.82.2.43 ShowPath()	289
5.82.2.44 ValidateFile()	289
5.82.2.45 ValidatePath()	290
5.82.2.46 WriteAllBytes()	290
5.82.2.47 WriteAllLines()	291
5.82.2.48 WriteAllText()	291
5.82.3 Member Data Documentation	291
5.82.3.1 ApplicationDataPath	292
5.82.3.2 ApplicationPersistentPath	292
5.82.3.3 ApplicationTempPath	292
5.82.3.4 TempFile	292
5.82.3.5 TempPath	293
5.82.4 Property Documentation	293
5.82.4.1 StreamingAssetsPath	293
5.83 Crosstales.Radio.FilterChangeEvent Class Reference	293
5.84 Crosstales.UI.Util.FPSDisplay Class Reference	294
5.84.1 Detailed Description	294
5.84.2 Member Data Documentation	294
5.84.2.1 FPS	294
5.84.2.2 FrameUpdate	294
5.85 Crosstales.NLayer.Decoder.FrameBase Class Reference	295
5.85.1 Member Function Documentation	295

5.85.1.1 Validate()	295
5.86 Crosstales.Ude.Core.GB18030DistributionAnalyser Class Reference	295
5.86.1 Member Function Documentation	296
5.86.1.1 GetOrder()	296
5.87 Crosstales.Ude.Core.GB18030Prober Class Reference	296
5.87.1 Member Function Documentation	297
5.87.1.1 HandleData()	297
5.87.1.2 Reset()	297
5.88 Crosstales.Ude.Core.GB18030SMMModel Class Reference	297
5.89 Crosstales.Ude.Core.GreekModel Class Reference	298
5.90 Crosstales.Radio.Demo.GUIMain Class Reference	298
5.90.1 Detailed Description	299
5.91 Crosstales.Radio.OnRadio.Demo.GUIOnRadio Class Reference	299
5.91.1 Detailed Description	300
5.91.2 Member Data Documentation	300
5.91.2.1 ItemPrefab	300
5.91.2.2 Player	300
5.91.2.3 Provider	301
5.91.2.4 QueryOnStart	301
5.91.2.5 Service	301
5.92 Crosstales.Radio.Demo.GUIPlayOwnRadio Class Reference	301
5.92.1 Detailed Description	302
5.92.2 Member Data Documentation	302
5.92.2.1 PlayColor	302
5.92.2.2 Player	302
5.92.2.3 Retries	303
5.93 Crosstales.Radio.Demo.GUIPlayRadio Class Reference	303
5.93.1 Detailed Description	304
5.93.2 Member Data Documentation	304
5.93.2.1 PlayColor	304
5.93.2.2 Player	304
5.94 Crosstales.Radio.Demo.GUIPlayStation Class Reference	304
5.94.1 Detailed Description	305
5.94.2 Member Data Documentation	305
5.94.2.1 PlayColor	305
5.94.2.2 Player	306
5.94.2.3 RowLength	306
5.94.2.4 Service	306
5.95 Crosstales.Radio.Demo.GUIRadioplayer Class Reference	306
5.95.1 Detailed Description	307
5.95.2 Member Data Documentation	307
5.95.2.1 ItemPrefab	308

5.95.2.2 Manager	308
5.96 Crosstales.Radio.Demo.GUIRadioStatic Class Reference	308
5.96.1 Detailed Description	309
5.96.2 Member Data Documentation	309
5.96.2.1 PlayColor	309
5.96.2.2 Retries	309
5.96.3 Property Documentation	309
5.96.3.1 Player	309
5.97 Crosstales.Radio.OnRadio.Demo.GUIRecordStatic Class Reference	310
5.97.1 Detailed Description	310
5.98 Crosstales.Radio.Demo.GUIStationList Class Reference	310
5.98.1 Detailed Description	311
5.98.2 Member Data Documentation	311
5.98.2.1 ItemPrefab	311
5.98.2.2 Player	312
5.98.2.3 Service	312
5.99 Crosstales.Radio.OnRadio.Demo.GUIStationStatic Class Reference	312
5.99.1 Detailed Description	313
5.100 Crosstales.Radio.Demo.GUIStationStatic Class Reference	313
5.100.1 Detailed Description	314
5.100.2 Member Data Documentation	314
5.100.2.1 PlayColor	314
5.100.2.2 Retries	314
5.100.3 Property Documentation	314
5.100.3.1 Index	314
5.100.3.2 Player	315
5.100.3.3 Station	315
5.101 Crosstales.Ude.Core.HebrewModel Class Reference	315
5.102 Crosstales.Ude.Core.HebrewProber Class Reference	316
5.102.1 Detailed Description	316
5.102.2 Member Function Documentation	316
5.102.2.1 HandleData()	317
5.102.2.2 Reset()	317
5.103 Crosstales.Radio.Util.Helper Class Reference	317
5.103.1 Detailed Description	318
5.103.2 Member Function Documentation	318
5.103.2.1 AudioCodecForAudioFormat()	318
5.103.2.2 AudioCodecFromString()	319
5.103.2.3 AudioFormatFromString()	319
5.103.2.4 isSane()	319
5.103.2.5 isValidBitrate()	320
5.103.2.6 isValidFormat()	320

5.103.2.7 isValidMP3Bitrate()	320
5.103.2.8 isValidOGGBitrate()	321
5.103.2.9 NearestBitrate()	321
5.103.2.10 NearestMP3Bitrate()	322
5.103.2.11 NearestOGGBitrate()	322
5.103.2.12 SaveAsM3U()	322
5.103.2.13 SaveAsPLS()	323
5.103.2.14 SaveAsXSPF()	323
5.103.3 Member Data Documentation	323
5.103.3.1 isSupportedPlatform	323
5.104 Crosstales.Radio.OnRadio.Util.Helper Class Reference	324
5.104.1 Detailed Description	324
5.105 Crosstales.NLayer.Decoder.Huffman Class Reference	324
5.106 Crosstales.NVorbis.Huffman Class Reference	324
5.107 Crosstales.NVorbis.HuffmanListNode Class Reference	324
5.108 Crosstales.Ude.Core.HungarianModel Class Reference	325
5.109 Crosstales.Ude.Core.HZSMMModel Class Reference	325
5.110 Crosstales.Ude.Core.Ibm855Model Class Reference	326
5.111 Crosstales.Ude.Core.Ibm866Model Class Reference	326
5.112 Crosstales.Ude.ICharsetDetector Interface Reference	326
5.112.1 Member Function Documentation	327
5.112.1.1 DataEnd()	327
5.112.1.2 Feed() [1/2]	327
5.112.1.3 Feed() [2/2]	328
5.112.1.4 IsDone()	328
5.112.1.5 Reset()	328
5.112.2 Property Documentation	328
5.112.2.1 Charset	329
5.112.2.2 Confidence	329
5.113 Crosstales.NVorbis.IContainerReader Interface Reference	329
5.113.1 Detailed Description	330
5.113.2 Member Function Documentation	330
5.113.2.1 FindNextStream()	330
5.113.2.2 GetTotalPageCount()	330
5.113.2.3 Init()	331
5.113.3 Property Documentation	331
5.113.3.1 CanSeek	331
5.113.3.2 PagesRead	331
5.113.3.3 StreamSerials	331
5.113.3.4 WasteBits	331
5.113.4 Event Documentation	332
5.113.4.1 NewStream	332

5.114 Crosstales.NLayer.Decoder.ID3Frame Class Reference	332
5.114.1 Member Function Documentation	332
5.114.1.1 Validate()	332
5.115 Crosstales.NLayer.IMpegFrame Interface Reference	333
5.115.1 Detailed Description	334
5.115.2 Member Function Documentation	334
5.115.2.1 ReadBits()	334
5.115.2.2 Reset()	334
5.115.3 Property Documentation	334
5.115.3.1 BitRate	334
5.115.3.2 BitRateIndex	335
5.115.3.3 ChannelMode	335
5.115.3.4 ChannelModeExtension	335
5.115.3.5 FrameLength	335
5.115.3.6 HasCrc	335
5.115.3.7 IsCopyrighted	335
5.115.3.8 IsCorrupted	336
5.115.3.9 Layer	336
5.115.3.10 SampleCount	336
5.115.3.11 SampleRate	336
5.115.3.12 SampleRateIndex	336
5.115.3.13 Version	336
5.116 Crosstales.NVorbis.IPacketProvider Interface Reference	337
5.116.1 Detailed Description	337
5.116.2 Member Function Documentation	338
5.116.2.1 FindPacket()	338
5.116.2.2 GetGranuleCount()	338
5.116.2.3 GetNextPacket()	339
5.116.2.4 GetPacket()	339
5.116.2.5 GetTotalPageCount()	339
5.116.2.6 PeekNextPacket()	340
5.116.2.7 SeekToPacket()	340
5.116.3 Property Documentation	340
5.116.3.1 CanSeek	340
5.116.3.2 ContainerBits	341
5.116.3.3 StreamSerial	341
5.116.4 Event Documentation	341
5.116.4.1 ParameterChange	341
5.117 Crosstales.Radio.IPlayer Interface Reference	341
5.117.1 Detailed Description	343
5.117.2 Member Function Documentation	343
5.117.2.1 Mute()	343

5.117.2.2 MuteOrUnMute()	343
5.117.2.3 Play()	344
5.117.2.4 PlayOrStop()	344
5.117.2.5 Restart()	344
5.117.2.6 Stop()	344
5.117.2.7 UnMute()	344
5.117.3 Property Documentation	345
5.117.3.1 BufferProgress	345
5.117.3.2 CacheStreamSize	345
5.117.3.3 CaptureDataStream	345
5.117.3.4 Channels	345
5.117.3.5 Codec	345
5.117.3.6 CurrentBufferSize	346
5.117.3.7 CurrentDownloadSpeed	346
5.117.3.8 DataStream	346
5.117.3.9 HandleFocus	346
5.117.3.10 isAudioPlaying	347
5.117.3.11 isBuffering	347
5.117.3.12 isMuted	347
5.117.3.13 isPlayback	347
5.117.3.14 LegacyMode	347
5.117.3.15 NextRecordDelay	348
5.117.3.16 NextRecordInfo	348
5.117.3.17 Pitch	348
5.117.3.18 PlayTime	348
5.117.3.19 RecordInfo	349
5.117.3.20 RecordPlayTime	349
5.117.3.21 SampleRate	349
5.117.3.22 SkipPreBuffering	349
5.117.3.23 Source	349
5.117.3.24 Station	350
5.117.3.25 StereoPan	350
5.117.3.26 Volume	350
5.118 Crosstales.Radio.Provider.IRadioProvider Interface Reference	350
5.118.1 Detailed Description	351
5.118.2 Member Function Documentation	351
5.118.2.1 Load()	351
5.118.2.2 Save()	351
5.118.3 Property Documentation	351
5.118.3.1 isReady	352
5.118.3.2 RadioEntries	352
5.118.3.3 Stations	352

5.119 Crosstales.Radio.Set.ISet Interface Reference	352
5.119.1 Detailed Description	354
5.119.2 Member Function Documentation	354
5.119.2.1 CountStations()	354
5.119.2.2 GetStations()	354
5.119.2.3 Load()	355
5.119.2.4 NextStation()	355
5.119.2.5 PreviousStation()	355
5.119.2.6 RandomizeStations()	356
5.119.2.7 Save()	356
5.119.2.8 StationFromHashCode()	356
5.119.2.9 StationFromIndex()	357
5.119.2.10 StationsByBitrate()	357
5.119.2.11 StationsByCities()	357
5.119.2.12 StationsByCountries()	358
5.119.2.13 StationsByFormat()	358
5.119.2.14 StationsByGenres()	359
5.119.2.15 StationsByLanguages()	359
5.119.2.16 StationsByName()	360
5.119.2.17 StationsByRating()	360
5.119.2.18 StationsByStation()	360
5.119.2.19 StationsByURL()	361
5.119.3 Property Documentation	361
5.119.3.1 CurrentRandomStationIndex	361
5.119.3.2 CurrentStationIndex	362
5.119.3.3 isReady	362
5.119.3.4 RandomStations	362
5.119.3.5 Stations	362
5.120 Crosstales.Ude.Core.ISO2022CNSMModel Class Reference	362
5.121 Crosstales.Ude.Core.ISO2022JPSMModel Class Reference	363
5.122 Crosstales.Ude.Core.ISO2022KRSMModel Class Reference	363
5.123 Crosstales.NVorbis.IVorbisStreamStatus Interface Reference	364
5.123.1 Member Function Documentation	364
5.123.1.1 ResetStats()	364
5.123.2 Property Documentation	365
5.123.2.1 AudioBits	365
5.123.2.2 Clipped	365
5.123.2.3 EffectiveBitRate	365
5.123.2.4 InstantBitRate	365
5.123.2.5 OverheadBits	365
5.123.2.6 PacketLatency	366
5.123.2.7 PageLatency	366

5.123.2.8 PagesRead	366
5.123.2.9 SecondLatency	366
5.123.2.10 TotalPages	366
5.124 Crosstales.Ude.Core.JapaneseContextAnalyser Class Reference	367
5.125 Crosstales.Radio.Demo.KeyboardController Class Reference	367
5.125.1 Detailed Description	368
5.126 Crosstales.Ude.Core.Koi8rModel Class Reference	368
5.127 Crosstales.Ude.Core.Latin1Prober Class Reference	368
5.127.1 Member Function Documentation	369
5.127.1.1 HandleData()	369
5.127.1.2 Reset()	369
5.128 Crosstales.Ude.Core.Latin2HungarianModel Class Reference	370
5.129 Crosstales.Ude.Core.Latin5BulgarianModel Class Reference	370
5.130 Crosstales.Ude.Core.Latin5Model Class Reference	370
5.131 Crosstales.Ude.Core.Latin7Model Class Reference	371
5.132 Crosstales.Radio.EditorTask.Launch Class Reference	371
5.132.1 Detailed Description	372
5.133 Crosstales.NLayer.Decoder.LayerDecoderBase Class Reference	372
5.134 Crosstales.NLayer.Decoder.LayerIDecoder Class Reference	372
5.135 Crosstales.NLayer.Decoder.LayerIIDecoder Class Reference	373
5.136 Crosstales.NLayer.Decoder.LayerIIDecoderBase Class Reference	373
5.137 Crosstales.NLayer.Decoder.LayerIIIDecoder Class Reference	374
5.137.1 Detailed Description	374
5.138 Crosstales.Radio.Tool.LoadIcon Class Reference	374
5.138.1 Detailed Description	375
5.138.2 Member Function Documentation	375
5.138.2.1 Load() [1/2]	375
5.138.2.2 Load() [2/2]	375
5.139 Crosstales.Radio.Tool.Loudspeaker Class Reference	376
5.139.1 Detailed Description	376
5.139.2 Property Documentation	376
5.139.2.1 Player	376
5.139.2.2 SilenceSource	376
5.140 Crosstales.Radio.EditorExtension.LoudspeakerEditor Class Reference	377
5.140.1 Detailed Description	377
5.141 Crosstales.Radio.EditorIntegration.LoudspeakerGameObject Class Reference	377
5.141.1 Detailed Description	377
5.142 Crosstales.Radio.EditorIntegration.LoudspeakerMenu Class Reference	377
5.142.1 Detailed Description	378
5.143 Crosstales.Ude.Core.MacCyrillicModel Class Reference	378
5.144 Crosstales.Ude.Core.MBCSGroupProber Class Reference	378
5.144.1 Detailed Description	379

5.144.2 Member Function Documentation	379
5.144.2.1 HandleData()	379
5.144.2.2 Reset()	379
5.145 Crosstales.NVorbis.Mdct Class Reference	380
5.146 Crosstales.Common.Util.MemoryCacheStream Class Reference	380
5.146.1 Detailed Description	381
5.146.2 Constructor & Destructor Documentation	381
5.146.2.1 MemoryCacheStream()	381
5.146.3 Member Data Documentation	381
5.146.3.1 CanRead	381
5.146.3.2 CanSeek	381
5.146.3.3 CanWrite	382
5.146.3.4 Length	382
5.146.4 Property Documentation	382
5.146.4.1 Position	382
5.147 Crosstales.NLayer.MpegFile Class Reference	382
5.148 Crosstales.NLayer.Decoder.MpegFrame Class Reference	383
5.148.1 Member Function Documentation	384
5.148.1.1 ReadBits()	384
5.148.1.2 Reset()	384
5.148.1.3 Validate()	384
5.149 Crosstales.NLayer.MpegFrameDecoder Class Reference	385
5.150 Crosstales.NLayer.Decoder.MpegStreamReader Class Reference	385
5.151 Crosstales.Common.Util.NetworkHelper Class Reference	385
5.151.1 Detailed Description	386
5.151.2 Member Function Documentation	386
5.151.2.1 CleanUrl()	386
5.151.2.2 GetIP()	386
5.151.2.3 GetURLFromFile()	387
5.151.2.4 isIPv4()	387
5.151.2.5 isURL()	387
5.151.2.6 isValidURL()	389
5.151.2.7 OpenURL()	389
5.151.2.8 RemoteCertificateValidationCallback()	389
5.151.2.9 ValidateURL()	390
5.151.2.10 ValidURLFromFilePath()	390
5.151.3 Property Documentation	390
5.151.3.1 isInternetAvailable	391
5.152 Crosstales.NVorbis.NewStreamEventArgs Class Reference	391
5.152.1 Detailed Description	391
5.152.2 Constructor & Destructor Documentation	391
5.152.2.1 NewStreamEventArgs()	391

5.152.3 Property Documentation	392
5.152.3.1 IgnoreStream	392
5.152.3.2 PacketProvider	392
5.153 Crosstales.Common.EditorTask.NYCheck Class Reference	392
5.153.1 Detailed Description	392
5.154 Crosstales.Radio.OnRadio.EditorExtension.OnRadioGameObject Class Reference	392
5.154.1 Detailed Description	393
5.155 Crosstales.Radio.OnRadio.EditorExtension.OnRadioMenu Class Reference	393
5.155.1 Detailed Description	393
5.156 Crosstales.Radio.OnRadio.Demo.OrderManager Class Reference	393
5.156.1 Member Data Documentation	394
5.156.1.1 GuiOnRadio	394
5.156.1.2 RecordPrefab	394
5.156.1.3 StationPrefab	394
5.157 Crosstales.NVorbis.Ogg.Packet Class Reference	394
5.157.1 Member Function Documentation	395
5.157.1.1 Done()	395
5.157.1.2 ReadNextByte()	395
5.158 Crosstales.NVorbis.Ogg.PacketReader Class Reference	395
5.158.1 Member Function Documentation	396
5.158.1.1 FindPacket()	396
5.158.1.2 GetGranuleCount()	397
5.158.1.3 GetNextPacket()	397
5.158.1.4 GetPacket()	397
5.158.1.5 GetTotalPageCount()	398
5.158.1.6 PeekNextPacket()	398
5.158.1.7 SeekToPacket()	399
5.159 Crosstales.NVorbis.ParameterChangeEventArgs Class Reference	399
5.159.1 Detailed Description	399
5.159.2 Constructor & Destructor Documentation	400
5.159.2.1 ParameterChangeEventArgs()	400
5.159.3 Property Documentation	400
5.159.3.1 FirstPacket	400
5.160 Crosstales.Common.Util.PlatformController Class Reference	400
5.160.1 Detailed Description	401
5.160.2 Member Data Documentation	401
5.160.2.1 Active	401
5.160.2.2 Objects	401
5.160.2.3 Platforms	402
5.161 Crosstales.Radio.PlaybackEndEvent Class Reference	402
5.162 Crosstales.Radio.PlaybackStartEvent Class Reference	402
5.163 Crosstales.Radio.OnRadio.Model.Play.Playlist Class Reference	402

5.163.1 Detailed Description	403
5.164 Crosstales.Radio.OnRadio.Model.Playlist Class Reference	403
5.164.1 Detailed Description	403
5.165 Crosstales.Radio.OnRadio.Service.PlaylistService Class Reference	404
5.165.1 Detailed Description	405
5.165.2 Property Documentation	405
5.165.2.1 Artist	405
5.165.2.2 Callsign	405
5.165.2.3 City	405
5.165.2.4 Country	405
5.165.2.5 Genre	405
5.165.2.6 International	406
5.165.2.7 Language	406
5.165.2.8 Limit	406
5.165.2.9 Title	406
5.166 Crosstales.Radio.OnRadio.EditorExtension.PlaylistServiceEditor Class Reference	406
5.166.1 Detailed Description	407
5.167 Crosstales.Radio.ProviderReadyEvent Class Reference	407
5.168 Crosstales.Radio.OnRadio.Service.QueryCompleteEvent Class Reference	407
5.169 Crosstales.Radio.OnRadio.Demo.QueryPlaylist Class Reference	408
5.169.1 Detailed Description	408
5.169.2 Member Data Documentation	408
5.169.2.1 Service	408
5.170 Crosstales.Radio.OnRadio.Demo.QueryReco2 Class Reference	409
5.170.1 Detailed Description	409
5.170.2 Member Data Documentation	409
5.170.2.1 Service	409
5.171 Crosstales.Radio.OnRadio.Demo.QueryTopsongs Class Reference	410
5.171.1 Detailed Description	410
5.171.2 Member Data Documentation	410
5.171.2.1 Service	410
5.172 Crosstales.Radio.Model.Entry.RadioEntryResource Class Reference	411
5.172.1 Detailed Description	411
5.172.2 Constructor & Destructor Documentation	411
5.172.2.1 RadioEntryResource()	411
5.172.3 Member Data Documentation	412
5.172.3.1 DataFormat	412
5.172.3.2 ReadNumberOfStations	412
5.172.3.3 Resource	412
5.173 Crosstales.Radio.Model.Entry.RadioEntryShoutcast Class Reference	412
5.173.1 Detailed Description	413
5.173.2 Constructor & Destructor Documentation	413

5.173.2.1 RadioEntryShoutcast()	413
5.173.3 Member Data Documentation	413
5.173.3.1 ShoutcastID	413
5.174 Crosstales.Radio.Model.Entry.RadioEntryURL Class Reference	414
5.174.1 Detailed Description	414
5.174.2 Constructor & Destructor Documentation	414
5.174.2.1 RadioEntryURL() [1/2]	415
5.174.2.2 RadioEntryURL() [2/2]	415
5.174.3 Member Data Documentation	415
5.174.3.1 DataFormat	415
5.174.3.2 Prefix	416
5.174.3.3 ReadNumberOfStations	416
5.174.3.4 URL	416
5.174.4 Property Documentation	416
5.174.4.1 FinalURL	416
5.175 Crosstales.Radio.Model.Entry.RadioEntryUser Class Reference	417
5.175.1 Detailed Description	417
5.175.2 Constructor & Destructor Documentation	417
5.175.2.1 RadioEntryUser()	418
5.175.3 Member Data Documentation	419
5.175.3.1 DataFormat	419
5.175.3.2 LoadOnlyOnce	419
5.175.3.3 Path	419
5.175.3.4 Prefix	419
5.175.3.5 ReadNumberOfStations	419
5.175.3.6 Resource	420
5.175.4 Property Documentation	420
5.175.4.1 FinalPath	420
5.176 Crosstales.Radio.Model.RadioFilter Class Reference	420
5.176.1 Detailed Description	421
5.176.2 Constructor & Destructor Documentation	421
5.176.2.1 RadioFilter() [1/2]	422
5.176.2.2 RadioFilter() [2/2]	422
5.176.3 Member Data Documentation	422
5.176.3.1 Cities	422
5.176.3.2 Countries	422
5.176.3.3 ExcludeUnsupportedCodecs	422
5.176.3.4 Format	422
5.176.3.5 Genres	423
5.176.3.6 isFiltering	423
5.176.3.7 Languages	423
5.176.3.8 Limit	423

5.176.3.9 Names	424
5.176.3.10 Stations	424
5.176.3.11 Urls	424
5.176.4 Property Documentation	424
5.176.4.1 BitrateMax	424
5.176.4.2 BitrateMin	424
5.176.4.3 RatingMax	424
5.176.4.4 RatingMin	425
5.177 Crosstales.Radio.EditorIntegration.RadioGameObject Class Reference	425
5.177.1 Detailed Description	425
5.178 Crosstales.Radio.RadioManager Class Reference	425
5.178.1 Detailed Description	428
5.178.2 Member Function Documentation	428
5.178.2.1 CountPlayers()	428
5.178.2.2 CountStations()	429
5.178.2.3 GetPlayers()	429
5.178.2.4 GetStations()	429
5.178.2.5 Load()	430
5.178.2.6 Next()	430
5.178.2.7 NextStation()	430
5.178.2.8 PlayAll()	431
5.178.2.9 PlayerFromIndex()	431
5.178.2.10 PlayersByBitrate()	431
5.178.2.11 PlayersByFormat()	432
5.178.2.12 PlayersByGenres()	432
5.178.2.13 PlayersByName()	433
5.178.2.14 PlayersByRating()	433
5.178.2.15 PlayersByStation()	433
5.178.2.16 PlayersByURL()	434
5.178.2.17 Previous()	434
5.178.2.18 PreviousStation()	435
5.178.2.19 RandomizePlayers()	435
5.178.2.20 RandomizeStations()	435
5.178.2.21 Save()	436
5.178.2.22 StationFromHashCode()	436
5.178.2.23 StationFromIndex()	436
5.178.2.24 StationsByBitrate()	437
5.178.2.25 StationsByCities()	437
5.178.2.26 StationsByCountries()	438
5.178.2.27 StationsByFormat()	438
5.178.2.28 StationsByGenres()	438
5.178.2.29 StationsByLanguages()	439

5.178.2.30 StationsByName()	439
5.178.2.31 StationsByRating()	440
5.178.2.32 StationsByStation()	440
5.178.2.33 StationsByURL()	441
5.178.2.34 StopAll() [1/2]	441
5.178.2.35 StopAll() [2/2]	441
5.178.3 Member Data Documentation	441
5.178.3.1 Filter	441
5.178.3.2 InstantiateRadioPlayers	442
5.178.3.3 LoadOnStart	442
5.178.3.4 LoadOnStartInEditor	442
5.178.3.5 Players	442
5.178.3.6 RadioPrefab	442
5.178.3.7 Set	442
5.178.4 Property Documentation	443
5.178.4.1 isAudioPlaying	443
5.178.4.2 isBuffering	443
5.178.4.3 isPlayback	443
5.178.5 Event Documentation	443
5.178.5.1 OnFilterChange	443
5.178.5.2 OnProviderReady	444
5.178.5.3 OnStationsChange	444
5.179 Crosstales.Radio.EditorExtension.RadioManagerEditor Class Reference	444
5.179.1 Detailed Description	444
5.180 HutongGames.PlayMaker.Actions.RadioManagerPlayNext Class Reference	445
5.180.1 Detailed Description	445
5.180.2 Member Data Documentation	445
5.180.2.1 PlayRandom	445
5.180.2.2 RadioManager	446
5.181 HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious Class Reference	446
5.181.1 Detailed Description	446
5.181.2 Member Data Documentation	446
5.181.2.1 PlayRandom	447
5.181.2.2 RadioManager	447
5.182 HutongGames.PlayMaker.Actions.RadioManagerStopAll Class Reference	447
5.182.1 Detailed Description	448
5.182.2 Member Data Documentation	448
5.182.2.1 RadioManager	448
5.183 Crosstales.Radio.EditorIntegration.RadioMenu Class Reference	448
5.183.1 Detailed Description	448
5.184 HutongGames.PlayMaker.Actions.RadioPlay Class Reference	448
5.184.1 Detailed Description	449

5.184.2 Member Data Documentation	449
5.184.2.1 Bitrate	450
5.184.2.2 BufferSize	450
5.184.2.3 CacheStreamSize	450
5.184.2.4 ChunkSize	450
5.184.2.5 City	450
5.184.2.6 Country	450
5.184.2.7 Description	451
5.184.2.8 Genres	451
5.184.2.9 IconUrl	451
5.184.2.10 Language	451
5.184.2.11 RadioName	451
5.184.2.12 RadioPlayer	451
5.184.2.13 Rating	452
5.184.2.14 Station	452
5.184.2.15 Url	452
5.185 Crosstales.Radio.RadioPlayer Class Reference	452
5.185.1 Detailed Description	454
5.185.2 Member Function Documentation	454
5.185.2.1 Load()	455
5.185.2.2 Mute()	455
5.185.2.3 Play()	455
5.185.2.4 PlayInEditor()	455
5.185.2.5 Restart()	455
5.185.2.6 Save()	456
5.185.2.7 Stop()	456
5.185.2.8 UnMute()	456
5.185.3 Property Documentation	456
5.185.3.1 Delay	456
5.185.3.2 Instance	457
5.185.3.3 PlayOnStart	457
5.186 Crosstales.Radio.EditorExtension.RadioPlayerEditor Class Reference	457
5.186.1 Detailed Description	458
5.187 HutongGames.PlayMaker.Actions.RadioPlayUI Class Reference	458
5.187.1 Detailed Description	458
5.187.2 Member Data Documentation	458
5.187.2.1 RadioName	459
5.187.2.2 RadioPlayer	459
5.187.2.3 Station	459
5.187.2.4 Url	459
5.188 Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio Class Reference	459
5.188.1 Detailed Description	460

5.188.2 Member Function Documentation	460
5.188.2.1 Load()	460
5.188.3 Member Data Documentation	460
5.188.3.1 Services	461
5.189 Crosstales.Radio.OnRadio.EditorExtension.RadioProviderOnRadioEditor Class Reference	461
5.189.1 Detailed Description	461
5.190 Crosstales.Radio.Provider.RadioProviderResource Class Reference	461
5.190.1 Detailed Description	462
5.190.2 Property Documentation	462
5.190.2.1 Entries	462
5.191 Crosstales.Radio.EditorExtension.RadioProviderResourceEditor Class Reference	463
5.191.1 Detailed Description	463
5.192 Crosstales.Radio.Provider.RadioProviderShoutcast Class Reference	463
5.192.1 Detailed Description	464
5.192.2 Property Documentation	464
5.192.2.1 Entries	464
5.193 Crosstales.Radio.EditorExtension.RadioProviderShoutcastEditor Class Reference	465
5.193.1 Detailed Description	465
5.194 Crosstales.Radio.Provider.RadioProviderURL Class Reference	465
5.194.1 Detailed Description	466
5.194.2 Property Documentation	466
5.194.2.1 Entries	466
5.195 Crosstales.Radio.EditorExtension.RadioProviderURLEditor Class Reference	467
5.195.1 Detailed Description	467
5.196 Crosstales.Radio.Provider.RadioProviderUser Class Reference	467
5.196.1 Detailed Description	468
5.196.2 Member Function Documentation	468
5.196.2.1 Delete()	469
5.196.2.2 EditFile()	469
5.196.2.3 ShowFile()	469
5.196.3 Property Documentation	469
5.196.3.1 Entry	469
5.196.3.2 SaveOnDisable	469
5.197 Crosstales.Radio.EditorExtension.RadioProviderUserEditor Class Reference	470
5.197.1 Detailed Description	470
5.198 Crosstales.Radio.Set.RadioSet Class Reference	470
5.198.1 Detailed Description	472
5.198.2 Member Function Documentation	472
5.198.2.1 CountStations()	472
5.198.2.2 GetStations()	473
5.198.2.3 Load()	473
5.198.2.4 NextStation()	473

5.198.2.5 PreviousStation()	474
5.198.2.6 RandomizeStations()	474
5.198.2.7 Save()	474
5.198.2.8 StationFromHashCode()	475
5.198.2.9 StationFromIndex()	475
5.198.2.10 StationsByBitrate()	475
5.198.2.11 StationsByCities()	476
5.198.2.12 StationsByCountries()	476
5.198.2.13 StationsByFormat()	477
5.198.2.14 StationsByGenres()	477
5.198.2.15 StationsByLanguages()	478
5.198.2.16 StationsByName()	478
5.198.2.17 StationsByRating()	479
5.198.2.18 StationsByStation()	479
5.198.2.19 StationsByURL()	479
5.198.3 Property Documentation	480
5.198.3.1 Filter	480
5.198.3.2 Providers	480
5.198.4 Event Documentation	480
5.198.4.1 OnFilterChange	480
5.198.4.2 OnProviderReady	480
5.198.4.3 OnStationsChange	481
5.199 Crosstales.Radio.EditorExtension.RadioSetEditor Class Reference	481
5.199.1 Detailed Description	481
5.200 Crosstales.Radio.Model.RadioStation Class Reference	481
5.200.1 Detailed Description	483
5.200.2 Constructor & Destructor Documentation	483
5.200.2.1 RadioStation() [1/4]	483
5.200.2.2 RadioStation() [2/4]	484
5.200.2.3 RadioStation() [3/4]	485
5.200.2.4 RadioStation() [4/4]	486
5.200.3 Member Function Documentation	486
5.200.3.1 StationInfo()	486
5.200.3.2 StationInfoLabels()	486
5.200.3.3 ToShortString()	487
5.200.3.4 ToTextLine()	487
5.200.4 Member Data Documentation	487
5.200.4.1 Bitrate	487
5.200.4.2 BufferSize	488
5.200.4.3 Channels	488
5.200.4.4 ChunkSize	488
5.200.4.5 City	488

5.200.4.6 Country	488
5.200.4.7 Description	488
5.200.4.8 ExcludedCodec	489
5.200.4.9 Format	489
5.200.4.10 Genres	489
5.200.4.11 Icon	489
5.200.4.12 IconUrl	489
5.200.4.13 Language	489
5.200.4.14 Name	490
5.200.4.15 PlayedRecords	490
5.200.4.16 Rating	490
5.200.4.17 RequestHeaders	490
5.200.4.18 SampleRate	490
5.200.4.19 ServerInfo	490
5.200.4.20 Station	491
5.200.4.21 TotalDataRequests	491
5.200.4.22 TotalDataSize	491
5.200.4.23 TotalPlayTime	491
5.200.4.24 UpdateDataAtPlay	491
5.200.4.25 Url	491
5.201 Crosstales.Radio.OnRadio.Model.RadioStationExt Class Reference	492
5.201.1 Detailed Description	492
5.202 HutongGames.PlayMaker.Actions.RadioStop Class Reference	492
5.202.1 Detailed Description	493
5.202.2 Member Function Documentation	493
5.202.2.1 OnUpdate()	493
5.202.3 Member Data Documentation	493
5.202.3.1 RadioPlayer	493
5.203 Crosstales.Common.Util.RandomColor Class Reference	494
5.203.1 Detailed Description	494
5.203.2 Member Data Documentation	494
5.203.2.1 AlphaRange	494
5.203.2.2 ChangeInterval	495
5.203.2.3 GrayScale	495
5.203.2.4 HueRange	495
5.203.2.5 Material	495
5.203.2.6 SaturationRange	495
5.203.2.7 UseInterval	495
5.203.2.8 ValueRange	496
5.204 Crosstales.Common.Util.RandomRotator Class Reference	496
5.204.1 Detailed Description	496
5.204.2 Member Data Documentation	496

5.204.2.1 ChangeInterval	497
5.204.2.2 RandomChangeIntervalPerAxis	497
5.204.2.3 RandomRotationAtStart	497
5.204.2.4 SpeedMax	497
5.204.2.5 SpeedMin	497
5.204.2.6 UseInterval	497
5.205 Crosstales.Common.Util.RandomScaler Class Reference	498
5.205.1 Detailed Description	498
5.205.2 Member Data Documentation	498
5.205.2.1 ChangeInterval	498
5.205.2.2 ScaleMax	498
5.205.2.3 ScaleMin	499
5.205.2.4 Uniform	499
5.205.2.5 UseInterval	499
5.206 Crosstales.Radio.OnRadio.Service.Reco2Service Class Reference	499
5.206.1 Detailed Description	500
5.206.2 Property Documentation	500
5.206.2.1 Artist	500
5.206.2.2 International	500
5.206.2.3 Limit	501
5.207 Crosstales.Radio.OnRadio.EditorExtension.Reco2ServiceEditor Class Reference	501
5.207.1 Detailed Description	501
5.208 Crosstales.Radio.RecordChangeEvent Class Reference	501
5.209 Crosstales.Radio.Model.RecordInfo Class Reference	502
5.209.1 Detailed Description	503
5.209.2 Constructor & Destructor Documentation	503
5.209.2.1 RecordInfo() [1/2]	503
5.209.2.2 RecordInfo() [2/2]	503
5.209.3 Member Function Documentation	503
5.209.3.1 ToShortString()	503
5.209.4 Member Data Documentation	503
5.209.4.1 Duration	504
5.209.4.2 Icon	504
5.209.4.3 IconUrl	504
5.209.4.4 Info	504
5.209.4.5 Rating	504
5.209.5 Property Documentation	504
5.209.5.1 Artist	505
5.209.5.2 Created	505
5.209.5.3 LyricsUrl	505
5.209.5.4 SpotifyUrl	505
5.209.5.5 StreamTitle	506

5.209.5.6 StreamUrl	506
5.209.5.7 Title	506
5.210 Crosstales.Radio.OnRadio.Model.RecordInfoExt Class Reference	506
5.210.1 Detailed Description	507
5.211 Crosstales.Radio.Model.RequestHeaderTuple Class Reference	507
5.212 Crosstales.NLayer.Decoder.RiffHeaderFrame Class Reference	507
5.212.1 Detailed Description	508
5.212.2 Member Function Documentation	508
5.212.2.1 Validate()	508
5.213 Crosstales.NVorbis.RingBuffer Class Reference	508
5.214 Crosstales.Common.EditorTask.RTFBCheck Class Reference	508
5.214.1 Detailed Description	509
5.215 Crosstales.Ude.Core.SBCSGroupProber Class Reference	509
5.215.1 Member Function Documentation	509
5.215.1.1 HandleData()	509
5.215.1.2 Reset()	510
5.216 Crosstales.Radio.Demo.SceneSwitcher Class Reference	510
5.216.1 Detailed Description	511
5.216.2 Member Function Documentation	511
5.216.2.1 Switch()	511
5.217 Crosstales.UI.Util.ScrollRectHandler Class Reference	511
5.217.1 Detailed Description	511
5.218 Crosstales.Ude.Core.SequenceModel Class Reference	512
5.219 Crosstales.Radio.EditorBuild.SetAndroid Class Reference	512
5.219.1 Detailed Description	512
5.220 Crosstales.Common.EditorTask.SetupResources Class Reference	513
5.220.1 Detailed Description	513
5.221 Crosstales.Radio.EditorTask.SetupResources Class Reference	513
5.221.1 Detailed Description	514
5.222 Crosstales.Radio.Apollo.ShowMore Class Reference	514
5.222.1 Detailed Description	514
5.223 Crosstales.Radio.AudioVisualizer.ShowMore Class Reference	514
5.223.1 Detailed Description	515
5.224 Crosstales.Radio.OnRadio.Demo.ShowMore Class Reference	515
5.224.1 Detailed Description	515
5.225 Crosstales.Radio.RhythmVisualizator.ShowMore Class Reference	515
5.225.1 Detailed Description	516
5.226 Crosstales.Radio.VolumetricAudio.ShowMore Class Reference	516
5.226.1 Detailed Description	516
5.227 Crosstales.Radio.SimplePlayer Class Reference	516
5.227.1 Detailed Description	520
5.227.2 Member Function Documentation	520

5.227.2.1 CountStations()	520
5.227.2.2 GetStations()	520
5.227.2.3 Load()	521
5.227.2.4 Mute()	521
5.227.2.5 Next() [1/2]	521
5.227.2.6 Next() [2/2]	521
5.227.2.7 NextStation()	522
5.227.2.8 Play()	522
5.227.2.9 Previous() [1/2]	522
5.227.2.10 Previous() [2/2]	523
5.227.2.11 PreviousStation()	524
5.227.2.12 RandomizeStations()	524
5.227.2.13 Restart()	525
5.227.2.14 Save()	525
5.227.2.15 StationFromHashCode()	525
5.227.2.16 StationFromIndex()	526
5.227.2.17 StationsByBitrate()	526
5.227.2.18 StationsByCities()	526
5.227.2.19 StationsByCountries()	527
5.227.2.20 StationsByFormat()	527
5.227.2.21 StationsByGenres()	528
5.227.2.22 StationsByLanguages()	528
5.227.2.23 StationsByName()	529
5.227.2.24 StationsByRating()	529
5.227.2.25 StationsByStation()	529
5.227.2.26 StationsByURL()	530
5.227.2.27 Stop()	530
5.227.2.28 UnMute()	530
5.227.3 Property Documentation	531
5.227.3.1 Filter	531
5.227.3.2 FollowDirection	531
5.227.3.3 PlayEndless	531
5.227.3.4 Player	531
5.227.3.5 PlayOnStart	531
5.227.3.6 PlayRandom	532
5.227.3.7 Retries	532
5.227.3.8 RetryOnError	532
5.227.3.9 Set	532
5.227.4 Event Documentation	532
5.227.4.1 OnFilterChange	532
5.227.4.2 OnProviderReady	532
5.227.4.3 OnStationChange	533

5.227.4.4 OnStationsChange	533
5.228 Crosstales.Radio.EditorExtension.SimplePlayerEditor Class Reference	533
5.228.1 Detailed Description	533
5.229 HutongGames.PlayMaker.Actions.SimplePlayerPlay Class Reference	534
5.229.1 Detailed Description	534
5.229.2 Member Data Documentation	534
5.229.2.1 SimplePlayer	534
5.230 HutongGames.PlayMaker.Actions.SimplePlayerPlayNext Class Reference	535
5.230.1 Detailed Description	535
5.230.2 Member Data Documentation	535
5.230.2.1 PlayRandom	535
5.230.2.2 SimplePlayer	536
5.231 HutongGames.PlayMaker.Actions.SimplePlayerPlayPrevious Class Reference	536
5.231.1 Detailed Description	536
5.231.2 Member Data Documentation	536
5.231.2.1 PlayRandom	537
5.231.2.2 SimplePlayer	537
5.232 HutongGames.PlayMaker.Actions.SimplePlayerStop Class Reference	537
5.232.1 Detailed Description	538
5.232.2 Member Data Documentation	538
5.232.2.1 SimplePlayer	538
5.233 Crosstales.Ude.Core.SingleByteCharSetProber Class Reference	538
5.233.1 Member Function Documentation	539
5.233.1.1 HandleData()	539
5.233.1.2 Reset()	539
5.234 Crosstales.Common.Util.Singleton< T > Class Template Reference	539
5.234.1 Detailed Description	540
5.234.2 Member Function Documentation	540
5.234.2.1 CreateInstance()	540
5.234.2.2 DeleteInstance()	541
5.234.3 Member Data Documentation	541
5.234.3.1 GameObjectName	541
5.234.3.2 PrefabPath	541
5.234.4 Property Documentation	541
5.234.4.1 DontDestroy	541
5.234.4.2 Instance	542
5.235 Crosstales.Common.Util.SingletonHelper Class Reference	542
5.235.1 Detailed Description	542
5.236 Crosstales.Ude.Core.SJISContextAnalyser Class Reference	542
5.237 Crosstales.Ude.Core.SJISDistributionAnalyser Class Reference	543
5.237.1 Member Function Documentation	543
5.237.1.1 GetOrder()	543

5.238 Crosstales.Ude.Core.SJISProber Class Reference	544
5.238.1 Detailed Description	544
5.238.2 Member Function Documentation	544
5.238.2.1 HandleData()	544
5.238.2.2 Reset()	545
5.239 Crosstales.Ude.Core.SJISSMModel Class Reference	545
5.240 Crosstales.Ude.Core.SMModel Class Reference	546
5.240.1 Detailed Description	547
5.241 Crosstales.UI.Social Class Reference	547
5.241.1 Detailed Description	547
5.242 Crosstales.Radio.OnRadio.Model.Song Class Reference	547
5.242.1 Detailed Description	548
5.243 Crosstales.Radio.OnRadio.Model.Songart.Song Class Reference	548
5.243.1 Detailed Description	548
5.244 Crosstales.Radio.OnRadio.Model.Songs Class Reference	549
5.244.1 Detailed Description	549
5.245 Crosstales.Radio.OnRadio.Model.Songart.Songs Class Reference	549
5.245.1 Detailed Description	549
5.246 Crosstales.Common.Audio.SpectrumVisualizer Class Reference	550
5.246.1 Detailed Description	550
5.246.2 Member Data Documentation	550
5.246.2.1 Analyzer	550
5.246.2.2 Gain	550
5.246.2.3 LeftToRight	551
5.246.2.4 VisualPrefab	551
5.246.2.5 Width	551
5.247 Crosstales.UI.StaticManager Class Reference	551
5.247.1 Detailed Description	552
5.248 Crosstales.Radio.OnRadio.Model.DARStations.Station Class Reference	552
5.248.1 Detailed Description	552
5.249 Crosstales.Radio.OnRadio.Model.Play.Station Class Reference	553
5.249.1 Detailed Description	553
5.250 Crosstales.Radio.StationChangeEvent Class Reference	553
5.251 Crosstales.Radio.OnRadio.Model.DARStations.Stations Class Reference	553
5.251.1 Detailed Description	554
5.252 Crosstales.Radio.OnRadio.Model.Stations Class Reference	554
5.252.1 Detailed Description	554
5.253 Crosstales.Radio.StationsChangeEvent Class Reference	555
5.254 Crosstales.Radio.Tool.StreamSaver Class Reference	555
5.254.1 Detailed Description	556
5.254.2 Property Documentation	556
5.254.2.1 AddStationName	556

5.254.2.2 AddTimestamp	556
5.254.2.3 OutputPath	556
5.254.2.4 Player	556
5.254.2.5 RecordStartDelay	556
5.254.2.6 RecordStopDelay	557
5.254.2.7 SilenceSource	557
5.255 Crosstales.Radio.EditorExtension.StreamSaverEditor Class Reference	557
5.255.1 Detailed Description	557
5.256 Crosstales.Radio.EditorIntegration.StreamSaverGameObject Class Reference	558
5.256.1 Detailed Description	558
5.257 Crosstales.Radio.EditorIntegration.StreamSaverMenu Class Reference	558
5.257.1 Detailed Description	558
5.258 Crosstales.Common.Util.SurviveSceneSwitch Class Reference	558
5.258.1 Detailed Description	559
5.258.2 Member Data Documentation	559
5.258.2.1 Survivors	559
5.259 Crosstales.Radio.Demo.TestAllStations Class Reference	559
5.259.1 Detailed Description	560
5.260 Crosstales.Ude.Core.ThaiModel Class Reference	560
5.261 Crosstales.Radio.OnRadio.Service.TopsongsService Class Reference	561
5.261.1 Detailed Description	561
5.261.2 Property Documentation	561
5.261.2.1 Genre	562
5.261.2.2 International	562
5.261.2.3 Limit	562
5.262 Crosstales.Radio.OnRadio.EditorExtension.TopsongsServiceEditor Class Reference	562
5.262.1 Detailed Description	563
5.263 Crosstales.Radio.OnRadio.Model.Uberurl Class Reference	563
5.263.1 Detailed Description	563
5.264 Crosstales.Ude.Core.UCS2BESMModel Class Reference	563
5.265 Crosstales.Ude.Core.UCS2LESMMModel Class Reference	564
5.266 Crosstales.UI.UIDrag Class Reference	564
5.266.1 Detailed Description	564
5.267 Crosstales.UI.UIFocus Class Reference	565
5.267.1 Detailed Description	565
5.267.2 Member Function Documentation	565
5.267.2.1 OnPanelEnter()	565
5.267.3 Member Data Documentation	565
5.267.3.1 ManagerName	566
5.268 Crosstales.UI.UIHint Class Reference	566
5.268.1 Detailed Description	566
5.268.2 Member Data Documentation	567

5.268.2.1 Delay	567
5.268.2.2 Disable	567
5.268.2.3 FadeAtStart	567
5.268.2.4 FadeTime	567
5.268.2.5 Group	567
5.269 Crosstales.UI.UIResize Class Reference	568
5.269.1 Detailed Description	568
5.269.2 Member Data Documentation	568
5.269.2.1 IgnoreMaxSize	568
5.269.2.2 MaxSize	569
5.269.2.3 MinSize	569
5.269.2.4 SpeedFactor	569
5.270 Crosstales.UI.UIWindowManager Class Reference	569
5.270.1 Detailed Description	570
5.270.2 Member Function Documentation	570
5.270.2.1 ChangeState()	570
5.270.3 Member Data Documentation	570
5.270.3.1 Windows	570
5.271 Crosstales.Ude.Core.UniversalDetector Class Reference	570
5.271.1 Member Function Documentation	571
5.271.1.1 DataEnd()	571
5.271.1.2 Reset()	572
5.271.2 Member Data Documentation	572
5.271.2.1 FILTER_CHINESE	572
5.271.2.2 FILTER_CJK	572
5.272 Crosstales.Radio.EditorTask.UpdateCheck Class Reference	572
5.272.1 Detailed Description	573
5.273 Crosstales.Ude.Core.UTF8Prober Class Reference	573
5.273.1 Member Function Documentation	573
5.273.1.1 HandleData()	573
5.273.1.2 Reset()	574
5.274 Crosstales.Ude.Core.UTF8SMMModel Class Reference	574
5.275 Crosstales.NVorbis.Util Class Reference	574
5.276 Crosstales.NLayer.Decoder.VBRInfo Class Reference	575
5.277 Crosstales.NVorbis.VorbisCodebook Class Reference	575
5.278 Crosstales.NVorbis.VorbisFloor Class Reference	575
5.279 Crosstales.NVorbis.VorbisMapping Class Reference	575
5.280 Crosstales.NVorbis.VorbisMode Class Reference	576
5.281 Crosstales.NVorbis.VorbisReader Class Reference	576
5.281.1 Member Function Documentation	577
5.281.1.1 ClearParameterChange()	577
5.281.1.2 FindNextStream()	577

5.281.1.3 ReadSamples()	577
5.281.1.4 SwitchStreams()	578
5.281.2 Property Documentation	578
5.281.2.1 Channels	578
5.281.2.2 ClipSamples	578
5.281.2.3 Comments	579
5.281.2.4 ContainerOverheadBits	579
5.281.2.5 DecodedPosition	579
5.281.2.6 DecodedTime	579
5.281.2.7 IsParameterChange	579
5.281.2.8 LowerBitrate	579
5.281.2.9 NominalBitrate	580
5.281.2.10 SampleRate	580
5.281.2.11 Stats	580
5.281.2.12 StreamCount	580
5.281.2.13 StreamIndex	580
5.281.2.14 TotalTime	580
5.281.2.15 UpperBitrate	581
5.281.2.16 Vendor	581
5.282 Crosstales.NVorbis.VorbisResidue Class Reference	581
5.283 Crosstales.NVorbis.VorbisStreamDecoder Class Reference	581
5.283.1 Member Function Documentation	582
5.283.1.1 ResetStats()	582
5.284 Crosstales.NVorbis.VorbisTime Class Reference	582
5.285 Crosstales.Common.Audio.WavMaster Class Reference	582
5.285.1 Detailed Description	583
5.285.2 Member Function Documentation	583
5.285.2.1 BitDepth()	583
5.285.2.2 FromAudioClip() [1/2]	584
5.285.2.3 FromAudioClip() [2/2]	584
5.285.2.4 ToAudioClip() [1/3]	584
5.285.2.5 ToAudioClip() [2/3]	585
5.285.2.6 ToAudioClip() [3/3]	585
5.286 Crosstales.Internal.WebGLCopyAndPaste Class Reference	586
5.286.1 Detailed Description	586
5.287 Crosstales.Internal.WebGLCopyAndPasteAPI Class Reference	586
5.288 Crosstales.Ude.Core.Win1250HungarianModel Class Reference	587
5.289 Crosstales.Ude.Core.Win1251BulgarianModel Class Reference	587
5.290 Crosstales.Ude.Core.Win1251Model Class Reference	587
5.291 Crosstales.Ude.Core.Win1253Model Class Reference	588
5.292 Crosstales.Ude.Core.Win1255Model Class Reference	588
5.293 Crosstales.UI.WindowManager Class Reference	589

5.293.1 Detailed Description	589
5.293.2 Member Data Documentation	589
5.293.2.1 ClosedAtStart	589
5.293.2.2 Dependencies	589
5.293.2.3 Speed	590
5.294 Crosstales.Common.Util.XmlHelper Class Reference	590
5.294.1 Detailed Description	590
5.294.2 Member Function Documentation	590
5.294.2.1 DeserializeFromByteArray< T >()	590
5.294.2.2 DeserializeFromFile< T >()	591
5.294.2.3 DeserializeFromResource< T >()	591
5.294.2.4 DeserializeFromString< T >()	592
5.294.2.5 SerializeToByteArray< T >()	592
5.294.2.6 SerializeToFile< T >()	592
5.294.2.7 SerializeToString< T >()	593
5.295 Crosstales.Radio.AudioVisualizer.ZInstaller Class Reference	593
5.295.1 Detailed Description	593
5.296 Crosstales.Radio.VolumetricAudio.ZInstaller Class Reference	594
5.296.1 Detailed Description	594
5.297 Crosstales.Radio.Apollo.ZInstaller Class Reference	594
5.297.1 Detailed Description	594
5.298 Crosstales.Radio.OnRadio.ZInstaller Class Reference	595
5.298.1 Detailed Description	595
5.299 Crosstales.Radio.Demo.ZInstaller Class Reference	595
5.299.1 Detailed Description	595
5.300 Crosstales.Radio.RhythmVisualizator.ZInstaller Class Reference	596
5.300.1 Detailed Description	596
5.301 Crosstales.Radio.Loudspeaker.ZInstaller Class Reference	596
5.301.1 Detailed Description	596
6 More information	597
6.1 Homepage	597
6.2 AssetStore	597
6.3 Forum	597
6.4 Documentation	597
6.5 Discord	597
6.6 Demos	597
6.6.1 Windows	597
6.6.2 macOS	598
6.6.3 Linux	598
6.6.4 Android	598
6.7 Videos	598

6.7.1 Promotion	598
6.7.2 Tutorial	598
Index	599

Chapter 1

Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

Crosstales	21
Crosstales.Common	21
Crosstales.Common.Audio	21
Crosstales.Common.EditorTask	21
Crosstales.Common.EditorUtil	22
Crosstales.Common.Model	22
Crosstales.Common.Model.Enum	22
Crosstales.Common.Util	23
Crosstales.Internal	24
Crosstales.NLayer	24
Crosstales.NLayer.Decoder	24
Crosstales.NVorbis	25
Crosstales.NVorbis.Ogg	25
Crosstales.Radio	26
Crosstales.Radio.Apollo	27
Crosstales.Radio.AudioVisualizer	27
Crosstales.Radio.Demo	27
Crosstales.Radio.EditorBuild	28
Crosstales.Radio.EditorExtension	28
Crosstales.Radio.EditorIntegration	28
Crosstales.Radio.EditorTask	29
Crosstales.Radio.EditorUtil	30
Crosstales.Radio.Loudspeaker	30
Crosstales.Radio.Model	30
Crosstales.Radio.Model.Entry	30
Crosstales.Radio.Model.Enum	31
Crosstales.Radio.OnRadio	32
Crosstales.Radio.OnRadio.Demo	32
Crosstales.Radio.OnRadio.EditorExtension	33
Crosstales.Radio.OnRadio.Model	33
Crosstales.Radio.OnRadio.Model.DARStations	34
Crosstales.Radio.OnRadio.Model.Play	34
Crosstales.Radio.OnRadio.Model.Songart	34
Crosstales.Radio.OnRadio.Provider	35
Crosstales.Radio.OnRadio.Service	35

Crosstales.Radio.OnRadio.Util	35
Crosstales.Radio.Provider	35
Crosstales.Radio.RhythmVisualizator	36
Crosstales.Radio.Set	36
Crosstales.Radio.Tool	36
Crosstales.Radio.Util	36
Crosstales.Radio.VolumetricAudio	37
Crosstales.Ude	37
Crosstales.Ude.Core	
Escaped charsets state machines	38
Crosstales.UI	40
Crosstales.UI.Audio	41
Crosstales.UI.Util	41
HutongGames	41
HutongGames.PlayMaker	41
HutongGames.PlayMaker.Actions	41

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Crosstales.Radio.EditorTask.AAACConfigLoader	43
AssetPostprocessor	
Crosstales.Common.EditorTask.RTFBCheck	508
Crosstales.Radio.EditorTask.Launch	371
Crosstales.Common.EditorTask.BaseCompileDefines	50
Crosstales.Common.Util.CTOWCompileDefines	155
Crosstales.Common.Util.CTPCompileDefines	155
Crosstales.Radio.EditorTask.CompileDefines	129
Crosstales.Radio.OnRadio.CompileDefines	130
Crosstales.UI.CompileDefines	130
Crosstales.Common.Util.BaseConstants	52
Crosstales.Radio.Util.Constants	136
Crosstales.Common.Util.BaseHelper	71
Crosstales.Common.EditorUtil.BaseEditorHelper	64
Crosstales.Radio.EditorUtil.EditorHelper	193
Crosstales.Radio.Util.Helper	317
Crosstales.Common.EditorTask.BaseInstaller	85
Crosstales.Radio.Apollo.ZInstaller	594
Crosstales.Radio.AudioVisualizer.ZInstaller	593
Crosstales.Radio.Demo.ZInstaller	595
Crosstales.Radio.Loudspeaker.ZInstaller	596
Crosstales.Radio.OnRadio.ZInstaller	595
Crosstales.Radio.RhythmVisualizator.ZInstaller	596
Crosstales.Radio.VolumetricAudio.ZInstaller	594
Crosstales.Radio.Model.Entry.BaseRadioEntry	94
Crosstales.Radio.Model.Entry.RadioEntryResource	411
Crosstales.Radio.Model.Entry.RadioEntryShoutcast	412
Crosstales.Radio.Model.Entry.RadioEntryURL	414
Crosstales.Radio.Model.Entry.RadioEntryUser	417
Crosstales.Common.EditorTask.BaseSetupResources	113
Crosstales.Common.EditorTask.SetupResources	513
Crosstales.Radio.EditorTask.SetupResources	513
Crosstales.Ude.Core.BitPackage	116

Crosstales.NLayer.Decoder.BitReservoir	116
Crosstales.Ude.Core.CharDistributionAnalyser	118
Crosstales.Ude.Core.BIG5DistributionAnalyser	113
Crosstales.Ude.Core.EUCKRDistributionAnalyser	200
Crosstales.Ude.Core.EUCTWDistributionAnalyser	202
Crosstales.Ude.Core.GB18030DistributionAnalyser	295
Crosstales.Ude.Core.SJISDistributionAnalyser	543
Crosstales.Ude.Core.EUCJPDistributionAnalyser	197
Crosstales.Ude.Core.CharsetProber	123
Crosstales.Ude.Core.Big5Prober	114
Crosstales.Ude.Core.EscCharsetProber	196
Crosstales.Ude.Core.EUCJPProber	198
Crosstales.Ude.Core.EUCKRProber	201
Crosstales.Ude.Core.EUCTWProber	203
Crosstales.Ude.Core.GB18030Prober	296
Crosstales.Ude.Core.HebrewProber	316
Crosstales.Ude.Core.Latin1Prober	368
Crosstales.Ude.Core.MBCSGroupProber	378
Crosstales.Ude.Core.SBCSGroupProber	509
Crosstales.Ude.Core.SingleByteCharSetProber	538
Crosstales.Ude.Core.SJISProber	544
Crosstales.Ude.Core.UTF8Prober	573
Crosstales.Ude.Charsets	125
Crosstales.Ude.Core.CodingStateMachine	129
Crosstales.Radio.Demo.ComplexObject< T >	131
Crosstales.Radio.Util.Config	131
Crosstales.Radio.OnRadio.Util.Constants	144
Crosstales.Radio.Util.Context	149
Crosstales.NVorbis.Ogg.Crc	151
Crosstales.Radio.EditorIntegration.CrossFaderGameObject	153
Crosstales.Radio.EditorIntegration.CrossFaderMenu	153
Crosstales.Common.Util.CTPlayerPrefs	156
Crosstales.Common.Util.CTPMacOSPostProcessor	168
Crosstales.Common.Util.CTPProcessStartInfo	173
Crosstales.NVorbis.DataPacket	179
Crosstales.NVorbis.Ogg.Packet	394
Editor	
Crosstales.Radio.EditorExtension.BaseRadioProviderEditor	103
Crosstales.Radio.EditorExtension.RadioProviderResourceEditor	463
Crosstales.Radio.EditorExtension.RadioProviderShoutcastEditor	465
Crosstales.Radio.EditorExtension.RadioProviderURLEditor	467
Crosstales.Radio.EditorExtension.RadioProviderUserEditor	470
Crosstales.Radio.EditorExtension.RadioSetEditor	481
Crosstales.Radio.OnRadio.EditorExtension.RadioProviderOnRadioEditor	461
Editor	
Crosstales.Common.Util.CTHelperEditor	154
Crosstales.Radio.EditorExtension.CrossFaderEditor	152
Crosstales.Radio.EditorExtension.LoudspeakerEditor	377
Crosstales.Radio.EditorExtension.RadioManagerEditor	444
Crosstales.Radio.EditorExtension.RadioPlayerEditor	457
Crosstales.Radio.EditorExtension.SimplePlayerEditor	533
Crosstales.Radio.EditorExtension.StreamSaverEditor	557
Crosstales.Radio.OnRadio.EditorExtension.BaseServiceEditor	112
Crosstales.Radio.OnRadio.EditorExtension.PlaylistServiceEditor	406
Crosstales.Radio.OnRadio.EditorExtension.Reco2ServiceEditor	501
Crosstales.Radio.OnRadio.EditorExtension.TopsongsServiceEditor	562
Crosstales.Radio.EditorUtil.EditorConfig	188

Crosstales.Radio.EditorUtil.EditorConstants	191
EditorWindow	
Crosstales.Radio.EditorIntegration.ConfigBase	134
Crosstales.Radio.EditorIntegration.ConfigWindow	135
EventArgs	
Crosstales.NVorbis.NewStreamEventArgs	391
Crosstales.NVorbis.ParameterChangeEventArgs	399
Crosstales.ExtensionMethods	205
Crosstales.Common.Util.FileHelper	270
Crosstales.NLayer.Decoder.FrameBase	295
Crosstales.NLayer.Decoder.ID3Frame	332
Crosstales.NLayer.Decoder.MpegFrame	383
Crosstales.NLayer.Decoder.RiffHeaderFrame	507
FsmStateAction	
HutongGames.PlayMaker.Actions.BaseRadioAction	93
HutongGames.PlayMaker.Actions.RadioManagerPlayNext	445
HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious	446
HutongGames.PlayMaker.Actions.RadioManagerStopAll	447
HutongGames.PlayMaker.Actions.RadioPlay	448
HutongGames.PlayMaker.Actions.RadioPlayUI	458
HutongGames.PlayMaker.Actions.RadioStop	492
HutongGames.PlayMaker.Actions.SimplePlayerPlay	534
HutongGames.PlayMaker.Actions.SimplePlayerPlayNext	535
HutongGames.PlayMaker.Actions.SimplePlayerPlayPrevious	536
HutongGames.PlayMaker.Actions.SimplePlayerStop	537
Crosstales.Radio.OnRadio.Util.Helper	324
Crosstales.NLayer.Decoder.Huffman	324
Crosstales.NVorbis.Huffman	324
Crosstales.NVorbis.HuffmanListNode	324
Crosstales.Ude.ICharsetDetector	326
Crosstales.Ude.CharsetDetector	120
IDisposable	
Crosstales.Common.Util.CTPProcess	169
Crosstales.NLayer.MpegFile	382
Crosstales.NVorbis.IContainerReader	329
Crosstales.NVorbis.Ogg.ContainerReader	144
Crosstales.NVorbis.IPacketProvider	337
Crosstales.NVorbis.Ogg.PacketReader	395
Crosstales.NVorbis.VorbisReader	576
Crosstales.NVorbis.VorbisStreamDecoder	581
IDragHandler	
Crosstales.UI.UIResize	568
Crosstales.NLayer.IMpegFrame	333
Crosstales.NLayer.Decoder.MpegFrame	383
Crosstales.Radio.IPlayer	341
Crosstales.Radio.BasePlayer	85
Crosstales.Radio.RadioPlayer	452
Crosstales.Radio.SimplePlayer	516
IPointerDownHandler	
Crosstales.UI.UIResize	568
Crosstales.Radio.Provider.IRadioProvider	350
Crosstales.Radio.Provider.BaseRadioProvider	99
Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio	459
Crosstales.Radio.Provider.RadioProviderResource	461
Crosstales.Radio.Provider.RadioProviderShoutcast	463
Crosstales.Radio.Provider.RadioProviderURL	465

Crosstales.Radio.Provider.RadioProviderUser	467
Crosstales.Radio.Set.ISet	352
Crosstales.Radio.RadioManager	425
Crosstales.Radio.Set.RadioSet	470
Crosstales.Radio.SimplePlayer	516
Crosstales.NVorbis.IVorbisStreamStatus	364
Crosstales.NVorbis.VorbisStreamDecoder	581
Crosstales.Ude.Core.JapaneseContextAnalyser	367
Crosstales.Ude.Core.EUCJPContextAnalyser	197
Crosstales.Ude.Core.SJISContextAnalyser	542
Crosstales.NLayer.Decoder.LayerDecoderBase	372
Crosstales.NLayer.Decoder.LayerIIDecoderBase	373
Crosstales.NLayer.Decoder.LayerIDecoder	372
Crosstales.NLayer.Decoder.LayerIIDecoder	373
Crosstales.NLayer.Decoder.LayerIIIDecoder	374
Crosstales.Radio.Tool.LoadIcon	374
Crosstales.Radio.EditorIntegration.LoudspeakerGameObject	377
Crosstales.Radio.EditorIntegration.LoudspeakerMenu	377
Crosstales.NVorbis.Mdct	380
MonoBehaviour	
Crosstales.Common.Audio.FFTAnalyzer	269
Crosstales.Common.Audio.SpectrumVisualizer	550
Crosstales.Common.Util.BackgroundController	50
Crosstales.Common.Util.CTHelper	154
Crosstales.Common.Util.PlatformController	400
Crosstales.Common.Util.RandomColor	494
Crosstales.Common.Util.RandomRotator	496
Crosstales.Common.Util.RandomScaler	498
Crosstales.Common.Util.Singleton< T >	539
Crosstales.Radio.Apollo.ShowMore	514
Crosstales.Radio.AudioVisualizer.ShowMore	514
Crosstales.Radio.BasePlayer	85
Crosstales.Radio.Demo.EventTester	205
Crosstales.Radio.Demo.GUIMain	298
Crosstales.Radio.Demo.GUIPlayOwnRadio	301
Crosstales.Radio.Demo.GUIPlayRadio	303
Crosstales.Radio.Demo.GUIPlayStation	304
Crosstales.Radio.Demo.GUIRadioplayer	306
Crosstales.Radio.Demo.GUIRadioStatic	308
Crosstales.Radio.Demo.GUIStationList	310
Crosstales.Radio.Demo.GUIStationStatic	313
Crosstales.Radio.Demo.KeyboardController	367
Crosstales.Radio.Demo.SceneSwitcher	510
Crosstales.Radio.Demo.TestAllStations	559
Crosstales.Radio.OnRadio.Demo.AccessSettings	43
Crosstales.Radio.OnRadio.Demo.BaseGUIStatic	68
Crosstales.Radio.OnRadio.Demo.GUIRecordStatic	310
Crosstales.Radio.OnRadio.Demo.GUIStationStatic	312
Crosstales.Radio.OnRadio.Demo.GUIOnRadio	299
Crosstales.Radio.OnRadio.Demo.OrderManager	393
Crosstales.Radio.OnRadio.Demo.QueryPlaylist	408
Crosstales.Radio.OnRadio.Demo.QueryReco2	409
Crosstales.Radio.OnRadio.Demo.QueryTopsongs	410
Crosstales.Radio.OnRadio.Demo.ShowMore	515
Crosstales.Radio.OnRadio.Service.BaseService	104
Crosstales.Radio.OnRadio.Service.PlaylistService	404
Crosstales.Radio.OnRadio.Service.Reco2Service	499

Crosstales.Radio.OnRadio.Service.TopsongsService	561
Crosstales.Radio.Provider.BaseRadioProvider	99
Crosstales.Radio.RadioManager	425
Crosstales.Radio.RhythmVisualizator.ShowMore	515
Crosstales.Radio.Set.RadioSet	470
Crosstales.Radio.Tool.ChangeAudioCodec	118
Crosstales.Radio.Tool.CrossFader	151
Crosstales.Radio.Tool.Loudspeaker	376
Crosstales.Radio.Tool.StreamSaver	555
Crosstales.Radio.VolumetricAudio.ShowMore	516
Crosstales.UI.Audio.AudioFilterController	44
Crosstales.UI.Audio.AudioSourceController	46
Crosstales.UI.Social	547
Crosstales.UI.StaticManager	551
Crosstales.UI.UIDrag	564
Crosstales.UI.UIFocus	565
Crosstales.UI.UIHint	566
Crosstales.UI.UIResize	568
Crosstales.UI.UIWindowManager	569
Crosstales.UI.Util.FPSDisplay	294
Crosstales.UI.Util.ScrollRectHandler	511
Crosstales.UI.WindowManager	589
Crosstales.NLayer.MpegFrameDecoder	385
Crosstales.NLayer.Decoder.MpegStreamReader	385
Crosstales.Common.Util.NetworkHelper	385
Crosstales.Common.EditorTask.NYCheck	392
Crosstales.Radio.OnRadio.EditorExtension.OnRadioGameObject	392
Crosstales.Radio.OnRadio.EditorExtension.OnRadioMenu	393
Crosstales.Radio.OnRadio.Model.Play.Playlist	402
Crosstales.Radio.OnRadio.Model.Playlist	403
Crosstales.Radio.Model.RadioFilter	420
Crosstales.Radio.EditorIntegration.RadioGameObject	425
Crosstales.Radio.EditorIntegration.RadioMenu	448
Crosstales.Radio.Model.RadioStation	481
Crosstales.Radio.OnRadio.Model.RadioStationExt	492
Crosstales.Radio.Model.RecordInfo	502
Crosstales.Radio.OnRadio.Model.RecordInfoExt	506
Crosstales.Radio.Model.RequestHeaderTuple	507
Crosstales.NVorbis.RingBuffer	508
Crosstales.Ude.Core.SequenceModel	512
Crosstales.Ude.Core.BulgarianModel	117
Crosstales.Ude.Core.Latin5BulgarianModel	370
Crosstales.Ude.Core.Win1251BulgarianModel	587
Crosstales.Ude.Core.CyrillicModel	178
Crosstales.Ude.Core.Ibm855Model	326
Crosstales.Ude.Core.Ibm866Model	326
Crosstales.Ude.Core.Koi8rModel	368
Crosstales.Ude.Core.Latin5Model	370
Crosstales.Ude.Core.MacCyrillicModel	378
Crosstales.Ude.Core.Win1251Model	587
Crosstales.Ude.Core.GreekModel	298
Crosstales.Ude.Core.Latin7Model	371
Crosstales.Ude.Core.Win1253Model	588
Crosstales.Ude.Core.HebrewModel	315
Crosstales.Ude.Core.Win1255Model	588
Crosstales.Ude.Core.HungarianModel	325
Crosstales.Ude.Core.Latin2HungarianModel	370

Crosstales.Ude.Core.Win1250HungarianModel	587
Crosstales.Ude.Core.ThaiModel	560
Crosstales.Radio.EditorBuild.SetAndroid	512
Crosstales.Common.Util.Singleton< CTScreenshot >	539
Crosstales.Common.Util.CTScreenshot	176
Crosstales.Common.Util.Singleton< SurviveSceneSwitch >	539
Crosstales.Common.Util.SurviveSceneSwitch	558
Crosstales.Common.Util.Singleton< WebGLCopyAndPaste >	539
Crosstales.Internal.WebGLCopyAndPaste	586
Crosstales.Common.Util.SingletonHelper	542
Crosstales.Ude.Core.SMMModel	546
Crosstales.Ude.Core.BIG5SMMModel	115
Crosstales.Ude.Core.EUCJPSMMModel	199
Crosstales.Ude.Core.EUCKRSMMModel	202
Crosstales.Ude.Core.EUCTWSMMModel	204
Crosstales.Ude.Core.GB18030SMMModel	297
Crosstales.Ude.Core.HZSMMModel	325
Crosstales.Ude.Core.ISO2022CNSMMModel	362
Crosstales.Ude.Core.ISO2022JPSMMModel	363
Crosstales.Ude.Core.ISO2022KRSMMModel	363
Crosstales.Ude.Core.SJISSMMModel	545
Crosstales.Ude.Core.UCS2BESMMModel	563
Crosstales.Ude.Core.UCS2LESMMModel	564
Crosstales.Ude.Core.UTF8SMMModel	574
Crosstales.Radio.OnRadio.Model.Song	547
Crosstales.Radio.OnRadio.Model.Songart.Song	548
Crosstales.Radio.OnRadio.Model.Songs	549
Crosstales.Radio.OnRadio.Model.Songart.Songs	549
Crosstales.Radio.OnRadio.Model.DARStations.Station	552
Crosstales.Radio.OnRadio.Model.Play.Station	553
Crosstales.Radio.OnRadio.Model.DARStations.Stations	553
Crosstales.Radio.OnRadio.Model.Stations	554
Stream	
Crosstales.Common.Util.MemoryCacheStream	380
Crosstales.Radio.EditorIntegration.StreamSaverGameObject	558
Crosstales.Radio.EditorIntegration.StreamSaverMenu	558
Crosstales.Radio.OnRadio.Model.Uberurl	563
UnityEvent	
Crosstales.Radio.AudioEndEvent	44
Crosstales.Radio.AudioStartEvent	49
Crosstales.Radio.BufferingEndEvent	117
Crosstales.Radio.BufferingStartEvent	117
Crosstales.Radio.ErrorEvent	195
Crosstales.Radio.FilterChangeEvent	293
Crosstales.Radio.OnRadio.Service.QueryCompleteEvent	407
Crosstales.Radio.PlaybackEndEvent	402
Crosstales.Radio.PlaybackStartEvent	402
Crosstales.Radio.ProviderReadyEvent	407
Crosstales.Radio.RecordChangeEvent	501
Crosstales.Radio.StationChangeEvent	553
Crosstales.Radio.StationsChangeEvent	555
Crosstales.Ude.Core.UniversalDetector	570
Crosstales.Ude.CharsetDetector	120
Crosstales.Radio.EditorTask.UpdateCheck	572
Crosstales.NVorbis.Utils	574
Crosstales.NLayer.Decoder.VBRInfo	575
Crosstales.NVorbis.VorbisCodebook	575

Crosstales.NVorbis.VorbisFloor	575
Crosstales.NVorbis.VorbisMapping	575
Crosstales.NVorbis.VorbisMode	576
Crosstales.NVorbis.VorbisResidue	581
Crosstales.NVorbis.VorbisTime	582
Crosstales.Common.Audio.WavMaster	582
WebClient	
Crosstales.Common.Util.CTWebClient	177
Crosstales.Internal.WebGLCopyAndPasteAPI	586
Crosstales.Common.Util.XmlHelper	590

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Crosstales.Radio.EditorTask.AAConfigLoader	
Loads the configuration at startup	43
Crosstales.Radio.OnRadio.Demo.AccessSettings	
Set the access settings for OnRadio	43
Crosstales.Radio.AudioEndEvent	44
Crosstales.UI.Audio.AudioFilterController	
Controller for audio filters	44
Crosstales.UI.Audio.AudioSourceController	
Controller for AudioSources	46
Crosstales.Radio.AudioStartEvent	49
Crosstales.Common.Util.BackgroundController	
Enables or disable game objects on Android or iOS in the background	50
Crosstales.Common.EditorTask.BaseCompileDefines	
Base for adding and removing the given symbols to PlayerSettings compiler define symbols	50
Crosstales.Common.Util.BaseConstants	
Base for collected constants of very general utility for the asset	52
Crosstales.Common.EditorUtil.BaseEditorHelper	
Base for various Editor helper functions	64
Crosstales.Radio.OnRadio.Demo.BaseGUIStatic	
Base-class for a static GUI entry	68
Crosstales.Common.Util.BaseHelper	
Base for various helper functions	71
Crosstales.Common.EditorTask.BaseInstaller	
Base-class for all installers	85
Crosstales.Radio.BasePlayer	
Base class for all players	85
HutongGames.PlayMaker.Actions.BaseRadioAction	
Base class for Radio-actions in PlayMaker	93
Crosstales.Radio.Model.Entry.BaseRadioEntry	
Base class for radio entries	94
Crosstales.Radio.Provider.BaseRadioProvider	
Base class for radio providers	99
Crosstales.Radio.EditorExtension.BaseRadioProviderEditor	
Base-class for custom editors of children of the 'BaseRadioProvider'-class	103
Crosstales.Radio.OnRadio.Service.BaseService	
Base-class of a service	104

Crosstales.Radio.OnRadio.EditorExtension.BaseServiceEditor	
Custom editor for the 'BaseService'-class	112
Crosstales.Common.EditorTask.BaseSetupResources	
Base-class for moving all resources to 'Editor Default Resources'	113
Crosstales.Ude.Core.BIG5DistributionAnalyser	113
Crosstales.Ude.Core.Big5Prober	114
Crosstales.Ude.Core.BIG5SMMModel	115
Crosstales.Ude.Core.BitPackage	116
Crosstales.NLayer.Decoder.BitReservoir	116
Crosstales.Radio.BufferingEndEvent	117
Crosstales.Radio.BufferingStartEvent	117
Crosstales.Ude.Core.BulgarianModel	117
Crosstales.Radio.Tool.ChangeAudioCodec	
Changes the default audio codec under Windows	118
Crosstales.Ude.Core.CharDistributionAnalyser	
Base class for the Character Distribution Method, used for the CJK encodings	118
Crosstales.Ude.CharsetDetector	
Default implementation of charset detection interface. The detector can be fed by a System.I← O.Stream:	120
Crosstales.Ude.Core.CharsetProber	123
Crosstales.Ude.Charsets	125
Crosstales.Ude.Core.CodingStateMachine	
Parallel state machine for the Coding Scheme Method	129
Crosstales.Radio.EditorTask.CompileDefines	
Adds the given define symbols to PlayerSettings define symbols	129
Crosstales.UI.CompileDefines	
Adds the given define symbols to PlayerSettings define symbols	130
Crosstales.Radio.OnRadio.CompileDefines	
Adds the given define symbols to PlayerSettings define symbols	130
Crosstales.Radio.Demo.ComplexObject< T >	
A complex object for all parameters of a gui-prefab used in GUIRadioplayer	131
Crosstales.Radio.Util.Config	
Configuration for the asset	131
Crosstales.Radio.EditorIntegration.ConfigBase	
Base class for editor windows	134
Crosstales.Radio.EditorIntegration.ConfigWindow	
Editor window extension	135
Crosstales.Radio.Util.Constants	
Collected constants of very general utility for the asset	136
Crosstales.Radio.OnRadio.Util.Constants	
Collected constants of very general utility for OnRadio	144
Crosstales.NVorbis.Ogg.ContainerReader	
Provides an IContainerReader implementation for basic Ogg files	144
Crosstales.Radio.Util.Context	
Context for the asset	149
Crosstales.NVorbis.Ogg.Crc	151
Crosstales.Radio.Tool.CrossFader	
Cross fade two AudioSource	151
Crosstales.Radio.EditorExtension.CrossFaderEditor	
Custom editor for the 'CrossFader'-class	152
Crosstales.Radio.EditorIntegration.CrossFaderGameObject	
Editor component for the "Hierarchy"-menu	153
Crosstales.Radio.EditorIntegration.CrossFaderMenu	
Editor component for the "Tools"-menu	153
Crosstales.Common.Util.CTHelper	
Helper to reset the necessary settings	154
Crosstales.Common.Util.CTHelperEditor	154

Crosstales.Common.Util.CTOWCompileDefines	155
Adds "CT_OPENWINDOW" define symbol to PlayerSettings define symbols	
Crosstales.Common.Util.CTPCompileDefines	155
Adds "CT_PROC" define symbol to PlayerSettings define symbols	
Crosstales.Common.Util.CTPlayerPrefs	156
Wrapper for the PlayerPrefs	
Crosstales.Common.Util.CTPMacOSPostProcessor	168
Post processor for macOS	
Crosstales.Common.Util.CTProcess	169
Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events)	
Crosstales.Common.Util.CTProcessStartInfo	173
Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties)	
Crosstales.Common.Util.CTScreenshot	176
Take screen shots inside an application	
Crosstales.Common.Util.CTWebClient	177
Specialized WebClient	
Crosstales.Ude.Core.CyrillicModel	178
Crosstales.NVorbis.DataPacket	179
A single data packet from a logical Vorbis stream	
Crosstales.Radio.EditorUtil.EditorConfig	188
Editor configuration for the asset	
Crosstales.Radio.EditorUtil.EditorConstants	191
Collected editor constants of very general utility for the asset	
Crosstales.Radio.EditorUtil.EditorHelper	193
Editor helper class	
Crosstales.Radio.ErrorEvent	195
Crosstales.Ude.Core.EscCharsetProber	196
Crosstales.Ude.Core.EUCJPContextAnalyser	197
Crosstales.Ude.Core.EUCJPDistributionAnalyser	197
Crosstales.Ude.Core.EUCJProber	198
Crosstales.Ude.Core.EUCJPSMModel	199
Crosstales.Ude.Core.EUCKRDistributionAnalyser	200
Crosstales.Ude.Core.EUCKRProber	201
Crosstales.Ude.Core.EUCKRSMMModel	202
Crosstales.Ude.Core.EUCTWDistributionAnalyser	202
Crosstales.Ude.Core.EUCTWProber	203
Crosstales.Ude.Core.EUCTWSMMModel	204
Crosstales.Radio.Demo.EventTester	205
Simple test script for all UnityEvent-callbacks	
Crosstales.ExtensionMethods	205
Various extension methods	
Crosstales.Common.Audio.FFTAnalyzer	269
FFT analyzer for an audio channel	
Crosstales.Common.Util.FileHelper	270
Various helper functions for the file system	
Crosstales.Radio.FilterChangeEvent	293
Crosstales.UI.Util.FPSDisplay	294
Simple FPS-Counter	
Crosstales.NLayer.Decoder.FrameBase	295
Crosstales.Ude.Core.GB18030DistributionAnalyser	295
Crosstales.Ude.Core.GB18030Prober	296
Crosstales.Ude.Core.GB18030SMMModel	297
Crosstales.Ude.Core.GreekModel	298
Crosstales.Radio.Demo.GUIMain	298
Main GUI for all demo scenes	

Crosstales.Radio.OnRadio.Demo.GUIOnRadio	
GUI for OnRadio	299
Crosstales.Radio.Demo.GUIPlayOwnRadio	
GUI for a very simple radio player	301
Crosstales.Radio.Demo.GUIPlayRadio	
GUI for a very simple radio player	303
Crosstales.Radio.Demo.GUIPlayStation	
GUI for a very simple normal/random radio station player	304
Crosstales.Radio.Demo.GUIRadioplayer	
GUI for multiple radio players	306
Crosstales.Radio.Demo.GUIRadioStatic	
GUI for a radio player	308
Crosstales.Radio.OnRadio.Demo.GUIRecordStatic	
GUI for a record	310
Crosstales.Radio.Demo.GUIStationList	
GUI for list of radio stations	310
Crosstales.Radio.OnRadio.Demo.GUIStationStatic	
GUI for a station	312
Crosstales.Radio.Demo.GUIStationStatic	
GUI for a station	313
Crosstales.Ude.Core.HebrewModel	315
Crosstales.Ude.Core.HebrewProber	
This prober doesn't actually recognize a language or a charset. It is a helper prober for the use of the Hebrew model probers	316
Crosstales.Radio.Util.Helper	
Various helper functions	317
Crosstales.Radio.OnRadio.Util.Helper	
Helper-class for OnRadio	324
Crosstales.NLayer.Decoder.Huffman	324
Crosstales.NVorbis.Huffman	324
Crosstales.NVorbis.HuffmanListNode	324
Crosstales.Ude.Core.HungarianModel	325
Crosstales.Ude.Core.HZSMMModel	325
Crosstales.Ude.Core.Ibm855Model	326
Crosstales.Ude.Core.Ibm866Model	326
Crosstales.Ude.ICharsetDetector	326
Crosstales.NVorbis.IContainerReader	
Provides a interface for a Vorbis logical stream container	329
Crosstales.NLayer.Decoder.ID3Frame	332
Crosstales.NLayer.IMpegFrame	
Defines a standard way of representing a MPEG frame to the decoder	333
Crosstales.NVorbis.IPacketProvider	
Provides packets on-demand for the Vorbis stream decoder	337
Crosstales.Radio.IPlayer	
Interface for all players	341
Crosstales.Radio.Provider.IRadioProvider	
Interface for all radio providers	350
Crosstales.Radio.Set.ISet	
Interface for all sets	352
Crosstales.Ude.Core.ISO2022CNSMMModel	362
Crosstales.Ude.Core.ISO2022JPSMMModel	363
Crosstales.Ude.Core.ISO2022KRSMMModel	363
Crosstales.NVorbis.IVorbisStreamStatus	364
Crosstales.Ude.Core.JapaneseContextAnalyser	367
Crosstales.Radio.Demo.KeyboardController	
Controls UI elements with keyboard commands	367
Crosstales.Ude.Core.Koi8rModel	368
Crosstales.Ude.Core.Latin1Prober	368

Crosstales.Ude.Core.Latin2HungarianModel	370
Crosstales.Ude.Core.Latin5BulgarianModel	370
Crosstales.Ude.Core.Latin5Model	370
Crosstales.Ude.Core.Latin7Model	371
Crosstales.Radio.EditorTask.Launch	
Show the configuration window on the first launch	371
Crosstales.NLayer.Decoder.LayerDecoderBase	372
Crosstales.NLayer.Decoder.LayerIDecoder	372
Crosstales.NLayer.Decoder.LayerIIDecoder	373
Crosstales.NLayer.Decoder.LayerIIDecoderBase	373
Crosstales.NLayer.Decoder.LayerIIIDecoder	
Class Implementing Layer 3 Decoder	374
Crosstales.Radio.Tool.LoadIcon	
Loads an icon for a radio station or a record	374
Crosstales.Radio.Tool.Loudspeaker	
Loudspeaker for a player	376
Crosstales.Radio.EditorExtension.LoudspeakerEditor	
Custom editor for the 'Loudspeaker'-class	377
Crosstales.Radio.EditorIntegration.LoudspeakerGameObject	
Editor component for the "Hierarchy"-menu	377
Crosstales.Radio.EditorIntegration.LoudspeakerMenu	
Editor component for the "Tools"-menu	377
Crosstales.Ude.Core.MacCyrillicModel	378
Crosstales.Ude.Core.MBCSGroupProber	
Multi-byte charsets probers	378
Crosstales.NVorbis.Mdct	380
Crosstales.Common.Util.MemoryCacheStream	
Memory cache stream	380
Crosstales.NLayer.MpegFile	382
Crosstales.NLayer.Decoder.MpegFrame	383
Crosstales.NLayer.MpegFrameDecoder	385
Crosstales.NLayer.Decoder.MpegStreamReader	385
Crosstales.Common.Util.NetworkHelper	
Base for various helper functions for networking	385
Crosstales.NVorbis.NewStreamEventArgs	
Event data for when a new logical stream is found in a container	391
Crosstales.Common.EditorTask.NYCheck	
Checks if a 'Happy new year'-message must be displayed	392
Crosstales.Radio.OnRadio.EditorExtension.OnRadioGameObject	
Editor component for for adding the prefabs from 'OnRadio' in the "Hierarchy"-menu	392
Crosstales.Radio.OnRadio.EditorExtension.OnRadioMenu	
Editor component for for adding the prefabs from 'OnRadio' in the "Tools"-menu	393
Crosstales.Radio.OnRadio.Demo.OrderManager	393
Crosstales.NVorbis.Ogg.Packet	394
Crosstales.NVorbis.Ogg.PacketReader	395
Crosstales.NVorbis.ParameterChangeEventArgs	
Event data for when a logical stream has a parameter change	399
Crosstales.Common.Util.PlatformController	
Enables or disable game objects and scripts for a given platform	400
Crosstales.Radio.PlaybackEndEvent	402
Crosstales.Radio.PlaybackStartEvent	402
Crosstales.Radio.OnRadio.Model.Play.Playlist	
Model of a station holder	402
Crosstales.Radio.OnRadio.Model.Playlist	
Model of a playlist	403
Crosstales.Radio.OnRadio.Service.PlaylistService	
Playlist service implementation	404

Crosstales.Radio.OnRadio.EditorExtension.PlaylistServiceEditor	
Custom editor for the 'PlaylistService'-class	406
Crosstales.Radio.ProviderReadyEvent	407
Crosstales.Radio.OnRadio.Service.QueryCompleteEvent	407
Crosstales.Radio.OnRadio.Demo.QueryPlaylist	
Query for the Playlist service	408
Crosstales.Radio.OnRadio.Demo.QueryReco2	
Query for the Reco2 service	409
Crosstales.Radio.OnRadio.Demo.QueryTopsongs	
Query for the Topsongs service	410
Crosstales.Radio.Model.Entry.RadioEntryResource	
Model for a Resource entry	411
Crosstales.Radio.Model.Entry.RadioEntryShoutcast	
Model for a Shoutcast entry	412
Crosstales.Radio.Model.Entry.RadioEntryURL	
Model for an URL entry	414
Crosstales.Radio.Model.Entry.RadioEntryUser	
Model for an User entry	417
Crosstales.Radio.Model.RadioFilter	
Filter for radio stations	420
Crosstales.Radio.EditorIntegration.RadioGameObject	
Editor component for the "Hierarchy"-menu	425
Crosstales.Radio.RadioManager	
Radio manager for multiple radio players	425
Crosstales.Radio.EditorExtension.RadioManagerEditor	
Custom editor for the 'RadioPlayer'-class	444
HutongGames.PlayMaker.Actions.RadioManagerPlayNext	
PlayNext-action for RadioManager in PlayMaker	445
HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious	
PlayPrevious-action for RadioManager in PlayMaker	446
HutongGames.PlayMaker.Actions.RadioManagerStopAll	
StopAll-action for RadioManager in PlayMaker	447
Crosstales.Radio.EditorIntegration.RadioMenu	
Editor component for the "Tools"-menu	448
HutongGames.PlayMaker.Actions.RadioPlay	
Play-action for PlayMaker	448
Crosstales.Radio.RadioPlayer	
Player for a radio station	452
Crosstales.Radio.EditorExtension.RadioPlayerEditor	
Custom editor for the 'RadioPlayer'-class	457
HutongGames.PlayMaker.Actions.RadioPlayUI	
PlayUI-action for PlayMaker	458
Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio	
Provider for OnRadio service results	459
Crosstales.Radio.OnRadio.EditorExtension.RadioProviderOnRadioEditor	
Custom editor for the 'RadioProviderOnRadio'-class	461
Crosstales.Radio.Provider.RadioProviderResource	
Provider for resources of radio stations in various formats	461
Crosstales.Radio.EditorExtension.RadioProviderResourceEditor	
Custom editor for the 'RadioProviderResource'-class	463
Crosstales.Radio.Provider.RadioProviderShoutcast	
Provider for Shoutcast-based radio stations	463
Crosstales.Radio.EditorExtension.RadioProviderShoutcastEditor	
Custom editor for the 'RadioProviderShoutcast'-class	465
Crosstales.Radio.Provider.RadioProviderURL	
Provider for URLs of radio stations in various formats	465
Crosstales.Radio.EditorExtension.RadioProviderURLEditor	
Custom editor for the 'RadioProviderURL'-class	467

Crosstales.Radio.Provider.RadioProviderUser	
Provider for users of Radio . This enables the possibility to manage the desired stations with a given initial set of stations	467
Crosstales.Radio.EditorExtension.RadioProviderUserEditor	
Custom editor for the 'RadioProviderUser'-class	470
Crosstales.Radio.Set.RadioSet	
RadioSet consists of 1-n providers	470
Crosstales.Radio.EditorExtension.RadioSetEditor	
Custom editor for the 'RadioSet'-class	481
Crosstales.Radio.Model.RadioStation	
Model for a radio station	481
Crosstales.Radio.OnRadio.Model.RadioStationExt	
Extended RadioStation	492
HutongGames.PlayMaker.Actions.RadioStop	
Stop-action for PlayMaker	492
Crosstales.Common.Util.RandomColor	
Random color changer	494
Crosstales.Common.Util.RandomRotator	
Random rotation changer	496
Crosstales.Common.Util.RandomScaler	
Random scale changer	498
Crosstales.Radio.OnRadio.Service.Reco2Service	
Reco2 service implementation	499
Crosstales.Radio.OnRadio.EditorExtension.Reco2ServiceEditor	
Custom editor for the 'Reco2Service'-class	501
Crosstales.Radio.RecordChangeEvent	501
Crosstales.Radio.Model.RecordInfo	
Contains information about the current audio record from a radio station (for Icecast-servers)	502
Crosstales.Radio.OnRadio.Model.RecordInfoExt	
Extended RecordInfo	506
Crosstales.Radio.Model.RequestHeaderTuple	507
Crosstales.NLayer.Decoder.RiffHeaderFrame	
RIFF header reader	507
Crosstales.NVorbis.RingBuffer	508
Crosstales.Common.EditorTask.RTFBCheck	
Search for the "Runtime File Browser" and add or remove the compile define "CT_RTFB"	508
Crosstales.Ude.Core.SBCSGroupProber	509
Crosstales.Radio.Demo.SceneSwitcher	
Very simple scene switcher	510
Crosstales.UI.Util.ScrollRectHandler	
Changes the sensitivity of ScrollRects under various platforms	511
Crosstales.Ude.Core.SequenceModel	512
Crosstales.Radio.EditorBuild.SetAndroid	
Sets the required build parameters for Android	512
Crosstales.Common.EditorTask.SetupResources	
Moves all resources to 'Editor Default Resources'	513
Crosstales.Radio.EditorTask.SetupResources	
Moves all resources to 'Editor Default Resources'	513
Crosstales.Radio.Apollo.ShowMore	
Shows the details for Apollo Visualizer Kit	514
Crosstales.Radio.AudioVisualizer.ShowMore	
Shows the details for Audio Visualizer	514
Crosstales.Radio.OnRadio.Demo.ShowMore	
Shows the details for OnRadio	515
Crosstales.Radio.RhythmVisualizator.ShowMore	
Shows the details for Rhythm Visualizator	515
Crosstales.Radio.VolumetricAudio.ShowMore	
Shows the details for Volumetric Audio	516

Crosstales.Radio.SimplePlayer	
Simple player	516
Crosstales.Radio.EditorExtension.SimplePlayerEditor	
Custom editor for the 'SimplePlayer'-class	533
HutongGames.PlayMaker.Actions.SimplePlayerPlay	
Play-action for SimplePlayer in PlayMaker	534
HutongGames.PlayMaker.Actions.SimplePlayerPlayNext	
PlayNext-action for SimplePlayer in PlayMaker	535
HutongGames.PlayMaker.Actions.SimplePlayerPlayPrevious	
PlayPrevious-action for SimplePlayer in PlayMaker	536
HutongGames.PlayMaker.Actions.SimplePlayerStop	
Stop-action for SimplePlayer in PlayMaker	537
Crosstales.Ude.Core.SingleByteCharSetProber	538
Crosstales.Common.Util.Singleton< T >	
Base-class for all singletons	539
Crosstales.Common.Util.SingletonHelper	
Helper-class for singletons	542
Crosstales.Ude.Core.SJISContextAnalyser	542
Crosstales.Ude.Core.SJISDistributionAnalyser	543
Crosstales.Ude.Core.SJISProber	
for S-JIS encoding, observe characteristic: 1, kana character (or hankaku?) often have high frequency of appearance 2, kana character often exist in group 3, certain combination of kana is never used in Japanese language	544
Crosstales.Ude.Core.SJISSMModel	545
Crosstales.Ude.Core.SMModel	
State machine model	546
Crosstales.UI.Social	
Crosstales social media links	547
Crosstales.Radio.OnRadio.Model.Song	
Model of a song	547
Crosstales.Radio.OnRadio.Model.Songart.Song	
Model of a song	548
Crosstales.Radio.OnRadio.Model.Songs	
Model of a song holder	549
Crosstales.Radio.OnRadio.Model.Songart.Songs	
Model of a song holder	549
Crosstales.Common.Audio.SpectrumVisualizer	
Simple spectrum visualizer	550
Crosstales.UI.StaticManager	
Static Button Manager	551
Crosstales.Radio.OnRadio.Model.DARStations.Station	
Model of a station	552
Crosstales.Radio.OnRadio.Model.Play.Station	
Model of a station	553
Crosstales.Radio.StationChangeEvent	553
Crosstales.Radio.OnRadio.Model.DARStations.Stations	
Model of a station holder	553
Crosstales.Radio.OnRadio.Model.Stations	
Model of a station	554
Crosstales.Radio.StationsChangeEvent	555
Crosstales.Radio.Tool.StreamSaver	
Saves the streams of a player as audio files in the WAV-format. NOTE: Copyright laws for music are VERY STRICT and MUST BE respected! If you save music, make sure YOU have the RIGHT to do so! crosstales LLC denies any responsibility for YOUR actions with this tool - use it at your OWN RISK! For more, see https://en.wikipedia.org/wiki/Radio_music_ripping and the rights applying to your country	555
Crosstales.Radio.EditorExtension.StreamSaverEditor	
Custom editor for the 'StreamSaver'-class	557

Crosstales.Radio.EditorIntegration.StreamSaverGameObject	
Editor component for the "Hierarchy"-menu	558
Crosstales.Radio.EditorIntegration.StreamSaverMenu	
Editor component for the "Tools"-menu	558
Crosstales.Common.Util.SurviveSceneSwitch	
Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene	558
Crosstales.Radio.Demo.TestAllStations	
Test all stations of a given RadioManager	559
Crosstales.Ude.Core.ThaiModel	560
Crosstales.Radio.OnRadio.Service.TopsongsService	
Topsongs service implementation	561
Crosstales.Radio.OnRadio.EditorExtension.TopsongsServiceEditor	
Custom editor for the 'TopsongsService'-class	562
Crosstales.Radio.OnRadio.Model.Uberurl	
Model of a Uberurl	563
Crosstales.Ude.Core.UCS2BESMModel	563
Crosstales.Ude.Core.UCS2LESMMModel	564
Crosstales.UI.UIDrag	
Allow to Drag the Windows around	564
Crosstales.UI.UIFocus	
Change the Focus on from a Window	565
Crosstales.UI.UIHint	
Controls a UI group (hint)	566
Crosstales.UI.UIResize	
Resize a UI element	568
Crosstales.UI.UIWindowManager	
Change the state of all Window panels	569
Crosstales.Ude.Core.UniversalDetector	570
Crosstales.Radio.EditorTask.UpdateCheck	
Checks for updates of the asset	572
Crosstales.Ude.Core.UTF8Prober	573
Crosstales.Ude.Core.UTF8SMMModel	574
Crosstales.NVorbis.Utils	574
Crosstales.NLayer.Decoder.VBRInfo	575
Crosstales.NVorbis.VorbisCodebook	575
Crosstales.NVorbis.VorbisFloor	575
Crosstales.NVorbis.VorbisMapping	575
Crosstales.NVorbis.VorbisMode	576
Crosstales.NVorbis.VorbisReader	576
Crosstales.NVorbis.VorbisResidue	581
Crosstales.NVorbis.VorbisStreamDecoder	581
Crosstales.NVorbis.VorbisTime	582
Crosstales.Common.Audio.WavMaster	
WAV utility for recording and audio playback functions in Unity	582
Crosstales.Internal.WebGLCopyAndPaste	
Allows copy and paste in WebGL	586
Crosstales.Internal.WebGLCopyAndPasteAPI	586
Crosstales.Ude.Core.Win1250HungarianModel	587
Crosstales.Ude.Core.Win1251BulgarianModel	587
Crosstales.Ude.Core.Win1251Model	587
Crosstales.Ude.Core.Win1253Model	588
Crosstales.Ude.Core.Win1255Model	588
Crosstales.UI.WindowManager	
Manager for a Window	589
Crosstales.Common.Util.XmlHelper	
Helper-class for XML	590

Crosstales.Radio.AudioVisualizer.ZInstaller	
Installs the Demos-package	593
Crosstales.Radio.VolumetricAudio.ZInstaller	
Installs the Demos-package	594
Crosstales.Radio.Apollo.ZInstaller	
Installs the Demos-package	594
Crosstales.Radio.OnRadio.ZInstaller	
Installs the Demos-package	595
Crosstales.Radio.Demo.ZInstaller	
Installs the packages from Common and OnRadio	595
Crosstales.Radio.RhythmVisualizator.ZInstaller	
Installs the Demos-package	596
Crosstales.Radio.Loudspeaker.ZInstaller	
Installs the Demos-package	596

Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Classes

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

4.2 Crosstales.Common Namespace Reference

4.3 Crosstales.Common.Audio Namespace Reference

Classes

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

4.4 Crosstales.Common.EditorTask Namespace Reference

Classes

- class [BaseCompileDefines](#)
Base for adding and removing the given symbols to PlayerSettings compiler define symbols.
- class [BaseInstaller](#)
Base-class for all installers.
- class [BaseSetupResources](#)
Base-class for moving all resources to 'Editor Default Resources'.
- class [NYCheck](#)
Checks if a 'Happy new year'-message must be displayed.
- class [RTFBCheck](#)
Search for the "Runtime File Browser" and add or remove the compile define "CT_RTFB".
- class [SetupResources](#)
Moves all resources to 'Editor Default Resources'.

4.5 Crosstales.Common.EditorUtil Namespace Reference

Classes

- class [BaseEditorHelper](#)
Base for various Editor helper functions.

4.6 Crosstales.Common.Model Namespace Reference

4.7 Crosstales.Common.Model.Enum Namespace Reference

Enumerations

- enum [Platform](#) {
Windows = 0, **OSX** = 1, **Linux** = 2, **IOS** = 3,
Android = 4, **WSA** = 5, **Web** = 6, **Unsupported** = 7 }
All available platforms.
- enum [SampleRate](#) {
_8000Hz = 8000, **_11025Hz** = 11025, **_22050Hz** = 22050, **_44100Hz** = 44100,
_48000Hz = 48000 }
Typical audio sample rates.

4.7.1 Enumeration Type Documentation

4.7.1.1 Platform

enum [Crosstales.Common.Model.Enum.Platform](#) [strong]

All available platforms.

4.7.1.2 SampleRate

enum [Crosstales.Common.Model.Enum.SampleRate](#) [strong]

Typical audio sample rates.

4.8 Crosstales.Common.Util Namespace Reference

Classes

- class [BackgroundController](#)
Enables or disable game objects on Android or iOS in the background.
- class [BaseConstants](#)
Base for collected constants of very general utility for the asset.
- class [BaseHelper](#)
Base for various helper functions.
- class [CTHelper](#)
Helper to reset the necessary settings.
- class [CTHelperEditor](#)
- class [CTOWCompileDefines](#)
Adds "CT_OPENWINDOW" define symbol to PlayerSettings define symbols.
- class [CTPCompileDefines](#)
Adds "CT_PROC" define symbol to PlayerSettings define symbols.
- class [CTPlayerPrefs](#)
Wrapper for the PlayerPrefs.
- class [CTPMacOSPostProcessor](#)
Post processor for macOS.
- class [CTProcess](#)
Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).
- class [CTProcessStartInfo](#)
Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties).
- class [CTScreenshot](#)
Take screen shots inside an application.
- class [CTWebClient](#)
Specialized WebClient.
- class [FileHelper](#)
Various helper functions for the file system.
- class [MemoryCacheStream](#)
Memory cache stream.
- class **NativeMethods**
Native methods (bridge to Windows).
- class [NetworkHelper](#)
Base for various helper functions for networking.
- class [PlatformController](#)
Enables or disable game objects and scripts for a given platform.
- class [RandomColor](#)
Random color changer.
- class [RandomRotator](#)
Random rotation changer.
- class [RandomScaler](#)
Random scale changer.
- class [Singleton](#)
Base-class for all singletons.
- class [SingletonHelper](#)
Helper-class for singletons.

- class [SurviveSceneSwitch](#)
Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.
- class [XmlHelper](#)
Helper-class for XML.

4.9 Crosstales.Internal Namespace Reference

Classes

- class [WebGLCopyAndPaste](#)
Allows copy and paste in WebGL.
- class [WebGLCopyAndPasteAPI](#)

4.10 Crosstales.NLayer Namespace Reference

Classes

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

Enumerations

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

4.11 Crosstales.NLayer.Decoder Namespace Reference

Classes

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

4.12 Crosstales.NVorbis Namespace Reference

Classes

- class [DataPacket](#)
A single data packet from a logical Vorbis stream.
- class [Huffman](#)
- class [HuffmanListNode](#)
- interface [IContainerReader](#)
Provides a interface for a Vorbis logical stream container.
- interface [IPacketProvider](#)
Provides packets on-demand for the Vorbis stream decoder.
- interface [IVorbisStreamStatus](#)
- class [Mdct](#)
- class [NewStreamEventArgs](#)
Event data for when a new logical stream is found in a container.
- class [ParameterChangeEventArgs](#)
Event data for when a logical stream has a parameter change.
- class [RingBuffer](#)
- class [Utils](#)
- class [VorbisCodebook](#)
- class [VorbisFloor](#)
- class [VorbisMapping](#)
- class [VorbisMode](#)
- class [VorbisReader](#)
- class [VorbisResidue](#)
- class [VorbisStreamDecoder](#)
- class [VorbisTime](#)

4.13 Crosstales.NVorbis.Ogg Namespace Reference

Classes

- class [ContainerReader](#)
Provides an [IContainerReader](#) implementation for basic [Ogg](#) files.
- class [Crc](#)
- class [Packet](#)
- class [PacketReader](#)

Enumerations

- enum [PageFlags](#) { **None** = 0, **ContinuesPacket** = 1, **BeginningOfStream** = 2, **EndOfStream** = 4 }

4.14 Crosstales.Radio Namespace Reference

Classes

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

Base class for all players.

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

Interface for all players.

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

Radio manager for multiple radio players.

- class [RadioPlayer](#)

Player for a radio station.

- class [RecordChangeEvent](#)
- class [SimplePlayer](#)

Simple player.

- class [StationChangeEvent](#)
- class [StationsChangeEvent](#)

Functions

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

4.15 Crosstales.Radio.Apollo Namespace Reference

Classes

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

4.16 Crosstales.Radio.AudioVisualizer Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for Audio Visualizer.
- class [ZInstaller](#)
Installs the Demos-package.

4.17 Crosstales.Radio.Demo Namespace Reference

Classes

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

4.18 Crosstales.Radio.EditorBuild Namespace Reference

Classes

- class [SetAndroid](#)
Sets the required build parameters for Android.

4.19 Crosstales.Radio.EditorExtension Namespace Reference

Classes

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

4.20 Crosstales.Radio.EditorIntegration Namespace Reference

Classes

- class [ConfigBase](#)
Base class for editor windows.
- class [ConfigWindow](#)
Editor window extension.
- class [CrossFaderGameObject](#)
Editor component for the "Hierarchy"-menu.
- class [CrossFaderMenu](#)

- Editor component for the "Tools"-menu.*
- class [LoudspeakerGameObject](#)
 - Editor component for the "Hierarchy"-menu.*
- class [LoudspeakerMenu](#)
 - Editor component for the "Tools"-menu.*
- class [RadioGameObject](#)
 - Editor component for the "Hierarchy"-menu.*
- class [RadioMenu](#)
 - Editor component for the "Tools"-menu.*
- class [StreamSaverGameObject](#)
 - Editor component for the "Hierarchy"-menu.*
- class [StreamSaverMenu](#)
 - Editor component for the "Tools"-menu.*

4.21 Crosstales.Radio.EditorTask Namespace Reference

Classes

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

Enumerations

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

4.21.1 Enumeration Type Documentation

4.21.1.1 UpdateStatus

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

All possible update stati.

4.22 Crosstales.Radio.EditorUtil Namespace Reference

Classes

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

4.23 Crosstales.Radio.Loudspeaker Namespace Reference

Classes

- class [ZInstaller](#)
Installs the Demos-package.

4.24 Crosstales.Radio.Model Namespace Reference

Classes

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

4.25 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.

4.26 Crosstales.Radio.Model.Enum Namespace Reference

Enumerations

- enum [AudioCodec](#) { **None** = 0, **MP3_NLayer** = 1, **MP3_NAudio** = 2, **OGG_NVorbis** = 3 }
All available audio codecs.
- enum [AudioFormat](#) { **UNKNOWN** = 0, **MP3** = 1, **OGG** = 2 }
All supported audio formats.
- enum [DataFormatResource](#) { **Text** = 0, **M3U** = 1, **PLS** = 2 }
All supported data formats for RadioEntryResource.
- enum [DataFormatURL](#) { **Stream** = 0, **Text** = 1, **M3U** = 2, **PLS** = 3 }
All supported data formats for RadioEntryURL.
- enum [PathPrefix](#) { **None** = 0, **PersistentDataPath** = 1, **DataPath** = 2, **TempPath** = 3 }
Prefixes for paths.
- enum [URLPrefix](#) {
None = 0, **Http** = 1, **Https** = 2, **File** = 3,
PersistentDataPath = 4, **DataPath** = 5, **TempPath** = 6 }
Prefixes for URLs.

4.26.1 Enumeration Type Documentation

4.26.1.1 AudioCodec

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

All available audio codecs.

4.26.1.2 AudioFormat

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

All supported audio formats.

4.26.1.3 DataFormatResource

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

All supported data formats for RadioEntryResource.

4.26.1.4 DataFormatURL

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

All supported data formats for RadioEntryURL.

4.26.1.5 PathPrefix

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

Prefixes for paths.

4.26.1.6 URLPrefix

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

Prefixes for URLs.

4.27 Crosstales.Radio.OnRadio Namespace Reference

Classes

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

4.28 Crosstales.Radio.OnRadio.Demo Namespace Reference

Classes

- class [AccessSettings](#)
Set the access settings for OnRadio.
- class [BaseGUIStatic](#)
Base-class for a static GUI entry.
- class [GUIOnRadio](#)
GUI for OnRadio.
- class [GUIRecordStatic](#)
GUI for a record.
- class [GUIStationStatic](#)
GUI for a station.
- class [OrderManager](#)
- class [QueryPlaylist](#)
Query for the Playlist service.
- class [QueryReco2](#)
Query for the Reco2 service.
- class [QueryTopsongs](#)
Query for the Topsongs service.
- class [ShowMore](#)
Shows the details for OnRadio.

4.29 Crosstales.Radio.OnRadio.EditorExtension Namespace Reference

Classes

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

4.30 Crosstales.Radio.OnRadio.Model Namespace Reference

Classes

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

Enumerations

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

4.30.1 Enumeration Type Documentation

4.30.1.1 Genre

enum `Crosstales.Radio.OnRadio.Model.Genre` [strong]

All possible genres.

4.30.1.2 ImageResolution

enum `Crosstales.Radio.OnRadio.Model.ImageResolution` [strong]

All possible image resolutions.

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

Classes

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

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

Classes

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

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

Classes

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

4.34 Crosstales.Radio.OnRadio.Provider Namespace Reference

Classes

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

4.35 Crosstales.Radio.OnRadio.Service Namespace Reference

Classes

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

4.36 Crosstales.Radio.OnRadio.Util Namespace Reference

Classes

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

4.37 Crosstales.Radio.Provider Namespace Reference

Classes

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

4.38 Crosstales.Radio.RhythmVisualizator Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for Rhythm Visualizator.
- class [ZInstaller](#)
Installs the Demos-package.

4.39 Crosstales.Radio.Set Namespace Reference

Classes

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

4.40 Crosstales.Radio.Tool Namespace Reference

Classes

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

4.41 Crosstales.Radio.Util Namespace Reference

Classes

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

4.42 Crosstales.Radio.VolumetricAudio Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for Volumetric Audio.
- class [ZInstaller](#)
Installs the Demos-package.

4.43 Crosstales.Ude Namespace Reference

Namespaces

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

Classes

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

Enumerations

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

4.43.1 Enumeration Type Documentation

4.43.1.1 DetectionConfidence

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

Indicate how confident the detection module about the return result.

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

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

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

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

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

4.44 Crosstales.Ude.Core Namespace Reference

Escaped charsets state machines

Classes

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

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

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

Parallel state machine for the Coding Scheme Method

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

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

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

Multi-byte charsets probers

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

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

- class [SJISSMModel](#)
- class [SMMModel](#)

State machine model

- class [ThaiModel](#)
- class [UCS2BESMModel](#)
- class [UCS2LESMMModel](#)
- class [UniversalDetector](#)
- class [UTF8Prober](#)
- class [UTF8SMMModel](#)
- class [Win1250HungarianModel](#)
- class [Win1251BulgarianModel](#)
- class [Win1251Model](#)
- class [Win1253Model](#)
- class [Win1255Model](#)

Enumerations

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

4.44.1 Detailed Description

Escaped charsets state machines

General ideas of the Hebrew charset recognition

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

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

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

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

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

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

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

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

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

*** The Prober ***

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

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

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

4.45 Crosstales.UI Namespace Reference

Classes

- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.
- class [Social](#)
Crosstales social media links.

- class [StaticManager](#)
Static Button Manager.
- class [UIDrag](#)
Allow to Drag the Windows around.
- class [UIFocus](#)
Change the Focus on from a Window.
- class [UIHint](#)
*Controls a *UI* group (hint).*
- class [UIResize](#)
*Resize a *UI* element.*
- class [UIWindowManager](#)
Change the state of all Window panels.
- class [WindowManager](#)
Manager for a Window.

4.46 Crosstales.UI.Audio Namespace Reference

Classes

- class [AudioFilterController](#)
Controller for audio filters.
- class [AudioSourceController](#)
Controller for AudioSources.

4.47 Crosstales.UI.Util Namespace Reference

Classes

- class [FPSDisplay](#)
Simple FPS-Counter.
- class [ScrollRectHandler](#)
Changes the sensitivity of ScrollRects under various platforms.

4.48 HutongGames Namespace Reference

4.49 HutongGames.PlayMaker Namespace Reference

4.50 HutongGames.PlayMaker.Actions Namespace Reference

Classes

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

- PlayNext-action for RadioManager in [PlayMaker](#).*

 - class [RadioManagerPlayPrevious](#)
- PlayPrevious-action for RadioManager in [PlayMaker](#).*

 - class [RadioManagerStopAll](#)
- StopAll-action for RadioManager in [PlayMaker](#).*

 - class [RadioPlay](#)
- Play-action for [PlayMaker](#).*

 - class [RadioPlayUI](#)
- PlayUI-action for [PlayMaker](#).*

 - class [RadioStop](#)
- Stop-action for [PlayMaker](#).*

 - class [SimplePlayerPlay](#)
- Play-action for SimplePlayer in [PlayMaker](#).*

 - class [SimplePlayerPlayNext](#)
- PlayNext-action for SimplePlayer in [PlayMaker](#).*

 - class [SimplePlayerPlayPrevious](#)
- PlayPrevious-action for SimplePlayer in [PlayMaker](#).*

 - class [SimplePlayerStop](#)
- Stop-action for SimplePlayer in [PlayMaker](#).*

Chapter 5

Class Documentation

5.1 Crosstales.Radio.EditorTask.AAAConfigLoader Class Reference

Loads the configuration at startup.

5.1.1 Detailed Description

Loads the configuration at startup.

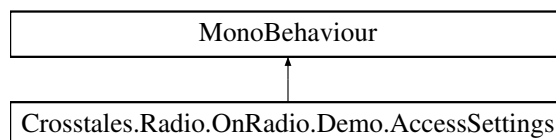
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Editor/Task/AAA↵
ConfigLoader.cs

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

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

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



Public Member Functions

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

Public Attributes

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

5.2.1 Detailed Description

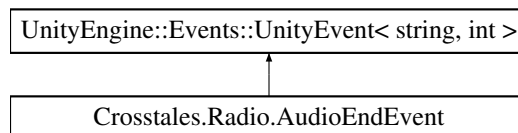
[Set](#) the access settings for [OnRadio](#).

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Demos/↔ Scripts/AccessSettings.cs

5.3 Crosstales.Radio.AudioEndEvent Class Reference

Inheritance diagram for Crosstales.Radio.AudioEndEvent:



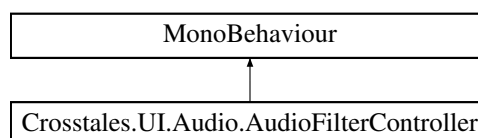
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.4 Crosstales.UI.Audio.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Audio.AudioFilterController:



Public Member Functions

- void [FindAllAudioFilters](#) ()
Finds all audio filters in the scene.
- void [ResetAudioFilters](#) ()
Resets all audio filters.
- void **ReverbFilterDropdownChanged** (int index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- 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**
- bool **EchoFilter**
- bool **DistortionFilter**
- float **DistortionFilterValue** = 0.5f
- bool **LowpassFilter**
- float **LowpassFilterValue** = 5000f
- bool **HighpassFilter**
- float **HighpassFilterValue** = 5000f
- Dropdown **ReverbFilterDropdown**
- Text **DistortionText**
- Text **LowpassText**
- Text **HighpassText**

5.4.1 Detailed Description

Controller for audio filters.

5.4.2 Member Function Documentation

5.4.2.1 FindAllAudioFilters()

```
void Crosstales.UI.Audio.AudioFilterController.FindAllAudioFilters ( )
```

Finds all audio filters in the scene.

5.4.2.2 ResetAudioFilters()

```
void Crosstales.UI.Audio.AudioFilterController.ResetAudioFilters ( )
```

Resets all audio filters.

5.4.3 Member Data Documentation

5.4.3.1 FindAllAudioFiltersOnStart

```
bool Crosstales.UI.Audio.AudioFilterController.FindAllAudioFiltersOnStart = true
```

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

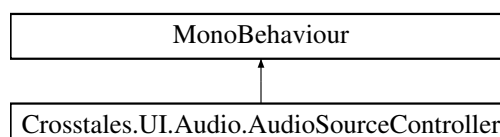
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/↔ Audio/AudioFilterController.cs

5.5 Crosstales.UI.Audio.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Audio.AudioSourceController:



Public Member Functions

- void [FindAllAudioSources](#) ()
Finds all audio sources in the scene.
- void [ResetAllAudioSources](#) ()
Resets all audio sources.
- void **MuteEnabled** (bool isEnabled)
- void **LoopEnabled** (bool isEnabled)
- 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](#)
Mute on/off (default: false).
- bool [Loop](#)
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](#)
Stereo pan of the audio (default: 0).
- Text **VolumeText**
- Text **PitchText**
- Text **StereoPanText**

5.5.1 Detailed Description

Controller for AudioSources.

5.5.2 Member Function Documentation

5.5.2.1 FindAllAudioSources()

```
void Crosstales.UI.Audio.AudioSourceController.FindAllAudioSources ( )
```

Finds all audio sources in the scene.

5.5.2.2 ResetAllAudioSources()

```
void Crosstales.UI.Audio.AudioSourceController.ResetAllAudioSources ( )
```

Resets all audio sources.

5.5.3 Member Data Documentation

5.5.3.1 AudioSources

```
AudioSource [ ] Crosstales.UI.Audio.AudioSourceController.AudioSources
```

Active controlled AudioSources.

5.5.3.2 FindAllAudioSourcesOnStart

```
bool Crosstales.UI.Audio.AudioSourceController.FindAllAudioSourcesOnStart = true
```

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

5.5.3.3 Loop

```
bool Crosstales.UI.Audio.AudioSourceController.Loop
```

Loop on/off (default: false).

5.5.3.4 Mute

```
bool Crosstales.UI.Audio.AudioSourceController.Mute
```

Mute on/off (default: false).

5.5.3.5 Pitch

```
float Crosstales.UI.Audio.AudioSourceController.Pitch = 1f
```

Pitch of the audio (default: 1).

5.5.3.6 ResetAudioSourcesOnStart

```
bool Crosstales.UI.Audio.AudioSourceController.ResetAudioSourcesOnStart = true
```

Resets all active AudioSources (default: true).

5.5.3.7 StereoPan

```
float Crosstales.UI.Audio.AudioSourceController.StereoPan
```

Stereo pan of the audio (default: 0).

5.5.3.8 Volume

```
float Crosstales.UI.Audio.AudioSourceController.Volume = 1f
```

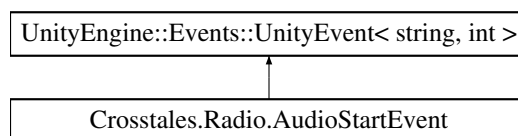
Volume of the audio (default: 1)

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/↔ Audio/AudioSourceController.cs

5.6 Crosstales.Radio.AudioStartEvent Class Reference

Inheritance diagram for Crosstales.Radio.AudioStartEvent:



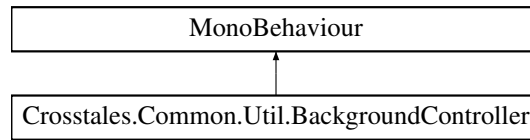
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.7 Crosstales.Common.Util.BackgroundController Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BackgroundController:



Public Attributes

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

5.7.1 Detailed Description

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

5.7.2 Member Data Documentation

5.7.2.1 Objects

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

Selected objects to disable in the background for the controller.

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

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/BackgroundController/Scripts/BackgroundController.cs`

5.8 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:



Static Public Member Functions

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

Static Protected Member Functions

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

5.8.1 Detailed Description

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

5.8.2 Member Function Documentation

5.8.2.1 AddSymbolsToAllTargets()

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

Adds the given symbols to the compiler defines.

Parameters

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

5.8.2.2 RemoveSymbolsFromAllTargets()

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

Removes the given symbols from the compiler defines.

Parameters

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

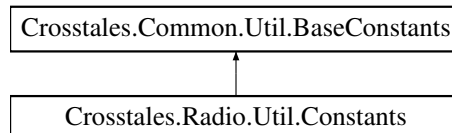
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Editor/Task/Base↔ CompileDefines.cs

5.9 Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



Static Public Attributes

- const string **COMMON_VERSION** = "2024.1.1"
Version of the Common.
- const int **COMMON_BUILD** = 20240226
Build number of the Common.
- static readonly DateTime **COMMON_CHANGED** = new DateTime(2024, 3, 15)
Change date of the Common (YYYY, MM, DD).
- const string **ASSET_AUTHOR** = "crosstales LLC"
Author of the asset.
- const string **ASSET_AUTHOR_URL** = "https://www.crosstales.com"
URL of the asset author.
- const string **ASSET_CT_URL** = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"
URL of the crosstales assets in UAS.
- const string **ASSET_SOCIAL_DISCORD** = "https://discord.gg/ZbZ2sh4"
URL of the crosstales Discord-channel.
- const string **ASSET_SOCIAL_FACEBOOK** = "https://www.facebook.com/crosstales/"
URL of the crosstales Facebook-profile.
- const string **ASSET_SOCIAL_TWITTER** = "https://twitter.com/crosstales"
URL of the crosstales Twitter-profile.
- const string **ASSET_SOCIAL_YOUTUBE** = "https://www.youtube.com/c/Crosstales"
URL of the crosstales Youtube-profile.
- const string **ASSET_SOCIAL_LINKEDIN** = "https://www.linkedin.com/company/crosstales"
URL of the crosstales LinkedIn-profile.
- const string **ASSET_3P_PLAYMAKER** = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"
URL of the 3rd party asset "PlayMaker".
- const string **ASSET_3P_VOLUMETRIC_AUDIO** = "https://assetstore.unity.com/packages/slug/17125?aid=1011↔ NGT"
URL of the 3rd party asset "Volumetric Audio".
- const string **ASSET_3P_ROCKTOMATE** = "https://assetstore.unity.com/packages/slug/156311?aid=1011↔ NGT"
URL of the 3rd party asset "RockTomate".
- const string **ASSET_3P_RTFB** = "https://assetstore.unity.com/packages/slug/113006?aid=1011INGT"
URL of the 3rd party asset "Runtime File Browser".

- const string **ASSET_BWF** = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"
URL of the "Badword Filter" asset.
- const string **ASSET_DJ** = "https://assetstore.unity.com/packages/slug/41993?aid=1011INGT"
URL of the "DJ" asset.
- const string **ASSET_FB** = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"
URL of the "File Browser" asset.
- const string **ASSET_OC** = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"
URL of the "Online Check" asset.
- const string **ASSET_RADIO** = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"
URL of the "Radio" asset.
- const string **ASSET_RTV** = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"
URL of the "RT-Voice" asset.
- const string **ASSET_TB** = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"
URL of the "Turbo Backup" asset.
- const string **ASSET_TPB** = "https://assetstore.unity.com/packages/slug/98714?aid=1011INGT"
URL of the "Turbo Builder" asset.
- const string **ASSET_TPS** = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"
URL of the "Turbo Switch" asset.
- const string **ASSET_TR** = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"
URL of the "True Random" asset.
- const int **FACTOR_KB** = 1024
Factor for kilo bytes.
- const int **FACTOR_MB** = **FACTOR_KB** * 1024
Factor for mega bytes.
- const int **FACTOR_GB** = **FACTOR_MB** * 1024
Factor for giga bytes.
- const float **FLOAT_32768** = 32768f
Float value of 32768.
- const float **FLOAT_TOLERANCE** = 0.0001f
Float tolerance.
- const string **FORMAT_TWO_DECIMAL_PLACES** = "0.00"
ToString for two decimal places.
- const string **FORMAT_NO_DECIMAL_PLACES** = "0"
ToString for no decimal places.
- const string **FORMAT_PERCENT** = "0%"
ToString for percent.
- const bool **DEFAULT_DEBUG** = false
- const string **PATH_DELIMITER_WINDOWS** = @"\ "
Path delimiter for Windows.
- const string **PATH_DELIMITER_UNIX** = "/"
Path delimiter for Unix.
- static System.Text.RegularExpressions.Regex **REGEX_LINEENDINGS** => _regexLineEndings ?? (←
_regexLineEndings = new System.Text.RegularExpressions.Regex(@"[\u000A\u000B\u000C\u000D←
D\u2028\u2029\u0085]+"))
- static System.Text.RegularExpressions.Regex **REGEX_EMAIL** => _regexEmail ?? (_regexEmail = new
System.Text.RegularExpressions.Regex(@"^(?("")('"+?""@)|((([0-9a-zA-Z](\.(?!\.))|[-!#\$%&'*+/=/?^\`{|}|\~\w))*)(?<=[0-
9a-zA-Z])@)?)\|(\{1,3}\.}{3}\d{1,3}\)|((([0-9a-zA-Z]|\w)*[0-9a-zA-Z]\.)+[a-zA-Z]{2,6}))\$"))
- static System.Text.RegularExpressions.Regex **REGEX_CREDITCARD** => _regexCreditCard ?? (_regex←
CreditCard = new System.Text.RegularExpressions.Regex(@"^(?(\d{4}[-]?)?){3}\d{4}\$"))
- static System.Text.RegularExpressions.Regex **REGEX_URL_WEB** => _regexUriWeb ?? (_regexUri←
Web = new System.Text.RegularExpressions.Regex(@"^(ht|f)tp(s?)\:\V[0-9a-zA-Z]([-.\w]*[0-9a-zA-Z])*(:(0-
9)*)*(\V?)([a-zA-Z0-9-.\!?:\|\\+&#%\$_]*)?\$"))

- static System.Text.RegularExpressions.Regex **REGEX_IP_ADDRESS** => _regexIPAddress ?? (_regexIPAddress = new System.Text.RegularExpressions.Regex(@"^([0-9]{1,3}\.){3}[0-9]{1,3}\$"))
- static System.Text.RegularExpressions.Regex **REGEX_INVALID_CHARS** => _regexInvalidChars ?? (_regexInvalidChars = new System.Text.RegularExpressions.Regex(@"[\w\.\@-]"))
- static System.Text.RegularExpressions.Regex **REGEX_ALPHANUMERIC** => _regexAlpha ?? (_regexAlpha = new System.Text.RegularExpressions.Regex(@"[A-Za-z0-9_+]"))
- static System.Text.RegularExpressions.Regex **REGEX_CLEAN_SPACES** => _regexCleanSpace ?? (_regexCleanSpace = new System.Text.RegularExpressions.Regex(@"\s+"))
- static System.Text.RegularExpressions.Regex **REGEX_CLEAN_TAGS** => _regexCleanTags ?? (_regexCleanTags = new System.Text.RegularExpressions.Regex(@"<.*?>"))
- static System.Text.RegularExpressions.Regex **REGEX_DRIVE_LETTERS** => _regexDriveLetters ?? (_regexDriveLetters = new System.Text.RegularExpressions.Regex(@"^[a-zA-Z]:"))
- static System.Text.RegularExpressions.Regex **REGEX_FILE** => _regexFile ?? (_regexFile = new System.Text.RegularExpressions.Regex(@"^\.*\.[\w]+\$"))
- const string **ALPHABET_LATIN_UPPERCASE** = "ABCDEFGHIJKLMNOPQRSTUVWXYZ"
- const string **ALPHABET_LATIN_LOWERCASE** = "abcdefghijklmnopqrstuvwxyz"
- const string **ALPHABET_EXT_UPPERCASE** = "ÀÂÃÄÅÆÇÈÉÊËËÏÎÏÏÔÕÖÙÛÜ"
- const string **ALPHABET_EXT_LOWERCASE** = "àäääæçèéêëëïïïôõöùûü"
- static readonly string **ALPHABET_LATIN** = \$"{ALPHABET_LATIN_UPPERCASE}{ALPHABET_EXT_UPPERCASE}{ALPHABET_LATIN_LOWERCASE}{ALPHABET_EXT_LOWERCASE}"
- const string **NUMBERS** = "0123456789"
- static readonly string **SIGNS** = \$"{ALPHABET_LATIN}{NUMBERS}"
- static bool **DEV_DEBUG** = false
 - *Development debug logging for the asset.*
- static string **TEXT_TOSTRING_START** = "{"
- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = ","
- static string **TEXT_TOSTRING_DELIMITER_END** = ""
- const string **PREFIX_HTTP** = "http://"
- const string **PREFIX_HTTPS** = "https://"
- static int **PROCESS_KILL_TIME** = 5000
 - *Kill processes after 5000 milliseconds.*
- static string **CMD_WINDOWS_PATH** = @"C:\Windows\system32\cmd.exe"
 - *Path to the cmd under Windows.*
- static bool **SHOW_BWF_BANNER** = true
 - *Show the BWF banner.*
- static bool **SHOW_DJ_BANNER** = true
 - *Show the DJ banner.*
- static bool **SHOW_FB_BANNER** = true
 - *Show the FB banner.*
- static bool **SHOW_OC_BANNER** = true
 - *Show the OC banner.*
- static bool **SHOW_RADIO_BANNER** = true
 - *Show the Radio banner.*
- static bool **SHOW_RTV_BANNER** = true
 - *Show the RTV banner.*
- static bool **SHOW_TB_BANNER** = true
 - *Show the TB banner.*
- static bool **SHOW_TPB_BANNER** = true
 - *Show the TPB banner.*
- static bool **SHOW_TPS_BANNER** = true
 - *Show the TPS banner.*
- static bool **SHOW_TR_BANNER** = true

Show the TR banner.

- static string `APPLICATION_PATH` => `Crosstales.Common.Util.FileHelper.ValidatePath(Application.dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1))`

Application path.

Properties

- static string `PREFIX_FILE` [get]

URL prefix for files.

5.9.1 Detailed Description

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

5.9.2 Member Data Documentation

5.9.2.1 APPLICATION_PATH

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

Application path.

5.9.2.2 ASSET_3P_PLAYMAKER

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

URL of the 3rd party asset "PlayMaker".

5.9.2.3 ASSET_3P_ROCKTOMATE

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

URL of the 3rd party asset "RockTomate".

5.9.2.4 ASSET_3P_RTFB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_RTFB = "https://assetstore.unity.↵  
com/packages/slug/113006?aid=10111NGT" [static]
```

URL of the 3rd party asset "Runtime File Browser".

5.9.2.5 ASSET_3P_VOLUMETRIC_AUDIO

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

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

5.9.2.6 ASSET_AUTHOR

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

Author of the asset.

5.9.2.7 ASSET_AUTHOR_URL

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

URL of the asset author.

5.9.2.8 ASSET_BWF

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

URL of the "Badword Filter" asset.

5.9.2.9 ASSET_CT_URL

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

URL of the crosstales assets in UAS.

5.9.2.10 ASSET_DJ

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

URL of the "DJ" asset.

5.9.2.11 ASSET_FB

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

URL of the "File Browser" asset.

5.9.2.12 ASSET_OC

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

URL of the "Online Check" asset.

5.9.2.13 ASSET_RADIO

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

URL of the "Radio" asset.

5.9.2.14 ASSET_RTV

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

URL of the "RT-Voice" asset.

5.9.2.15 ASSET_SOCIAL_DISCORD

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

URL of the crosstales Discord-channel.

5.9.2.16 ASSET_SOCIAL_FACEBOOK

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

URL of the crosstales Facebook-profile.

5.9.2.17 ASSET_SOCIAL_LINKEDIN

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

URL of the crosstales LinkedIn-profile.

5.9.2.18 ASSET_SOCIAL_TWITTER

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

URL of the crosstales Twitter-profile.

5.9.2.19 ASSET_SOCIAL_YOUTUBE

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

URL of the crosstales Youtube-profile.

5.9.2.20 ASSET_TB

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

URL of the "Turbo Backup" asset.

5.9.2.21 ASSET_TPB

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

URL of the "Turbo Builder" asset.

5.9.2.22 ASSET_TPS

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

URL of the "Turbo Switch" asset.

5.9.2.23 ASSET_TR

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

URL of the "True Random" asset.

5.9.2.24 CMD_WINDOWS_PATH

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

Path to the cmd under Windows.

5.9.2.25 COMMON_BUILD

```
const int Crosstales.Common.Util.BaseConstants.COMMON_BUILD = 20240226 [static]
```

Build number of the [Common](#).

5.9.2.26 COMMON_CHANGED

```
readonly DateTime Crosstales.Common.Util.BaseConstants.COMMON_CHANGED = new DateTime(2024, 3, 15) [static]
```

Change date of the [Common](#) (YYYY, MM, DD).

5.9.2.27 COMMON_VERSION

```
const string Crosstales.Common.Util.BaseConstants.COMMON_VERSION = "2024.1.1" [static]
```

Version of the [Common](#).

5.9.2.28 DEV_DEBUG

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

Development debug logging for the asset.

5.9.2.29 FACTOR_GB

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

Factor for giga bytes.

5.9.2.30 FACTOR_KB

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

Factor for kilo bytes.

5.9.2.31 FACTOR_MB

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

Factor for mega bytes.

5.9.2.32 FLOAT_32768

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

Float value of 32768.

5.9.2.33 FLOAT_TOLERANCE

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

Float tolerance.

5.9.2.34 FORMAT_NO_DECIMAL_PLACES

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

ToString for no decimal places.

5.9.2.35 FORMAT_PERCENT

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

ToString for percent.

5.9.2.36 FORMAT_TWO_DECIMAL_PLACES

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

ToString for two decimal places.

5.9.2.37 PATH_DELIMITER_UNIX

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

Path delimiter for Unix.

5.9.2.38 PATH_DELIMITER_WINDOWS

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

Path delimiter for Windows.

5.9.2.39 PROCESS_KILL_TIME

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

Kill processes after 5000 milliseconds.

5.9.2.40 SHOW_BWF_BANNER

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

Show the BWF banner.

5.9.2.41 SHOW_DJ_BANNER

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

Show the DJ banner.

5.9.2.42 SHOW_FB_BANNER

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

Show the FB banner.

5.9.2.43 SHOW_OC_BANNER

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

Show the OC banner.

5.9.2.44 SHOW_RADIO_BANNER

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

Show the [Radio](#) banner.

5.9.2.45 SHOW_RTV_BANNER

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

Show the RTV banner.

5.9.2.46 SHOW_TB_BANNER

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

Show the TB banner.

5.9.2.47 SHOW_TPB_BANNER

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

Show the TPB banner.

5.9.2.48 SHOW_TPS_BANNER

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

Show the TPS banner.

5.9.2.49 SHOW_TR_BANNER

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

Show the TR banner.

5.9.3 Property Documentation

5.9.3.1 PREFIX_FILE

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

URL prefix for files.

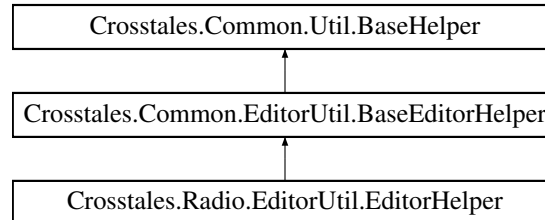
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/BaseConstants.cs ↔

5.10 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:



Static Public Member Functions

- static void [RestartUnity](#) (string executeMethod="")
Restart Unity.
- static void [SeparatorUI](#) (int space=12)
Shows a separator-UI.
- static void [ReadOnlyTextField](#) (string label, string text)
Generates a read-only text field with a label.
- static void [RefreshAssetDatabase](#) (ImportAssetOptions options=ImportAssetOptions.Default)
Refreshes the asset database.
- static bool [IsValidBuildTarget](#) (BuildTarget target)
Returns the true if the BuildTarget is installed in Unity.
- static BuildTarget [GetBuildTargetForBuildName](#) (string build)
Returns the BuildTarget for a build name, like 'win64'.
- static string [GetBuildNameFromBuildTarget](#) (BuildTarget build)
Returns the build name for a BuildTarget.
- static System.Collections.Generic.List< T > [FindAssetsByType](#)< T > ()
Returns assets for a certain type.
- static T [CreateAsset](#)< T > (string name, bool showSaveFileBrowser=true)
Create and return a new asset in a smart location based on the current selection and then select it.
- static void [InstantiatePrefab](#) (string prefabName, string path)
Instantiates a prefab.

Static Public Attributes

- static Texture2D **Logo_Asset_BWF** => loadImage(ref logo_asset_bwf, "logo_asset_bwf.png")
- static Texture2D **Logo_Asset_DJ** => loadImage(ref logo_asset_dj, "logo_asset_dj.png")
- static Texture2D **Logo_Asset_FB** => loadImage(ref logo_asset_fb, "logo_asset_fb.png")
- static Texture2D **Logo_Asset_OC** => loadImage(ref logo_asset_oc, "logo_asset_oc.png")
- static Texture2D **Logo_Asset_Radio** => loadImage(ref logo_asset_radio, "logo_asset_radio.png")
- static Texture2D **Logo_Asset_RTV** => loadImage(ref logo_asset_rtv, "logo_asset_rtv.png")
- static Texture2D **Logo_Asset_TB** => loadImage(ref logo_asset_tb, "logo_asset_tb.png")
- static Texture2D **Logo_Asset_TPB** => loadImage(ref logo_asset_tpb, "logo_asset_tpb.png")
- static Texture2D **Logo_Asset_TPS** => loadImage(ref logo_asset_tps, "logo_asset_tps.png")
- static Texture2D **Logo_Asset_TR** => loadImage(ref logo_asset_tr, "logo_asset_tr.png")
- static Texture2D **Logo_CT** => loadImage(ref logo_ct, "logo_ct.png")

- static Texture2D **Logo_Unity** => loadImage(ref logo_unity, "logo_unity.png")
- static Texture2D **Icon_Save** => loadImage(ref icon_save, "icon_save.png")
- static Texture2D **Icon_Reset** => loadImage(ref icon_reset, "icon_reset.png")
- static Texture2D **Icon_Refresh** => loadImage(ref icon_refresh, "icon_refresh.png")
- static Texture2D **Icon_Delete** => loadImage(ref icon_delete, "icon_delete.png")
- static Texture2D **Icon_Folder** => loadImage(ref icon_folder, "icon_folder.png")
- static Texture2D **Icon_Plus** => loadImage(ref icon_plus, "icon_plus.png")
- static Texture2D **Icon_Minus** => loadImage(ref icon_minus, "icon_minus.png")
- static Texture2D **Icon_Manual** => loadImage(ref icon_manual, "icon_manual.png")
- static Texture2D **Icon_API** => loadImage(ref icon_api, "icon_api.png")
- static Texture2D **Icon_Forum** => loadImage(ref icon_forum, "icon_forum.png")
- static Texture2D **Icon_Product** => loadImage(ref icon_product, "icon_product.png")
- static Texture2D **Icon_Check** => loadImage(ref icon_check, "icon_check.png")
- static Texture2D **Social_Discord** => loadImage(ref social_Discord, "social_Discord.png")
- static Texture2D **Social_Facebook** => loadImage(ref social_Facebook, "social_Facebook.png")
- static Texture2D **Social_Twitter** => loadImage(ref social_Twitter, "social_Twitter.png")
- static Texture2D **Social_YouTube** => loadImage(ref social_YouTube, "social_YouTube.png")
- static Texture2D **Social_Linkedin** => loadImage(ref social_Linkedin, "social_Linkedin.png")
- static Texture2D **Video_Promo** => loadImage(ref video_promo, "video_promo.png")
- static Texture2D **Video_Tutorial** => loadImage(ref video_tutorial, "video_tutorial.png")
- static Texture2D **Icon_Videos** => loadImage(ref icon_videos, "icon_videos.png")
- static Texture2D **Icon_3p_Assets** => loadImage(ref icon_3p_assets, "icon_3p_assets.png")
- static Texture2D **Asset_PlayMaker** => loadImage(ref asset_PlayMaker, "asset_PlayMaker.png")
- static Texture2D **Asset_VolumetricAudio** => loadImage(ref asset_VolumetricAudio, "asset_VolumetricAudio.png")
- static Texture2D **Asset_RockTomate** => loadImage(ref asset_rocktomate, "asset_rocktomate.png")
- static Texture2D **Asset_RTFB** => loadImage(ref asset_RTFB, "asset_RTFB.png")

Additional Inherited Members

5.10.1 Detailed Description

Base for various Editor helper functions.

5.10.2 Member Function Documentation

5.10.2.1 CreateAsset< T >()

```
static T Crosstales.Common.EditorUtil.BaseEditorHelper.CreateAsset< T > (
    string name,
    bool showSaveFileBrowser = true ) [static]
```

Create and return a new asset in a smart location based on the current selection and then select it.

Parameters

<i>name</i>	Name of the new asset. Do not include the .asset extension.
<i>showSaveFileBrowser</i>	Shows the save file browser to select a destination for the asset (default: true, optional).

Returns

The new asset.

Type Constraints

T: *ScriptableObject*

5.10.2.2 FindAssetsByType< T >()

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

Returns assets for a certain type.

Returns

List of assets for a certain type.

Type Constraints

T: *Object*

5.10.2.3 GetBuildNameFromBuildTarget()

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

Returns the build name for a BuildTarget.

Parameters

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

Returns

The build name for a BuildTarget.

5.10.2.4 GetBuildTargetForBuildName()

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

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

Parameters

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

Returns

The BuildTarget for a build name.

5.10.2.5 InstantiatePrefab()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.InstantiatePrefab (  
    string prefabName,  
    string path ) [static]
```

Instantiates a prefab.

Parameters

<i>prefabName</i>	Name of the prefab.
<i>path</i>	Path to the prefab.

5.10.2.6 isValidBuildTarget()

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

Returns the true if the BuildTarget is installed in Unity.

Parameters

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

Returns

True if the BuildTarget is installed in Unity.

5.10.2.7 ReadOnlyTextField()

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

Generates a read-only text field with a label.

5.10.2.8 RefreshAssetDatabase()

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

Refreshes the asset database.

Parameters

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

5.10.2.9 RestartUnity()

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

Restart Unity.

Parameters

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

5.10.2.10 SeparatorUI()

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

Shows a separator-UI.

Parameters

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

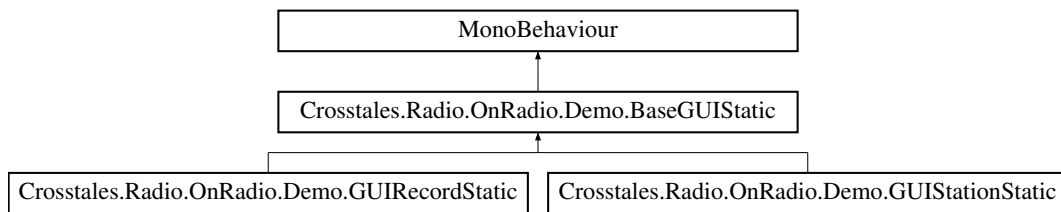
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Editor/Util/BaseEditorHelper.cs`

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

Base-class for a static GUI entry.

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



Public Member Functions

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

Public Attributes

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

Protected Member Functions

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

Protected Attributes

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

Properties

- [RadioPlayer](#) **Player** [get, set]
'RadioPlayer' from the scene.
- abstract [Crosstales.Radio.OnRadio.Model.RecordInfoExt](#) **Record** [get, set]
'Record' of the player.

5.11.1 Detailed Description

Base-class for a static GUI entry.

5.11.2 Member Data Documentation

5.11.2.1 PlayColor

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

The color for the Play-mode.

5.11.2.2 Retries

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

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

5.11.2.3 Service

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

'BaseService' from the scene.

5.11.3 Property Documentation

5.11.3.1 Player

```
RadioPlayer Crosstales.Radio.OnRadio.Demo.BaseGUIStatic.Player [get], [set]
```

'RadioPlayer' from the scene.

5.11.3.2 Record

```
abstract Crosstales.Radio.OnRadio.Model.RecordInfoExt Crosstales.Radio.OnRadio.Demo.BaseGUI↔
Static.Record [get], [set]
```

'Record' of the player.

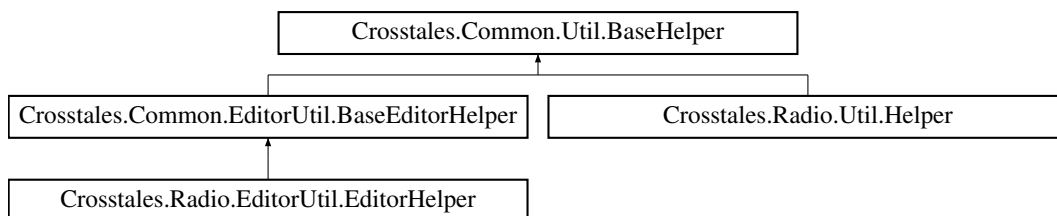
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Demos/↔ Scripts/BaseGUIStatic.cs

5.12 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

- static string [CreateString](#) (string generateChars, int stringLength)
Creates a string of characters with a given length.
- 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, bool useSI=false)
Format byte-value to Human-Readable-Form.
- static string [FormatSecondsToHRF](#) (double seconds)
Format seconds to Human-Readable-Form.
- static Color [HSVToRGB](#) (float h, float s, float v, float a=1f)
Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>
- static string [GenerateLoremIpsum](#) (int length, int minSentences=1, int maxSentences=int.MaxValue, int min↔ Words=1, int maxWords=15)
Generates a "Lorem Ipsum" based on various parameters.
- static string [LanguageToISO639](#) (SystemLanguage language)
Converts a SystemLanguage to an ISO639-1 code. Returns "en" if the SystemLanguage could not be converted.
- static SystemLanguage [ISO639ToLanguage](#) (string isoCode)
Converts an ISO639-1 code to a SystemLanguage. Returns SystemLanguage.English if the code could not be converted.
- static object [InvokeMethod](#) (string className, string methodName, System.Reflection.BindingFlags flags=System.Reflection.BindingFlags.Static|System.Reflection.BindingFlags.Public, params object[] pa- parameters)

- Invokes a method on a full qualified class.*

 - static string [GetArgument](#) (string name)
 - Returns an argument for a name from the url or command line.*
 - static string[] [GetArguments](#) ()
 - Returns all arguments from the url or command line.*
 - static System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< string > > [ParseJSON](#) (string json)
 - Parses a given JSON into a dictionary with key and values Note: this is a very basic implementation for simple JSON-strings - don't expect it to work with complex (e.g. nested) JSONs*

Static Public Attributes

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

Static Protected Attributes

- static readonly System.Random **_rnd** = new System.Random()

Properties

- static System.Globalization.CultureInfo [BaseCulture](#) [get]
 - The current culture of the application.*
- static bool [isIL2CPP](#) [get]
 - Checks if the current build target uses IL2CPP.*
- static Crosstales.Common.Model.Enum.Platform? [CurrentPlatform](#) [get]
 - Returns the current platform.*
- static int [AndroidAPILevel](#) [get]
 - Returns the Android API level of the current device (Android only)".*
- static bool [isWindowsPlatform](#) [get]
 - Checks if the current platform is Windows.*
- static bool [isMacOSPlatform](#) [get]

- Checks if the current platform is OSX.*

 - static bool `isLinuxPlatform` [get]
- Checks if the current platform is Linux.*

 - static bool `isAndroidPlatform` [get]
- Checks if the current platform is Android.*

 - static bool `isIOSPlatform` [get]
- Checks if the current platform is iOS.*

 - static bool `isTvOSPlatform` [get]
- Checks if the current platform is tvOS.*

 - static bool `isWSAPlatform` [get]
- Checks if the current platform is WSA.*

 - static bool `isXboxOnePlatform` [get]
- Checks if the current platform is XboxOne.*

 - static bool `isPS4Platform` [get]
- Checks if the current platform is PS4.*

 - static bool `isWebGLPlatform` [get]
- Checks if the current platform is WebGL.*

 - static bool `isWindowsEditor` [get]
- Checks if we are inside the Windows Editor.*

 - static bool `isMacOSEditor` [get]
- Checks if we are inside the macOS Editor.*

 - static bool `isLinuxEditor` [get]
- Checks if we are inside the Linux Editor.*

5.12.1 Detailed Description

Base for various helper functions.

5.12.2 Member Function Documentation

5.12.2.1 CreateString()

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

Creates a string of characters with a given length.

Parameters

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

Returns

Generated string

5.12.2.2 FormatBytesToHRF()

```
static string Crosstales.Common.Util.BaseHelper.FormatBytesToHRF (
    long bytes,
    bool useSI = false ) [static]
```

Format byte-value to Human-Readable-Form.

Parameters

<i>bytes</i>	Value in bytes
<i>useSI</i>	Use SI-system (optional, default: false)

Returns

Formatted byte-value in Human-Readable-Form.

5.12.2.3 FormatSecondsToHRF()

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

Format seconds to Human-Readable-Form.

Parameters

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

Returns

Formatted seconds in Human-Readable-Form.

5.12.2.4 GenerateLoremIpsum()

```
static string Crosstales.Common.Util.BaseHelper.GenerateLoremIpsum (
    int length,
    int minSentences = 1,
```

```
int maxSentences = int.MaxValue,  
int minWords = 1,  
int maxWords = 15 ) [static]
```

Generates a "Lorem Ipsum" based on various parameters.

Parameters

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

Returns

"Lorem Ipsum" based on the given parameters.

5.12.2.5 GetArgument()

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

Returns an argument for a name from the url or command line.

Parameters

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

Returns

Argument for a name from the url or command line.

5.12.2.6 GetArguments()

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

Returns all arguments from the url or command line.

Returns

Arguments from the url or command line.

5.12.2.7 HSVToRGB()

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

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

Parameters

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

Returns

True if the current platform is supported.

5.12.2.8 InvokeMethod()

```
static object Crosstales.Common.Util.BaseHelper.InvokeMethod (
    string className,
    string methodName,
    System.Reflection.BindingFlags flags = System.Reflection.BindingFlags.Static | System.Reflection.BindingFlags.Public,
    params object[] parameters ) [static]
```

Invokes a method on a full qualified class.

Parameters

<i>className</i>	Full qualified name of the class
<i>methodName</i>	Public static method of the class to execute
<i>flags</i>	Binding flags for the method (optional, default: static/public)
<i>parameters</i>	Parameters for the method (optional)

5.12.2.9 ISO639ToLanguage()

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

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

Parameters

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

Returns

"SystemLanguage for the given ISO639-1 code.

5.12.2.10 LanguageToISO639()

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

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

Parameters

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

Returns

"ISO639-1 code for the given SystemLanguage.

5.12.2.11 ParseJSON()

```
static System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<string>  
> Crosstales.Common.Util.BaseHelper.ParseJSON (  
    string json ) [static]
```

Parses a given JSON into a dictionary with key and values Note: this is a very basic implementation for simple JSON-strings - don't expect it to work with complex (e.g. nested) JSONs

Parameters

<i>json</i>	JSON-string to parse
-------------	----------------------

Returns

Dictionary with key and values from the JSON-string

5.12.2.12 SplitStringToLines()

```
static System.Collections.Generic.List<string> Crosstales.Common.Util.BaseHelper.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 (optional, default: true)
<i>skipHeaderLines</i>	Number of skipped header lines (optional, default: 0)
<i>skipFooterLines</i>	Number of skipped footer lines (optional, default: 0)

Returns

Splitted lines as array

5.12.3 Member Data Documentation

5.12.3.1 isAppleBasedPlatform

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

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

Returns

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

5.12.3.2 isEditor

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

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

5.12.3.3 isEditorMode

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

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.12.3.4 isIOSBasedPlatform

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

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

Returns

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

5.12.3.5 isMobilePlatform

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

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

Returns

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

5.12.3.6 isStandalonePlatform

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

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

Returns

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

5.12.3.7 isWebPlatform

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

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

Returns

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

5.12.3.8 isWindowsBasedPlatform

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

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

Returns

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

5.12.3.9 isWSABasedPlatform

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

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

Returns

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

5.12.4 Property Documentation

5.12.4.1 AndroidAPILevel

```
int Crosstales.Common.Util.BaseHelper.AndroidAPILevel [static], [get]
```

Returns the Android API level of the current device (Android only)".

Returns

The Android API level of the current device.

5.12.4.2 BaseCulture

`System.Globalization.CultureInfo Crosstales.Common.Util.BaseHelper.BaseCulture [static], [get]`

The current culture of the application.

Returns

Culture of the application.

5.12.4.3 CurrentPlatform

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

Returns the current platform.

Returns

The current platform.

5.12.4.4 isAndroidPlatform

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.12.4.5 isIL2CPP

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

Checks if the current build target uses IL2CPP.

Returns

True if the current build target uses IL2CPP.

5.12.4.6 isIOSPlatform

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

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.12.4.7 isLinuxEditor

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

Checks if we are inside the Linux Editor.

Returns

True if we are inside the Linux Editor.

5.12.4.8 isLinuxPlatform

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.12.4.9 isMacOSEditor

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

Checks if we are inside the macOS Editor.

Returns

True if we are inside the macOS Editor.

5.12.4.10 isMacOSPlatform

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.12.4.11 isPS4Platform

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

Checks if the current platform is PS4.

Returns

True if the current platform is PS4.

5.12.4.12 isTvOSPlatform

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

Checks if the current platform is tvOS.

Returns

True if the current platform is tvOS.

5.12.4.13 isWebGLPlatform

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.12.4.14 isWindowsEditor

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

Checks if we are inside the Windows Editor.

Returns

True if we are inside the Windows Editor.

5.12.4.15 isWindowsPlatform

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.12.4.16 isWSAPlatform

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

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

5.12.4.17 isXboxOnePlatform

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

Checks if the current platform is XboxOne.

Returns

True if the current platform is XboxOne.

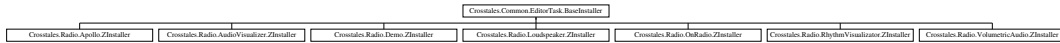
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/BaseHelper.cs

5.13 Crosstales.Common.EditorTask.BaseInstaller Class Reference

Base-class for all installers.

Inheritance diagram for Crosstales.Common.EditorTask.BaseInstaller:



Static Public Member Functions

- static void **InstallUI** (string assetPath)

Static Protected Member Functions

- static string **getBasePath** (string assetPath)
- static void **installPackage** (string installerPath, string package, string compiledefine=null, bool delete=false)

5.13.1 Detailed Description

Base-class for all installers.

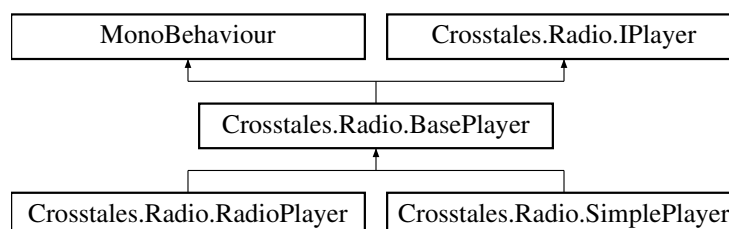
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Editor/Task/BaseInstaller.cs

5.14 Crosstales.Radio.BasePlayer Class Reference

Base class for all players.

Inheritance diagram for Crosstales.Radio.BasePlayer:



Public Member Functions

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

Static Public Attributes

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

Protected Member Functions

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

Properties

- static int? [playCounter](#) [get, set]
- static int? [audioCounter](#) [get, set]
- abstract [PlaybackStartEvent](#) [onPlaybackStarted](#) [get]
- abstract [PlaybackEndEvent](#) [onPlaybackEnded](#) [get]
- abstract [BufferingStartEvent](#) [onBufferingStarted](#) [get]
- abstract [BufferingEndEvent](#) [onBufferingEnded](#) [get]
- abstract [AudioStartEvent](#) [onAudioStarted](#) [get]
- abstract [AudioEndEvent](#) [onAudioEnded](#) [get]

- abstract [RecordChangeEvent](#) **onRecordChanged** [get]
- abstract [ErrorEvent](#) **onError** [get]
- abstract [RadioStation](#) **Station** [get, set]
- abstract bool **HandleFocus** [get, set]
- abstract int **CacheStreamSize** [get, set]
- abstract bool **LegacyMode** [get, set]
- abstract bool **CaptureDataStream** [get, set]
- abstract bool **SkipPreBuffering** [get, set]
- abstract [AudioSource](#) **Source** [get, protected set]
- abstract [AudioCodec](#) **Codec** [get, protected set]
- abstract float **PlayTime** [get, protected set]
- abstract float **BufferProgress** [get, protected set]
- abstract bool **isBuffering** [get]
- abstract long **CurrentBufferSize** [get]
- abstract bool **isPlayback** [get]
- abstract bool **isAudioPlaying** [get]
- abstract float **RecordPlayTime** [get, protected set]
- abstract [RecordInfo](#) **RecordInfo** [get]
- abstract [RecordInfo](#) **NextRecordInfo** [get]
- abstract float **NextRecordDelay** [get]
- abstract long **CurrentDownloadSpeed** [get]
- abstract [Crosstales.Common.Util.MemoryCacheStream](#) **DataStream** [get, protected set]
- abstract int **Channels** [get]
- abstract int **SampleRate** [get]
- abstract float **Volume** [get, set]
- abstract float **Pitch** [get, set]
- abstract float **StereoPan** [get, set]
- abstract bool **isMuted** [get, set]

Events

- PlaybackStart [OnPlaybackStart](#)
An event triggered whenever the playback starts.
- PlaybackEnd [OnPlaybackEnd](#)
An event triggered whenever the playback ends.
- BufferingStart [OnBufferingStart](#)
An event triggered whenever the buffering starts.
- BufferingEnd [OnBufferingEnd](#)
An event triggered whenever the buffering ends.
- BufferingProgressUpdate [OnBufferingProgressUpdate](#)
An event triggered whenever the buffering progress changes.
- AudioStart [OnAudioStart](#)
An event triggered whenever the audio starts.
- AudioEnd [OnAudioEnd](#)
An event triggered whenever the audio ends.
- AudioPlayTimeUpdate [OnAudioPlayTimeUpdate](#)
An event triggered whenever the audio playtime changes.
- RecordChange [OnRecordChange](#)
An event triggered whenever an audio record changes.
- RecordPlayTimeUpdate [OnRecordPlayTimeUpdate](#)
An event triggered whenever the audio record playtime changes.
- NextRecordChange [OnNextRecordChange](#)

- An event triggered whenever the next record information is available.*
- NextRecordDelayUpdate [OnNextRecordDelayUpdate](#)
An event triggered whenever the next record delay time changes.
- ErrorInfo [OnErrorInfo](#)
An event triggered whenever an error occurs.

5.14.1 Detailed Description

Base class for all players.

5.14.2 Member Function Documentation

5.14.2.1 Mute()

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

Mute the playback of the record.

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

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

5.14.2.2 MuteOrUnMute()

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

Mute or unmute the playback of the record.

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

5.14.2.3 Play()

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

Plays the radio-station.

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

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

5.14.2.4 PlayOrStop()

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

Plays or stops the radio-station.

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

5.14.2.5 Restart()

```
abstract void Crosstales.Radio.BasePlayer.Restart (
    float invokeDelay = Constants.INVOKE_DELAY ) [pure virtual]
```

Restarts the playback of the radio-station.

Parameters

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

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

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

5.14.2.6 Stop()

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

Stops the playback of the radio-station.

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

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

5.14.2.7 UnMute()

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

Unmute the playback of the record.

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

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

5.14.3 Member Data Documentation

5.14.3.1 isAnyAudioPlaying

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

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

Returns

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

5.14.3.2 isAnyPlayback

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

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

Returns

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

5.14.4 Event Documentation

5.14.4.1 OnAudioEnd

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

An event triggered whenever the audio ends.

ry>

5.14.4.2 OnAudioPlayTimeUpdate

```
AudioPlayTimeUpdate Crosstales.Radio.BasePlayer.OnAudioPlayTimeUpdate
```

An event triggered whenever the audio playtime changes.

5.14.4.3 OnAudioStart

```
AudioStart Crosstales.Radio.BasePlayer.OnAudioStart
```

An event triggered whenever the audio starts.

5.14.4.4 OnBufferingEnd

```
BufferingEnd Crosstales.Radio.BasePlayer.OnBufferingEnd
```

An event triggered whenever the buffering ends.

5.14.4.5 OnBufferingProgressUpdate

BufferingProgressUpdate Crosstales.Radio.BasePlayer.OnBufferingProgressUpdate

An event triggered whenever the buffering progress changes.

5.14.4.6 OnBufferingStart

BufferingStart Crosstales.Radio.BasePlayer.OnBufferingStart

An event triggered whenever the buffering starts.

5.14.4.7 OnErrorInfo

ErrorInfo Crosstales.Radio.BasePlayer.OnErrorInfo

An event triggered whenever an error occurs.

5.14.4.8 OnNextRecordChange

NextRecordChange Crosstales.Radio.BasePlayer.OnNextRecordChange

An event triggered whenever the next record information is available.

5.14.4.9 OnNextRecordDelayUpdate

NextRecordDelayUpdate Crosstales.Radio.BasePlayer.OnNextRecordDelayUpdate

An event triggered whenever the next record delay time changes.

5.14.4.10 OnPlaybackEnd

PlaybackEnd Crosstales.Radio.BasePlayer.OnPlaybackEnd

An event triggered whenever the playback ends.

5.14.4.11 OnPlaybackStart

PlaybackStart Crosstales.Radio.BasePlayer.OnPlaybackStart

An event triggered whenever the playback starts.

5.14.4.12 OnRecordChange

RecordChange Crosstales.Radio.BasePlayer.OnRecordChange

An event triggered whenever an audio record changes.

5.14.4.13 OnRecordPlayTimeUpdate

RecordPlayTimeUpdate Crosstales.Radio.BasePlayer.OnRecordPlayTimeUpdate

An event triggered whenever the audio record playtime changes.

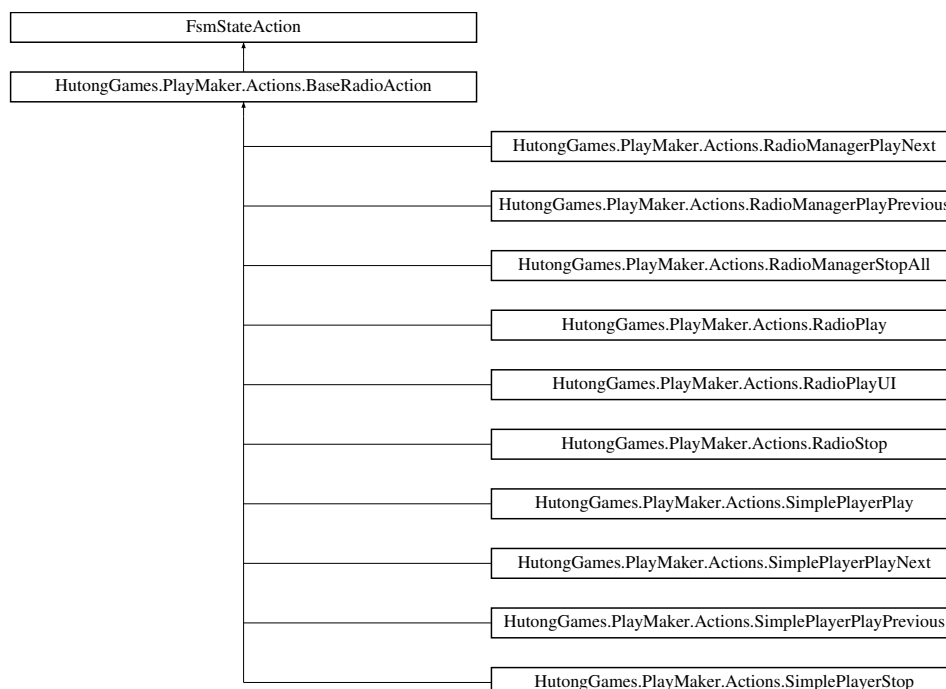
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/BasePlayer.cs

5.15 HutongGames.PlayMaker.Actions.BaseRadioAction Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseRadioAction:



Public Attributes

- FsmEvent **sendEvent**

5.15.1 Detailed Description

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

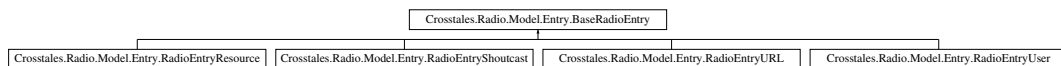
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/↔ Scripts/BaseRadioAction.cs

5.16 Crosstales.Radio.Model.Entry.BaseRadioEntry Class Reference

Base class for radio entries.

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



Public Member Functions

- override string **Tostring** ()

Public Attributes

- string **Name**
Name of the file or radio station.
- bool **ForceName**
Force the name of the station to this name (default: false).
- bool **EnableSource** = true
Enable the source in this provider (default: true).
- string **Station**
Provider of the radio stations (optional).
- string **Genres**
Genres of the radios (optional).
- float **Rating**
Your rating of the radios.
- string **Description**
Description of the radio stations (optional).
- Sprite **Icon**
Icon to represent the radio stations (optional).
- string **IconUrl**
Icon url for the radio station.
- string **City**

- City of the radio.*

 - string [Country](#)
 - Country of the radio (ISO 3166-1, e.g. 'ch').*
 - string [Language](#)
 - Language of the radio (like 'german').*
 - [AudioFormat Format](#) = `AudioFormat.MP3`
 - Default audio format of the stations (default: `AudioFormat.MP3`).*
 - int [Bitrate](#) = `Config.DEFAULT_BITRATE`
 - Default bitrate in kbit/s (default: 128).*
 - int [ChunkSize](#) = `Config.DEFAULT_CHUNKSIZE`
 - Default size of the streaming-chunk in KB (default: 32).*
 - int [BufferSize](#) = `Config.DEFAULT_BUFFERSIZE`
 - Default size of the local buffer in KB (default: 48).*
 - [AudioCodec ExcludedCodec](#) = `AudioCodec.None`
 - Exclude this station if the current [RadioPlayer](#) codec is equals this one (default: `AudioCodec.None`).*
 - bool [isInitialized](#)
 - Is this entry initialized?.*

Protected Member Functions

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

5.16.1 Detailed Description

Base class for radio entries.

5.16.2 Constructor & Destructor Documentation

5.16.2.1 BaseRadioEntry() [1/2]

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

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

5.16.2.2 BaseRadioEntry() [2/2]

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

Constructor for a [BaseRadioEntry](#).

Parameters

<i>name</i>	Name of the radio station.
<i>forceName</i>	Force the name of the station to this name.
<i>enableSource</i>	Enable the source in this provider.
<i>station</i>	Name of the station.
<i>genres</i>	Genres of the radio.
<i>rating</i>	Your rating of the radio.
<i>desc</i>	Description of the radio station.
<i>icon</i>	Icon of the radio station.
<i>iconUrl</i>	Icon url of the radio station.
<i>city</i>	City of the radio station.
<i>country</i>	Country of the radio station (ISO 3166-1, e.g. 'ch').
<i>language</i>	Language of the radio station (like 'german').
<i>format</i>	AudioFormat of the station.
<i>bitrate</i>	Bitrate in kbit/s.
<i>chunkSize</i>	Size of the streaming-chunk in KB.
<i>bufferSize</i>	Size of the local buffer in KB.
<i>excludeCodec</i>	Excluded codec.

5.16.3 Member Data Documentation

5.16.3.1 Bitrate

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

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

5.16.3.2 BufferSize

```
int Crosstales.Radio.Model.Entry.BaseRadioEntry.BufferSize = Config.DEFAULT_BUFFERSIZE
```

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

5.16.3.3 ChunkSize

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

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

5.16.3.4 City

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

City of the radio.

5.16.3.5 Country

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

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

5.16.3.6 Description

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

Description of the radio stations (optional).

5.16.3.7 EnableSource

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

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

5.16.3.8 ExcludedCodec

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

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

5.16.3.9 ForceName

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

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

5.16.3.10 Format

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

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

5.16.3.11 Genres

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

Genres of the radios (optional).

5.16.3.12 Icon

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

Icon to represent the radio stations (optional).

5.16.3.13 IconUrl

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

Icon url for the radio station.

5.16.3.14 isInitialized

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

Is this entry initialized?.

5.16.3.15 Language

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

Language of the radio (like 'german').

5.16.3.16 Name

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

Name of the file or radio station.

5.16.3.17 Rating

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

Your rating of the radios.

5.16.3.18 Station

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

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

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/Entry/BaseRadioEntry.cs

5.17 Crosstales.Radio.Provider.BaseRadioProvider Class Reference

Base class for radio providers.

Inheritance diagram for Crosstales.Radio.Provider.BaseRadioProvider:



Public Member Functions

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

Public Attributes

- bool [isReadyInEditor](#) => loadedInEditor

Protected Member Functions

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

Protected Attributes

- readonly System.Collections.Generic.List< string > [coRoutines](#) = new System.Collections.Generic.←List<string>()

Properties

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

Events

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

5.17.1 Detailed Description

Base class for radio providers.

5.17.2 Member Function Documentation

5.17.2.1 Load()

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

Loads all stations from this provider.

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

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

5.17.2.2 Save()

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

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

Parameters

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

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

5.17.3 Property Documentation

5.17.3.1 AllowOnlyHTTPS

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

Allow only HTTPS streams.

5.17.3.2 ClearStationsOnLoad

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

Clears all existing stations on 'Load'.

5.17.3.3 LoadOnStart

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

Calls 'Load' on Start.

5.17.3.4 LoadOnStartInEditor

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

Calls 'Load' on Start in Editor.

5.17.4 Event Documentation

5.17.4.1 OnProviderReady

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

An event triggered whenever the provider is ready.

5.17.4.2 OnStationsChange

StationsChange Crosstales.Radio.Provider.BaseRadioProvider.OnStationsChange

An event triggered whenever the stations change.

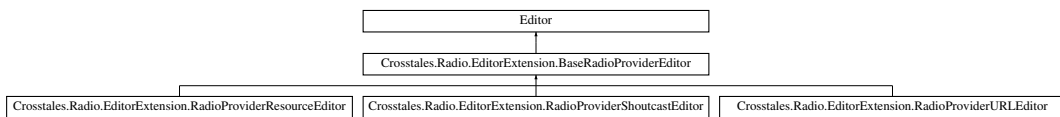
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Provider/BaseRadioProvider.cs

5.18 Crosstales.Radio.EditorExtension.BaseRadioProviderEditor Class Reference

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

Inheritance diagram for Crosstales.Radio.EditorExtension.BaseRadioProviderEditor:



Protected Member Functions

- virtual void **OnEnable** ()
- void **showDataUI** ()

Static Protected Attributes

- static bool **showData**

5.18.1 Detailed Description

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

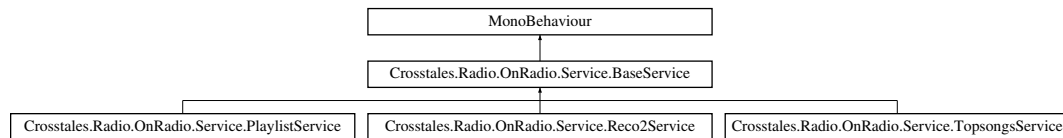
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Editor/Extension/BaseRadioProviderEditor.cs

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

Base-class of a service.

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



Public Member Functions

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

Public Attributes

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

Static Public Attributes

- static int **TotalPlaylistRequests**
- static int **TotalReco2Requests**
- static int **TotalTopsongsRequests**
- static int **TotalStationRequests**
- static int **TotalSongArtRequests**
- static int **TotalDARStationRequests**
- static int **TotalRequests** => TotalPlaylistRequests + TotalReco2Requests + TotalTopsongsRequests + TotalStationRequests + TotalSongArtRequests + TotalDARStationRequests

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

Protected Member Functions

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

Protected Attributes

- bool **loggedTokenNull**

Static Protected Attributes

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

Properties

- string? **Token** [get, set]
Token to access [OnRadio](#).
- string **Token** [get, set]
- bool **EnableStation** [get, set]
Enable Station service.
- bool **AwaitStationQuery** [get, set]
Wait until Station query is finished.
- bool **EnableSongArt** [get, set]
Enable SongArt service.
- bool **AwaitSongArtQuery** [get, set]
Wait until SongArt query is finished.
- bool **LoadRecordIcon** [get, set]
Load the record icon.
- bool **EnableDARStation** [get, set]
Enable DARStation service.

- bool [AwaitDARStationQuery](#) [get, set]
Wait until DARStation query is finished.
- bool [LoadStationIcon](#) [get, set]
Load the station icon.
- Sprite [DefaultStationIcon](#) [get, set]
Default icon for the radio station.
- Sprite [DefaultSongIcon](#) [get, set]
Default icon for the song.
- bool [QueryOnStart](#) [get, set]
Query the service on start.
- abstract [QueryCompleteEvent](#) [onQueryCompleted](#) [get]

Events

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

5.19.1 Detailed Description

Base-class of a service.

5.19.2 Member Function Documentation

5.19.2.1 DARStationService()

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

Query the DARStation service.

Parameters

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

Returns

UID of the query.

5.19.2.2 Query()

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

Query the service.

Returns

UID of the query.

5.19.2.3 RecordsByArtist()

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

Returns all records of this service ordered by artist.

Parameters

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

Returns

All records of this set ordered by artist.

5.19.2.4 RecordsByStationName()

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

Returns all records of this service ordered by station name.

Parameters

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

Returns

All records of this set ordered by station name.

5.19.2.5 RecordsByTitle()

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

Returns all records of this service ordered by title.

Parameters

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

Returns

All records of this set ordered by title.

5.19.2.6 SongArtService()

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

Query the SongArt service.

Parameters

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

Returns

UID of the query.

5.19.2.7 StationsByName()

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

Returns all stations of this service ordered by name.

Parameters

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

Returns

All stations of this set ordered by name.

5.19.2.8 StationService()

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

Query the Station service.

Parameters

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

Returns

UID of the query.

5.19.3 Member Data Documentation**5.19.3.1 isValidToken**

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

Indicates if the token is valid.

Returns

True if the token is valid.

5.19.3.2 TotalRequests

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

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

Returns

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

5.19.4 Property Documentation

5.19.4.1 AwaitDARStationQuery

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

Wait until DARStation query is finished.

5.19.4.2 AwaitSongArtQuery

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

Wait until SongArt query is finished.

5.19.4.3 AwaitStationQuery

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

Wait until Station query is finished.

5.19.4.4 DefaultSongIcon

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

Default icon for the song.

5.19.4.5 DefaultStationIcon

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

Default icon for the radio station.

5.19.4.6 EnableDARStation

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

Enable DARStation service.

5.19.4.7 EnableSongArt

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

Enable SongArt service.

5.19.4.8 EnableStation

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

Enable Station service.

5.19.4.9 LoadRecordIcon

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

Load the record icon.

5.19.4.10 LoadStationIcon

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

Load the station icon.

5.19.4.11 QueryOnStart

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

Query the service on start.

5.19.4.12 Token

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

Token to access [OnRadio](#).

5.19.5 Event Documentation

5.19.5.1 OnQueryComplete

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

An event triggered whenever the query is completed.

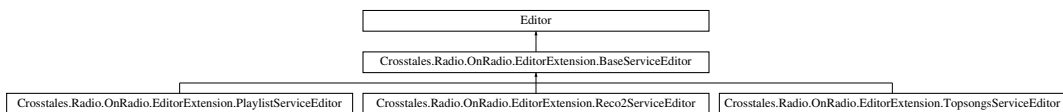
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Service/BaseService.cs

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

Custom editor for the 'BaseService'-class.

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



Public Member Functions

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

Protected Member Functions

- virtual void **OnEnable** ()

5.20.1 Detailed Description

Custom editor for the 'BaseService'-class.

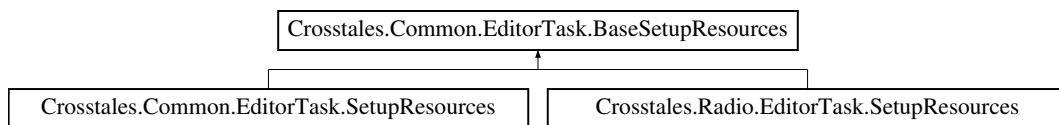
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Editor/BaseServiceEditor.cs

5.21 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:



Static Protected Member Functions

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

5.21.1 Detailed Description

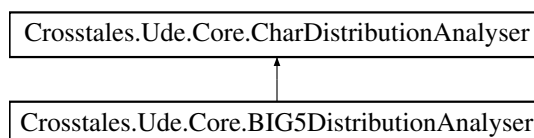
Base-class for moving all resources to 'Editor Default Resources'.

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Editor/Task/Base↔ SetupResources.cs

5.22 Crosstales.Ude.Core.BIG5DistributionAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.BIG5DistributionAnalyser:



Public Member Functions

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

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

Additional Inherited Members

5.22.1 Member Function Documentation

5.22.1.1 GetOrder()

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

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

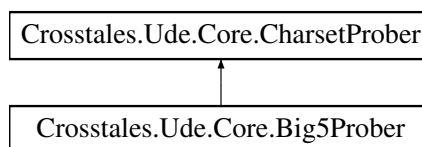
Implements [Crosstales.Ude.Core.CharDistributionAnalyser](#).

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Char↔DistributionAnalyser.cs

5.23 Crosstales.Ude.Core.Big5Prober Class Reference

Inheritance diagram for Crosstales.Ude.Core.Big5Prober:



Public Member Functions

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

Additional Inherited Members

5.23.1 Member Function Documentation

5.23.1.1 HandleData()

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

Feed data to the prober

Parameters

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

Returns

A ProbingState

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

5.23.1.2 Reset()

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

Reset prober state

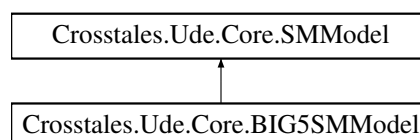
Implements [Crosstales.Ude.Core.CharsetProber](#).

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Big5Prober.cs

5.24 Crosstales.Ude.Core.BIG5SMMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.BIG5SMMModel:



Additional Inherited Members

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/MB↔CSSM.cs

5.25 Crosstales.Ude.Core.BitPackage Class Reference

Public Member Functions

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

Static Public Member Functions

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

Static Public Attributes

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

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Bit↔Package.cs

5.26 Crosstales.NLayer.Decoder.BitReservoir Class Reference

Public Member Functions

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

Properties

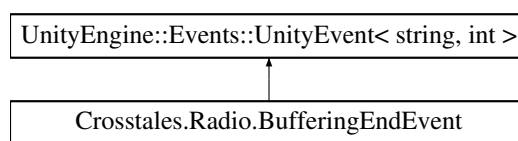
- int **BitsAvailable** [get]
- long **BitsRead** [get]

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/BitReservoir.cs

5.27 Crosstales.Radio.BufferingEndEvent Class Reference

Inheritance diagram for Crosstales.Radio.BufferingEndEvent:

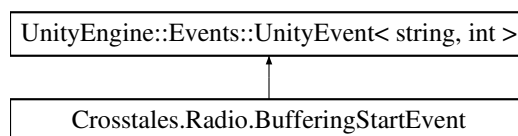


The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.28 Crosstales.Radio.BufferingStartEvent Class Reference

Inheritance diagram for Crosstales.Radio.BufferingStartEvent:

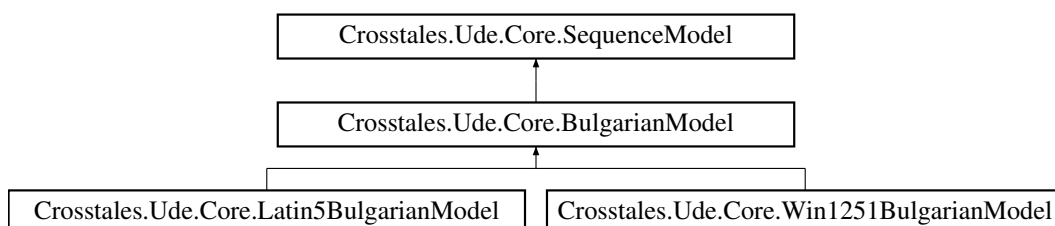


The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.29 Crosstales.Ude.Core.BulgarianModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.BulgarianModel:



Public Member Functions

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

Additional Inherited Members

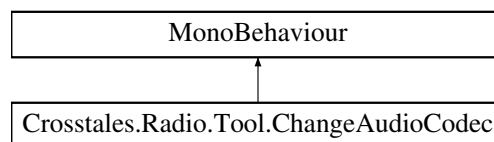
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔ BulgarianModel.cs

5.30 Crosstales.Radio.Tool.ChangeAudioCodec Class Reference

Changes the default audio codec under Windows.

Inheritance diagram for Crosstales.Radio.Tool.ChangeAudioCodec:



Public Attributes

- [Crosstales.Radio.Model.Enum.AudioCodec](#) **Codec** = Crosstales.Radio.Model.Enum.AudioCodec.MP3_N↔ Layer

5.30.1 Detailed Description

Changes the default audio codec under Windows.

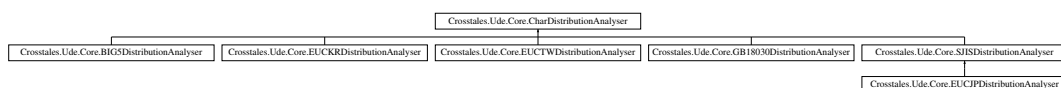
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/ChangeAudioCodec/↔ Scripts/ChangeAudioCodec.cs

5.31 Crosstales.Ude.Core.CharDistributionAnalyser Class Reference

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

Inheritance diagram for Crosstales.Ude.Core.CharDistributionAnalyser:



Public Member Functions

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

Protected Attributes

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

Static Protected Attributes

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

5.31.1 Detailed Description

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

5.31.2 Member Function Documentation

5.31.2.1 GetConfidence()

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

return confidence base on received data

Returns

5.31.2.2 GetOrder()

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

Feed a block of data and do distribution analysis

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

Parameters

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

Returns

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

5.31.2.3 HandleOneChar()

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

Feed a character with known length

Parameters

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

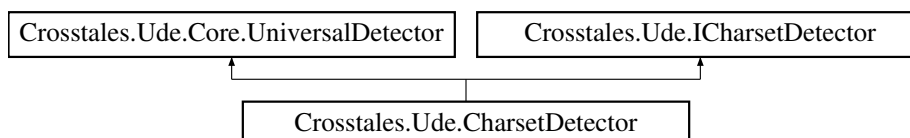
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Char↔DistributionAnalyser.cs

5.32 Crosstales.Ude.CharsetDetector Class Reference

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

Inheritance diagram for Crosstales.Ude.CharsetDetector:



Public Member Functions

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

Protected Member Functions

- override void [Report](#) (string charset, float confidence)

Properties

- string [Charset](#) [get]
- float [Confidence](#) [get]
- int [CodePage](#) [get]

Additional Inherited Members

5.32.1 Detailed Description

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

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

or by a byte a array:

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

5.32.2 Member Function Documentation

5.32.2.1 Feed()

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

Feed a bytes stream to the detector.

Parameters

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

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

5.32.2.2 IsDone()

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

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

Returns

true if the detector has detected the encoding

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

5.32.2.3 Reset()

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

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

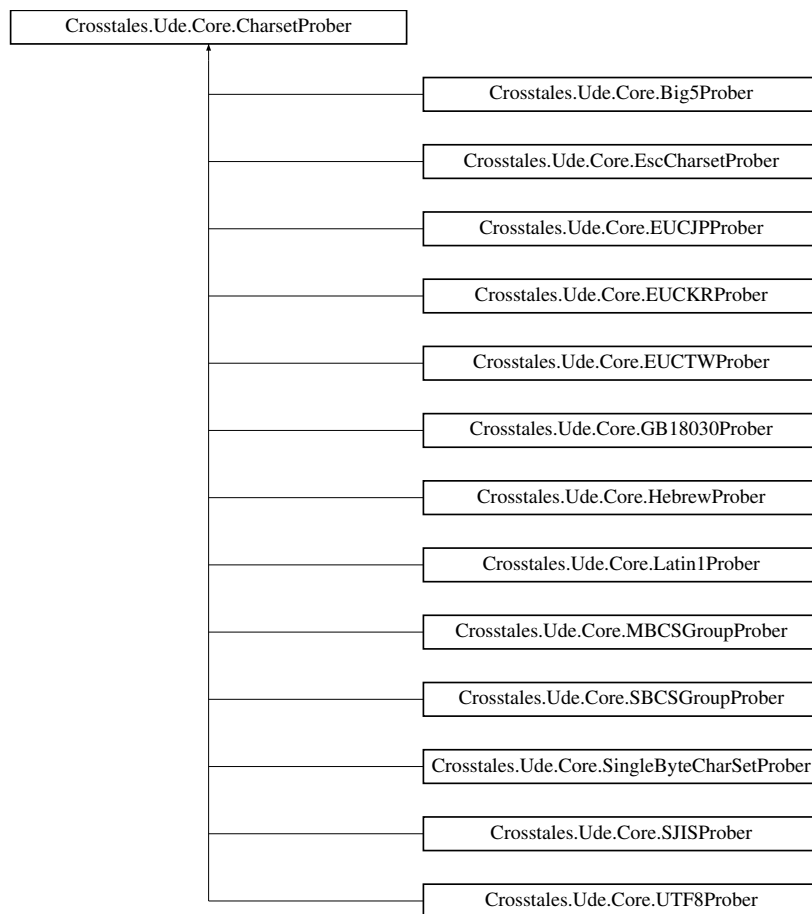
Reimplemented from [Crosstales.Ude.Core.UniversalDetector](#).

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Charset↔
Detector.cs

5.33 Crosstales.Ude.Core.CharsetProber Class Reference

Inheritance diagram for Crosstales.Ude.Core.CharsetProber:



Public Member Functions

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

Static Protected Member Functions

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

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

Protected Attributes

- ProbingState **state**

Static Protected Attributes

- const float **SHORTCUT_THRESHOLD** = 0.95F

5.33.1 Member Function Documentation

5.33.1.1 FilterWithEnglishLetters()

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

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

Returns

a filtered copy of the input buffer

5.33.1.2 FilterWithoutEnglishLetters()

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

Returns

filtered buffer

5.33.1.3 HandleData()

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

Feed data to the prober

Parameters

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

Returns

A ProbingState

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

5.33.1.4 Reset()

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

Reset prober state

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

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

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/CharsetProber.cs`

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

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

Cyrillic (based on bulgarian and russian data)

- const string `WIN1252` = "windows-1252"

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

- const string `WIN1253` = "windows-1253"

Greek

- const string `WIN1255` = "windows-1255"

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

- const string `BIG5` = "Big-5"

Traditional chinese

- const string `EUCKR` = "EUC-KR"
- const string `EUCJP` = "EUC-JP"
- const string `EUCTW` = "EUC-TW"
- const string `GB18030` = "gb18030"

Note: gb2312 is a subset of gb18030

- const string `ISO2022_JP` = "ISO-2022-JP"
- const string `ISO2022_CN` = "ISO-2022-CN"
- const string `ISO2022_KR` = "ISO-2022-KR"
- const string `HZ_GB_2312` = "HZ-GB-2312"

Simplified chinese

- const string `SHIFT_JIS` = "Shift-JIS"
- const string `MAC_CYRILLIC` = "x-mac-cyrillic"
- const string `KOI8R` = "KOI8-R"
- const string `IBM855` = "IBM855"
- const string `IBM866` = "IBM866"
- const string `ISO8859_2` = "ISO-8859-2"

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

- const string `ISO8859_5` = "ISO-8859-5"

Cyrillic

- const string `ISO_8859_7` = "ISO-8859-7"

Greek

- const string `ISO8859_8` = "ISO-8859-8"

Visual Hebrew

- const string `TIS620` = "TIS620"

Thai. This recognizer is not enabled yet.

5.34.1 Member Data Documentation

5.34.1.1 BIG5

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

Traditional chinese

5.34.1.2 GB18030

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

Note: gb2312 is a subset of gb18030

5.34.1.3 HZ_GB_2312

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

Simplified chinese

5.34.1.4 ISO8859_2

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

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

5.34.1.5 ISO8859_5

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

Cyrillic

5.34.1.6 ISO8859_8

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

Visual Hebrew

5.34.1.7 ISO_8859_7

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

Greek

5.34.1.8 TIS620

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

Thai. This recognizer is not enabled yet.

5.34.1.9 UCS4_2413

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

Unusual BOM (2413 order)

5.34.1.10 UCS4_3412

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

Unusual BOM (3412 order)

5.34.1.11 WIN1251

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

Cyrillic (based on bulgarian and russian data)

5.34.1.12 WIN1252

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

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

5.34.1.13 WIN1253

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

Greek

5.34.1.14 WIN1255

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

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

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Charsets.↵
cs

5.35 Crosstales.Ude.Core.CodingStateMachine Class Reference

Parallel state machine for the Coding Scheme Method

Public Member Functions

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

Properties

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

5.35.1 Detailed Description

Parallel state machine for the Coding Scheme Method

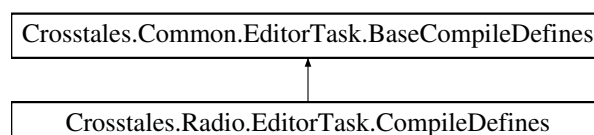
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Coding↵
StateMachine.cs

5.36 Crosstales.Radio.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Radio.EditorTask.CompileDefines:



Additional Inherited Members

5.36.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

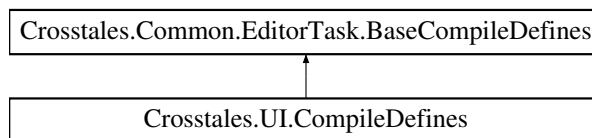
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Editor/Task/CompileDefines.cs

5.37 Crosstales.UI.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.UI.CompileDefines:



Additional Inherited Members

5.37.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

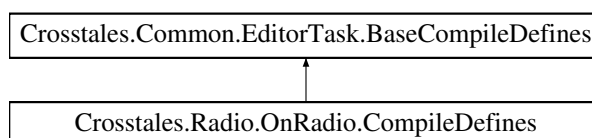
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Editor/CompileDefines.cs

5.38 Crosstales.Radio.OnRadio.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Radio.OnRadio.CompileDefines:



Additional Inherited Members

5.38.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Editor/CompileDefines.cs

5.39 Crosstales.Radio.Demo.ComplexObject< T > Class Template Reference

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

Public Member Functions

- **ComplexObject** (T script, Transform objectTransform, RectTransform objectRectTransform, Image object↔ Image)

Public Attributes

- T **Script**
- Transform **ObjectTransform**
- RectTransform **ObjectRectTransform**
- Image **ObjectImage**

5.39.1 Detailed Description

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

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/Complex↔ Object.cs

5.40 Crosstales.Radio.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

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

Static Public Attributes

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

5.40.1 Detailed Description

Configuration for the asset.

5.40.2 Member Function Documentation

5.40.2.1 Load()

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

Loads all changeable variables.

5.40.2.2 Reset()

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

Resets all changeable variables to their default value.

5.40.2.3 Save()

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

Saves all changeable variables.

5.40.3 Member Data Documentation

5.40.3.1 DEBUG

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

Enable or disable debug logging for the asset.

5.40.3.2 DEFAULT_BITRATE

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

Default bitrate for a [RadioPlayer](#) in kbps.

5.40.3.3 DEFAULT_BUFFERSIZE

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

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

5.40.3.4 DEFAULT_CACHESTREAMSIZE

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

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

5.40.3.5 DEFAULT_CHUNKSIZE

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

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

5.40.3.6 isLoaded

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

Is the configuration loaded?

5.40.3.7 MAX_CACHESTREAMSIZE

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

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

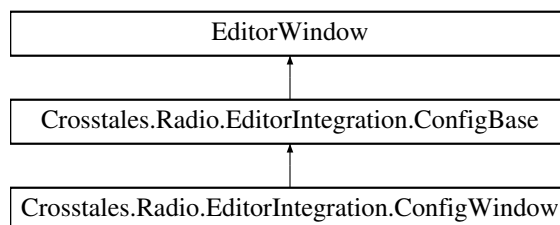
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Util/Config.cs

5.41 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** ()

5.41.1 Detailed Description

Base class for editor windows.

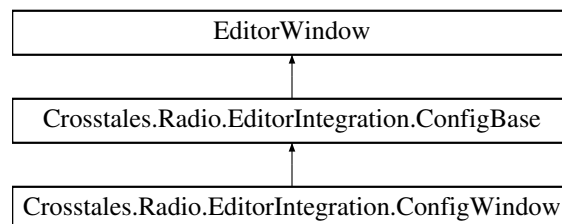
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Editor/Integration/Config↔
Base.cs

5.42 Crosstales.Radio.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.Radio.EditorIntegration.ConfigWindow:



Static Public Member Functions

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

Additional Inherited Members

5.42.1 Detailed Description

Editor window extension.

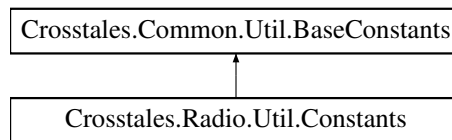
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Editor/Integration/Config↔
Window.cs

5.43 Crosstales.Radio.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.Radio.Util.Constants:



Static Public Attributes

- const string **ASSET_NAME** = "Radio PRO"
Name of the asset.
- const string **ASSET_VERSION** = "2024.1.2"
Version of the asset.
- const int **ASSET_BUILD** = 20240315
Build number of the asset.
- static readonly System.DateTime **ASSET_CREATED** = new System.DateTime(2015, 2, 25)
Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime **ASSET_CHANGED** = new System.DateTime(2024, 3, 15)
Change date of the asset (YYYY, MM, DD).
- const string **ASSET_PRO_URL** = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"
URL of the PRO asset in UAS.
- const string **ASSET_3P_URL** = "https://assetstore.unity.com/lists/radio-friends-42211?aid=1011INGT"
URL of the 3rd party assets in UAS.
- const string **ASSET_UPDATE_CHECK_URL** = "https://www.crosstales.com/media/assets/radio_versions.txt"
URL for update-checks of the asset
- const string **ASSET_CONTACT** = "radio@crosstales.com"
Contact to the owner of the asset.
- const string **ASSET_MANUAL_URL** = "https://www.crosstales.com/media/data/assets/radio/Radio-doc.pdf"
URL of the asset manual.
- const string **ASSET_API_URL** = "https://www.crosstales.com/en/assets/radio/api"
URL of the asset API.
- const string **ASSET_FORUM_URL** = "https://forum.unity.com/threads/radio-pro-mp3-and-ogg-streaming-solution.334604/"
URL of the asset forum.
- const string **ASSET_WEB_URL** = "https://www.crosstales.com/en/portfolio/radio/"
URL of the asset in crosstales.
- const string **ASSET_VIDEO_PROMO** = "https://youtu.be/1ZsxY788w-w?list=PLgtonlOr6Tb41XTMee↵Z836tjHIKgOO84S"
URL of the promotion video of the asset (Youtube).
- const string **ASSET_VIDEO_TUTORIAL** = "https://youtu.be/E0s0NVRX-ec?list=PLgtonlOr6Tb41XTMee↵Z836tjHIKgOO84S"
URL of the tutorial video of the asset (Youtube).
- const string **ASSET_3P_AUDIO_VISUALIZER** = "https://assetstore.unity.com/packages/slug/47866?aid=1011↵NGT"
URL of the 3rd party asset "Audio Visualizer".

- const string `ASSET_3P_SOUND_SUITE` = "https://assetstore.unity.com/packages/slug/19994?aid=10111↵↵
NGT"
URL of the 3rd party asset "Complete Sound Suite".
- const string `ASSET_3P_VISUALIZER_STUDIO` = "https://assetstore.unity.com/packages/slug/1761?aid=10111↵↵
NGT"
URL of the 3rd party asset "Visualizer Studio".
- const string `ASSET_3P_APOLLO_VISUALIZER` = "https://assetstore.unity.com/packages/slug/59035?aid=10111↵↵
NGT"
URL of the 3rd party asset "Apollo Visualizer Kit".
- const string `ASSET_3P_RHYTHM_VISUALIZATOR` = "https://assetstore.unity.com/packages/slug/88041?aid=10111↵↵
NGT"
URL of the 3rd party asset "Rhythm Visualizator Pro".
- const string `M3U_EXT_ID` = "#EXTM3U"
- const string `M3U_EXT_INF_ID` = "#EXTINF"
- const string `PLS_FILE_ID` = "file"
- const string `PLS_TITLE_ID` = "title"
- const string `KEY_PREFIX` = "RADIO_CFG_"
- const string `KEY_DEBUG` = KEY_PREFIX + "DEBUG"
- const string `KEY_DEFAULT_BITRATE` = KEY_PREFIX + "DEFAULT_BITRATE"
- const string `KEY_DEFAULT_CHUNKSIZE` = KEY_PREFIX + "DEFAULT_CHUNKSIZE"
- const string `KEY_DEFAULT_BUFFERSIZE` = KEY_PREFIX + "DEFAULT_BUFFERSIZE"
- const string `KEY_DEFAULT_CACHESTREAMSIZE` = KEY_PREFIX + "DEFAULT_CACHESTREAMSIZE"
- const string `KEY_MAX_CACHESTREAMSIZE` = KEY_PREFIX + "MAX_CACHESTREAMSIZE"
- const int `DEFAULT_DEFAULT_BITRATE` = 128
- const int `DEFAULT_DEFAULT_CHUNKSIZE` = 32
- const int `DEFAULT_DEFAULT_CACHESTREAMSIZE` = 1 * `FACTOR_KB`
- const int `DEFAULT_MAX_CACHESTREAMSIZE` = 16 * `FACTOR_KB`
- const int `DEFAULT_DEFAULT_BUFFERSIZE` = 48
- const int `MIN_OGG_BUFFERSIZE` = 64
Minimal buffer-size for OGG-streams.
- const string `TAB` = "\t"
- static `AudioCodec` `DEFAULT_CODEC_MP3` = `AudioCodec.MP3_NLayer`
Default MP3-codec.
- static `AudioCodec` `DEFAULT_CODEC_MP3_WINDOWS` = `AudioCodec.MP3_NLayer`
Default MP3-codec under Windows.
- static string `SHOUTCAST` = "https://yp.shoutcast.com/sbin/tunein-station.pls?id="↵
URL for the Shoutcast-Query.
- const float `INVOKE_DELAY` = 0.3f
Delay for Invoke-calls (typically between a "Stop"- and "Play"-call).
- static readonly `WaitForSeconds` `WFS_BUFFER` = new `WaitForSeconds`(0.5f)
Delay for Buffer-calls (used to give the codecs some data if SkipBuffering is enabled).
- static int `MAX_LOAD_WAIT_TIME` = 5
Maximal load wait time in in seconds.
- static int `MAX_WEB_LOAD_WAIT_TIME` = 8
Maximal load time for web resources in seconds.
- static int `MAX_SHOUTCAST_LOAD_WAIT_TIME` = 5
Maximal load time for Shoutcast resources in seconds.
- static float `PLAY_CALL_SPEED` = 0.5f
Defines the speed of 'Play'-calls in seconds.
- static int `OGG_CLEAN_INTERVAL_MIN` = 1000
Minimal interval for the OGG clean in frames.
- static int `OGG_CLEAN_INTERVAL_MAX` = 6000

Maximal interval for the OGG clean in frames.

- static int `INITIAL_LIST_SIZE` = 250

Initial list size for players and stations.

- static string `TEXT_BUFFER` = "Buffer: "
- static string `TEXT_STOPPED` = "stopped"
- static string `TEXT_QUESTIONMARKS` = "???"
- static string `PREFIX_TEMP_PATH` => [Crosstales.Common.Util.FileHelper.TempPath](#)

Additional Inherited Members

5.43.1 Detailed Description

Collected constants of very general utility for the asset.

5.43.2 Member Data Documentation

5.43.2.1 ASSET_3P_APOLLO_VISUALIZER

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

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

5.43.2.2 ASSET_3P_AUDIO_VISUALIZER

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

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

5.43.2.3 ASSET_3P_RHYTHM_VISUALIZATOR

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

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

5.43.2.4 ASSET_3P_SOUND_SUITE

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

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

5.43.2.5 ASSET_3P_URL

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

URL of the 3rd party assets in UAS.

5.43.2.6 ASSET_3P_VISUALIZER_STUDIO

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

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

5.43.2.7 ASSET_API_URL

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

URL of the asset API.

5.43.2.8 ASSET_BUILD

```
const int Crosstales.Radio.Util.Constants.ASSET_BUILD = 20240315 [static]
```

Build number of the asset.

5.43.2.9 ASSET_CHANGED

```
readonly System.DateTime Crosstales.Radio.Util.Constants.ASSET_CHANGED = new System.Date↵  
Time(2024, 3, 15) [static]
```

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

5.43.2.10 ASSET_CONTACT

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

Contact to the owner of the asset.

5.43.2.11 ASSET_CREATED

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

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

5.43.2.12 ASSET_FORUM_URL

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

URL of the asset forum.

5.43.2.13 ASSET_MANUAL_URL

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

URL of the asset manual.

5.43.2.14 ASSET_NAME

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

Name of the asset.

5.43.2.15 ASSET_PRO_URL

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

URL of the PRO asset in UAS.

5.43.2.16 ASSET_UPDATE_CHECK_URL

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

URL for update-checks of the asset

5.43.2.17 ASSET_VERSION

```
const string Crosstales.Radio.Util.Constants.ASSET_VERSION = "2024.1.2" [static]
```

Version of the asset.

5.43.2.18 ASSET_VIDEO_PROMO

```
const string Crosstales.Radio.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/lZsxY788w-w?list=PLgtonIOr6Tb41XTMeeZ836tjHlKg0084S" [static]
```

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

5.43.2.19 ASSET_VIDEO_TUTORIAL

```
const string Crosstales.Radio.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/E0s0NVRX-ec?list=PLgtonIOr6Tb41XTMeeZ836tjHlKg0084S" [static]
```

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

5.43.2.20 ASSET_WEB_URL

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

URL of the asset in crosstales.

5.43.2.21 DEFAULT_CODEC_MP3

```
AudioCodec Crosstales.Radio.Util.Constants.DEFAULT_CODEC_MP3 = AudioCodec.MP3_NLayer [static]
```

Default MP3-codec.

5.43.2.22 DEFAULT_CODEC_MP3_WINDOWS

```
static AudioCodec Crosstales.Radio.Util.Constants.DEFAULT_CODEC_MP3_WINDOWS = AudioCodec.MP3←  
_NLayer [static]
```

Default MP3-codec under Windows.

5.43.2.23 INITIAL_LIST_SIZE

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

Initial list size for players and stations.

5.43.2.24 INVOKE_DELAY

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

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

5.43.2.25 MAX_LOAD_WAIT_TIME

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

Maximal load wait time in in seconds.

5.43.2.26 MAX_SHOUTCAST_LOAD_WAIT_TIME

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

Maximal load time for Shoutcast resources in seconds.

5.43.2.27 MAX_WEB_LOAD_WAIT_TIME

```
int Crosstales.Radio.Util.Constants.MAX_WEB_LOAD_WAIT_TIME = 8 [static]
```

Maximal load time for web resources in seconds.

5.43.2.28 MIN_OGG_BUFFERSIZE

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

Minimal buffer-size for OGG-streams.

5.43.2.29 OGG_CLEAN_INTERVAL_MAX

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

Maximal interval for the OGG clean in frames.

5.43.2.30 OGG_CLEAN_INTERVAL_MIN

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

Minimal interval for the OGG clean in frames.

5.43.2.31 PLAY_CALL_SPEED

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

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

5.43.2.32 SHOUTCAST

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

URL for the Shoutcast-Query.

5.43.2.33 WFS_BUFFER

```
readonly WaitForSeconds Crosstales.Radio.Util.Constants.WFS_BUFFER = new WaitForSeconds(0.5f)  
[static]
```

Delay for Buffer-calls (used to give the codecs some data if SkipBuffering is enabled).

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Util/Constants.cs

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

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

Static Public Attributes

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

5.44.1 Detailed Description

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

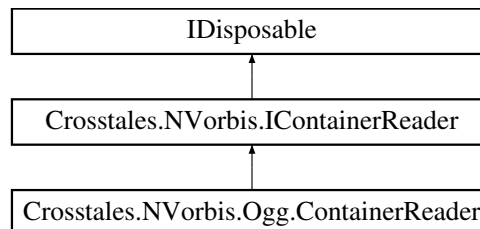
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Util/Constants.cs

5.45 Crosstales.NVorbis.Ogg.ContainerReader Class Reference

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

Inheritance diagram for Crosstales.NVorbis.Ogg.ContainerReader:



Public Member Functions

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

Public Attributes

- `int[] StreamSerials => _packetReaders.Keys.ToArray()`
Gets the list of stream serials found in the container so far.

Properties

- `int PagesRead [get]`
Gets the number of pages that have been read in the container.
- `bool CanSeek [get]`
Gets whether the container supports seeking.
- `long WasteBits [get]`
Gets the number of bits in the container that are not associated with a logical stream.

Events

- `EventHandler< NewStreamEventArgs > NewStream`
Event raised when a new logical stream is found in the container.

5.45.1 Detailed Description

Provides an `IContainerReader` implementation for basic `Ogg` files.

5.45.2 Constructor & Destructor Documentation

5.45.2.1 ContainerReader() [1/2]

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

Creates a new instance with the specified file.

Parameters

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

5.45.2.2 ContainerReader() [2/2]

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

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

Parameters

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

5.45.3 Member Function Documentation

5.45.3.1 Dispose()

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

Disposes this instance.

5.45.3.2 FindNextStream()

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

Finds the next new stream in the container.

Returns

True if a new stream was found, otherwise `False`.

Exceptions

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

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

5.45.3.3 GetStream()

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

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

Parameters

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

Returns

An [IPacketProvider](#) instance.

Exceptions

ArgumentOutOfRangeException	The specified stream serial was not found.
---	--

5.45.3.4 GetTotalPageCount()

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

Retrieves the total number of pages in the container.

Returns

The total number of pages.

Exceptions

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

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

5.45.3.5 Init()

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

Initializes the container and finds the first stream.

Returns

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

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

5.45.4 Member Data Documentation**5.45.4.1 StreamSerials**

```
int [] Crosstales.NVorbis.Ogg.ContainerReader.StreamSerials => _packetReaders.Keys.ToArray()
```

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

5.45.5 Property Documentation

5.45.5.1 CanSeek

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

Gets whether the container supports seeking.

5.45.5.2 PagesRead

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

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

5.45.5.3 WasteBits

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

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

5.45.6 Event Documentation

5.45.6.1 NewStream

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

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

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Ogg/OggContainerReader.cs

5.46 Crosstales.Radio.Util.Context Class Reference

[Context](#) for the asset.

Static Public Attributes

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

5.46.1 Detailed Description

[Context](#) for the asset.

5.46.2 Member Data Documentation

5.46.2.1 AllPlayedRecords

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

List of all played records.

5.46.2.2 TotalDataRequests

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

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

5.46.2.3 TotalDataSize

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

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

5.46.2.4 TotalPlayTime

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

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

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Util/Context.cs

5.47 Crosstales.NVorbis.Ogg.Crc Class Reference

Public Member Functions

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

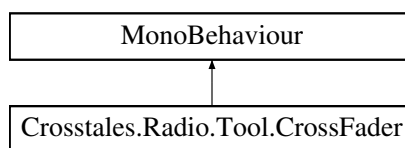
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/↔
Ogg/OggCrc.cs

5.48 Crosstales.Radio.Tool.CrossFader Class Reference

Cross fade two AudioSource.

Inheritance diagram for Crosstales.Radio.Tool.CrossFader:



Public Attributes

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

Properties

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

5.48.1 Detailed Description

Cross fade two AudioSource.

5.48.2 Member Data Documentation

5.48.2.1 SourceA

```
AudioSource Crosstales.Radio.Tool.CrossFader.SourceA
```

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

5.48.2.2 SourceB

```
AudioSource Crosstales.Radio.Tool.CrossFader.SourceB
```

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

5.48.3 Property Documentation

5.48.3.1 FaderPosition

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

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

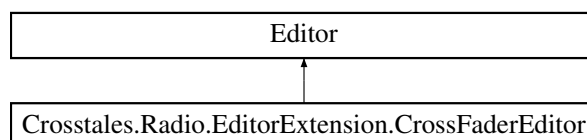
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/CrossFader/Scripts/CrossFader.cs

5.49 Crosstales.Radio.EditorExtension.CrossFaderEditor Class Reference

Custom editor for the 'CrossFader'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.CrossFaderEditor:



Public Member Functions

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

5.49.1 Detailed Description

Custom editor for the 'CrossFader'-class.

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/CrossFader/Scripts/↔ Editor/CrossFaderEditor.cs

5.50 Crosstales.Radio.EditorIntegration.CrossFaderGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.50.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/CrossFader/Scripts/↔ Editor/CrossFaderObject.cs

5.51 Crosstales.Radio.EditorIntegration.CrossFaderMenu Class Reference

Editor component for the "Tools"-menu.

5.51.1 Detailed Description

Editor component for the "Tools"-menu.

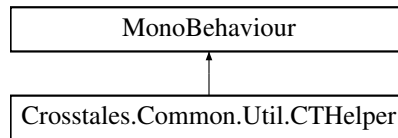
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/CrossFader/Scripts/↔ Editor/CrossFaderMenu.cs

5.52 Crosstales.Common.Util.CTHelper Class Reference

Helper to reset the necessary settings.

Inheritance diagram for Crosstales.Common.Util.CTHelper:



Properties

- static `CTHelper Instance` [get]

5.52.1 Detailed Description

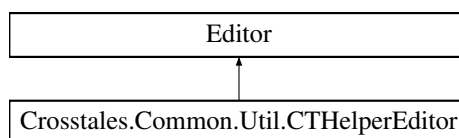
Helper to reset the necessary settings.

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

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/CTHelper.cs`

5.53 Crosstales.Common.Util.CTHelperEditor Class Reference

Inheritance diagram for Crosstales.Common.Util.CTHelperEditor:



Public Member Functions

- override void `OnInspectorGUI` ()

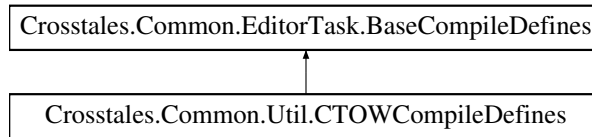
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/CTHelper.cs`

5.54 Crosstales.Common.Util.CTOWCompileDefines Class Reference

Adds "CT_OPENWINDOW" define symbol to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.Util.CTOWCompileDefines:



Additional Inherited Members

5.54.1 Detailed Description

Adds "CT_OPENWINDOW" define symbol to PlayerSettings define symbols.

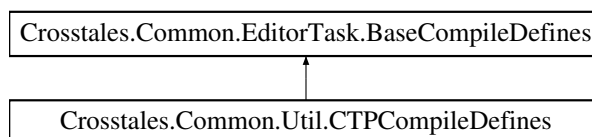
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/CTOpenWindow/↔ Editor/CTOWCompileDefines.cs

5.55 Crosstales.Common.Util.CTPCompileDefines Class Reference

Adds "CT_PROC" define symbol to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.Util.CTPCompileDefines:



Additional Inherited Members

5.55.1 Detailed Description

Adds "CT_PROC" define symbol to PlayerSettings define symbols.

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/CTProcess/↔ Scripts/Editor/CTPCompileDefines.cs

5.56 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

Static Public Member Functions

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

- Allows to set a Vector3 for a key.*
- static void [SetVector4](#) (string key, Vector4 value)
Allows to set a Vector4 for a key.
- static void [SetQuaternion](#) (string key, Quaternion value)
Allows to set a Quaternion for a key.
- static void [SetColor](#) (string key, Color value)
Allows to set a Color for a key.
- static void [SetLanguage](#) (string key, SystemLanguage language)
Allows to set a SystemLanguage for a key.

5.56.1 Detailed Description

Wrapper for the PlayerPrefs.

5.56.2 Member Function Documentation

5.56.2.1 DeleteAll()

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

Deletes all keys.

5.56.2.2 DeleteKey()

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

Delete the key.

Parameters

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

5.56.2.3 GetBool()

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

Allows to get a bool from a key.

Parameters

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

Returns

Value for the key.

5.56.2.4 GetColor()

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

Allows to get a Color from a key.

Parameters

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

Returns

Value for the key.

5.56.2.5 GetDate()

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

Allows to get a DateTime from a key.

Parameters

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

Returns

Value for the key.

5.56.2.6 GetFloat()

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

Allows to get a float from a key.

Parameters

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

Returns

Value for the key.

5.56.2.7 GetInt()

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

Allows to get an int from a key.

Parameters

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

Returns

Value for the key.

5.56.2.8 GetLanguage()

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

Allows to get a SystemLanguage from a key.

Parameters

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

Returns

Value for the key.

5.56.2.9 GetQuaternion()

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

Allows to get a Quaternion from a key.

Parameters

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

Returns

Value for the key.

5.56.2.10 GetString()

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

Allows to get a string from a key.

Parameters

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

Returns

Value for the key.

5.56.2.11 GetVector2()

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

Allows to get a Vector2 from a key.

Parameters

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

Returns

Value for the key.

5.56.2.12 GetVector3()

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

Allows to get a Vector3 from a key.

Parameters

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

Returns

Value for the key.

5.56.2.13 GetVector4()

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

Allows to get a Vector4 from a key.

Parameters

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

Returns

Value for the key.

5.56.2.14 HasKey()

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

Exists the key?

Parameters

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

Returns

Value for the key.

5.56.2.15 Save()

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

Saves all modifications.

5.56.2.16 SetBool()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetBool (
    string key,
    bool value ) [static]
```

Allows to set a bool for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.56.2.17 SetColor()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetColor (
    string key,
    Color value ) [static]
```

Allows to set a Color for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.56.2.18 SetDate()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetDate (
    string key,
    System.DateTime value ) [static]
```

Allows to set a DateTime for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.56.2.19 SetFloat()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetFloat (
    string key,
    float value ) [static]
```

Allows to set a float for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.56.2.20 SetInt()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetInt (
    string key,
    int value ) [static]
```

Allows to set an int for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.56.2.21 SetLanguage()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetLanguage (
    string key,
    SystemLanguage language ) [static]
```

Allows to set a SystemLanguage for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>language</i>	Value for the PlayerPrefs.

5.56.2.22 SetQuaternion()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetQuaternion (
```

```
string key,  
Quaternion value ) [static]
```

Allows to set a Quaternion for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.56.2.23 SetString()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetString (  
    string key,  
    string value ) [static]
```

Allows to set a string for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.56.2.24 SetVector2()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetVector2 (  
    string key,  
    Vector2 value ) [static]
```

Allows to set a Vector2 for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.56.2.25 SetVector3()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetVector3 (  
    string key,  
    Vector3 value ) [static]
```

Allows to set a Vector3 for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.56.2.26 SetVector4()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetVector4 (
    string key,
    Vector4 value ) [static]
```

Allows to set a Vector4 for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/CTPlayerPrefs.cs

5.57 Crosstales.Common.Util.CTPMacOSPostProcessor Class Reference

Post processor for macOS.

Static Public Member Functions

- static void **OnPostprocessBuild** (BuildTarget target, string pathToBuiltProject)

Static Public Attributes

- static bool **REWRITE_BUNDLE** = false

5.57.1 Detailed Description

Post processor for macOS.

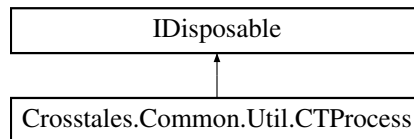
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/CTProcess/Scripts/Editor/CTPMacOSPostProcessor.cs

5.58 Crosstales.Common.Util.CTProcess Class Reference

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

Inheritance diagram for Crosstales.Common.Util.CTProcess:



Public Member Functions

- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Start** (CTProcessStartInfo info)
Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..
- void **Start** ()
Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.
- void **Kill** ()
Immediately stops the associated process.
- void **WaitForExit** (int milliseconds=0)
- void **Dispose** ()
- void **Start** ()
Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.
- void **Kill** ()
Immediately stops the associated process.
- void **WaitForExit** (int milliseconds=0)
- void **Dispose** ()

Public Attributes

- uint **ExitCode** => _exitCode
Gets the value that the associated process specified when it terminated.

Properties

- System.IntPtr **Handle** [get]
Gets the native handle of the associated process.
- int **Id** [get]
Gets the unique identifier for the associated process.
- CTProcessStartInfo **StartInfo** [get, set]
*Gets or sets the properties to pass to the **Start()** method of the Process.*
- bool **HasExited** [get]
Gets a value indicating whether the associated process has been terminated.

- System.DateTime [StartTime](#) [get]
Gets the time that the associated process was started.
- System.DateTime [ExitTime](#) [get]
Gets the time that the associated process exited.
- System.IO.StreamReader [StandardOutput](#) [get]
Gets a stream used to read the textual output of the application.
- System.IO.StreamReader [StandardError](#) [get]
Gets a stream used to read the error output of the application.
- bool [isBusy](#) [get]
Gets a value indicating whether the associated process has been busy.

Events

- System.EventHandler **Exited**
- System.Diagnostics.DataReceivedEventHandler **OutputDataReceived**
- System.Diagnostics.DataReceivedEventHandler **ErrorDataReceived**

5.58.1 Detailed Description

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

5.58.2 Member Function Documentation

5.58.2.1 Kill() [1/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

5.58.2.2 Kill() [2/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

5.58.2.3 Start() [1/3]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

5.58.2.4 Start() [2/3]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

5.58.2.5 Start() [3/3]

```
void Crosstales.Common.Util.CTProcess.Start (
    CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

5.58.3 Member Data Documentation

5.58.3.1 ExitCode

```
uint Crosstales.Common.Util.CTProcess.ExitCode => _exitCode
```

Gets the value that the associated process specified when it terminated.

5.58.4 Property Documentation

5.58.4.1 ExitTime

```
System.DateTime Crosstales.Common.Util.CTProcess.ExitTime [get]
```

Gets the time that the associated process exited.

5.58.4.2 Handle

```
System.IntPtr Crosstales.Common.Util.CTProcess.Handle [get]
```

Gets the native handle of the associated process.

5.58.4.3 HasExited

```
bool Crosstales.Common.Util.CTProcess.HasExited [get]
```

Gets a value indicating whether the associated process has been terminated.

5.58.4.4 Id

```
int Crosstales.Common.Util.CTProcess.Id [get]
```

Gets the unique identifier for the associated process.

5.58.4.5 isBusy

```
bool Crosstales.Common.Util.CTProcess.isBusy [get]
```

Gets a value indicating whether the associated process has been busy.

5.58.4.6 StandardError

```
System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardError [get]
```

Gets a stream used to read the error output of the application.

5.58.4.7 StandardOutput

```
System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardOutput [get]
```

Gets a stream used to read the textual output of the application.

5.58.4.8 StartInfo

```
CTProcessStartInfo Crosstales.Common.Util.CTProcess.StartInfo [get], [set]
```

Gets or sets the properties to pass to the [Start\(\)](#) method of the Process.

5.58.4.9 StartTime

System.DateTime Crosstales.Common.Util.CTProcess.StartTime [get]

Gets the time that the associated process was started.

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/CTProcess/↔ Scripts/CTProcess.cs

5.59 Crosstales.Common.Util.CTProcessStartInfo Class Reference

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↔ StartInfo"-class with the most important properties).

Properties

- bool [UseThread](#) [get, set]
Gets or sets the application to be threaded.
- bool [UseCmdExecute](#) [get, set]
Gets or sets the application to be started in cmd (command prompt).
- string [FileName](#) [get, set]
Gets or sets the application or document to start.
- string [Arguments](#) [get, set]
Gets or sets the set of command-line arguments to use when starting the application.
- bool [CreateNoWindow](#) [get, set]
Gets or sets a value indicating whether to start the process in a new window.
- string [WorkingDirectory](#) [get, set]
Gets or sets the working directory for the process to be started.
- bool [RedirectStandardOutput](#) [get, set]
Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.
- bool [RedirectStandardError](#) [get, set]
Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.
- System.Text.Encoding [StandardOutputEncoding](#) [get, set]
Gets or sets the preferred encoding for standard output (UTF8 per default).
- System.Text.Encoding [StandardErrorEncoding](#) [get, set]
Gets or sets the preferred encoding for error output (UTF8 per default).
- bool [UseShellExecute](#) [get, set]
Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.59.1 Detailed Description

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↔ StartInfo"-class with the most important properties).

5.59.2 Property Documentation

5.59.2.1 Arguments

```
string Crosstales.Common.Util.CTProcessStartInfo.Arguments [get], [set]
```

Gets or sets the set of command-line arguments to use when starting the application.

5.59.2.2 CreateNoWindow

```
bool Crosstales.Common.Util.CTProcessStartInfo.CreateNoWindow [get], [set]
```

Gets or sets a value indicating whether to start the process in a new window.

5.59.2.3 FileName

```
string Crosstales.Common.Util.CTProcessStartInfo.FileName [get], [set]
```

Gets or sets the application or document to start.

5.59.2.4 RedirectStandardError

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardError [get], [set]
```

Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.

5.59.2.5 RedirectStandardOutput

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardOutput [get], [set]
```

Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.

5.59.2.6 StandardErrorEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardErrorEncoding [get],  
[set]
```

Gets or sets the preferred encoding for error output (UTF8 per default).

5.59.2.7 StandardOutputEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardOutputEncoding [get],  
[set]
```

Gets or sets the preferred encoding for standard output (UTF8 per default).

5.59.2.8 UseCmdExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseCmdExecute [get], [set]
```

Gets or sets the application to be started in cmd (command prompt).

5.59.2.9 UseShellExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseShellExecute [get], [set]
```

Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.59.2.10 UseThread

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseThread [get], [set]
```

Gets or sets the application to be threaded.

5.59.2.11 WorkingDirectory

```
string Crosstales.Common.Util.CTProcessStartInfo.WorkingDirectory [get], [set]
```

Gets or sets the working directory for the process to be started.

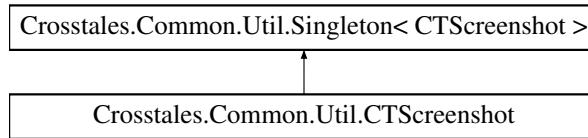
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/CTProcess/↔
Scripts/CTProcess.cs

5.60 Crosstales.Common.Util.CTScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.CTScreenshot:



Public Member Functions

- void [Capture](#) ()
Capture the screen.
- void **Start** ()

Public Attributes

- string [Prefix](#) = "CT_Screenshot"
Prefix for the generate file names.
- int [Scale](#) = 1
summary>Key-press to capture the screen (default: F8).
- KeyCode [KeyCode](#) = KeyCode.F8
summary>Show file location (default: true).
- bool **ShowFileLocation** = true

Additional Inherited Members

5.60.1 Detailed Description

Take screen shots inside an application.

5.60.2 Member Function Documentation

5.60.2.1 Capture()

```
void Crosstales.Common.Util.CTScreenshot.Capture ( )
```

Capture the screen.

5.60.3 Member Data Documentation

5.60.3.1 KeyCode

```
KeyCode Crosstales.Common.Util.CTScreenshot.KeyCode = KeyCode.F8
```

summary>Show file location (default: true).

5.60.3.2 Prefix

```
string Crosstales.Common.Util.CTScreenshot.Prefix = "CT_Screenshot"
```

Prefix for the generate file names.

summary>Factor by which to increase resolution (default: 1).

5.60.3.3 Scale

```
int Crosstales.Common.Util.CTScreenshot.Scale = 1
```

summary>Key-press to capture the screen (default: F8).

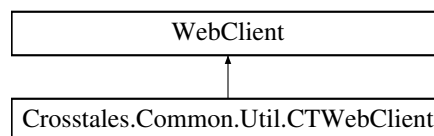
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/CTScreenshot/↔ Scripts/CTScreenshot.cs

5.61 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:



Public Member Functions

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

Protected Member Functions

- override System.Net.WebRequest **GetWebRequest** (System.Uri uri)

Properties

- int **Timeout** [get, set]
Timeout in milliseconds
- int **ConnectionLimit** [get, set]
Connection limit for all WebClients

5.61.1 Detailed Description

Specialized WebClient.

5.61.2 Property Documentation

5.61.2.1 ConnectionLimit

```
int Crosstales.Common.Util.CTWebClient.ConnectionLimit [get], [set]
```

Connection limit for all WebClients

5.61.2.2 Timeout

```
int Crosstales.Common.Util.CTWebClient.Timeout [get], [set]
```

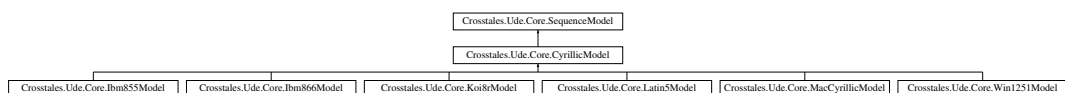
Timeout in milliseconds

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/CTWebClient.cs

5.62 Crosstales.Ude.Core.CyrillicModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.CyrillicModel:



Public Member Functions

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

Static Protected Attributes

- static readonly byte[] **RUSSIAN_LANG_MODEL**

Additional Inherited Members

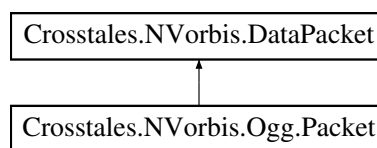
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔ CyrillicModel.cs

5.63 Crosstales.NVorbis.DataPacket Class Reference

A single data packet from a logical Vorbis stream.

Inheritance diagram for Crosstales.NVorbis.DataPacket:



Public Member Functions

- virtual void **Done** ()
Indicates that the packet has been read and its data is no longer needed.
- ulong **TryPeekBits** (int count, out int bitsRead)
Attempts to read the specified number of bits from the packet, but may return fewer. Does not advance the position counter.
- void **SkipBits** (int count)
Advances the position counter by the specified number of bits.
- ulong **ReadBits** (int count)
Reads the specified number of bits from the packet and advances the position counter.
- byte **PeekByte** ()
Reads the next byte from the packet. Does not advance the position counter.
- byte **ReadByte** ()
Reads the next byte from the packet and advances the position counter.
- byte[] **ReadBytes** (int count)
Reads the specified number of bytes from the packet and advances the position counter.
- int **Read** (byte[] buffer, int index, int count)
Reads the specified number of bytes from the packet into the buffer specified and advances the position counter.
- bool **ReadBit** ()

- Reads the next bit from the packet and advances the position counter.*

 - short [ReadInt16](#) ()

Retrieves the next 16 bits from the packet as a short and advances the position counter.
- int [ReadInt32](#) ()
- Retrieves the next 32 bits from the packet as a int and advances the position counter.*

 - long [ReadInt64](#) ()

Retrieves the next 64 bits from the packet as a long and advances the position counter.
- ushort [ReadUInt16](#) ()
- Retrieves the next 16 bits from the packet as a ushort and advances the position counter.*

 - uint [ReadUInt32](#) ()

Retrieves the next 32 bits from the packet as a uint and advances the position counter.
- ulong [ReadUInt64](#) ()
- Retrieves the next 64 bits from the packet as a ulong and advances the position counter.*

 - void [SkipBytes](#) (int count)

Advances the position counter by the specified number of bytes.

Protected Types

- enum [PacketFlags](#) : byte {
 - [PacketFlags.IsResync](#) = 0x01, [PacketFlags.IsEndOfStream](#) = 0x02, [PacketFlags.IsShort](#) = 0x04,
 - [PacketFlags.HasGranuleCount](#) = 0x08,
 - [PacketFlags.User1](#) = 0x10, [PacketFlags.User2](#) = 0x20, [PacketFlags.User3](#) = 0x40, [PacketFlags.User4](#) = 0x80 }

Defines flags to apply to the current packet

Protected Member Functions

- bool [GetFlag](#) ([PacketFlags](#) flag)
- Gets the value of the specified flag.*

 - void [SetFlag](#) ([PacketFlags](#) flag, bool value)

Sets the value of the specified flag.
- [DataPacket](#) (int length)
- Creates a new instance with the specified length.*

 - abstract int [ReadNextByte](#) ()

Reads the next byte of the packet.
- void [ResetBitReader](#) ()
- Resets the bit reader.*

Properties

- bool [IsResync](#) [get, set]
- Gets whether the packet was found after a stream resync.*

 - long [GranulePosition](#) [get, set]

Gets the position of the last granule in the packet.
- long [PageGranulePosition](#) [get, set]
- Gets the position of the last granule in the page the packet is in.*

 - int [Length](#) [get, protected set]

Gets the length of the packet.
- bool [IsEndOfStream](#) [get, set]
- Gets whether the packet is the last one in the logical stream.*

 - long [BitsRead](#) [get]

Gets the number of bits read from the packet.
- int? [GranuleCount](#) [get, set]
- Gets the number of granules in the packet. If null, the packet has not been decoded yet.*

5.63.1 Detailed Description

A single data packet from a logical Vorbis stream.

5.63.2 Member Enumeration Documentation

5.63.2.1 PacketFlags

```
enum Crosstales.NVorbis.DataPacket.PacketFlags : byte [strong], [protected]
```

Defines flags to apply to the current packet

Enumerator

IsResync	Packet is first since reader had to resync with stream.
IsEndOfStream	Packet is the last in the logical stream.
IsShort	Packet does not have all its data available.
HasGranuleCount	Packet has a granule count defined.
User1	Flag for use by inheritors.
User2	Flag for use by inheritors.
User3	Flag for use by inheritors.
User4	Flag for use by inheritors.

5.63.3 Constructor & Destructor Documentation

5.63.3.1 DataPacket()

```
Crosstales.NVorbis.DataPacket.DataPacket (
    int length ) [protected]
```

Creates a new instance with the specified length.

Parameters

<i>length</i>	The length of the packet.
---------------	---------------------------

5.63.4 Member Function Documentation

5.63.4.1 Done()

```
virtual void Crosstales.NVorbis.DataPacket.Done ( ) [virtual]
```

Indicates that the packet has been read and its data is no longer needed.

Reimplemented in [Crosstales.NVorbis.Ogg.Packet](#).

5.63.4.2 GetFlag()

```
bool Crosstales.NVorbis.DataPacket.GetFlag (
    PacketFlags flag ) [protected]
```

Gets the value of the specified flag.

5.63.4.3 PeekByte()

```
byte Crosstales.NVorbis.DataPacket.PeekByte ( )
```

Reads the next byte from the packet. Does not advance the position counter.

Returns

The byte read from the packet.

5.63.4.4 Read()

```
int Crosstales.NVorbis.DataPacket.Read (
    byte[] buffer,
    int index,
    int count )
```

Reads the specified number of bytes from the packet into the buffer specified and advances the position counter.

Parameters

<i>buffer</i>	The buffer to read into.
<i>index</i>	The index into the buffer to start placing the read data.
<i>count</i>	The number of bytes to read.

Returns

The number of bytes read.

Exceptions

<i>ArgumentOutOfRangeException</i>	<i>index</i> is less than 0 or <i>index + count</i> is past the end of <i>buffer</i> .
------------------------------------	--

5.63.4.5 ReadBit()

```
bool Crosstales.NVorbis.DataPacket.ReadBit ( )
```

Reads the next bit from the packet and advances the position counter.

Returns

The value of the bit read.

5.63.4.6 ReadBits()

```
ulong Crosstales.NVorbis.DataPacket.ReadBits (
    int count )
```

Reads the specified number of bits from the packet and advances the position counter.

Parameters

<i>count</i>	The number of bits to read.
--------------	-----------------------------

Returns

The value of the bits read.

Exceptions

<i>ArgumentOutOfRangeException</i>	The number of bits specified is not between 0 and 64.
------------------------------------	---

5.63.4.7 ReadByte()

```
byte Crosstales.NVorbis.DataPacket.ReadByte ( )
```

Reads the next byte from the packet and advances the position counter.

Returns

The byte read from the packet.

5.63.4.8 ReadBytes()

```
byte [] Crosstales.NVorbis.DataPacket.ReadBytes (
    int count )
```

Reads the specified number of bytes from the packet and advances the position counter.

Parameters

<i>count</i>	The number of bytes to read.
--------------	------------------------------

Returns

A byte array holding the data read.

5.63.4.9 ReadInt16()

```
short Crosstales.NVorbis.DataPacket.ReadInt16 ( )
```

Retrieves the next 16 bits from the packet as a short and advances the position counter.

Returns

The value of the next 16 bits.

5.63.4.10 ReadInt32()

```
int Crosstales.NVorbis.DataPacket.ReadInt32 ( )
```

Retrieves the next 32 bits from the packet as a int and advances the position counter.

Returns

The value of the next 32 bits.

5.63.4.11 ReadInt64()

```
long Crosstales.NVorbis.DataPacket.ReadInt64 ( )
```

Retrieves the next 64 bits from the packet as a long and advances the position counter.

Returns

The value of the next 64 bits.

5.63.4.12 ReadNextByte()

```
abstract int Crosstales.NVorbis.DataPacket.ReadNextByte ( ) [protected], [pure virtual]
```

Reads the next byte of the packet.

Returns

The next byte if available, otherwise -1.

Implemented in [Crosstales.NVorbis.Ogg.Packet](#).

5.63.4.13 ReadUInt16()

```
ushort Crosstales.NVorbis.DataPacket.ReadUInt16 ( )
```

Retrieves the next 16 bits from the packet as a ushort and advances the position counter.

Returns

The value of the next 16 bits.

5.63.4.14 ReadUInt32()

```
uint Crosstales.NVorbis.DataPacket.ReadUInt32 ( )
```

Retrieves the next 32 bits from the packet as a uint and advances the position counter.

Returns

The value of the next 32 bits.

5.63.4.15 ReadUInt64()

```
ulong Crosstales.NVorbis.DataPacket.ReadUInt64 ( )
```

Retrieves the next 64 bits from the packet as a ulong and advances the position counter.

Returns

The value of the next 64 bits.

5.63.4.16 ResetBitReader()

```
void Crosstales.NVorbis.DataPacket.ResetBitReader ( ) [protected]
```

Resets the bit reader.

5.63.4.17 SetFlag()

```
void Crosstales.NVorbis.DataPacket.SetFlag (
    PacketFlags flag,
    bool value ) [protected]
```

Sets the value of the specified flag.

5.63.4.18 SkipBits()

```
void Crosstales.NVorbis.DataPacket.SkipBits (
    int count )
```

Advances the position counter by the specified number of bits.

Parameters

<i>count</i>	The number of bits to advance.
--------------	--------------------------------

5.63.4.19 SkipBytes()

```
void Crosstales.NVorbis.DataPacket.SkipBytes (
    int count )
```

Advances the position counter by the specified number of bytes.

Parameters

<i>count</i>	The number of bytes to advance.
--------------	---------------------------------

5.63.4.20 TryPeekBits()

```
ulong Crosstales.NVorbis.DataPacket.TryPeekBits (
    int count,
    out int bitsRead )
```

Attempts to read the specified number of bits from the packet, but may return fewer. Does not advance the position counter.

Parameters

<i>count</i>	The number of bits to attempt to read.
<i>bitsRead</i>	The number of bits actually read.

Returns

The value of the bits read.

Exceptions

<i>ArgumentOutOfRangeException</i>	<i>count</i> is not between 0 and 64.
------------------------------------	---------------------------------------

5.63.5 Property Documentation

5.63.5.1 BitsRead

```
long Crosstales.NVorbis.DataPacket.BitsRead [get]
```

Gets the number of bits read from the packet.

5.63.5.2 GranuleCount

```
int? Crosstales.NVorbis.DataPacket.GranuleCount [get], [set]
```

Gets the number of granules in the packet. If `null`, the packet has not been decoded yet.

5.63.5.3 GranulePosition

```
long Crosstales.NVorbis.DataPacket.GranulePosition [get], [set]
```

Gets the position of the last granule in the packet.

5.63.5.4 IsEndOfStream

```
bool Crosstales.NVorbis.DataPacket.IsEndOfStream [get], [set]
```

Gets whether the packet is the last one in the logical stream.

5.63.5.5 IsResync

```
bool Crosstales.NVorbis.DataPacket.IsResync [get], [set]
```

Gets whether the packet was found after a stream resync.

5.63.5.6 Length

```
int Crosstales.NVorbis.DataPacket.Length [get], [protected set]
```

Gets the length of the packet.

5.63.5.7 PageGranulePosition

```
long Crosstales.NVorbis.DataPacket.PageGranulePosition [get], [set]
```

Gets the position of the last granule in the page the packet is in.

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Data↔
Packet.cs

5.64 Crosstales.Radio.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

Static Public Member Functions

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

Static Public Attributes

- static bool [UPDATE_CHECK](#) = EditorConstants.DEFAULT_UPDATE_CHECK
Enable or disable update-checks for the asset.
- static bool [COMPILE_DEFINES](#) = EditorConstants.DEFAULT_COMPILE_DEFINES
Enable or disable adding compile defines "CT_RADIO" for the asset.
- static bool [PREFAB_AUTOLOAD](#) = EditorConstants.DEFAULT_PREFAB_AUTOLOAD
Automatically load and add the prefabs to the scene.
- static bool [HIERARCHY_ICON](#) = EditorConstants.DEFAULT_HIERARCHY_ICON
Enable or disable the icon in the hierarchy.
- static bool [isLoading](#)
Is the configuration loaded?
- static string [PREFAB_PATH](#) => [ASSET_PATH](#) + EditorConstants.PREFAB_SUBPATH
Returns the path of the prefabs.

Properties

- static string [ASSET_PATH](#) [get]
Returns the path to the asset inside the Unity project.

5.64.1 Detailed Description

Editor configuration for the asset.

5.64.2 Member Function Documentation

5.64.2.1 Load()

```
static void Crosstales.Radio.EditorUtil.EditorConfig.Load ( ) [static]
```

Loads all changeable variables.

5.64.2.2 Reset()

```
static void Crosstales.Radio.EditorUtil.EditorConfig.Reset ( ) [static]
```

Resets all changeable variables to their default value.

5.64.2.3 Save()

```
static void Crosstales.Radio.EditorUtil.EditorConfig.Save ( ) [static]
```

Saves all changeable variables.

5.64.3 Member Data Documentation

5.64.3.1 COMPILE_DEFINES

```
bool Crosstales.Radio.EditorUtil.EditorConfig.COMPILE_DEFINES = EditorConstants.DEFAULT_COMPILE_DEFINES [static]
```

Enable or disable adding compile defines "CT_RADIO" for the asset.

5.64.3.2 HIERARCHY_ICON

```
bool Crosstales.Radio.EditorUtil.EditorConfig.HIERARCHY_ICON = EditorConstants.DEFAULT_HIERARCHY_ICON [static]
```

Enable or disable the icon in the hierarchy.

5.64.3.3 isLoaded

```
bool Crosstales.Radio.EditorUtil.EditorConfig.isLoaded [static]
```

Is the configuration loaded?

5.64.3.4 PREFAB_AUTOLOAD

```
bool Crosstales.Radio.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = EditorConstants.DEFAULT_PREFAB_AUTOLOAD [static]
```

Automatically load and add the prefabs to the scene.

5.64.3.5 PREFAB_PATH

```
string Crosstales.Radio.EditorUtil.EditorConfig.PREFAB_PATH => ASSET_PATH + EditorConstants.PREFAB_SUBPATH  
[static]
```

Returns the path of the prefabs.

Returns

The path of the prefabs.

5.64.3.6 UPDATE_CHECK

```
bool Crosstales.Radio.EditorUtil.EditorConfig.UPDATE_CHECK = EditorConstants.DEFAULT_UPDATE_↔  
CHECK [static]
```

Enable or disable update-checks for the asset.

5.64.4 Property Documentation

5.64.4.1 ASSET_PATH

```
string Crosstales.Radio.EditorUtil.EditorConfig.ASSET_PATH [static], [get]
```

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Editor/Util/Editor↔
Config.cs

5.65 Crosstales.Radio.EditorUtil.EditorConstants Class Reference

Collected editor constants of very general utility for the asset.

Static Public Attributes

- const string **KEY_UPDATE_CHECK** = Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_COMPILE_DEFINES** = Constants.KEY_PREFIX + "COMPILE_DEFINES"
- const string **KEY_PREFAB_AUTOLOAD** = Constants.KEY_PREFIX + "PREFAB_AUTOLOAD"
- const string **KEY_HIERARCHY_ICON** = Constants.KEY_PREFIX + "HIERARCHY_ICON"
- const string **KEY_UPDATE_DATE** = Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/Radio/"
- const bool **DEFAULT_UPDATE_CHECK** = false
- const bool **DEFAULT_COMPILE_DEFINES** = true
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_HIERARCHY_ICON** = false
- static string **PREFAB_SUBPATH** = "Resources/Prefabs/"
Sub-path to the prefabs.
- static string **ASSET_URL** => Constants.ASSET_PRO_URL
Returns the URL of the asset in UAS.
- static string **ASSET_ID** => "32034"
Returns the ID of the asset in UAS.
- static System.Guid **ASSET_UID** => new System.Guid("a233f682-6ab9-408d-aef0-0dc71b27bbb1")
Returns the UID of the asset.

5.65.1 Detailed Description

Collected editor constants of very general utility for the asset.

5.65.2 Member Data Documentation

5.65.2.1 ASSET_ID

```
string Crosstales.Radio.EditorUtil.EditorConstants.ASSET_ID => "32034" [static]
```

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.65.2.2 ASSET_UID

```
System.Guid Crosstales.Radio.EditorUtil.EditorConstants.ASSET_UID => new System.Guid("a233f682-6ab9-408d-aef0-0dc71b27bbb1") [static]
```

Returns the UID of the asset.

Returns

The UID of the asset.

5.65.2.3 ASSET_URL

```
string Crosstales.Radio.EditorUtil.EditorConstants.ASSET_URL => Constants.ASSET_PRO_URL [static]
```

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

5.65.2.4 PREFAB_SUBPATH

```
string Crosstales.Radio.EditorUtil.EditorConstants.PREFAB_SUBPATH = "Resources/Prefabs/" [static]
```

Sub-path to the prefabs.

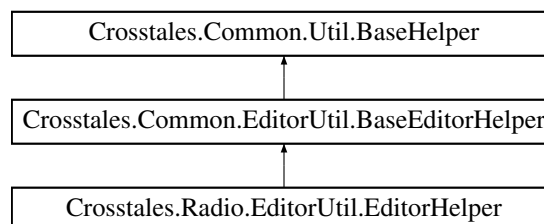
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Editor/Util/Editor↔ Constants.cs

5.66 Crosstales.Radio.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.Radio.EditorUtil.EditorHelper:



Static Public Member Functions

- static void [InstantiatePrefab](#) (string prefabName)
Instantiates a prefab.
- static void [BannerOC](#) ()
Shows a banner for "Online Check".
- static void [BannerDJ](#) ()
Shows a banner for "DJ".

Static Public Attributes

- const int `GO_ID` = 32
Start index inside the "GameObject"-menu.
- const int `MENU_ID` = 11801
Start index inside the "Tools"-menu.
- static Texture2D `Logo_Asset` => loadImage(ref logo_asset, "logo_asset_pro.png")
- static Texture2D `Logo_Asset_Small` => loadImage(ref logo_asset_small, "logo_asset_small_pro.png")
- static Texture2D `Icon_Play` => loadImage(ref icon_play, "icon_play.png")
- static Texture2D `Icon_Stop` => loadImage(ref icon_stop, "icon_stop.png")
- static Texture2D `Icon_Next` => loadImage(ref icon_next, "icon_next.png")
- static Texture2D `Icon_Previous` => loadImage(ref icon_previous, "icon_previous.png")
- static Texture2D `Icon_Edit` => loadImage(ref icon_edit, "icon_edit.png")
- static Texture2D `Icon_Show` => loadImage(ref icon_show, "icon_show.png")
- static Texture2D `Icon_Clear` => loadImage(ref icon_clear, "icon_clear.png")
- static Texture2D `Store_AudioVisualizer` => loadImage(ref store_AudioVisualizer, "Store_AudioVisualizer.↔.png")
- static Texture2D `Store_CompleteSoundSuite` => loadImage(ref store_CompleteSoundSuite, "Store_↔.CompleteSoundSuite.png")
- static Texture2D `Store_VisualizerStudio` => loadImage(ref store_VisualizerStudio, "Store_Visualizer↔.Studio.png")
- static Texture2D `Store_ApolloVisualizerKit` => loadImage(ref store_ApolloVisualizerKit, "Store_Apollo↔.VisualizerKit.png")
- static Texture2D `Store_RhythmVisualizer` => loadImage(ref store_RhythmVisualizer, "Store_Rhythm↔.Visualizer.png")

Additional Inherited Members

5.66.1 Detailed Description

Editor helper class.

5.66.2 Member Function Documentation

5.66.2.1 BannerDJ()

```
static void Crosstales.Radio.EditorUtil.EditorHelper.BannerDJ ( ) [static]
```

Shows a banner for "DJ".

5.66.2.2 BannerOC()

```
static void Crosstales.Radio.EditorUtil.EditorHelper.BannerOC ( ) [static]
```

Shows a banner for "Online Check".

5.66.2.3 InstantiatePrefab()

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

Instantiates a prefab.

Parameters

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

5.66.3 Member Data Documentation

5.66.3.1 GO_ID

```
const int Crosstales.Radio.EditorUtil.EditorHelper.GO_ID = 32 [static]
```

Start index inside the "GameObject"-menu.

5.66.3.2 MENU_ID

```
const int Crosstales.Radio.EditorUtil.EditorHelper.MENU_ID = 11801 [static]
```

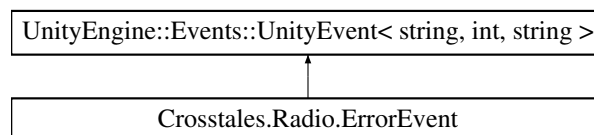
Start index inside the "Tools"-menu.

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Editor/Util/Editor↔Helper.cs

5.67 Crosstales.Radio.ErrorEvent Class Reference

Inheritance diagram for Crosstales.Radio.ErrorEvent:

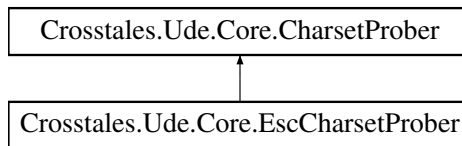


The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.68 Crosstales.Ude.Core.EscCharsetProber Class Reference

Inheritance diagram for Crosstales.Ude.Core.EscCharsetProber:



Public Member Functions

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

Additional Inherited Members

5.68.1 Member Function Documentation

5.68.1.1 HandleData()

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

Feed data to the prober

Parameters

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

Returns

A ProbingState

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

5.68.1.2 Reset()

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

Reset prober state

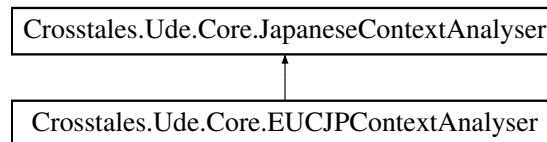
Implements [Crosstales.Ude.Core.CharsetProber](#).

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Esc↔CharsetProber.cs

5.69 Crosstales.Ude.Core.EUCJPContextAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCJPContextAnalyser:



Protected Member Functions

- override int **GetOrder** (byte[] buf, int offset, out int charLen)
- override int **GetOrder** (byte[] buf, int offset)

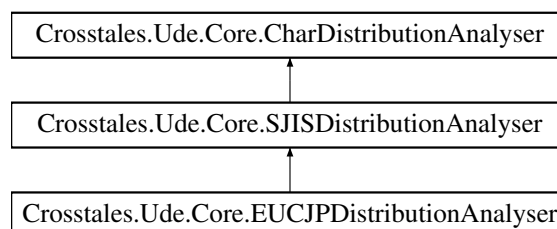
Additional Inherited Members

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Japanese↔ContextAnalyser.cs

5.70 Crosstales.Ude.Core.EUCJPDistributionAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCJPDistributionAnalyser:



Public Member Functions

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

first byte range: 0xa0 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

Additional Inherited Members

5.70.1 Member Function Documentation

5.70.1.1 GetOrder()

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

first byte range: 0xa0 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

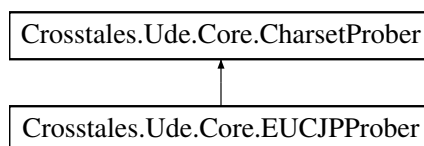
Reimplemented from [Crosstales.Ude.Core.SJISDistributionAnalyser](#).

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Char↔ DistributionAnalyser.cs

5.71 Crosstales.Ude.Core.EUCJProber Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCJProber:



Public Member Functions

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

Additional Inherited Members

5.71.1 Member Function Documentation

5.71.1.1 HandleData()

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

Feed data to the prober

Parameters

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

Returns

A ProbingState

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

5.71.1.2 Reset()

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

Reset prober state

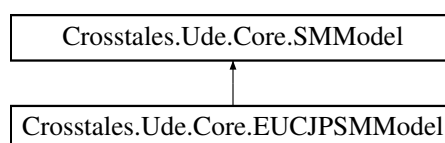
Implements [Crosstales.Ude.Core.CharsetProber](#).

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/EUCJPProber.cs

5.72 Crosstales.Ude.Core.EUCJPSMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCJPSMModel:



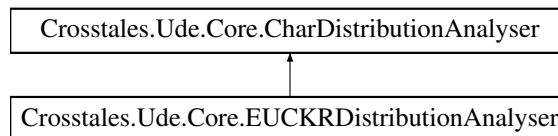
Additional Inherited Members

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/MB↔CSSM.cs

5.73 Crosstales.Ude.Core.EUCKRDistributionAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCKRDistributionAnalyser:



Public Member Functions

- override int [GetOrder](#) (byte[] buf, int offset)
first byte range: 0xb0 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

Static Public Attributes

- const float **EUCKR_TYPICAL_DISTRIBUTION_RATIO** = 6.0f
- static int[] **EUCKR_CHAR2FREQ_ORDER**

Additional Inherited Members

5.73.1 Member Function Documentation

5.73.1.1 GetOrder()

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

first byte range: 0xb0 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

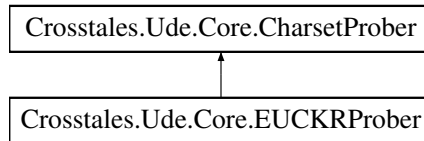
Implements [Crosstales.Ude.Core.CharDistributionAnalyser](#).

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Char↔DistributionAnalyser.cs

5.74 Crosstales.Ude.Core.EUCKRProber Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCKRProber:



Public Member Functions

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

Additional Inherited Members

5.74.1 Member Function Documentation

5.74.1.1 HandleData()

```

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

Feed data to the prober

Parameters

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

Returns

A ProbingState

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

5.74.1.2 Reset()

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

Reset prober state

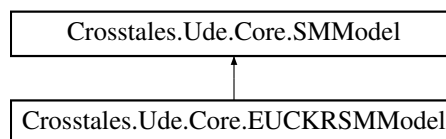
Implements [Crosstales.Ude.Core.CharsetProber](#).

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/EUCKRProber.cs

5.75 Crosstales.Ude.Core.EUCKRSMMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCKRSMMModel:



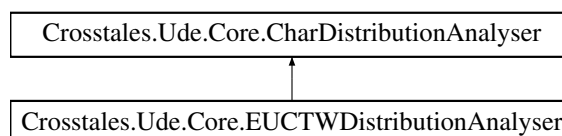
Additional Inherited Members

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/MBCSSM.cs

5.76 Crosstales.Ude.Core.EUCTWDistributionAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCTWDistributionAnalyser:



Public Member Functions

- override int [GetOrder](#) (byte[] buf, int offset)
first byte range: 0xc4 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

Additional Inherited Members

5.76.1 Member Function Documentation

5.76.1.1 GetOrder()

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

first byte range: 0xc4 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

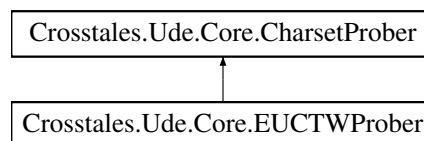
Implements [Crosstales.Ude.Core.CharDistributionAnalyser](#).

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Char↔DistributionAnalyser.cs

5.77 Crosstales.Ude.Core.EUCTWProber Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCTWProber:



Public Member Functions

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

Additional Inherited Members

5.77.1 Member Function Documentation

5.77.1.1 HandleData()

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

Feed data to the prober

Parameters

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

Returns

A ProbingState

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

5.77.1.2 Reset()

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

Reset prober state

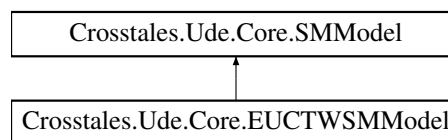
Implements [Crosstales.Ude.Core.CharsetProber](#).

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/EU↔CTWProber.cs

5.78 Crosstales.Ude.Core.EUCTWSMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.EUCTWSMModel:

**Additional Inherited Members**

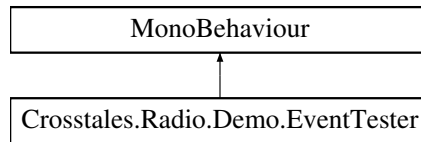
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/MB↔CSSM.cs

5.79 Crosstales.Radio.Demo.EventTester Class Reference

Simple test script for all UnityEvent-callbacks.

Inheritance diagram for Crosstales.Radio.Demo.EventTester:



Public Member Functions

- void **OnPlaybackStart** (string _name, int hash)
- void **OnPlaybackEnd** (string _name, int hash)
- void **OnRecordChange** (string _name, int hash)
- void **OnStationChange** (string _name, int hash)
- void **OnFilterChange** ()
- void **OnError** (string _name, int hash, string info)
- void **OnStationsChange** ()
- void **OnProviderReady** ()
- void **OnQueryComplete** (string id)

Public Attributes

- [Crosstales.Radio.Set.RadioSet](#) **Set**

5.79.1 Detailed Description

Simple test script for all UnityEvent-callbacks.

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/EventTester.cs

5.80 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string [CTToTitleCase](#) (this string str)
Extension method for strings. Converts a string to title case (first letter uppercase).
- static string [CTReverse](#) (this string str)
Extension method for strings. Reverses a string.
- static string [CTReplace](#) (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Default: case insensitive 'Replace'.
- static string [CTRemoveChars](#) (this string str, params char[] removeChars)
Extension method for strings. Removes characters from a string
- static bool [CTEquals](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Default: case insensitive 'Equals'.
- static bool [CTContains](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Default: 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 string [CTRemoveNewLines](#) (this string str, string replacement="#n#", string newLine=null)
Extension method for strings. Replaces new lines with a replacement string pattern.
- static string [CTAddNewLines](#) (this string str, string replacement="#n#", string newLine=null)
Extension method for strings. Replaces a given string pattern with new lines in a string.
- static bool [CTIsNumeric](#) (this string str)
Extension method for strings. Checks if the string is numeric.
- static bool [CTIsNumeric](#) (this string str)
Extension method for strings. Checks if the string is numeric.
- static bool [CTIsInteger](#) (this string str)
Extension method for strings. Checks if the string is integer.
- static bool [CTIsInteger](#) (this string str)
Extension method for strings. Checks if the string is integer.
- static bool [CTIsEmail](#) (this string str)
Extension method for strings. Checks if the string is an email address.
- static bool [CTIsEmail](#) (this string str)
Extension method for strings. Checks if the string is an email address.
- static bool [CTIsWebsite](#) (this string str)
Extension method for strings. Checks if the string is a website address.
- static bool [CTIsWebsite](#) (this string str)
Extension method for strings. Checks if the string is a website address.
- static bool [CTIsCreditcard](#) (this string str)
Extension method for strings. Checks if the string is a creditcard.
- static bool [CTIsCreditcard](#) (this string str)
Extension method for strings. Checks if the string is a creditcard.
- static bool [CTIsIPv4](#) (this string str)
Extension method for strings. Checks if the string is an IPv4 address.
- static bool [CTIsIPv4](#) (this string str)
Extension method for strings. Checks if the string is an IPv4 address.
- static bool [CTIsAlphanumeric](#) (this string str)
Extension method for strings. Checks if the string is alphanumeric.

- static bool [CTIsAlphanumeric](#) (this string str)
Extension method for strings. Checks if the string is alphanumeric.
- static bool [CThasLineEndings](#) (this string str)
Extension method for strings. Checks if the string has line endings.
- static bool [CTHasLineEndings](#) (this string str)
Extension method for strings. Checks if the string has line endings.
- static bool [CTHasInvalidChars](#) (this string str)
Extension method for strings. Checks if the string has invalid characters.
- static bool [CTHasInvalidChars](#) (this string str)
Extension method for strings. Checks if the string has invalid characters.
- static bool [CTStartsWith](#) (this string str, string toCheck, System.StringComparison comp=System.String↔Comparison.OrdinalIgnoreCase)
Extension method for strings. Checks if the string starts with another string.
- static bool [CTEndsWith](#) (this string str, string toCheck, System.StringComparison comp=System.String↔Comparison.OrdinalIgnoreCase)
Extension method for strings. Checks if the string ends with another string.
- static int [CTLastIndexOf](#) (this string str, string toCheck, System.StringComparison comp=System.String↔Comparison.OrdinalIgnoreCase)
Extension method for strings. Returns the index of the last occurrence of a given string.
- static int [CTIndexOf](#) (this string str, string toCheck, System.StringComparison comp=System.String↔Comparison.OrdinalIgnoreCase)
Extension method for strings. Returns the index of the first occurrence of a given string.
- static int [CTIndexOf](#) (this string str, string toCheck, int startIndex, System.StringComparison comp=System.↔StringComparison.OrdinalIgnoreCase)
Extension method for strings. Returns the index of the first occurrence of a given string.
- static string [CTToBase64](#) (this string str, System.Text.Encoding encoding=null)
Extension method for strings. Converts the value of a string to a Base64-string.
- static string [CTFromBase64](#) (this string str, System.Text.Encoding encoding=null)
Extension method for strings. Converts the value of a Base64-string to a string.
- static byte[] [CTFromBase64ToByteArray](#) (this string str)
Extension method for strings. Converts the value of a Base64-string to a byte-array.
- static string [CTToHex](#) (this string str, bool addPrefix=false)
Extension method for strings. Converts the value of a string to a Hex-string (with Unicode support).
- static string [CTHexToString](#) (this string hexString)
Extension method for strings. Converts the Hex-value of a string to a string (with Unicode support).
- static Color32 [CTHexToColor32](#) (this string hexString)
Extension method for strings. Converts the Hex-value of a string to a Color32.
- static Color [CTHexToColor](#) (this string hexString)
Extension method for strings. Converts the Hex-value of a string to a Color.
- static byte[] [CTToByteArray](#) (this string str, System.Text.Encoding encoding=null)
Extension method for strings. Converts the value of a string to a byte-array.
- static string [CTClearTags](#) (this string str)
Extension method for strings. Cleans a given text from tags.
- static string [CTClearSpaces](#) (this string str)
Extension method for strings. Cleans a given text from multiple spaces.
- static string [CTClearLineEndings](#) (this string str)
Extension method for strings. Cleans a given text from line endings.
- static void [CTShuffle< T >](#) (this T[] array, int seed=0)
Extension method for arrays. Shuffles an array.
- static string [CTDump< T >](#) (this T[] array, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")

- Extension method for arrays. Dumps an array to a string.*

 - static string [CTDump](#) (this Quaternion[] array)

Extension method for Quaternion-arrays. Dumps an array to a string.

 - static string [CTDump](#) (this Vector2[] array)

Extension method for Vector2-arrays. Dumps an array to a string.

 - static string [CTDump](#) (this Vector3[] array)

Extension method for Vector3-arrays. Dumps an array to a string.

 - static string [CTDump](#) (this Vector4[] array)

Extension method for Vector4-arrays. Dumps an array to a string.

 - static string[] [CTToStringArray< T >](#) (this T[] array)

Extension method for arrays. Generates a string array with all entries (via ToString).

 - static float[] [CTToFloatArray](#) (this byte[] array, int count=0)

Extension method for byte-arrays. Converts a byte-array to a float-array.

 - static byte[] [CTToByteArray](#) (this float[] array, int count=0)

Extension method for float-arrays. Converts a float-array to a byte-array.

 - static Texture2D [CTToTexture](#) (this byte[] data, Texture2D supportTexture=null)

Extension method for byte-arrays. Converts a byte-array to a Texture. Supported image formats: PNG and JPG.

 - static Sprite [CTToSprite](#) (this byte[] data, Texture2D supportTexture=null)

Extension method for byte-arrays. Converts a byte-array to a Sprite. Supported image formats: PNG and JPG.

 - static string [CTToString](#) (this byte[] data, System.Text.Encoding encoding=null)

Extension method for byte-arrays. Converts a byte-array to a string.

 - static string [CTToBase64](#) (this byte[] data)

Extension method for byte-arrays. Converts a byte-array to a Base64-string.

 - static T[] [GetColumn< T >](#) (this T[,] matrix, int columnNumber)

Extension method for 2D-arrays. Returns the column of a 2D-array as array.

 - static T[] [GetRow< T >](#) (this T[,] matrix, int rowNumber)

Extension method for 2D-arrays. Returns the row of a 2D-array as array.

 - static void [CTShuffle< T >](#) (this System.Collections.Generic.IList< T > list, int seed=0)

Extension method for IList. Shuffles a List.

 - static string [CTDump< T >](#) (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")

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

 - static string [CTDump](#) (this System.Collections.Generic.IList< Quaternion > list)

Extension method for Quaternion-IList. Dumps a list to a string.

 - static string [CTDump](#) (this System.Collections.Generic.IList< Vector2 > list)

Extension method for Vector2-IList. Dumps a list to a string.

 - static string [CTDump](#) (this System.Collections.Generic.IList< Vector3 > list)

Extension method for Vector3-IList. Dumps a list to a string.

 - static string [CTDump](#) (this System.Collections.Generic.IList< Vector4 > list)

Extension method for Vector4-IList. Dumps a list to a string.

 - static System.Collections.Generic.List< string > [CTToString< T >](#) (this System.Collections.Generic.IList< T > list)

Extension method for IList. Generates a string list with all entries (via ToString).

 - static string [CTDump< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")

Extension method for IDictionary. Dumps a dictionary to a string.

 - static void [CTAddRange< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, System.Collections.Generic.IDictionary< K, V > collection)

Extension method for IDictionary. Adds a dictionary to an existing one.

 - static byte[] [CTReadFully](#) (this System.IO.Stream input)

Extension method for Stream. Reads the full content of a Stream.

- static string [CTToHexRGB](#) (this Color32 input)
Extension method for Color32. Converts the value of a color to a RGB Hex-string.
- static string [CTToHexRGB](#) (this Color input)
Extension method for Color. Converts the value of a color to a RGB Hex-string.
- static string [CTToHexRGBA](#) (this Color32 input)
Extension method for Color32. Converts the value of a color to a RGBA Hex-string.
- static string [CTToHexRGBA](#) (this Color input)
Extension method for Color. Converts the value of a color to a RGBA Hex-string.
- static Vector3 [CTVector3](#) (this Color32 color)
Extension method for Color32. Convert it to a Vector3.
- static Vector3 [CTVector3](#) (this Color color)
Extension method for Color. Convert it to a Vector3.
- static Vector4 [CTVector4](#) (this Color32 color)
Extension method for Color32. Convert it to a Vector4.
- static Vector4 [CTVector4](#) (this Color color)
Extension method for Color. Convert it to a Vector4.
- static Vector2 [CTMultiply](#) (this Vector2 a, Vector2 b)
Allows you to multiply two Vector2s together, something Unity sorely lacks by default.
- static Vector3 [CTMultiply](#) (this Vector3 a, Vector3 b)
Allows you to multiply two Vector3s together, something Unity sorely lacks by default.
- static Vector3 [CTFlatten](#) (this Vector3 a)
Returns a Vector3 with a 0 y-axis. This is useful for keeping entities oriented perpendicular to the ground.
- static Quaternion [CTQuaternion](#) (this Vector3 eulerAngle)
Extension method for Vector3. Convert it to a Quaternion.
- static Color [CTColorRGB](#) (this Vector3 rgb, float alpha=1f)
Extension method for Vector3. Convert it to a Color.
- static Vector4 [CTMultiply](#) (this Vector4 a, Vector4 b)
Allows you to multiply two Vector4s together, something Unity sorely lacks by default.
- static Quaternion [CTQuaternion](#) (this Vector4 angle)
Extension method for Vector4. Convert it to a Quaternion.
- static Color [CTColorRGBA](#) (this Vector4 rgba)
Extension method for Vector4. Convert it to a Color.
- static Vector3 [CTVector3](#) (this Quaternion angle)
Extension method for Quaternion. Convert it to a Vector3.
- static Vector4 [CTVector4](#) (this Quaternion angle)
Extension method for Quaternion. Convert it to a Vector4.
- static Vector3 [CTCorrectLossyScale](#) (this Canvas canvas)
Extension method for Canvas. Convert current resolution scale.
- static void [CTGetLocalCorners](#) (this RectTransform transform, Vector3[] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)
Extension method for RectTransform. Sets the local corners of a RectTransform to a given array.
- static Vector3[] [CTGetLocalCorners](#) (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)
Extension method for RectTransform. Returns the local corners of a RectTransform.
- static void [CTGetScreenCorners](#) (this RectTransform transform, Vector3[] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)
Extension method for RectTransform. Sets the world corners of a RectTransform to a given array.
- static Vector3[] [CTGetScreenCorners](#) (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)
Extension method for RectTransform. Returns the screen (world) corners of a RectTransform.
- static Bounds [CTGetBounds](#) (this RectTransform transform, float uiScaleFactor=1f)

- Extension method for RectTransform. Returns the bounds of a RectTransform including the children.*

 - static void **CTSetLeft** (this RectTransform transform, float value)

Extension method for RectTransform. Sets the Left-property of a RectTransform.

 - static void **CTSetRight** (this RectTransform transform, float value)

Extension method for RectTransform. Sets the Right-property of a RectTransform.

 - static void **CTSetTop** (this RectTransform transform, float value)

Extension method for RectTransform. Sets the Top-property of a RectTransform.

 - static void **CTSetBottom** (this RectTransform transform, float value)

Extension method for RectTransform. Sets the Bottom-property of a RectTransform.

 - static float **CTGetLeft** (this RectTransform transform)

Extension method for RectTransform. Gets the Left-property of a RectTransform.

 - static float **CTGetRight** (this RectTransform transform)

Extension method for RectTransform. Gets the Right-property of a RectTransform.

 - static float **CTGetTop** (this RectTransform transform)

Extension method for RectTransform. Gets the Top-property of a RectTransform.

 - static float **CTGetBottom** (this RectTransform transform)

Extension method for RectTransform. Gets the Bottom-property of a RectTransform.

 - static Vector4 **CTGetLRTB** (this RectTransform transform)

Extension method for RectTransform. Gets the Left/Right/Top/Bottom-properties of a RectTransform.

 - static void **CTSetLRTB** (this RectTransform transform, Vector4 lrtb)

Extension method for RectTransform. Sets the Left/Right/Top/Bottom-properties of a RectTransform.

 - static System.Collections.Generic.List< GameObject > **CTFindAll** (this Component component, string name, int maxDepth=0)

Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects

 - static System.Collections.Generic.List< T > **CTFindAll< T >** (this Component component, string name)

Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects

 - static GameObject **CTFind** (this MonoBehaviour mb, string name)

Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject

 - static T **CTFind< T >** (this MonoBehaviour mb, string name)

Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject and returns a component.

 - static GameObject **CTFind** (this GameObject go, string name)

Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject

 - static T **CTFind< T >** (this GameObject go, string name)

Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject and returns a component.

 - static Bounds **CTGetBounds** (this GameObject go)

Extension method for GameObject. Returns the bounds of a GameObject including the children.

 - static Transform **CTFind** (this Transform transform, string name)

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform

 - static T **CTFind< T >** (this Transform transform, string name)

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform and returns a component.

 - static byte[] **CTToPNG** (this Sprite sprite)

Extension method for Sprite. Converts a Sprite to a PNG byte-array.

 - static byte[] **CTToJPG** (this Sprite sprite)

Extension method for Sprite. Converts a Sprite to a JPG byte-array.

 - static byte[] **CTToTGA** (this Sprite sprite)

- Extension method for Sprite. Converts a Sprite to a TGA byte-array.*

 - static byte[] [CTToEXR](#) (this Sprite sprite)
- Extension method for Sprite. Converts a Sprite to a EXR byte-array.*

 - static byte[] [CTToPNG](#) (this Texture2D texture)
- Extension method for Texture. Converts a Texture to a PNG byte-array.*

 - static byte[] [CTToJPG](#) (this Texture2D texture)
- Extension method for Texture. Converts a Texture to a JPG byte-array.*

 - static byte[] [CTToTGA](#) (this Texture2D texture)
- Extension method for Texture. Converts a Texture to a TGA byte-array.*

 - static byte[] [CTToEXR](#) (this Texture2D texture)
- Extension method for Texture. Converts a Texture to a EXR byte-array.*

 - static Sprite [CTToSprite](#) (this Texture2D texture, float pixelsPerUnit=100f)
- Extension method for Texture. Converts a Texture to a Sprite.*

 - static Texture2D [CTRotate90](#) (this Texture2D texture)
- Extension method for Texture. Rotates a Texture by 90 degrees.*

 - static Texture2D [CTRotate180](#) (this Texture2D texture)
- Extension method for Texture. Rotates a Texture by 180 degrees.*

 - static Texture2D [CTRotate270](#) (this Texture2D texture)
- Extension method for Texture. Rotates a Texture by 270 degrees.*

 - static Texture2D [CTToTexture2D](#) (this Texture texture)
- Extension method for Texture. Convert a Texture to a Texture2D*

 - static Texture2D [CTToTexture2D](#) (this WebCamTexture texture)
- Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D*

 - static Texture2D [CTFlipHorizontal](#) (this Texture2D texture)
- Extension method for Texture. Flips a Texture2D horizontally*

 - static Texture2D [CTFlipVertical](#) (this Texture2D texture)
- Extension method for Texture. Flips a Texture2D vertically*

 - static bool [CTHasActiveClip](#) (this AudioSource source)
- Extension method for AudioSource. Determines if an AudioSource has an active clip.*

 - static void [CTAbort](#) (this System.Threading.Thread thread, bool silent=true)
- Extension method for Thread. Aborts a Thread safely and optional silently*

 - static bool [CTIsVisibleFrom](#) (this Renderer renderer, Camera camera)
- Extension method for Renderer. Determines if the renderer is visible from a certain camera.*

5.80.1 Detailed Description

Various extension methods.

5.80.2 Member Function Documentation

5.80.2.1 CTAbort()

```
static void Crosstales.ExtensionMethods.CTAbort (
    this System.Threading.Thread thread,
    bool silent = true ) [static]
```

Extension method for Thread. Aborts a Thread safely and optional silently

Parameters

<i>thread</i>	Thread to abort.
<i>silent</i>	Silently abort the Thread (optional, default: true).

5.80.2.2 CTAddNewLines()

```
static string Crosstales.ExtensionMethods.CTAddNewLines (
    this string str,
    string replacement = "#nl#",
    string newLine = null ) [static]
```

Extension method for strings. Replaces a given string pattern with new lines in a string.

Parameters

<i>str</i>	String-instance.
<i>replacement</i>	Replacement string pattern (optional, default: "#nl#").
<i>newLine</i>	New line string (optional, default: System.Environment.NewLine).

Returns

Replaced string with new lines.

5.80.2.3 CTAddRange< K, V >()

```
static void Crosstales.ExtensionMethods.CTAddRange< K, V > (
    this System.Collections.Generic.IDictionary< K, V > dict,
    System.Collections.Generic.IDictionary< K, V > collection ) [static]
```

Extension method for IDictionary. Adds a dictionary to an existing one.

Parameters

<i>dict</i>	IDictionary-instance.
<i>collection</i>	Dictionary to add.

5.80.2.4 CTClearLineEndings()

```
static string Crosstales.ExtensionMethods.CTClearLineEndings (
    this string str ) [static]
```

Extension method for strings. Cleans a given text from line endings.

Parameters

<i>str</i>	Input to clean.
------------	-----------------

Returns

Clean text without line endings.

5.80.2.5 CTClearSpaces()

```
static string Crosstales.ExtensionMethods.CTClearSpaces (  
    this string str ) [static]
```

Extension method for strings. Cleans a given text from multiple spaces.

Parameters

<i>str</i>	Input to clean.
------------	-----------------

Returns

Clean text without multiple spaces.

5.80.2.6 CTClearTags()

```
static string Crosstales.ExtensionMethods.CTClearTags (  
    this string str ) [static]
```

Extension method for strings. Cleans a given text from tags.

Parameters

<i>str</i>	Input to clean.
------------	-----------------

Returns

Clean text without tags.

5.80.2.7 CTColorRGB()

```
static Color Crosstales.ExtensionMethods.CTColorRGB (  
    this Vector3 rgb,  
    float alpha = 1f ) [static]
```

Extension method for Vector3. Convert it to a Color.

Parameters

<i>rgb</i>	Vector3-instance to convert (RGB = xyz).
<i>alpha</i>	Alpha-value of the color (optional, default: 1).

Returns

Color from RGB.

5.80.2.8 CTColorRGBA()

```
static Color Crosstales.ExtensionMethods.CTColorRGBA (  
    this Vector4 rgba ) [static]
```

Extension method for Vector4. Convert it to a Color.

Parameters

<i>rgba</i>	Vector4-instance to convert (RGBA = xyzw).
-------------	--

Returns

Color from RGBA.

5.80.2.9 CTContains()

```
static bool Crosstales.ExtensionMethods.CTContains (  
    this string str,  
    string toCheck,  
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Default: case insensitive 'Contains'.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

True if the string contains the given string.

5.80.2.10 CTContainsAll()

```
static bool Crosstales.ExtensionMethods.CTContainsAll (
    this string str,
    string searchTerms,
    char splitChar = ' ' ) [static]
```

Extension method for strings. Contains all given strings.

Parameters

<i>str</i>	String-instance.
<i>searchTerms</i>	Search terms separated by the given split-character.
<i>splitChar</i>	Split-character (optional, default: ' ')

Returns

True if the string contains all parts of the given string.

5.80.2.11 CTContainsAny()

```
static bool Crosstales.ExtensionMethods.CTContainsAny (
    this string str,
    string searchTerms,
    char splitChar = ' ' ) [static]
```

Extension method for strings. Contains any given string.

Parameters

<i>str</i>	String-instance.
<i>searchTerms</i>	Search terms separated by the given split-character.
<i>splitChar</i>	Split-character (optional, default: ' ')

Returns

True if the string contains any parts of the given string.

5.80.2.12 CTCorrectLossyScale()

```
static Vector3 Crosstales.ExtensionMethods.CTCorrectLossyScale (
    this Canvas canvas ) [static]
```

Extension method for Canvas. Convert current resolution scale.

Parameters

<i>canvas</i>	Canvas to convert.
---------------	--------------------

Returns

Vector3 with the correct scale.

5.80.2.13 CTDump() [1/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Quaternion[] array ) [static]
```

Extension method for Quaternion-arrays. Dumps an array to a string.

Parameters

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

Returns

String with lines for all array entries.

5.80.2.14 CTDump() [2/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Quaternion > list ) [static]
```

Extension method for Quaternion-IList. Dumps a list to a string.

Parameters

<i>list</i>	Quaternion-IList-instance to dump.
-------------	------------------------------------

Returns

String with lines for all list entries.

5.80.2.15 CTDump() [3/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector2 > list ) [static]
```

Extension method for Vector2-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector2-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.80.2.16 CTDump() [4/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector3 > list ) [static]
```

Extension method for Vector3-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector3-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.80.2.17 CTDump() [5/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector4 > list ) [static]
```

Extension method for Vector4-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector4-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.80.2.18 CTDump() [6/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Vector2[] array ) [static]
```

Extension method for Vector2-arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector2-array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.80.2.19 CTDump() [7/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Vector3[] array ) [static]
```

Extension method for Vector3-arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector3-array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.80.2.20 CTDump() [8/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Vector4[] array ) [static]
```

Extension method for Vector4-arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector4-array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.80.2.21 CTDump< K, V >()

```
static string Crosstales.ExtensionMethods.CTDump< K, V > (  
    this System.Collections.Generic.IDictionary< K, V > dict,
```

```

string prefix = "",
string postfix = "",
bool appendNewLine = true,
string delimiter = "; " ) [static]

```

Extension method for IDictionary. Dumps a dictionary to a string.

Parameters

<i>dict</i>	IDictionary-instance to dump.
<i>prefix</i>	Prefix for every element (optional, default: empty).
<i>postfix</i>	Postfix for every element (optional, default: empty).
<i>appendNewLine</i>	Append new line, otherwise use the given delimiter (optional, default: false).
<i>delimiter</i>	Delimiter if appendNewLine is false (optional, default: "; ").

Returns

String with lines for all dictionary entries.

5.80.2.22 CTDump< T >() [1/2]

```

static string Crosstales.ExtensionMethods.CTDump< T > (
    this System.Collections.Generic.IList< T > list,
    string prefix = "",
    string postfix = "",
    bool appendNewLine = true,
    string delimiter = "; " ) [static]

```

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

Parameters

<i>list</i>	IList-instance to dump.
<i>prefix</i>	Prefix for every element (optional, default: empty).
<i>postfix</i>	Postfix for every element (optional, default: empty).
<i>appendNewLine</i>	Append new line, otherwise use the given delimiter (optional, default: false).
<i>delimiter</i>	Delimiter if appendNewLine is false (optional, default: "; ").

Returns

String with lines for all list entries.

5.80.2.23 CTDump< T >() [2/2]

```

static string Crosstales.ExtensionMethods.CTDump< T > (
    this T[] array,

```

```

string prefix = "",
string postfix = "",
bool appendNewLine = true,
string delimiter = "; " ) [static]

```

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

Parameters

<i>array</i>	Array-instance to dump.
<i>prefix</i>	Prefix for every element (optional, default: empty).
<i>postfix</i>	Postfix for every element (optional, default: empty).
<i>appendNewLine</i>	Append new line, otherwise use the given delimiter (optional, default: false).
<i>delimiter</i>	Delimiter if appendNewLine is false (optional, default: "; ").

Returns

String with lines for all array entries.

5.80.2.24 CTEndsWith()

```

static bool Crosstales.ExtensionMethods.CTEndsWith (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]

```

Extension method for strings. Checks if the string ends with another string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

True if the string is integer.

5.80.2.25 CTEquals()

```

static bool Crosstales.ExtensionMethods.CTEquals (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]

```

Extension method for strings. Default: case insensitive 'Equals'.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

True if the string contains the given string.

5.80.2.26 CTFind() [1/3]

```
static GameObject Crosstales.ExtensionMethods.CTFind (  
    this GameObject go,  
    string name ) [static]
```

Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject

Parameters

<i>go</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

GameObject with the given name or null.

5.80.2.27 CTFind() [2/3]

```
static GameObject Crosstales.ExtensionMethods.CTFind (  
    this MonoBehaviour mb,  
    string name ) [static]
```

Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject

Parameters

<i>mb</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

GameObject with the given name or null.

5.80.2.28 CTFind() [3/3]

```
static Transform Crosstales.ExtensionMethods.CTFind (
    this Transform transform,
    string name ) [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform

Parameters

<i>transform</i>	Parent of the current children.
<i>name</i>	Name of the transform.

Returns

Transform with the given name or null.

5.80.2.29 CTFind< T >() [1/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (
    this GameObject go,
    string name ) [static]
```

Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject and returns a component.

Parameters

<i>go</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

Component with the given type or null.

5.80.2.30 CTFind< T >() [2/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (
    this MonoBehaviour mb,
    string name ) [static]
```

Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject and returns a component.

Parameters

<i>mb</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

Component with the given type or null.

5.80.2.31 CTFind< T >() [3/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (
    this Transform transform,
    string name ) [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform and returns a component.

Parameters

<i>transform</i>	Parent of the current children.
<i>name</i>	Name of the transform.

Returns

Component with the given type or null.

5.80.2.32 CTFindAll()

```
static System.Collections.Generic.List<GameObject> Crosstales.ExtensionMethods.CTFindAll (
    this Component component,
    string name,
    int maxDepth = 0 ) [static]
```

Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects

Parameters

<i>component</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.
<i>maxDepth</i>	Maximal depth of the search (default 0, optional).

Returns

List of GameObjects with the given name or empty list.

5.80.2.33 CTFindAll< T >()

```
static System.Collections.Generic.List<T> Crosstales.ExtensionMethods.CTFindAll< T > (  
    this Component component,  
    string name ) [static]
```

Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects

Parameters

<i>component</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

List of GameObjects with the given name or empty list.

Type Constraints

***T* : Component**

5.80.2.34 CTFlatten()

```
static Vector3 Crosstales.ExtensionMethods.CTFlatten (  
    this Vector3 a ) [static]
```

Returns a Vector3 with a 0 y-axis. This is useful for keeping entities oriented perpendicular to the ground.

5.80.2.35 CTFlipHorizontal()

```
static Texture2D Crosstales.ExtensionMethods.CTFlipHorizontal (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Flips a Texture2D horizontally

Parameters

<i>texture</i>	Texture to flip.
----------------	------------------

Returns

Horizontally flipped Texture2D.

5.80.2.36 CTFlipVertical()

```
static Texture2D Crosstales.ExtensionMethods.CTFlipVertical (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Flips a Texture2D vertically

Parameters

<i>texture</i>	Texture to flip.
----------------	------------------

Returns

Vertically flipped Texture2D.

5.80.2.37 CTFromBase64()

```
static string Crosstales.ExtensionMethods.CTFromBase64 (  
    this string str,  
    System.Text.Encoding encoding = null ) [static]
```

Extension method for strings. Converts the value of a Base64-string to a string.

Parameters

<i>str</i>	Input Base64-string.
<i>encoding</i>	Encoding of the string (optional, default: UTF8).

Returns

Base64-string value as converted string.

5.80.2.38 CTFromBase64ToByteArray()

```
static byte [] Crosstales.ExtensionMethods.CTFromBase64ToByteArray (  
    this string str ) [static]
```

Extension method for strings. Converts the value of a Base64-string to a byte-array.

Parameters

<i>str</i>	Input Base64-string.
------------	----------------------

Returns

Base64-Byte-array from the Base64-string.

5.80.2.39 CTGetBottom()

```
static float Crosstales.ExtensionMethods.CTGetBottom (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Bottom-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to get the Bottom-property.
------------------	---

Returns

Bottom-property of the RectTransform.

5.80.2.40 CTGetBounds() [1/2]

```
static Bounds Crosstales.ExtensionMethods.CTGetBounds (
    this GameObject go ) [static]
```

Extension method for GameObject. Returns the bounds of a GameObject including the children.

Parameters

<i>go</i>	GameObject to calculate the bounds.
-----------	-------------------------------------

Returns

Bounds of the GameObject.

5.80.2.41 CTGetBounds() [2/2]

```
static Bounds Crosstales.ExtensionMethods.CTGetBounds (
    this RectTransform transform,
    float uiScaleFactor = 1f ) [static]
```

Extension method for RectTransform. Returns the bounds of a RectTransform including the children.

Parameters

<i>transform</i>	RectTransform to calculate the bounds.
<i>uiScaleFactor</i>	Scale of the UI (optional, default: 1.0).

Returns

Bounds of the RectTransform.

5.80.2.42 CTGetLeft()

```
static float Crosstales.ExtensionMethods.CTGetLeft (  
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Left-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to get the Left-property.
------------------	---

Returns

Left-property of the RectTransform.

5.80.2.43 CTGetLocalCorners() [1/2]

```
static Vector3 [] Crosstales.ExtensionMethods.CTGetLocalCorners (  
    this RectTransform transform,  
    Canvas canvas,  
    float inset = 0,  
    bool corrected = false ) [static]
```

Extension method for RectTransform. Returns the local corners of a RectTransform.

Parameters

<i>transform</i>	RectTransform-instance.
<i>canvas</i>	Relevant canvas.
<i>inset</i>	Inset from the corners (optional, default: 0).
<i>corrected</i>	Automatically adjust scaling (optional, default: false).

Returns

Array of the four local corners of the RectTransform.

5.80.2.44 CTGetLocalCorners() [2/2]

```
static void Crosstales.ExtensionMethods.CTGetLocalCorners (
    this RectTransform transform,
    Vector3[] fourCornersArray,
    Canvas canvas,
    float inset = 0,
    bool corrected = false ) [static]
```

Extension method for RectTransform. Sets the local corners of a RectTransform to a given array.

Parameters

<i>transform</i>	RectTransform-instance.
<i>fourCornersArray</i>	Corners for the RectTransform.
<i>canvas</i>	Relevant canvas.
<i>inset</i>	Inset from the corners (optional, default: 0).
<i>corrected</i>	Automatically adjust scaling (optional, default: false).

5.80.2.45 CTGetLRTB()

```
static Vector4 Crosstales.ExtensionMethods.CTGetLRTB (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Left/Right/Top/Bottom-properties of a RectTransform.

Parameters

<i>transform</i>	RectTransform to get the Left/Right/Top/Bottom-properties.
------------------	--

Returns

Left/Right/Top/Bottom-properties of the RectTransform as Vector4.

5.80.2.46 CTGetRight()

```
static float Crosstales.ExtensionMethods.CTGetRight (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Right-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to get the Right-property.
------------------	--

Returns

Right-property of the RectTransform.

5.80.2.47 CTGetScreenCorners() [1/2]

```
static Vector3 [] Crosstales.ExtensionMethods.CTGetScreenCorners (
    this RectTransform transform,
    Canvas canvas,
    float inset = 0,
    bool corrected = false ) [static]
```

Extension method for RectTransform. Returns the screen (world) corners of a RectTransform.

Parameters

<i>transform</i>	RectTransform-instance.
<i>canvas</i>	Relevant canvas.
<i>inset</i>	Inset from the corners (optional, default: 0).
<i>corrected</i>	Automatically adjust scaling (optional, default: false).

Returns

Array of the four screen (world) corners of the RectTransform.

5.80.2.48 CTGetScreenCorners() [2/2]

```
static void Crosstales.ExtensionMethods.CTGetScreenCorners (
    this RectTransform transform,
    Vector3[] fourCornersArray,
    Canvas canvas,
    float inset = 0,
    bool corrected = false ) [static]
```

Extension method for RectTransform. Sets the world corners of a RectTransform to a given array.

Parameters

<i>transform</i>	RectTransform-instance.
<i>fourCornersArray</i>	Corners for the RectTransform.
<i>canvas</i>	Relevant canvas.
<i>inset</i>	Inset from the corners (optional, default: 0).
<i>corrected</i>	Automatically adjust scaling (optional, default: false).

5.80.2.49 CTGetTop()

```
static float Crosstales.ExtensionMethods.CTGetTop (  
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Top-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to get the Top-property.
------------------	--

Returns

Top-property of the RectTransform.

5.80.2.50 CTHasActiveClip()

```
static bool Crosstales.ExtensionMethods.CTHasActiveClip (  
    this AudioSource source ) [static]
```

Extension method for AudioSource. Determines if an AudioSource has an active clip.

Parameters

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

Returns

True if the AudioSource has an active clip.

5.80.2.51 CTHasInvalidChars()

```
static bool Crosstales.ExtensionMethods.CTHasInvalidChars (  
    this string str ) [static]
```

Extension method for strings. Checks if the string has invalid characters.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string has invalid characters.

5.80.2.52 CHasInvalidChars()

```
static bool Crosstales.ExtensionMethods.CHasInvalidChars (  
    this string str ) [static]
```

Extension method for strings. Checks if the string has invalid characters.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string has invalid characters.

5.80.2.53 CHasLineEndings()

```
static bool Crosstales.ExtensionMethods.CHasLineEndings (  
    this string str ) [static]
```

Extension method for strings. Checks if the string has line endings.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string has line endings.

5.80.2.54 CHasLineEndings()

```
static bool Crosstales.ExtensionMethods.CHasLineEndings (  
    this string str ) [static]
```

Extension method for strings. Checks if the string has line endings.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string has line endings.

5.80.2.55 CTHexToColor()

```
static Color Crosstales.ExtensionMethods.CTHexToColor (  
    this string hexString ) [static]
```

Extension method for strings. Converts the Hex-value of a string to a Color.

Parameters

<i>hexString</i>	Input as Hex-string.
------------------	----------------------

Returns

Hex-string value as Color.

5.80.2.56 CTHexToColor32()

```
static Color32 Crosstales.ExtensionMethods.CTHexToColor32 (  
    this string hexString ) [static]
```

Extension method for strings. Converts the Hex-value of a string to a Color32.

Parameters

<i>hexString</i>	Input as Hex-string.
------------------	----------------------

Returns

Hex-string value as Color32.

5.80.2.57 CTHexToString()

```
static string Crosstales.ExtensionMethods.CTHexToString (  
    this string hexString ) [static]
```

Extension method for strings. Converts the Hex-value of a string to a string (with Unicode support).

Parameters

<i>hexString</i>	Input as Hex-string.
------------------	----------------------

Returns

Hex-string value as converted string.

5.80.2.58 CTIndexOf() [1/2]

```
static int Crosstales.ExtensionMethods.CTIndexOf (
    this string str,
    string toCheck,
    int startIndex,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Returns the index of the first occurrence of a given string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String for the index.
<i>startIndex</i>	Start index for the check.
<i>comp</i>	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

The index of the first occurrence of the given string if the string is integer.

5.80.2.59 CTIndexOf() [2/2]

```
static int Crosstales.ExtensionMethods.CTIndexOf (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Returns the index of the first occurrence of a given string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String for the index.
<i>comp</i>	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

The index of the first occurrence of the given string if the string is integer.

5.80.2.60 CTisAlphanumeric()

```
static bool Crosstales.ExtensionMethods.CTisAlphanumeric (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is alphanumeric.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is alphanumeric.

5.80.2.61 CTisAlphanumeric()

```
static bool Crosstales.ExtensionMethods.CTisAlphanumeric (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is alphanumeric.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is alphanumeric.

5.80.2.62 CTisCreditcard()

```
static bool Crosstales.ExtensionMethods.CTisCreditcard (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is a creditcard.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is a creditcard.

5.80.2.63 CTIsCreditcard()

```
static bool Crosstales.ExtensionMethods.CTIsCreditcard (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is a creditcard.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is a creditcard.

5.80.2.64 CTIsEmail()

```
static bool Crosstales.ExtensionMethods.CTIsEmail (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is an email address.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is an email address.

5.80.2.65 CTIsEmail()

```
static bool Crosstales.ExtensionMethods.CTIsEmail (  
    this string str ) [static]
```


Extension method for strings. Checks if the string is an email address.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is an email address.

5.80.2.66 CTisInteger()

```
static bool Crosstales.ExtensionMethods.CTisInteger (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is integer.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is integer.

5.80.2.67 CTisInteger()

```
static bool Crosstales.ExtensionMethods.CTisInteger (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is integer.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is integer.

5.80.2.68 CTisIPv4()

```
static bool Crosstales.ExtensionMethods.CTisIPv4 (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is an IPv4 address.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is an IPv4 address.

5.80.2.69 CTIsIPv4()

```
static bool Crosstales.ExtensionMethods.CTIsIPv4 (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is an IPv4 address.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is an IPv4 address.

5.80.2.70 CTIsNumeric()

```
static bool Crosstales.ExtensionMethods.CTIsNumeric (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is numeric.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is numeric.

5.80.2.71 CTIsNumeric()

```
static bool Crosstales.ExtensionMethods.CTIsNumeric (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is numeric.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is numeric.

5.80.2.72 CTIsVisibleFrom()

```
static bool Crosstales.ExtensionMethods.CTIsVisibleFrom (  
    this Renderer renderer,  
    Camera camera ) [static]
```

Extension method for Renderer. Determines if the renderer is visible from a certain camera.

Parameters

<i>renderer</i>	Renderer to test the visibility.
<i>camera</i>	Camera for the test.

Returns

True if the renderer is visible by the given camera.

5.80.2.73 CTisWebsite()

```
static bool Crosstales.ExtensionMethods.CTisWebsite (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is a website address.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is a website address.

5.80.2.74 CTIsWebsite()

```
static bool Crosstales.ExtensionMethods.CTIsWebsite (
    this string str ) [static]
```

Extension method for strings. Checks if the string is a website address.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is a website address.

5.80.2.75 CTLastIndexOf()

```
static int Crosstales.ExtensionMethods.CTLastIndexOf (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Returns the index of the last occurrence of a given string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String for the index.
<i>comp</i>	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

The index of the last occurrence of the given string if the string is integer.

5.80.2.76 CTMultiply() [1/3]

```
static Vector2 Crosstales.ExtensionMethods.CTMultiply (
    this Vector2 a,
    Vector2 b ) [static]
```

Allows you to multiply two Vector2s together, something Unity sorely lacks by default.

Parameters

<i>a</i>	First vector
<i>b</i>	Second vector

Returns

The $ax*bx$, $ay*by$ result.

5.80.2.77 CTMultiply() [2/3]

```
static Vector3 Crosstales.ExtensionMethods.CTMultiply (  
    this Vector3 a,  
    Vector3 b ) [static]
```

Allows you to multiply two Vector3s together, something Unity sorely lacks by default.

Parameters

<i>a</i>	First vector
<i>b</i>	Second vector

Returns

The $ax*bx$, $ay*by$, $az*bz$ result.

5.80.2.78 CTMultiply() [3/3]

```
static Vector4 Crosstales.ExtensionMethods.CTMultiply (  
    this Vector4 a,  
    Vector4 b ) [static]
```

Allows you to multiply two Vector4s together, something Unity sorely lacks by default.

Parameters

<i>a</i>	First vector
<i>b</i>	Second vector

Returns

The $ax*bx$, $ay*by$, $az*bz$, $aw*bw$ result.

5.80.2.79 CTQuaternion() [1/2]

```
static Quaternion Crosstales.ExtensionMethods.CTQuaternion (  
    this Vector3 eulerAngle ) [static]
```

Extension method for Vector3. Convert it to a Quaternion.

Parameters

<i>eulerAngle</i>	Vector3-instance to convert.
-------------------	------------------------------

Returns

Quaternion from euler angles.

5.80.2.80 CTQuaternion() [2/2]

```
static Quaternion Crosstales.ExtensionMethods.CTQuaternion (  
    this Vector4 angle ) [static]
```

Extension method for Vector4. Convert it to a Quaternion.

Parameters

<i>angle</i>	Vector4-instance to convert.
--------------	------------------------------

Returns

Quaternion from Vector4.

5.80.2.81 CTReadFully()

```
static byte [] Crosstales.ExtensionMethods.CTReadFully (  
    this System.IO.Stream input ) [static]
```

Extension method for Stream. Reads the full content of a Stream.

Parameters

<i>input</i>	Stream-instance to read.
--------------	--------------------------

Returns

Byte-array of the Stream content.

5.80.2.82 CTRemoveChars()

```
static string Crosstales.ExtensionMethods.CTRemoveChars (  
    this string str,  
    params char[] removeChars ) [static]
```

Extension method for strings. Removes characters from a string

Parameters

<i>str</i>	String-instance.
<i>removeChars</i>	Characters to remove.

Returns

String without the given characters.

5.80.2.83 CTRemoveNewLines()

```
static string Crosstales.ExtensionMethods.CTRemoveNewLines (
    this string str,
    string replacement = "#nl#",
    string newLine = null ) [static]
```

Extension method for strings. Replaces new lines with a replacement string pattern.

Parameters

<i>str</i>	String-instance.
<i>replacement</i>	Replacement string pattern (optional, default: "#nl#").
<i>newLine</i>	New line string (optional, default: System.Environment.NewLine).

Returns

Replaced string without new lines.

5.80.2.84 CTReplace()

```
static string Crosstales.ExtensionMethods.CTReplace (
    this string str,
    string oldString,
    string newString,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Default: 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 (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

Replaced string.

5.80.2.85 CTRReverse()

```
static string Crosstales.ExtensionMethods.CTRReverse (  
    this string str ) [static]
```

Extension method for strings. Reverses a string.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

Reversed string.

5.80.2.86 CTRotate180()

```
static Texture2D Crosstales.ExtensionMethods.CTRotate180 (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Rotates a Texture by 180 degrees.

Parameters

<i>texture</i>	Texture to rotate.
----------------	--------------------

Returns

Rotated Texture.

5.80.2.87 CTRotate270()

```
static Texture2D Crosstales.ExtensionMethods.CTRotate270 (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Rotates a Texture by 270 degrees.

Parameters

<i>texture</i>	Texture to rotate.
----------------	--------------------

Returns

Rotated Texture.

5.80.2.88 CTRotate90()

```
static Texture2D Crosstales.ExtensionMethods.CTRotate90 (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Rotates a Texture by 90 degrees.

Parameters

<i>texture</i>	Texture to rotate.
----------------	--------------------

Returns

Rotated Texture.

5.80.2.89 CTSetBottom()

```
static void Crosstales.ExtensionMethods.CTSetBottom (  
    this RectTransform transform,  
    float value ) [static]
```

Extension method for RectTransform. Sets the Bottom-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to set the Bottom-property.
<i>value</i>	Value for the Bottom-property.

5.80.2.90 CTSetLeft()

```
static void Crosstales.ExtensionMethods.CTSetLeft (  
    this RectTransform transform,  
    float value ) [static]
```

Extension method for RectTransform. Sets the Left-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to set the Left-property.
<i>value</i>	Value for the Left-property.

5.80.2.91 CTSetLRTB()

```
static void Crosstales.ExtensionMethods.CTSetLRTB (
    this RectTransform transform,
    Vector4 lrtb ) [static]
```

Extension method for RectTransform. Sets the Left/Right/Top/Bottom-properties of a RectTransform.

Parameters

<i>transform</i>	RectTransform to set the Left/Right/Top/Bottom-properties.
<i>lrtb</i>	Left/Right/Top/Bottom-properties as Vector4.

5.80.2.92 CTSetRight()

```
static void Crosstales.ExtensionMethods.CTSetRight (
    this RectTransform transform,
    float value ) [static]
```

Extension method for RectTransform. Sets the Right-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to set the Right-property.
<i>value</i>	Value for the Right-property.

5.80.2.93 CTSetTop()

```
static void Crosstales.ExtensionMethods.CTSetTop (
    this RectTransform transform,
    float value ) [static]
```

Extension method for RectTransform. Sets the Top-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to set the Top-property.
<i>value</i>	Value for the Top-property.

5.80.2.94 CTShuffle< T >() [1/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
    this System.Collections.Generic.IList< T > list,
    int seed = 0 ) [static]
```

Extension method for IList. Shuffles a List.

Parameters

<i>list</i>	IList-instance to shuffle.
<i>seed</i>	Seed for the PRNG (optional, default: 0 (=standard))

5.80.2.95 CTShuffle< T >() [2/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
    this T[] array,
    int seed = 0 ) [static]
```

Extension method for arrays. Shuffles an array.

Parameters

<i>array</i>	Array-instance to shuffle.
<i>seed</i>	Seed for the PRNG (optional, default: 0 (=standard))

5.80.2.96 CTStartsWith()

```
static bool Crosstales.ExtensionMethods.CTStartsWith (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Checks if the string starts with another string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

True if the string is integer.

5.80.2.97 CTTToBase64() [1/2]

```
static string Crosstales.ExtensionMethods.CTTToBase64 (  
    this byte[] data ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a Base64-string.

Parameters

<i>data</i>	Input as byte-array.
-------------	----------------------

Returns

Base64-string from the byte-array.

5.80.2.98 CTTToBase64() [2/2]

```
static string Crosstales.ExtensionMethods.CTTToBase64 (  
    this string str,  
    System.Text.Encoding encoding = null ) [static]
```

Extension method for strings. Converts the value of a string to a Base64-string.

Parameters

<i>str</i>	Input string.
<i>encoding</i>	Encoding of the string (optional, default: UTF8).

Returns

String value as converted Base64-string.

5.80.2.99 CTTToByteArray() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTTToByteArray (  
    this float[] array,  
    int count = 0 ) [static]
```

Extension method for float-arrays. Converts a float-array to a byte-array.

Parameters

<i>array</i>	Array-instance to convert.
<i>count</i>	Number of floats to convert (optional).

Returns

Converted byte-array.

5.80.2.100 CToByteArray() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CToByteArray (  
    this string str,  
    System.Text.Encoding encoding = null ) [static]
```

Extension method for strings. Converts the value of a string to a byte-array.

Parameters

<i>str</i>	Input string.
<i>encoding</i>	Encoding of the string (optional, default: UTF8).

Returns

Byte-array with the string.

5.80.2.101 CToEXR() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CToEXR (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a EXR byte-array.

Parameters

<i>sprite</i>	Sprite to convert.
---------------	--------------------

Returns

Converted Sprite as EXR byte-array.

5.80.2.102 CToEXR() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CToEXR (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a EXR byte-array.

Parameters

<i>texture</i>	Texture to convert.
----------------	---------------------

Returns

Converted Texture as EXR byte-array.

5.80.2.103 CToFloatArray()

```
static float [] Crosstales.ExtensionMethods.CToFloatArray (  
    this byte[] array,  
    int count = 0 ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a float-array.

Parameters

<i>array</i>	Array-instance to convert.
<i>count</i>	Number of bytes to convert (optional).

Returns

Converted float-array.

5.80.2.104 CToHex()

```
static string Crosstales.ExtensionMethods.CToHex (  
    this string str,  
    bool addPrefix = false ) [static]
```

Extension method for strings. Converts the value of a string to a Hex-string (with Unicode support).

Parameters

<i>str</i>	Input string.
<i>addPrefix</i>	Add "0x"-as prefix (optional, default: false).

Returns

String value as converted Hex-string.

5.80.2.105 CToHexRGB() [1/2]

```
static string Crosstales.ExtensionMethods.CToHexRGB (  
    this Color input ) [static]
```

Extension method for Color. Converts the value of a color to a RGB Hex-string.

Parameters

<i>input</i>	Color to convert.
--------------	-------------------

Returns

Color value as Hex (format "RRGGBB").

5.80.2.106 CToHexRGB() [2/2]

```
static string Crosstales.ExtensionMethods.CToHexRGB (  
    this Color32 input ) [static]
```

Extension method for Color32. Converts the value of a color to a RGB Hex-string.

Parameters

<i>input</i>	Color to convert.
--------------	-------------------

Returns

Color value as Hex (format "RRGGBB").

5.80.2.107 CToHexRGBA() [1/2]

```
static string Crosstales.ExtensionMethods.CToHexRGBA (  
    this Color input ) [static]
```

Extension method for Color. Converts the value of a color to a RGBA Hex-string.

Parameters

<i>input</i>	Color to convert.
--------------	-------------------

Returns

Color value as Hex (format "RRGGBBAA").

5.80.2.108 CToHexRGBA() [2/2]

```
static string Crosstales.ExtensionMethods.CToHexRGBA (  
    this Color32 input ) [static]
```

Extension method for Color32. Converts the value of a color to a RGBA Hex-string.

Parameters

<i>input</i>	Color to convert.
--------------	-------------------

Returns

Color value as Hex (format "RRGGBBAA").

5.80.2.109 CToJPG() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CToJPG (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a JPG byte-array.

Parameters

<i>sprite</i>	Sprite to convert.
---------------	--------------------

Returns

Converted Sprite as JPG byte-array.

5.80.2.110 CToJPG() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CToJPG (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a JPG byte-array.

Parameters

<i>texture</i>	Texture to convert.
----------------	---------------------

Returns

Converted Texture as JPG byte-array.

5.80.2.111 CToPNG() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CToPNG (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a PNG byte-array.

Parameters

<i>sprite</i>	Sprite to convert.
---------------	--------------------

Returns

Converted Sprite as PNG byte-array.

5.80.2.112 CToPNG() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CToPNG (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a PNG byte-array.

Parameters

<i>texture</i>	Texture to convert.
----------------	---------------------

Returns

Converted Texture as PNG byte-array.

5.80.2.113 CToSprite() [1/2]

```
static Sprite Crosstales.ExtensionMethods.CToSprite (  
    this byte[] data,  
    Texture2D supportTexture = null ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a Sprite. Supported image formats: PNG and JPG.

Parameters

<i>data</i>	byte-array-instance to convert.
<i>supportTexture</i>	Support texture to prevent possible texture garbage (optional).

Returns

Converted Sprite.

5.80.2.114 CToSprite() [2/2]

```
static Sprite Crosstales.ExtensionMethods.CToSprite (
    this Texture2D texture,
    float pixelsPerUnit = 100f ) [static]
```

Extension method for Texture. Converts a Texture to a Sprite.

Parameters

<i>texture</i>	Texture to convert.
<i>pixelsPerUnit</i>	Pixels per unit for the Sprite (optional, default: 100).

Returns

Converted Texture as Sprite.

5.80.2.115 CToString()

```
static string Crosstales.ExtensionMethods.CToString (
    this byte[] data,
    System.Text.Encoding encoding = null ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a string.

Parameters

<i>data</i>	Input string as byte-array.
<i>encoding</i>	Encoding of the string (optional, default: UTF8).

Returns

Byte-array with the string.

5.80.2.116 CToString< T >()

```
static System.Collections.Generic.List<string> Crosstales.ExtensionMethods.CToString< T > (
    this System.Collections.Generic.IList< T > list ) [static]
```

Extension method for IList. Generates a string list with all entries (via ToString).

Parameters

<i>list</i>	IList-instance to ToString.
-------------	-----------------------------

Returns

String list with all entries (via ToString).

5.80.2.117 CToStringArray< T >()

```
static string [] Crosstales.ExtensionMethods.CToStringArray< T > (
    this T[] array ) [static]
```

Extension method for arrays. Generates a string array with all entries (via ToString).

Parameters

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

Returns

String array with all entries (via ToString).

5.80.2.118 CToTexture()

```
static Texture2D Crosstales.ExtensionMethods.CToTexture (
    this byte[] data,
    Texture2D supportTexture = null ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a Texture. Supported image formats: PNG and JPG.

Parameters

<i>data</i>	byte-array-instance to convert.
<i>supportTexture</i>	Support texture to prevent possible texture garbage (optional).

Returns

Converted Texture.

5.80.2.119 CToTexture2D() [1/2]

```
static Texture2D Crosstales.ExtensionMethods.CToTexture2D (  
    this Texture texture ) [static]
```

Extension method for Texture. Convert a Texture to a Texture2D

Parameters

<i>texture</i>	Texture to convert.
----------------	---------------------

Returns

Converted Texture2D.

5.80.2.120 CToTexture2D() [2/2]

```
static Texture2D Crosstales.ExtensionMethods.CToTexture2D (  
    this WebCamTexture texture ) [static]
```

Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D

Parameters

<i>texture</i>	WebCamTexture to convert.
----------------	---------------------------

Returns

Converted Texture2D.

5.80.2.121 CToTGA() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CToTGA (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a TGA byte-array.

Parameters

<i>sprite</i>	Sprite to convert.
---------------	--------------------

Returns

Converted Sprite as TGA byte-array.

5.80.2.122 CTTToTGA() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTTToTGA (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a TGA byte-array.

Parameters

<i>texture</i>	Texture to convert.
----------------	---------------------

Returns

Converted Texture as TGA byte-array.

5.80.2.123 CTTToTitleCase()

```
static string Crosstales.ExtensionMethods.CTTToTitleCase (  
    this string str ) [static]
```

Extension method for strings. Converts a string to title case (first letter uppercase).

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

Converted string in title case.

5.80.2.124 CTVector3() [1/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Color color ) [static]
```

Extension method for Color. Convert it to a Vector3.

Parameters

<i>color</i>	Color-instance to convert.
--------------	----------------------------

Returns

Vector3 from color.

5.80.2.125 CTVector3() [2/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Color32 color ) [static]
```

Extension method for Color32. Convert it to a Vector3.

Parameters

<i>color</i>	Color-instance to convert.
--------------	----------------------------

Returns

Vector3 from color.

5.80.2.126 CTVector3() [3/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Quaternion angle ) [static]
```

Extension method for Quaternion. Convert it to a Vector3.

Parameters

<i>angle</i>	Quaternion-instance to convert.
--------------	---------------------------------

Returns

Vector3 from Quaternion.

5.80.2.127 CTVector4() [1/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (  
    this Color color ) [static]
```

Extension method for Color. Convert it to a Vector4.

Parameters

<i>color</i>	Color-instance to convert.
--------------	----------------------------

Returns

Vector4 from color.

5.80.2.128 CTVector4() [2/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (  
    this Color32 color ) [static]
```

Extension method for Color32. Convert it to a Vector4.

Parameters

<i>color</i>	Color-instance to convert.
--------------	----------------------------

Returns

Vector4 from color.

5.80.2.129 CTVector4() [3/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (  
    this Quaternion angle ) [static]
```

Extension method for Quaternion. Convert it to a Vector4.

Parameters

<i>angle</i>	Quaternion-instance to convert.
--------------	---------------------------------

Returns

Vector4 from Quaternion.

5.80.2.130 GetColumn< T >()

```
static T [] Crosstales.ExtensionMethods.GetColumn< T > (  
    this T matrix[,],  
    int columnNumber ) [static]
```

Extension method for 2D-arrays. Returns the column of a 2D-array as array.

Parameters

<i>matrix</i>	Input as 2D-array.
<i>columnNumber</i>	Desired column of the 2D-array

Returns

Column of a 2D-array as array.

5.80.2.131 GetRow< T >()

```
static T [] Crosstales.ExtensionMethods.GetRow< T > (
    this T matrix[,],
    int rowNumber ) [static]
```

Extension method for 2D-arrays. Returns the row of a 2D-array as array.

Parameters

<i>matrix</i>	Input as 2D-array.
<i>columnNumber</i>	Desired row of the 2D-array

Returns

Row of a 2D-array as array.

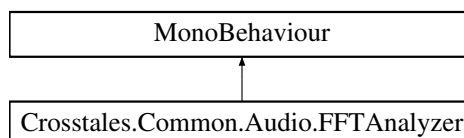
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Extension↵
Methods.cs

5.81 Crosstales.Common.Audio.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.Common.Audio.FFTAnalyzer:



Public Attributes

- float[] [Samples](#) = new float[256]
Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).
- int [Channel](#)
summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).
- FFTWindow **FTMode** = FFTWindow.BlackmanHarris

5.81.1 Detailed Description

FFT analyzer for an audio channel.

5.81.2 Member Data Documentation

5.81.2.1 Channel

```
int Crosstales.Common.Audio.FFTAnalyzer.Channel
```

summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).

5.81.2.2 Samples

```
float [] Crosstales.Common.Audio.FFTAnalyzer.Samples = new float[256]
```

Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).

summary>Analyzed channel (0 = right, 1 = left, default: 0).

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/Audio/Scripts/FF↔TAnalyzer.cs

5.82 Crosstales.Common.Util.FileHelper Class Reference

Various helper functions for the file system.

Static Public Member Functions

- static bool [isUnixPath](#) (string path)
Checks if the given path is from a Unix-device
- static bool [isWindowsPath](#) (string path)
Checks if the given path is from a Windows-device
- static bool [isUNCPath](#) (string path)
Checks if the given path is UNC
- static bool [isURL](#) (string path)
Checks if the given path is an URL
- static string [ValidatePath](#) (string path, bool addEndDelimiter=true, bool preserveFile=true, bool removeInvalidChars=true)
Validates a given path and add missing slash.
- static string [ValidateFile](#) (string path, bool removeInvalidChars=true)
Validates a given file.
- static bool [HasPathInvalidChars](#) (string path, bool ignoreNullOrEmpty=true)
Checks a given path for invalid characters
- static bool [HasFileInvalidChars](#) (string file, bool ignoreNullOrEmpty=true)
Checks a given file for invalid characters
- static string[] [GetFilesForName](#) (string path, bool isRecursive=false, params string[] filenames)
Find files inside a path.
- static string[] [GetFiles](#) (string path, bool isRecursive=false, params string[] extensions)
Find files inside a path.
- static string[] [GetDirectories](#) (string path, bool isRecursive=false)
Find directories inside.
- static string[] [GetDrives](#) ()
Find all logical drives.
- static bool [CopyDirectory](#) (string sourceDir, string destDir, bool move=false, bool moveSafe=true)
Copy or move a directory.
- static bool [CopyFile](#) (string sourceFile, string destFile, bool move=false, bool moveSafe=true)
Copy or move a file.
- static bool [MoveDirectory](#) (string sourceDir, string destDir)
Move a directory.
- static bool [MoveFile](#) (string sourceFile, string destFile)
Move a file.
- static string [RenameDirectory](#) (string path, string newName)
Renames a directory in a path.
- static string [RenameFile](#) (string path, string newName)
Renames a file in a path.
- static bool [DeleteFile](#) (string file)
Delete a file.
- static bool [DeleteDirectory](#) (string dir)
Delete a directory.
- static bool [ExistsFile](#) (string file)
Checks if the directory exists.
- static bool [ExistsDirectory](#) (string path)
Checks if the directory exists.
- static string [CreateDirectory](#) (string path, string folderName)
Creates a directory in a given path.
- static bool [CreateDirectory](#) (string path)
Creates a directory.

- static string [CreateFile](#) (string path, string fileName)
Creates a file in a given path.
- static bool [CreateFile](#) (string path)
Creates a file.
- static bool [isDirectory](#) (string path, bool checkForExtensions=true)
Checks if the path is a directory.
- static bool [isFile](#) (string path, bool checkForExtensions=true)
Checks if the path is a file.
- static bool [isRoot](#) (string path)
Checks if the path is the root.
- static string [GetFileName](#) (string path, bool removeInvalidChars=true)
Returns the file name for the path.
- static string [GetCurrentDirectoryName](#) (string path)
Returns the current directory name for the path.
- static string [GetDirectoryName](#) (string path)
Returns the directory name for the path.
- static long [GetFileSize](#) (string path)
Returns the size of a file.
- static string [GetExtension](#) (string path)
Returns the extension of a file.
- static System.DateTime [GetLastModifiedDate](#) (string path)
Returns the size of a file.
- static string [ReadAllText](#) (string sourceFile, System.Text.Encoding encoding=null)
Reads the text of a file.
- static string[] [ReadAllLines](#) (string sourceFile, System.Text.Encoding encoding=null)
Reads all lines of text from a file.
- static byte[] [ReadAllBytes](#) (string sourceFile)
Reads the bytes of a file.
- static bool [WriteAllText](#) (string destFile, string text, System.Text.Encoding encoding=null)
Writes text to a file.
- static bool [WriteAllLines](#) (string destFile, string[] lines, System.Text.Encoding encoding=null)
Writes all lines of text to a file.
- static bool [WriteAllBytes](#) (string destFile, byte[] data)
Writes bytes to a file.
- static bool [ShowPath](#) (string path)
Shows the location of a path (or file) in OS file explorer. NOTE: only works on standalone platforms
- static bool [ShowFile](#) (string file)
Shows the location of a file (or path) in OS file explorer. NOTE: only works on standalone platforms
- static bool [OpenFile](#) (string file)
Opens a file with the OS default application. NOTE: only works for standalone platforms
- static bool [PathHasInvalidChars](#) (string path)
Checks a given path for invalid characters
- static bool [FileHasInvalidChars](#) (string file)
Checks a given file for invalid characters
- static bool [CopyPath](#) (string sourceDir, string destDir, bool move=false)
Copy or move a directory.
- static bool [MovePath](#) (string sourceDir, string destDir)
Move a directory.

Static Public Attributes

- static string [ApplicationDataPath](#) => `_applicationDataPath`
Returns the Unity application data path.
- static string [ApplicationTempPath](#) => `_applicationTempPath`
Returns the Unity application temporary path.
- static string [ApplicationPersistentPath](#) => `_applicationPersistentPath`
Returns the Unity application persistent path.
- static string [TempFile](#) => `System.IO.Path.GetTempFileName()`
Returns a temporary file.
- static string [TempPath](#) => `System.IO.Path.GetTempPath()`
Returns the temporary directory path from the device.

Properties

- static string [StreamingAssetsPath](#) [get]
Returns the path to the the "Streaming Assets".

5.82.1 Detailed Description

Various helper functions for the file system.

5.82.2 Member Function Documentation

5.82.2.1 CopyDirectory()

```
static bool Crosstales.Common.Util.FileHelper.CopyDirectory (
    string sourceDir,
    string destDir,
    bool move = false,
    bool moveSafe = true ) [static]
```

Copy or move a directory.

Parameters

<i>sourceDir</i>	Source directory path
<i>destDir</i>	Destination directory path
<i>move</i>	Move directory instead of copy (optional, default: false)
<i>moveSafe</i>	Moves a directory in a safe, but slower way (optional, default: true)

Returns

True if the operation was successful

5.82.2.2 CopyFile()

```
static bool Crosstales.Common.Util.FileHelper.CopyFile (  
    string sourceFile,  
    string destFile,  
    bool move = false,  
    bool moveSafe = true ) [static]
```

Copy or move a file.

Parameters

<i>sourceFile</i>	Source file path
<i>destFile</i>	Destination file path
<i>move</i>	Move file instead of copy (optional, default: false)
<i>moveSafe</i>	Moves a file in a safe, but slower way (optional, default: true)

Returns

True if the operation was successful

5.82.2.3 CopyPath()

```
static bool Crosstales.Common.Util.FileHelper.CopyPath (  
    string sourceDir,  
    string destDir,  
    bool move = false ) [static]
```

Copy or move a directory.

Parameters

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

Returns

True if the operation was successful

5.82.2.4 CreateDirectory() [1/2]

```
static bool Crosstales.Common.Util.FileHelper.CreateDirectory (  
    string path ) [static]
```

Creates a directory.

Parameters

<i>path</i>	Path to the directory to create
-------------	---------------------------------

Returns

True if the operation was successful

5.82.2.5 CreateDirectory() [2/2]

```
static string Crosstales.Common.Util.FileHelper.CreateDirectory (
    string path,
    string folderName ) [static]
```

Creates a directory in a given path.

Parameters

<i>path</i>	Path for the directory
<i>folderName</i>	New folder

5.82.2.6 CreateFile() [1/2]

```
static bool Crosstales.Common.Util.FileHelper.CreateFile (
    string path ) [static]
```

Creates a file.

Parameters

<i>path</i>	Path to the file to create
-------------	----------------------------

Returns

True if the operation was successful

5.82.2.7 CreateFile() [2/2]

```
static string Crosstales.Common.Util.FileHelper.CreateFile (
    string path,
    string fileName ) [static]
```

Creates a file in a given path.

Parameters

<i>path</i>	Path for the file
<i>fileName</i>	New file

5.82.2.8 DeleteDirectory()

```
static bool Crosstales.Common.Util.FileHelper.DeleteDirectory (
    string dir ) [static]
```

Delete a directory.

Parameters

<i>dir</i>	Directory to delete
------------	---------------------

Returns

True if the operation was successful

5.82.2.9 DeleteFile()

```
static bool Crosstales.Common.Util.FileHelper.DeleteFile (
    string file ) [static]
```

Delete a file.

Parameters

<i>file</i>	File to delete
-------------	----------------

Returns

True if the operation was successful

5.82.2.10 ExistsDirectory()

```
static bool Crosstales.Common.Util.FileHelper.ExistsDirectory (
    string path ) [static]
```

Checks if the directory exists.

Returns

True if the directory exists

5.82.2.11 ExistsFile()

```
static bool Crosstales.Common.Util.FileHelper.ExistsFile (  
    string file ) [static]
```

Checks if the directory exists.

Returns

True if the directory exists

5.82.2.12 FileHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.FileHasInvalidChars (  
    string file ) [static]
```

Checks a given file for invalid characters

Parameters

<i>file</i>	File to check for invalid characters
-------------	--------------------------------------

Returns

Returns true if the file contains invalid chars, otherwise it's false.

5.82.2.13 GetCurrentDirectoryName()

```
static string Crosstales.Common.Util.FileHelper.GetCurrentDirectoryName (  
    string path ) [static]
```

Returns the current directory name for the path.

Parameters

<i>path</i>	Path to the directory
-------------	-----------------------

Returns

Current directory name for the path

5.82.2.14 GetDirectories()

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

Find directories inside.

Parameters

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

Returns

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

5.82.2.15 GetDirectoryName()

```
static string Crosstales.Common.Util.FileHelper.GetDirectoryName (
    string path ) [static]
```

Returns the directory name for the path.

Parameters

<i>path</i>	Path to the directory
-------------	-----------------------

Returns

Directory name for the path

5.82.2.16 GetDrives()

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

Find all logical drives.

Returns

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

5.82.2.17 GetExtension()

```
static string Crosstales.Common.Util.FileHelper.GetExtension (
    string path ) [static]
```

Returns the extension of a file.

Parameters

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

Returns

Extension of the file

5.82.2.18 GetFileName()

```
static string Crosstales.Common.Util.FileHelper.GetFileName (
    string path,
    bool removeInvalidChars = true ) [static]
```

Returns the file name for the path.

Parameters

<i>path</i>	Path to the file
<i>removeInvalidChars</i>	Removes invalid characters in the file name (optional, default: true)

Returns

File name for the path

5.82.2.19 GetFiles()

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

Find files inside a path.

Parameters

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

Returns

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

5.82.2.20 GetFilesForName()

```
static string [] Crosstales.Common.Util.FileHelper.GetFilesForName (
    string path,
    bool isRecursive = false,
    params string[] filenames ) [static]
```

Find files inside a path.

Parameters

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search (optional, default: false)
<i>filenames</i>	Array of file names for the file search, e.g. "Image.png" (optional)

Returns

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

5.82.2.21 GetFilesize()

```
static long Crosstales.Common.Util.FileHelper.GetFilesize (
    string path ) [static]
```

Returns the size of a file.

Parameters

<i>path</i>	Path of the file
-------------	------------------

Returns

Size for the file

5.82.2.22 GetLastModifiedDate()

```
static System.DateTime Crosstales.Common.Util.FileHelper.GetLastModifiedDate (
    string path ) [static]
```

Returns the size of a file.

Parameters

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

Returns

Size for the file

5.82.2.23 HasFileInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.HasFileInvalidChars (  
    string file,  
    bool ignoreNullOrEmpty = true ) [static]
```

Checks a given file for invalid characters

Parameters

<i>file</i>	File to check for invalid characters
<i>ignoreNullOrEmpty</i>	If set to true, return false for null or empty paths (optional, default: true)

Returns

Returns true if the file contains invalid chars, otherwise it's false.

5.82.2.24 HasPathInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.HasPathInvalidChars (  
    string path,  
    bool ignoreNullOrEmpty = true ) [static]
```

Checks a given path for invalid characters

Parameters

<i>path</i>	Path to check for invalid characters
<i>ignoreNullOrEmpty</i>	If set to true, return false for null or empty paths (optional, default: true)

Returns

Returns true if the path contains invalid chars, otherwise it's false.

5.82.2.25 isDirectory()

```
static bool Crosstales.Common.Util.FileHelper.isDirectory (
    string path,
    bool checkForExtensions = true ) [static]
```

Checks if the path is a directory.

Parameters

<i>path</i>	Path to the directory
<i>checkForExtensions</i>	Check for extensions (optional, default: true)

Returns

True if the path is a directory

5.82.2.26 isFile()

```
static bool Crosstales.Common.Util.FileHelper.isFile (
    string path,
    bool checkForExtensions = true ) [static]
```

Checks if the path is a file.

Parameters

<i>path</i>	Path to the file
<i>checkForExtensions</i>	Check for extensions (optional, default: true)

Returns

True if the path is a file

5.82.2.27 isRoot()

```
static bool Crosstales.Common.Util.FileHelper.isRoot (
    string path ) [static]
```

Checks if the path is the root.

Parameters

<i>path</i>	Possible root
-------------	---------------

Returns

True if the path is the root

5.82.2.28 isUNCPath()

```
static bool Crosstales.Common.Util.FileHelper.isUNCPath (  
    string path ) [static]
```

Checks if the given path is UNC

Parameters

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

Returns

True if the given path is UNC

5.82.2.29 isUnixPath()

```
static bool Crosstales.Common.Util.FileHelper.isUnixPath (  
    string path ) [static]
```

Checks if the given path is from a Unix-device

Parameters

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

Returns

True if the given path is from a Unix-device

5.82.2.30 isURL()

```
static bool Crosstales.Common.Util.FileHelper.isURL (  
    string path ) [static]
```

Checks if the given path is an URL

Parameters

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

Returns

True if the given path is an URL

5.82.2.31 isWindowsPath()

```
static bool Crosstales.Common.Util.FileHelper.isWindowsPath (  
    string path ) [static]
```

Checks if the given path is from a Windows-device

Parameters

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

Returns

True if the given path is from a Windows-device

5.82.2.32 MoveDirectory()

```
static bool Crosstales.Common.Util.FileHelper.MoveDirectory (  
    string sourceDir,  
    string destDir ) [static]
```

Move a directory.

Parameters

<i>sourceDir</i>	Source directory path
<i>destDir</i>	Destination directory path

Returns

True if the operation was successful

5.82.2.33 MoveFile()

```
static bool Crosstales.Common.Util.FileHelper.MoveFile (  
    string sourceFile,  
    string destFile ) [static]
```

Move a file.

Parameters

<i>sourceFile</i>	Source file path
<i>destFile</i>	Destination file path

Returns

True if the operation was successful

5.82.2.34 MovePath()

```
static bool Crosstales.Common.Util.FileHelper.MovePath (  
    string sourceDir,  
    string destDir ) [static]
```

Move a directory.

Parameters

<i>sourceDir</i>	Source directory path
<i>destDir</i>	Destination directory path

Returns

True if the operation was successful

5.82.2.35 OpenFile()

```
static bool Crosstales.Common.Util.FileHelper.OpenFile (  
    string file ) [static]
```

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

Parameters

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

Returns

True if the operation was successful

5.82.2.36 PathHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.PathHasInvalidChars (
    string path ) [static]
```

Checks a given path for invalid characters

Parameters

<i>path</i>	Path to check for invalid characters
-------------	--------------------------------------

Returns

Returns true if the path contains invalid chars, otherwise it's false.

5.82.2.37 ReadAllBytes()

```
static byte [] Crosstales.Common.Util.FileHelper.ReadAllBytes (
    string sourceFile ) [static]
```

Reads the bytes of a file.

Parameters

<i>sourceFile</i>	Source file path
-------------------	------------------

Returns

Byte-content of the file

5.82.2.38 ReadAllLines()

```
static string [] Crosstales.Common.Util.FileHelper.ReadAllLines (
    string sourceFile,
    System.Text.Encoding encoding = null ) [static]
```

Reads all lines of text from a file.

Parameters

<i>sourceFile</i>	Source file path
<i>encoding</i>	Encoding of the text (optional, default: UTF8)

Returns

Array of text lines from the file

5.82.2.39 ReadAllText()

```
static string Crosstales.Common.Util.FileHelper.ReadAllText (
    string sourceFile,
    System.Text.Encoding encoding = null ) [static]
```

Reads the text of a file.

Parameters

<i>sourceFile</i>	Source file path
<i>encoding</i>	Encoding of the text (optional, default: UTF8)

Returns

Text-content of the file

5.82.2.40 RenameDirectory()

```
static string Crosstales.Common.Util.FileHelper.RenameDirectory (
    string path,
    string newName ) [static]
```

Renames a directory in a path.

Parameters

<i>path</i>	Path to the directory
<i>newName</i>	New name for the directory

Returns

New path of the directory

5.82.2.41 RenameFile()

```
static string Crosstales.Common.Util.FileHelper.RenameFile (  
    string path,  
    string newName ) [static]
```

Renames a file in a path.

Parameters

<i>path</i>	Path to the file
<i>newName</i>	New name for the file

Returns

New path of the file

5.82.2.42 ShowFile()

```
static bool Crosstales.Common.Util.FileHelper.ShowFile (  
    string file ) [static]
```

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

Returns

True if the operation was successful

5.82.2.43 ShowPath()

```
static bool Crosstales.Common.Util.FileHelper.ShowPath (  
    string path ) [static]
```

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

Returns

True if the operation was successful

5.82.2.44 ValidateFile()

```
static string Crosstales.Common.Util.FileHelper.ValidateFile (  
    string path,  
    bool removeInvalidChars = true ) [static]
```

Validates a given file.

Parameters

<i>path</i>	File to validate
<i>removeInvalidChars</i>	Removes invalid characters in the file name (optional, default: true)

Returns

Valid file path

5.82.2.45 ValidatePath()

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

Validates a given path and add missing slash.

Parameters

<i>path</i>	Path to validate
<i>addEndDelimiter</i>	Add delimiter at the end of the path (optional, default: true)
<i>preserveFile</i>	Preserves a given file in the path (optional, default: true)
<i>removeInvalidChars</i>	Removes invalid characters in the path name (optional default: true)

Returns

Valid path

5.82.2.46 WriteAllBytes()

```
static bool Crosstales.Common.Util.FileHelper.WriteAllBytes (
    string destFile,
    byte[] data ) [static]
```

Writes bytes to a file.

Parameters

<i>destFile</i>	Destination file path
<i>data</i>	Byte-content to write

Returns

True if the operation was successful

5.82.2.47 WriteAllLines()

```
static bool Crosstales.Common.Util.FileHelper.WriteAllLines (
    string destFile,
    string[] lines,
    System.Text.Encoding encoding = null ) [static]
```

Writes all lines of text to a file.

Parameters

<i>destFile</i>	Destination file path
<i>lines</i>	Array of text lines to write
<i>encoding</i>	Encoding of the text (optional, default: UTF8)

Returns

True if the operation was successful

5.82.2.48 WriteAllText()

```
static bool Crosstales.Common.Util.FileHelper.WriteAllText (
    string destFile,
    string text,
    System.Text.Encoding encoding = null ) [static]
```

Writes text to a file.

Parameters

<i>destFile</i>	Destination file path
<i>text</i>	Text-content to write
<i>encoding</i>	Encoding of the text (optional, default: UTF8)

Returns

True if the operation was successful

5.82.3 Member Data Documentation

5.82.3.1 ApplicationDataPath

```
string Crosstales.Common.Util.FileHelper.ApplicationDataPath => _applicationDataPath [static]
```

Returns the Unity application data path.

Returns

Unity application data path

5.82.3.2 ApplicationPersistentPath

```
string Crosstales.Common.Util.FileHelper.ApplicationPersistentPath => _applicationPersistent↔  
Path [static]
```

Returns the Unity application persistent path.

Returns

Unity application persistent path

5.82.3.3 ApplicationTempPath

```
string Crosstales.Common.Util.FileHelper.ApplicationTempPath => _applicationTempPath [static]
```

Returns the Unity application temporary path.

Returns

Unity application temporary path

5.82.3.4 TempFile

```
string Crosstales.Common.Util.FileHelper.TempFile => System.IO.Path.GetTempFileName() [static]
```

Returns a temporary file.

Returns

Temporary file

5.82.3.5 TempPath

```
string Crosstales.Common.Util.FileHelper.TempPath => System.IO.Path.GetTempPath() [static]
```

Returns the temporary directory path from the device.

Returns

Temporary directory path of the device

5.82.4 Property Documentation

5.82.4.1 StreamingAssetsPath

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

Returns the path to the the "Streaming Assets".

Returns

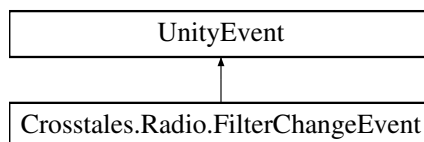
The path to the the "Streaming Assets".

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/FileHelper.cs

5.83 Crosstales.Radio.FilterChangeEvent Class Reference

Inheritance diagram for Crosstales.Radio.FilterChangeEvent:



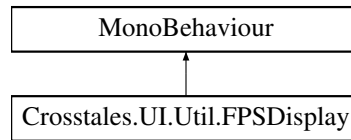
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.84 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



Public Attributes

- Text `FPS`
Text component to display the FPS.
- int `FrameUpdate` = 5
Update every set frame (default: 5).
- KeyCode `Key` = KeyCode.None

5.84.1 Detailed Description

Simple FPS-Counter.

5.84.2 Member Data Documentation

5.84.2.1 FPS

```
Text Crosstales.UI.Util.FPSDisplay.FPS
```

Text component to display the FPS.

5.84.2.2 FrameUpdate

```
int Crosstales.UI.Util.FPSDisplay.FrameUpdate = 5
```

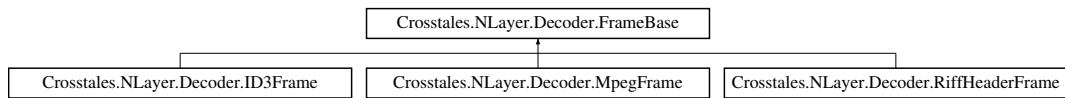
Update every set frame (default: 5).

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

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Util/FPSDisplay.cs`

5.85 Crosstales.NLayer.Decoder.FrameBase Class Reference

Inheritance diagram for Crosstales.NLayer.Decoder.FrameBase:



Protected Member Functions

- int **Read** (int offset, byte[] buffer)
- int **Read** (int offset, byte[] buffer, int index, int count)
- int **ReadByte** (int offset)
- abstract int **Validate** ()

Called to validate the frame header

5.85.1 Member Function Documentation

5.85.1.1 Validate()

```
abstract int Crosstales.NLayer.Decoder.FrameBase.Validate ( ) [protected], [pure virtual]
```

Called to validate the frame header

Returns

The length of the frame, or -1 if frame is invalid

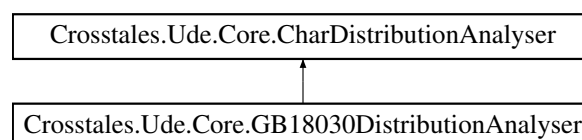
Implemented in [Crosstales.NLayer.Decoder.MpegFrame](#), [Crosstales.NLayer.Decoder.ID3Frame](#), and [Crosstales.NLayer.Decoder.RiffHeaderFrame](#)

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/FrameBase.cs

5.86 Crosstales.Ude.Core.GB18030DistributionAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.GB18030DistributionAnalyser:



Public Member Functions

- override int [GetOrder](#) (byte[] buf, int offset)
for GB2312 encoding, we are interested first byte range: 0xb0 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

Additional Inherited Members

5.86.1 Member Function Documentation

5.86.1.1 GetOrder()

```
override int Crosstales.Ude.Core.GB18030DistributionAnalyser.GetOrder (
    byte[] buf,
    int offset ) [virtual]
```

for GB2312 encoding, we are interested first byte range: 0xb0 – 0xfe second byte range: 0xa1 – 0xfe no validation needed here. State machine has done that

Returns

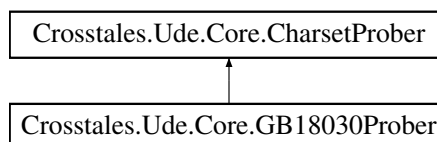
Implements [Crosstales.Ude.Core.CharDistributionAnalyser](#).

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Char↔DistributionAnalyser.cs

5.87 Crosstales.Ude.Core.GB18030Prober Class Reference

Inheritance diagram for Crosstales.Ude.Core.GB18030Prober:



Public Member Functions

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

Additional Inherited Members

5.87.1 Member Function Documentation

5.87.1.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.GB18030Prober.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
```

Feed data to the prober

Parameters

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

Returns

A ProbingState

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

5.87.1.2 Reset()

```
override void Crosstales.Ude.Core.GB18030Prober.Reset ( ) [virtual]
```

Reset prober state

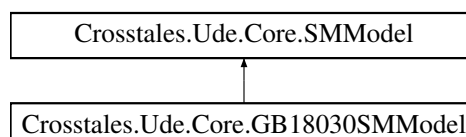
Implements [Crosstales.Ude.Core.CharsetProber](#).

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/G↔B18030Prober.cs

5.88 Crosstales.Ude.Core.GB18030SMMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.GB18030SMMModel:



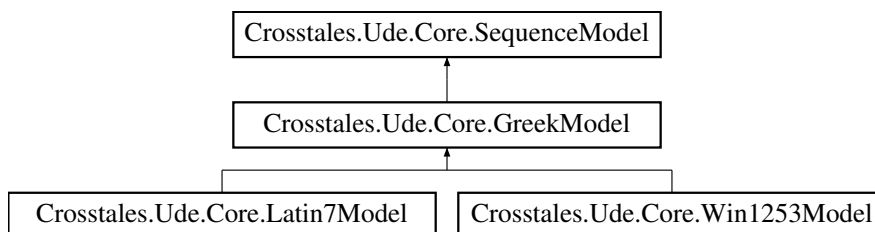
Additional Inherited Members

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/MB↔CSSM.cs

5.89 Crosstales.Ude.Core.GreekModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.GreekModel:



Public Member Functions

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

Additional Inherited Members

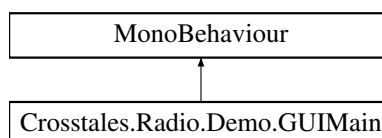
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔GreekModel.cs

5.90 Crosstales.Radio.Demo.GUIMain Class Reference

Main GUI for all demo scenes.

Inheritance diagram for Crosstales.Radio.Demo.GUIMain:



Public Member Functions

- void **FullscreenEnabled** (bool val)
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **PreviousScene** ()
- void **NextScene** ()
- void **Quit** ()

Public Attributes

- Text **Name**
- Text **Version**
- Text **Scene**
- GameObject **InternetNotAvailable**
- Text **DownloadSize**
- Text **ElapsedTotalTime**
- Toggle **FullscreenToggle**
- string **NamePreviousScene**
- string **NameNextScene**
- bool **NeverSleep** = true

5.90.1 Detailed Description

Main GUI for all demo scenes.

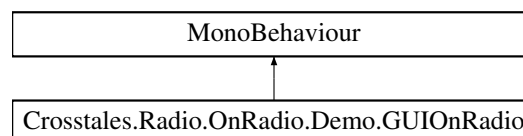
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/GUIMain.cs

5.91 Crosstales.Radio.OnRadio.Demo.GUIOnRadio Class Reference

GUI for [OnRadio](#).

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



Public Member Functions

- void **AddToProvider** ()
- void **Query** ()
- void **OpenUrl** ()
- void **OpenSpotifyUrl** ()
- void **OpenLyricsUrl** ()
- void **Rebuild** ()

Public Attributes

- [RadioPlayer Player](#)
'RadioPlayer' from the scene.
- [Crosstales.Radio.OnRadio.Service.BaseService Service](#)
'BaseService' from the scene.
- [Crosstales.Radio.Provider.RadioProviderUser Provider](#)
'Provider' from the scene.
- [GameObject ItemPrefab](#)
Prefab for the radio list.
- [bool QueryOnStart](#)
Query the service on start (default: false).
- [GameObject Target](#)
- [Scrollbar Scroll](#)
- [int ColumnCount](#) = 1
- [Vector2 SpaceWidth](#) = new Vector2(8, 8)
- [Vector2 SpaceHeight](#) = new Vector2(8, 8)
- [Color32 EvenColor](#) = new Color32(242, 236, 224, 128)
- [Color32 OddColor](#) = new Color32(128, 128, 128, 128)
- [Text ErrorText](#)
- [Text RecordInfo](#)
- [Text StationInfo](#)
- [Image SongIcon](#)
- [Image StationIcon](#)
- [GameObject QueryPanel](#)

5.91.1 Detailed Description

GUI for [OnRadio](#).

5.91.2 Member Data Documentation

5.91.2.1 ItemPrefab

`GameObject Crosstales.Radio.OnRadio.Demo.GUIOnRadio.ItemPrefab`

Prefab for the radio list.

5.91.2.2 Player

[RadioPlayer](#) `Crosstales.Radio.OnRadio.Demo.GUIOnRadio.Player`

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

5.91.2.3 Provider

`Crosstales.Radio.Provider.RadioProviderUser` `Crosstales.Radio.OnRadio.Demo.GUIOnRadio.Provider`

'Provider' from the scene.

5.91.2.4 QueryOnStart

`bool Crosstales.Radio.OnRadio.Demo.GUIOnRadio.QueryOnStart`

Query the service on start (default: false).

5.91.2.5 Service

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

'BaseService' from the scene.

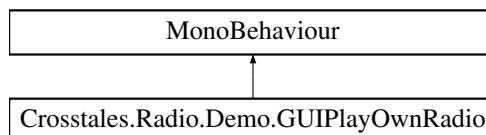
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Demos/↔ Scripts/GUIOnRadio.cs`

5.92 Crosstales.Radio.Demo.GUIPlayOwnRadio Class Reference

GUI for a very simple radio player.

Inheritance diagram for `Crosstales.Radio.Demo.GUIPlayOwnRadio`:



Public Member Functions

- void **AddToProvider** ()
- void **SetUrl** (string url)
- void **Play** ()
- void **Stop** ()
- void **OpenUrl** ()
- void **OpenSpotifyUrl** ()
- void **FormatDropdownChanged** (int index)

Public Attributes

- [RadioPlayer](#) **Player**
'RadioPlayer' from the scene.
- [Crosstales.Radio.Provider.RadioProviderUser](#) **Provider**
- `Color32` **PlayColor** = `new Color32(0, 255, 0, 64)`
The color for the Play-mode.
- `int` **Retries** = 3
How many times should the radio station restart after an error before giving up (default: 3).
- Button **PlayButton**
- Button **StopButton**
- Image **MainImage**
- Text **Station**
- Text **ElapsedTime**
- Text **ErrorText**
- Text **ElapsedRecordTime**
- Text **RecordTitle**
- Text **RecordArtist**
- Text **DownloadSizeStation**
- Text **ElapsedStationTime**
- Text **NextRecordTitle**
- Text **NextRecordArtist**
- Text **NextRecordDelay**
- `InputField` **Url**
- Text **NameValue**
- Text **GenresValue**
- Text **BitrateValue**

5.92.1 Detailed Description

GUI for a very simple radio player.

5.92.2 Member Data Documentation

5.92.2.1 PlayColor

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

The color for the Play-mode.

5.92.2.2 Player

```
RadioPlayer Crosstales.Radio.Demo.GUIPlayOwnRadio.Player
```

'RadioPlayer' from the scene.

5.92.2.3 Retries

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

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

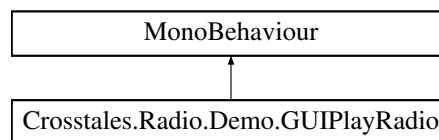
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/GUIPlayOwnRadio.cs

5.93 Crosstales.Radio.Demo.GUIPlayRadio Class Reference

GUI for a very simple radio player.

Inheritance diagram for Crosstales.Radio.Demo.GUIPlayRadio:



Public Member Functions

- void **OpenUrl** ()
- void **OpenSpotifyUrl** ()

Public Attributes

- [SimplePlayer Player](#)
'SimplePlayer' from the scene.
- Color32 [PlayColor](#) = new Color32(0, 255, 0, 64)
The color for the Play-mode.
- GameObject **PlayButton**
- GameObject **StopButton**
- Image **MainImage**
- Text **Station**
- Text **ElapsedTime**
- Text **ErrorText**
- Text **ElapsedRecordTime**
- Text **RecordTitle**
- Text **RecordArtist**
- Text **DownloadSizeStation**
- Text **ElapsedStationTime**
- Text **NextRecordTitle**
- Text **NextRecordArtist**
- Text **NextRecordDelay**

5.93.1 Detailed Description

GUI for a very simple radio player.

5.93.2 Member Data Documentation

5.93.2.1 PlayColor

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

The color for the Play-mode.

5.93.2.2 Player

```
SimplePlayer Crosstales.Radio.Demo.GUIPlayRadio.Player
```

'SimplePlayer' from the scene.

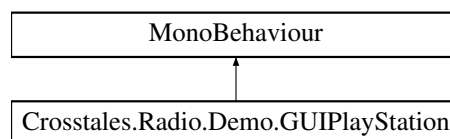
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/GUIPlayRadio.cs

5.94 Crosstales.Radio.Demo.GUIPlayStation Class Reference

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

Inheritance diagram for Crosstales.Radio.Demo.GUIPlayStation:



Public Member Functions

- void **OpenUrl** ()
- void **OpenSpotifyUrl** ()
- void **OpenLyricsUrl** ()
- void **FilterStations** (string filter)
- void **FilterNames** (string filter)
- void **FilterGenre** (string filter)
- void **FilterRatingMin** (string rating)
- void **FilterRatingMax** (string rating)

Public Attributes

- [SimplePlayer](#) **Player**
'SimplePlayer' from the scene.
- [Crosstales.Radio.OnRadio.Service.BaseService](#) **Service**
'BaseService' from the scene.
- `Color32` **PlayColor** = `new Color32(0, 255, 0, 64)`
The color for the Play-mode.
- `int` **RowLength** = 40
Limit row length for station info.
- `Button` **NextButton**
- `Button` **PreviousButton**
- `Button` **PlayButton**
- `Button` **StopButton**
- `Image` **MainImage**
- `Text` **Station**
- `Text` **ElapsedTime**
- `Text` **StationsNumberText**
- `Text` **ErrorText**
- `Text` **ElapsedRecordTime**
- `Text` **RecordTitle**
- `Text` **RecordArtist**
- `Text` **DownloadSizeStation**
- `Text` **ElapsedStationTime**
- `Text` **NextRecordTitle**
- `Text` **NextRecordArtist**
- `Text` **NextRecordDelay**
- `Text` **StationInfoDesc**
- `Text` **StationInfoArea**
- `Image` **StationIcon**
- `Image` **SongIcon**

5.94.1 Detailed Description

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

5.94.2 Member Data Documentation

5.94.2.1 PlayColor

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

The color for the Play-mode.

5.94.2.2 Player

`SimplePlayer` `Crosstales.Radio.Demo.GUIPlayStation.Player`

'SimplePlayer' from the scene.

5.94.2.3 RowLength

```
int Crosstales.Radio.Demo.GUIPlayStation.RowLength = 40
```

Limit row length for station info.

5.94.2.4 Service

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

'BaseService' from the scene.

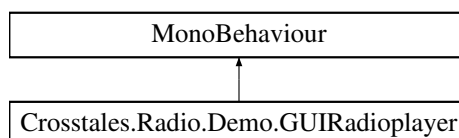
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/GUIPlayStation.cs`

5.95 Crosstales.Radio.Demo.GUIRadioplayer Class Reference

GUI for multiple radio players.

Inheritance diagram for `Crosstales.Radio.Demo.GUIRadioplayer`:



Public Member Functions

- void **Query** ()
- void **LimitChanged** (float value)
- void **FilterName** (string filter)
- void **FilterStation** (string filter)
- void **FilterUrl** (string filter)
- void **FilterBitrateMin** (string bitrate)
- void **FilterBitrateMax** (string bitrate)
- void **FilterGenre** (string filter)
- void **FilterRatingMin** (string rating)
- void **FilterRatingMax** (string rating)
- void **FilterFormat** (string filter)
- void **OrderByName** ()
- void **OrderByStation** ()
- void **OrderByUrl** ()
- void **OrderByFormat** ()
- void **OrderByBitrate** ()
- void **OrderByGenre** ()
- void **OrderByRating** ()

Public Attributes

- [RadioManager Manager](#)
'RadioManager' from the scene.
- [GameObject ItemPrefab](#)
Prefab for the radio list.
- [GameObject Target](#)
- [GameObject BuildingPanel](#)
- [Scrollbar Scroll](#)
- int **ColumnCount** = 1
- [Vector2 SpaceWidth](#) = new Vector2(8, 8)
- [Vector2 SpaceHeight](#) = new Vector2(8, 8)
- [Color32 EvenColor](#) = new Color32(242, 236, 224, 128)
- [Color32 OddColor](#) = new Color32(128, 128, 128, 128)
- [Text StationCounter](#)
- [Text LimitText](#)

5.95.1 Detailed Description

GUI for multiple radio players.

5.95.2 Member Data Documentation

5.95.2.1 ItemPrefab

`GameObject Crosstales.Radio.Demo.GUIRadioplayer.ItemPrefab`

Prefab for the radio list.

5.95.2.2 Manager

`RadioManager Crosstales.Radio.Demo.GUIRadioplayer.Manager`

'RadioManager' from the scene.

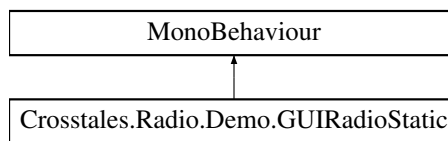
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/GUIRadioplayer.↔cs`

5.96 Crosstales.Radio.Demo.GUIRadioStatic Class Reference

GUI for a radio player.

Inheritance diagram for `Crosstales.Radio.Demo.GUIRadioStatic`:



Public Member Functions

- void **Play** ()
- void **Stop** ()
- void **OpenUrl** ()
- void **ChangeVolume** (float volume)
- void **RatingChanged** (string ratingString)
- void **OpenSpotifyUrl** ()

Public Attributes

- Color32 **PlayColor** = new Color32(0, 255, 0, 64)
The color for the Play-mode.
- int **Retries** = 3
How many times should the radio station restart after an error before giving up (default: 3).
- Text **Name**
- Text **Station**
- Text **Bitrate**
- Text **Genre**
- InputField **Rating**
- Text **SongTitle**
- Text **Elapsed**
- GameObject **PlayButton**
- GameObject **StopButton**
- Image **MainImage**
- Color32 **StopColor**

Properties

- [RadioPlayer Player](#) [get, set]
'RadioPlayer' from the scene.

5.96.1 Detailed Description

GUI for a radio player.

5.96.2 Member Data Documentation

5.96.2.1 PlayColor

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

The color for the Play-mode.

5.96.2.2 Retries

```
int Crosstales.Radio.Demo.GUIRadioStatic.Retries = 3
```

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

5.96.3 Property Documentation

5.96.3.1 Player

```
RadioPlayer Crosstales.Radio.Demo.GUIRadioStatic.Player [get], [set]
```

'RadioPlayer' from the scene.

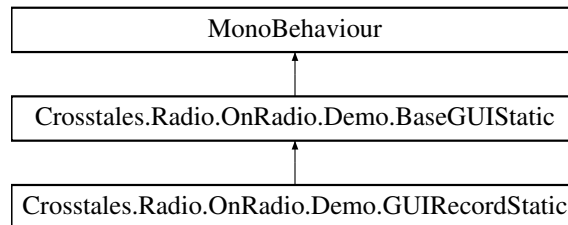
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/GUIRadio↔
Static.cs

5.97 Crosstales.Radio.OnRadio.Demo.GUIRecordStatic Class Reference

GUI for a record.

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



Protected Member Functions

- override void **onRecordChange** ([Crosstales.Radio.Model.RadioStation](#) station, [Crosstales.Radio.Model.RecordInfo](#) newrecord)

Properties

- override [Crosstales.Radio.OnRadio.Model.RecordInfoExt?](#) **Record** [get, set]

Additional Inherited Members

5.97.1 Detailed Description

GUI for a record.

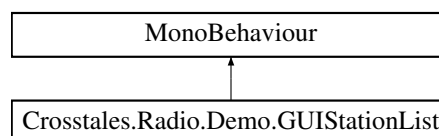
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Demos/← Scripts/GUIRecordStatic.cs

5.98 Crosstales.Radio.Demo.GUIStationList Class Reference

GUI for list of radio stations.

Inheritance diagram for Crosstales.Radio.Demo.GUIStationList:



Public Member Functions

- void **FilterNames** (string filter)
- void **LimitChanged** (float value)
- void **OpenUrl** ()
- void **OpenSpotifyUrl** ()
- void **OpenLyricsUrl** ()
- void **Rebuild** ()

Public Attributes

- [SimplePlayer Player](#)
'SimplePlayer' from the scene.
- [Crosstales.Radio.OnRadio.Service.BaseService Service](#)
'BaseService' from the scene.
- [GameObject ItemPrefab](#)
Prefab for the radio list.
- [GameObject Target](#)
- [Scrollbar Scroll](#)
- [int ColumnCount = 1](#)
- [Vector2 SpaceWidth = new Vector2\(8, 8\)](#)
- [Vector2 SpaceHeight = new Vector2\(8, 8\)](#)
- [Color32 EvenColor = new Color32\(242, 236, 224, 128\)](#)
- [Color32 OddColor = new Color32\(128, 128, 128, 128\)](#)
- [Text ErrorText](#)
- [Text RecordInfo](#)
- [Text StationInfo](#)
- [Text StationsNumberText](#)
- [Text LimitText](#)
- [Image SongIcon](#)
- [Image StationIcon](#)
- [GameObject QueryPanel](#)

5.98.1 Detailed Description

GUI for list of radio stations.

5.98.2 Member Data Documentation

5.98.2.1 ItemPrefab

`GameObject Crosstales.Radio.Demo.GUIStationList.ItemPrefab`

Prefab for the radio list.

5.98.2.2 Player

[SimplePlayer](#) `Crosstales.Radio.Demo.GUIStationList.Player`

'SimplePlayer' from the scene.

5.98.2.3 Service

[Crosstales.Radio.OnRadio.Service.BaseService](#) `Crosstales.Radio.Demo.GUIStationList.Service`

'BaseService' from the scene.

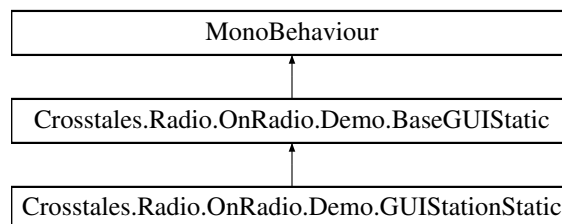
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/GUIStationList.cs`

5.99 Crosstales.Radio.OnRadio.Demo.GUIStationStatic Class Reference

GUI for a station.

Inheritance diagram for `Crosstales.Radio.OnRadio.Demo.GUIStationStatic`:



Protected Member Functions

- override void **onRecordChange** ([Crosstales.Radio.Model.RadioStation](#) station, [Crosstales.Radio.Model.RecordInfo](#) newrecord)

Properties

- override [Crosstales.Radio.OnRadio.Model.RecordInfoExt?](#) **Record** [get, set]

Additional Inherited Members

5.99.1 Detailed Description

GUI for a station.

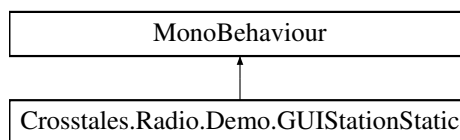
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Demos/← Scripts/GUIStationStatic.cs

5.100 Crosstales.Radio.Demo.GUIStationStatic Class Reference

GUI for a station.

Inheritance diagram for Crosstales.Radio.Demo.GUIStationStatic:



Public Member Functions

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

Public Attributes

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

Protected Member Functions

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

Protected Attributes

- string `uidQuery`

Properties

- [SimplePlayer](#) `Player` [get, set]
'SimplePlayer' from the scene.
- [Crosstales.Radio.Model.RadioStation?](#) `Station` [get, set]
'Station' of the player.
- int [Index](#) [get, set]
'Station' index of the player.

5.100.1 Detailed Description

GUI for a station.

5.100.2 Member Data Documentation

5.100.2.1 PlayColor

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

The color for the Play-mode.

5.100.2.2 Retries

```
int Crosstales.Radio.Demo.GUIStationStatic.Retries = 3
```

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

5.100.3 Property Documentation

5.100.3.1 Index

```
int Crosstales.Radio.Demo.GUIStationStatic.Index [get], [set]
```

'Station' index of the player.

5.100.3.2 Player

`SimplePlayer` `Crosstales.Radio.Demo.GUIStationStatic.Player` [get], [set]

'SimplePlayer' from the scene.

5.100.3.3 Station

`Crosstales.Radio.Model.RadioStation?` `Crosstales.Radio.Demo.GUIStationStatic.Station` [get], [set]

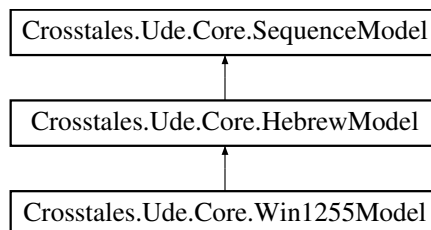
'Station' of the player.

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

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/GUIStationStatic.cs`

5.101 Crosstales.Ude.Core.HebrewModel Class Reference

Inheritance diagram for `Crosstales.Ude.Core.HebrewModel`:



Public Member Functions

- `HebrewModel` (`byte[]` `charToOrderMap`, `string` `name`)

Additional Inherited Members

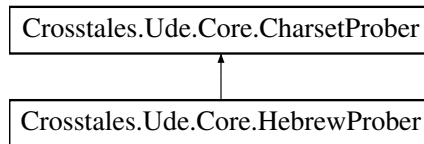
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/LangHebrewModel.cs`

5.102 Crosstales.Ude.Core.HebrewProber Class Reference

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

Inheritance diagram for Crosstales.Ude.Core.HebrewProber:



Public Member Functions

- void **SetModelProbers** ([CharsetProber](#) logical, [CharsetProber](#) visual)
- override ProbingState **HandleData** (byte[] buf, int offset, int len)
- override string **GetCharsetName** ()
- override void **Reset** ()
Reset prober state
- override ProbingState **GetState** ()
- override void **DumpStatus** ()
- override float **GetConfidence** ()

Static Protected Member Functions

- static bool **IsFinal** (byte b)
- static bool **IsNonFinal** (byte b)

Protected Attributes

- [CharsetProber](#) **logicalProber**
- int **finalCharLogicalScore**
- byte **prev**

Static Protected Attributes

- const string **VISUAL_HEBREW_NAME** = "ISO-8859-8"
- const string **LOGICAL_HEBREW_NAME** = "windows-1255"

5.102.1 Detailed Description

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

5.102.2 Member Function Documentation

5.102.2.1 HandleData()

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

Final letter analysis for logical-visual decision. Look for evidence that the received buffer is either logical Hebrew or visual Hebrew. The following cases are checked: 1) A word longer than 1 letter, ending with a final letter. This is an indication that the text is laid out "naturally" since the final letter really appears at the end. +1 for logical score. 2) A word longer than 1 letter, ending with a Non-Final letter. In normal Hebrew, words ending with Kaf, Mem, Nun, Pe or Tsadi, should not end with the Non-Final form of that letter. Exceptions to this rule are mentioned above in `isNonFinal()`. This is an indication that the text is laid out backwards. +1 for visual score 3) A word longer than 1 letter, starting with a final letter. Final letters should not appear at the beginning of a word. This is an indication that the text is laid out backwards. +1 for visual score.

The visual score and logical score are accumulated throughout the text and are finally checked against each other in `GetCharSetName()`. No checking for final letters in the middle of words is done since that case is not an indication for either Logical or Visual text.

The input buffer should not contain any white spaces that are not (') or any low-ascii punctuation marks.

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

5.102.2.2 Reset()

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

Reset prober state

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

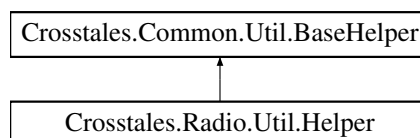
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/HebrewProber.cs ↔

5.103 Crosstales.Radio.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for `Crosstales.Radio.Util.Helper`:



Static Public Member Functions

- static bool [isSane](#) (ref [RadioStation](#) station)
Checks if the given RadioStation is sane.
- static void [SaveAsM3U](#) (string filePath, System.Collections.Generic.List< [RadioStation](#) > stations)
Save all stations as M3U file.
- static void [SaveAsPLS](#) (string filePath, System.Collections.Generic.List< [RadioStation](#) > stations)
Save all stations as PLS file.
- static void [SaveAsXSPF](#) (string filePath, System.Collections.Generic.List< [RadioStation](#) > stations)
Save all stations as PLS file.
- static [AudioFormat](#) [AudioFormatFromString](#) (string format)
Converts a string to an AudioFormat. If the format couldn't be determined, the method returns AudioFormat.MP3.
- static [AudioCodec](#) [AudioCodecFromString](#) (string codec)
Converts a string to an AudioCodec. If the codec couldn't be determined, the method returns AudioCodec.None.
- static [AudioCodec](#) [AudioCodecForAudioFormat](#) ([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](#) ([AudioFormat](#) format)
Checks if an AudioFormat is valid.
- static int [NearestBitrate](#) (int bitrate, [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, [AudioFormat](#) format)
Checks if a bitrate for an AudioFormat is valid.
- static bool [IsValidMP3Bitrate](#) (int bitrate)
Checks if the MP3 bitrate is valid.
- static bool [IsValidOGGBitrate](#) (int bitrate)
Checks if the OGG bitrate is valid.

Static Public Attributes

- static bool [isSupportedPlatform](#) => [!isWSAPlatform](#) && [!isWebPlatform](#)
Checks if the current platform is supported.

Additional Inherited Members

5.103.1 Detailed Description

Various helper functions.

5.103.2 Member Function Documentation

5.103.2.1 [AudioCodecForAudioFormat\(\)](#)

```
static AudioCodec Crosstales.Radio.Util.Helper.AudioCodecForAudioFormat (
    AudioFormat format ) [static]
```

Converts an [AudioFormat](#) to an [AudioCodec](#) for the current platform. If the codec couldn't be determined, the method returns [AudioCodec.None](#).

Parameters

<i>format</i>	AudioFormat to convert
---------------	------------------------

Returns

Converted AudioCodec.

5.103.2.2 AudioCodecFromString()

```
static 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.

5.103.2.3 AudioFormatFromString()

```
static 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.

5.103.2.4 isSane()

```
static bool Crosstales.Radio.Util.Helper.isSane (  
    ref RadioStation station ) [static]
```

Checks if the given RadioStation is sane.

Returns

True if the given RadioStation is sane.

5.103.2.5 isValidBitrate()

```
static bool Crosstales.Radio.Util.Helper.isValidBitrate (
    int bitrate,
    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.

5.103.2.6 isValidFormat()

```
static bool Crosstales.Radio.Util.Helper.isValidFormat (
    AudioFormat format ) [static]
```

Checks if an AudioFormat is valid.

Parameters

<i>format</i>	AudioFormat to check
---------------	----------------------

Returns

True if the AudioFormat is valid.

5.103.2.7 isValidMP3Bitrate()

```
static bool Crosstales.Radio.Util.Helper.isValidMP3Bitrate (
    int bitrate ) [static]
```

Checks if the MP3 bitrate is valid.

Parameters

<i>bitrate</i>	Bitrate to check
----------------	------------------

Returns

True if the MP3 bitrate is valid.

5.103.2.8 isValidOGGBitrate()

```
static bool Crosstales.Radio.Util.Helper.isValidOGGBitrate (  
    int bitrate ) [static]
```

Checks if the OGG bitrate is valid.

Parameters

<i>bitrate</i>	Bitrate to check
----------------	------------------

Returns

True if the OGG bitrate is valid.

5.103.2.9 NearestBitrate()

```
static int Crosstales.Radio.Util.Helper.NearestBitrate (  
    int bitrate,  
    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.

5.103.2.10 NearestMP3Bitrate()

```
static int Crosstales.Radio.Util.Helper.NearestMP3Bitrate (  
    int bitrate ) [static]
```

Returns the nearest bitrate for a given value and MP3.

Parameters

<i>bitrate</i>	Bitrate value as base value for the bitrate
----------------	---

Returns

The nearest bitrate for the given value and MP3.

5.103.2.11 NearestOGGBitrate()

```
static int Crosstales.Radio.Util.Helper.NearestOGGBitrate (  
    int bitrate ) [static]
```

Returns the nearest bitrate for a given value and OGG.

Parameters

<i>bitrate</i>	Bitrate value as base value for the bitrate
----------------	---

Returns

The nearest bitrate for the given value and OGG.

5.103.2.12 SaveAsM3U()

```
static void Crosstales.Radio.Util.Helper.SaveAsM3U (  
    string filePath,  
    System.Collections.Generic.List< RadioStation > stations ) [static]
```

Save all stations as M3U file.

Parameters

<i>filePath</i>	Path for the file
<i>stations</i>	Stations to save

5.103.2.13 SaveAsPLS()

```
static void Crosstales.Radio.Util.Helper.SaveAsPLS (
    string filePath,
    System.Collections.Generic.List< RadioStation > stations ) [static]
```

Save all stations as PLS file.

Parameters

<i>filePath</i>	Path for the file
<i>stations</i>	Stations to save

5.103.2.14 SaveAsXSPF()

```
static void Crosstales.Radio.Util.Helper.SaveAsXSPF (
    string filePath,
    System.Collections.Generic.List< RadioStation > stations ) [static]
```

Save all stations as PLS file.

Parameters

<i>filePath</i>	Path for the file
<i>stations</i>	Stations to save

5.103.3 Member Data Documentation

5.103.3.1 isSupportedPlatform

```
bool Crosstales.Radio.Util.Helper.isSupportedPlatform => !isWSAPlatform && !isWebPlatform
[static]
```

Checks if the current platform is supported.

Returns

True if the current platform is supported.

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Util/Helper.cs

5.104 Crosstales.Radio.OnRadio.Util.Helper Class Reference

Helper-class for [OnRadio](#).

Static Public Member Functions

- static string **getGenre** ([Crosstales.Radio.OnRadio.Model.Genre](#) genre)

5.104.1 Detailed Description

Helper-class for [OnRadio](#).

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Util/Helper.cs

5.105 Crosstales.NLayer.Decoder.Huffman Class Reference

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/Huffman.↔ cs

5.106 Crosstales.NVorbis.Huffman Class Reference

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Huffman.↔ cs

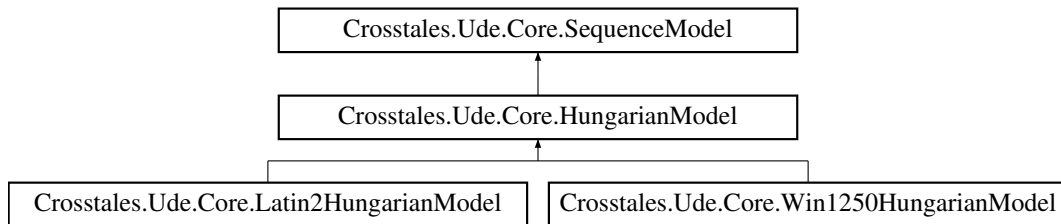
5.107 Crosstales.NVorbis.HuffmanListNode Class Reference

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Huffman.↔ cs

5.108 Crosstales.Ude.Core.HungarianModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.HungarianModel:



Public Member Functions

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

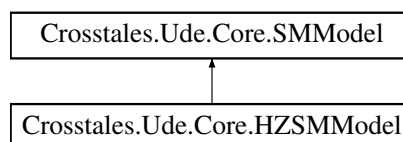
Additional Inherited Members

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔ HungarianModel.cs

5.109 Crosstales.Ude.Core.HZSMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.HZSMModel:



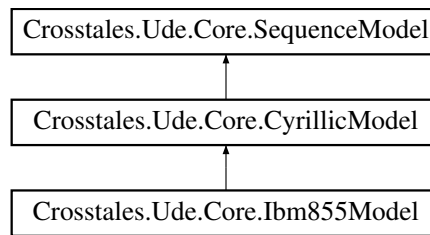
Additional Inherited Members

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Esc↔ SM.cs

5.110 Crosstales.Ude.Core.Ibm855Model Class Reference

Inheritance diagram for Crosstales.Ude.Core.Ibm855Model:



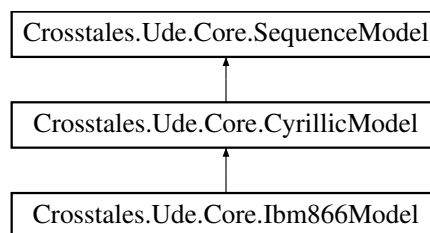
Additional Inherited Members

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔ CyrillicModel.cs

5.111 Crosstales.Ude.Core.Ibm866Model Class Reference

Inheritance diagram for Crosstales.Ude.Core.Ibm866Model:



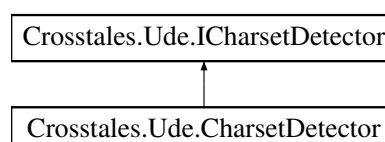
Additional Inherited Members

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔ CyrillicModel.cs

5.112 Crosstales.Ude.ICharsetDetector Interface Reference

Inheritance diagram for Crosstales.Ude.ICharsetDetector:



Public Member Functions

- void [Feed](#) (byte[] buf, int offset, int len)
Feed a block of bytes to the detector.
- void [Feed](#) (Stream stream)
Feed a bytes stream to the detector.
- void [Reset](#) ()
Resets the state of the detector.
- bool [IsDone](#) ()
Returns true if the detector has found a result and it is sure about it.
- void [DataEnd](#) ()
Tell the detector that there is no more data and it must take its decision.

Properties

- string [Charset](#) [get]
The detected charset. It can be null.
- float [Confidence](#) [get]
The confidence of the detected charset, if any

5.112.1 Member Function Documentation

5.112.1.1 DataEnd()

```
void Crosstales.Ude.ICharsetDetector.DataEnd ( )
```

Tell the detector that there is no more data and it must take its decision.

5.112.1.2 Feed() [1/2]

```
void Crosstales.Ude.ICharsetDetector.Feed (
    byte[] buf,
    int offset,
    int len )
```

Feed a block of bytes to the detector.

Parameters

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

5.112.1.3 Feed() [2/2]

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

Feed a bytes stream to the detector.

Parameters

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

Implemented in [Crosstales.Ude.CharsetDetector](#).

5.112.1.4 IsDone()

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

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

Returns

true if the detector has detected the encoding

Implemented in [Crosstales.Ude.CharsetDetector](#).

5.112.1.5 Reset()

```
void Crosstales.Ude.ICharsetDetector.Reset ( )
```

Resets the state of the detector.

Implemented in [Crosstales.Ude.CharsetDetector](#).

5.112.2 Property Documentation

5.112.2.1 Charset

```
string Crosstales.Ude.IContainerReader.Charset [get]
```

The detected charset. It can be null.

5.112.2.2 Confidence

```
float Crosstales.Ude.IContainerReader.Confidence [get]
```

The confidence of the detected charset, if any

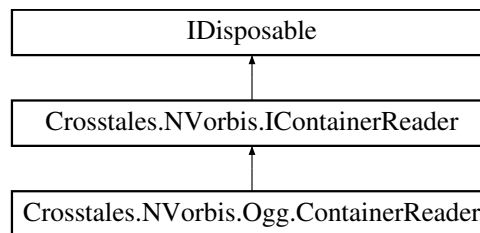
The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/.IContainerReader.cs

5.113 Crosstales.NVorbis.IContainerReader Interface Reference

Provides a interface for a Vorbis logical stream container.

Inheritance diagram for Crosstales.NVorbis.IContainerReader:



Public Member Functions

- bool [Init](#) ()
Initializes the container and finds the first stream.
- bool [FindNextStream](#) ()
Finds the next new stream in the container.
- int [GetTotalPageCount](#) ()
Retrieves the total number of pages in the container.

Properties

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

Events

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

5.113.1 Detailed Description

Provides a interface for a Vorbis logical stream container.

5.113.2 Member Function Documentation

5.113.2.1 FindNextStream()

```
bool Crosstales.NVorbis.IContainerReader.FindNextStream ( )
```

Finds the next new stream in the container.

Returns

True if a new stream was found, otherwise False.

Exceptions

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

Implemented in [Crosstales.NVorbis.Ogg.ContainerReader](#).

5.113.2.2 GetTotalPageCount()

```
int Crosstales.NVorbis.IContainerReader.GetTotalPageCount ( )
```

Retrieves the total number of pages in the container.

Returns

The total number of pages.

Exceptions

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

Implemented in [Crosstales.NVorbis.Ogg.ContainerReader](#).

5.113.2.3 Init()

```
bool Crosstales.NVorbis.IContainerReader.Init ( )
```

Initializes the container and finds the first stream.

Returns

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

Implemented in [Crosstales.NVorbis.Ogg.ContainerReader](#).

5.113.3 Property Documentation

5.113.3.1 CanSeek

```
bool Crosstales.NVorbis.IContainerReader.CanSeek [get]
```

Gets whether the container supports seeking.

5.113.3.2 PagesRead

```
int Crosstales.NVorbis.IContainerReader.PagesRead [get]
```

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

5.113.3.3 StreamSerials

```
int [] Crosstales.NVorbis.IContainerReader.StreamSerials [get]
```

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

5.113.3.4 WasteBits

```
long Crosstales.NVorbis.IContainerReader.WasteBits [get]
```

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

5.113.4 Event Documentation

5.113.4.1 NewStream

EventHandler<NewStreamEventArgs> Crosstales.NVorbis.IContainerReader.NewStream

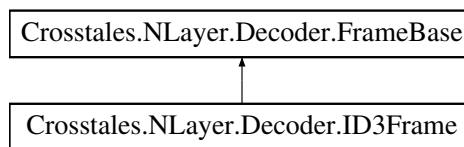
Event raised when a new logical stream is found in the container.

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

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/IContainerReader.cs

5.114 Crosstales.NLayer.Decoder.ID3Frame Class Reference

Inheritance diagram for Crosstales.NLayer.Decoder.ID3Frame:



Protected Member Functions

- override int [Validate](#) ()
Called to validate the frame header

5.114.1 Member Function Documentation

5.114.1.1 Validate()

```
override int Crosstales.NLayer.Decoder.ID3Frame.Validate ( ) [protected], [virtual]
```

Called to validate the frame header

Returns

The length of the frame, or -1 if frame is invalid

Implements [Crosstales.NLayer.Decoder.FrameBase](#).

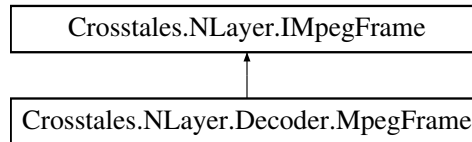
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/ID3Frame.cs

5.115 Crosstales.NLayer.IMpegFrame Interface Reference

Defines a standard way of representing a MPEG frame to the decoder

Inheritance diagram for Crosstales.NLayer.IMpegFrame:



Public Member Functions

- void [Reset](#) ()
Resets the bit reader so frames can be reused
- int [ReadBits](#) (int bitCount)
Provides sequential access to the bitstream in the frame (after the header and optional CRC)

Properties

- int [SampleRate](#) [get]
Sample rate of this frame
- int [SampleRateIndex](#) [get]
The samplerate index (directly from the header)
- int [FrameLength](#) [get]
Frame length in bytes
- int [BitRate](#) [get]
Bit Rate
- MpegVersion [Version](#) [get]
MPEG Version
- MpegLayer [Layer](#) [get]
MPEG Layer
- MpegChannelMode [ChannelMode](#) [get]
Channel Mode
- int [ChannelModeExtension](#) [get]
The number of samples in this frame
- int [SampleCount](#) [get]
The channel extension bits
- int [BitRateIndex](#) [get]
The bitrate index (directly from the header)
- bool [IsCopyrighted](#) [get]
Whether the Copyright bit is set
- bool [HasCrc](#) [get]
Whether a CRC is present
- bool [IsCorrupted](#) [get]
Whether the CRC check failed (use error concealment strategy)

5.115.1 Detailed Description

Defines a standard way of representing a MPEG frame to the decoder

5.115.2 Member Function Documentation

5.115.2.1 ReadBits()

```
int Crosstales.NLayer.IMpegFrame.ReadBits (  
    int bitCount )
```

Provides sequential access to the bitstream in the frame (after the header and optional CRC)

Parameters

<i>bitCount</i>	The number of bits to read
-----------------	----------------------------

Returns

-1 if the end of the frame has been encountered, otherwise the bits requested

Implemented in [Crosstales.NLayer.Decoder.MpegFrame](#).

5.115.2.2 Reset()

```
void Crosstales.NLayer.IMpegFrame.Reset ( )
```

Resets the bit reader so frames can be reused

Implemented in [Crosstales.NLayer.Decoder.MpegFrame](#).

5.115.3 Property Documentation

5.115.3.1 BitRate

```
int Crosstales.NLayer.IMpegFrame.BitRate [get]
```

Bit Rate

5.115.3.2 BitRateIndex

```
int Crosstales.NLayer.IMpegFrame.BitRateIndex [get]
```

The bitrate index (directly from the header)

5.115.3.3 ChannelMode

```
MpegChannelMode Crosstales.NLayer.IMpegFrame.ChannelMode [get]
```

Channel Mode

5.115.3.4 ChannelModeExtension

```
int Crosstales.NLayer.IMpegFrame.ChannelModeExtension [get]
```

The number of samples in this frame

5.115.3.5 FrameLength

```
int Crosstales.NLayer.IMpegFrame.FrameLength [get]
```

Frame length in bytes

5.115.3.6 HasCrc

```
bool Crosstales.NLayer.IMpegFrame.HasCrc [get]
```

Whether a CRC is present

5.115.3.7 IsCopyrighted

```
bool Crosstales.NLayer.IMpegFrame.IsCopyrighted [get]
```

Whether the Copyright bit is set

5.115.3.8 IsCorrupted

```
bool Crosstales.NLayer.IMpegFrame.IsCorrupted [get]
```

Whether the CRC check failed (use error concealment strategy)

5.115.3.9 Layer

```
MpegLayer Crosstales.NLayer.IMpegFrame.Layer [get]
```

MPEG Layer

5.115.3.10 SampleCount

```
int Crosstales.NLayer.IMpegFrame.SampleCount [get]
```

The channel extension bits

5.115.3.11 SampleRate

```
int Crosstales.NLayer.IMpegFrame.SampleRate [get]
```

Sample rate of this frame

5.115.3.12 SampleRateIndex

```
int Crosstales.NLayer.IMpegFrame.SampleRateIndex [get]
```

The samplerate index (directly from the header)

5.115.3.13 Version

```
MpegVersion Crosstales.NLayer.IMpegFrame.Version [get]
```

MPEG Version

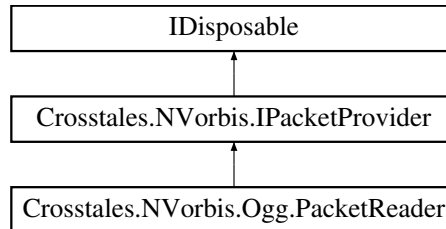
The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/IMpeg↔
Frame.cs

5.116 Crosstales.NVorbis.IPacketProvider Interface Reference

Provides packets on-demand for the Vorbis stream decoder.

Inheritance diagram for Crosstales.NVorbis.IPacketProvider:



Public Member Functions

- int [GetTotalPageCount](#) ()
Retrieves the total number of pages (or frames) this stream uses.
- [DataPacket GetNextPacket](#) ()
Retrieves the next packet in the stream.
- [DataPacket PeekNextPacket](#) ()
Retrieves the next packet in the stream but does not advance to the following packet.
- [DataPacket GetPacket](#) (int packetIndex)
Retrieves the packet specified from the stream.
- long [GetGranuleCount](#) ()
Retrieves the total number of granules in this Vorbis stream.
- [DataPacket FindPacket](#) (long granulePos, Func< [DataPacket](#), [DataPacket](#), int > packetGranuleCount↔ Callback)
Finds the packet index to the granule position specified in the current stream.
- void [SeekToPacket](#) ([DataPacket](#) packet, int preRoll)
Sets the next packet to be returned, applying a pre-roll as necessary.

Properties

- int [StreamSerial](#) [get]
Gets the serial number associated with this stream.
- bool [CanSeek](#) [get]
Gets whether seeking is supported on this stream.
- long [ContainerBits](#) [get]
Gets the number of bits of overhead in this stream's container.

Events

- EventHandler< [ParameterChangeEventArgs](#) > [ParameterChange](#)
Occurs when the stream is about to change parameters.

5.116.1 Detailed Description

Provides packets on-demand for the Vorbis stream decoder.

5.116.2 Member Function Documentation

5.116.2.1 FindPacket()

```
DataPacket Crosstales.NVorbis.IPacketProvider.FindPacket (
    long granulePos,
    Func< DataPacket, DataPacket, int > packetGranuleCountCallback )
```

Finds the packet index to the granule position specified in the current stream.

Parameters

<i>granulePos</i>	The granule position to seek to.
<i>packetGranuleCountCallback</i>	A callback method that takes the current and previous packets and returns the number of granules in the current packet.

Returns

The index of the packet that includes the specified granule position or -1 if none found.

Exceptions

<i>ArgumentOutOfRangeException</i>	<i>granulePos</i> is less than 0 or is after the last granule.
------------------------------------	--

Implemented in [Crosstales.NVorbis.Ogg.PacketReader](#).

5.116.2.2 GetGranuleCount()

```
long Crosstales.NVorbis.IPacketProvider.GetGranuleCount ( )
```

Retrieves the total number of granules in this Vorbis stream.

Returns

The number of samples

Exceptions

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

Implemented in [Crosstales.NVorbis.Ogg.PacketReader](#).

5.116.2.3 GetNextPacket()

`DataPacket` `Crosstales.NVorbis.IPacketProvider.GetNextPacket ()`

Retrieves the next packet in the stream.

Returns

The next packet in the stream or `null` if no more packets.

Implemented in [Crosstales.NVorbis.Ogg.PacketReader](#).

5.116.2.4 GetPacket()

`DataPacket` `Crosstales.NVorbis.IPacketProvider.GetPacket (`
`int packetIndex)`

Retrieves the packet specified from the stream.

Parameters

<code>packetIndex</code>	The index of the packet to retrieve.
--------------------------	--------------------------------------

Returns

The specified packet.

Exceptions

<code>ArgumentOutOfRangeException</code>	<code>packetIndex</code> is less than 0 or past the end of the stream.
<code>InvalidOperationException</code>	<code>CanSeek</code> is <code>False</code> .

Implemented in [Crosstales.NVorbis.Ogg.PacketReader](#).

5.116.2.5 GetTotalPageCount()

`int` `Crosstales.NVorbis.IPacketProvider.GetTotalPageCount ()`

Retrieves the total number of pages (or frames) this stream uses.

Returns

The page count.

Exceptions

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

Implemented in [Crosstales.NVorbis.Ogg.PacketReader](#).

5.116.2.6 PeekNextPacket()

```
DataPacket Crosstales.NVorbis.IPacketProvider.PeekNextPacket ( )
```

Retrieves the next packet in the stream but does not advance to the following packet.

Returns

The next packet in the stream or `null` if no more packets.

Implemented in [Crosstales.NVorbis.Ogg.PacketReader](#).

5.116.2.7 SeekToPacket()

```
void Crosstales.NVorbis.IPacketProvider.SeekToPacket (
    DataPacket packet,
    int preRoll )
```

Sets the next packet to be returned, applying a pre-roll as necessary.

Parameters

<i>packet</i>	The packet to key from.
<i>preRoll</i>	The number of packets to return before the indicated packet.

Implemented in [Crosstales.NVorbis.Ogg.PacketReader](#).

5.116.3 Property Documentation**5.116.3.1 CanSeek**

```
bool Crosstales.NVorbis.IPacketProvider.CanSeek [get]
```

Gets whether seeking is supported on this stream.

5.116.3.2 ContainerBits

```
long Crosstales.NVorbis.IPacketProvider.ContainerBits [get]
```

Gets the number of bits of overhead in this stream's container.

5.116.3.3 StreamSerial

```
int Crosstales.NVorbis.IPacketProvider.StreamSerial [get]
```

Gets the serial number associated with this stream.

5.116.4 Event Documentation

5.116.4.1 ParameterChange

```
EventHandler<ParameterChangeEventArgs> Crosstales.NVorbis.IPacketProvider.ParameterChange
```

Occurs when the stream is about to change parameters.

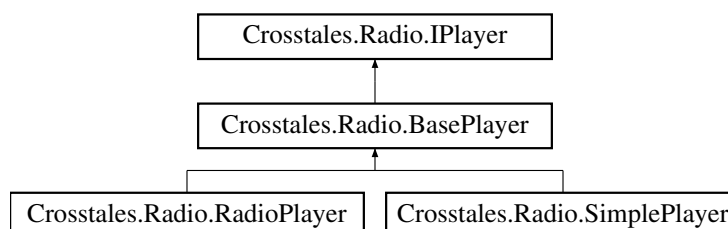
The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/IPacketProvider.cs

5.117 Crosstales.Radio.IPlayer Interface Reference

Interface for all players.

Inheritance diagram for Crosstales.Radio.IPlayer:



Public Member Functions

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

Properties

- [RadioStation Station](#) [get, set]
Current RadioStation of this player.
- bool [HandleFocus](#) [get, set]
Starts and stops the [RadioPlayer](#) depending on the focus and running state.
- int [CacheStreamSize](#) [get, set]
Size of the cache stream in bytes.
- bool [LegacyMode](#) [get, set]
Enable or disable legacy mode. Legacy mode disables all record information, but is more stable.
- bool [CaptureDataStream](#) [get, set]
Capture the encoded PCM-stream from this player.
- bool [SkipPreBuffering](#) [get, set]
Enable or disable skipping of the pre-buffering. Skip pre-buffering allows for faster playback, but is less resilient.
- AudioSource [Source](#) [get]
Returns the AudioSource of for this player.
- [AudioCodec Codec](#) [get]
Returns the codec of for this player.
- float [PlayTime](#) [get]
Returns the current playtime of this player.
- float [BufferProgress](#) [get]
Returns the current buffer progress in percent.
- bool [isBuffering](#) [get]
Is this player buffering?
- long [CurrentBufferSize](#) [get]
Returns the size of the current buffer in bytes.
- bool [isPlayback](#) [get]
Is this player in playback-mode?
- bool [isAudioPlaying](#) [get]
Is this player playing audio?
- float [RecordPlayTime](#) [get]
Returns the playtime of the current audio record.
- [RecordInfo RecordInfo](#) [get]

- Returns the information about the current audio record.*
- [RecordInfo](#) [NextRecordInfo](#) [get]
Returns the information about the next audio record. This information is updated a few seconds before a new record starts.
 - float [NextRecordDelay](#) [get]
Returns the current delay in seconds until the next audio record starts.
 - long [CurrentDownloadSpeed](#) [get]
Returns the current download speed in Bytes per second.
 - [Crosstales.Common.Util.MemoryCacheStream](#) [DataStream](#) [get]
Returns the encoded PCM-stream from this player.
 - int [Channels](#) [get]
Current audio channels of the current station.
 - int [SampleRate](#) [get]
Current audio sample rate of the current station.
 - float [Volume](#) [get, set]
Current volume of this player.
 - float [Pitch](#) [get, set]
Current pitch of this player.
 - float [StereoPan](#) [get, set]
Current stereo pan of this player.
 - bool [isMuted](#) [get, set]
Is this player muted?

5.117.1 Detailed Description

Interface for all players.

5.117.2 Member Function Documentation

5.117.2.1 Mute()

```
void Crosstales.Radio.IPlayer.Mute ( )
```

Mute the playback of the record.

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

5.117.2.2 MuteOrUnMute()

```
void Crosstales.Radio.IPlayer.MuteOrUnMute ( )
```

Mute or unmute the playback of the record.

Implemented in [Crosstales.Radio.BasePlayer](#).

5.117.2.3 Play()

```
void Crosstales.Radio.IPlayer.Play ( )
```

Plays the radio-station.

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

5.117.2.4 PlayOrStop()

```
void Crosstales.Radio.IPlayer.PlayOrStop ( )
```

Plays or stops the radio-station.

Implemented in [Crosstales.Radio.BasePlayer](#).

5.117.2.5 Restart()

```
void Crosstales.Radio.IPlayer.Restart (
    float invokeDelay = Crosstales.Radio.Util.Constants.INVOKE\_DELAY )
```

Restarts the playback of the radio-station.

Parameters

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

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

5.117.2.6 Stop()

```
void Crosstales.Radio.IPlayer.Stop ( )
```

Stops the playback of the radio-station.

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

5.117.2.7 UnMute()

```
void Crosstales.Radio.IPlayer.UnMute ( )
```

Unmute the playback of the record.

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

5.117.3 Property Documentation

5.117.3.1 BufferProgress

```
float Crosstales.Radio.IPlayer.BufferProgress [get]
```

Returns the current buffer progress in percent.

Returns

The current buffer progress in percent.

5.117.3.2 CacheStreamSize

```
int Crosstales.Radio.IPlayer.CacheStreamSize [get], [set]
```

Size of the cache stream in bytes.

5.117.3.3 CaptureDataStream

```
bool Crosstales.Radio.IPlayer.CaptureDataStream [get], [set]
```

Capture the encoded PCM-stream from this player.

5.117.3.4 Channels

```
int Crosstales.Radio.IPlayer.Channels [get]
```

Current audio channels of the current station.

5.117.3.5 Codec

```
AudioCodec Crosstales.Radio.IPlayer.Codec [get]
```

Returns the codec of for this player.

Returns

The codec for this player.

5.117.3.6 CurrentBufferSize

```
long Crosstales.Radio.IPlayer.CurrentBufferSize [get]
```

Returns the size of the current buffer in bytes.

Returns

Size of the current buffer in bytes.

5.117.3.7 CurrentDownloadSpeed

```
long Crosstales.Radio.IPlayer.CurrentDownloadSpeed [get]
```

Returns the current download speed in Bytes per second.

Returns

Current download speed in Bytes per second.

5.117.3.8 DataStream

```
Crosstales.Common.Util.MemoryCacheStream Crosstales.Radio.IPlayer.DataStream [get]
```

Returns the encoded PCM-stream from this player.

Returns

Encoded PCM-stream from this player.

5.117.3.9 HandleFocus

```
bool Crosstales.Radio.IPlayer.HandleFocus [get], [set]
```

Starts and stops the [RadioPlayer](#) depending on the focus and running state.

5.117.3.10 isAudioPlaying

```
bool Crosstales.Radio.IPlayer.isAudioPlaying [get]
```

Is this player playing audio?

Returns

True if this player is playing audio.

5.117.3.11 isBuffering

```
bool Crosstales.Radio.IPlayer.isBuffering [get]
```

Is this player buffering?

Returns

True if this player is buffering.

5.117.3.12 isMuted

```
bool Crosstales.Radio.IPlayer.isMuted [get], [set]
```

Is this player muted?

5.117.3.13 isPlayback

```
bool Crosstales.Radio.IPlayer.isPlayback [get]
```

Is this player in playback-mode?

Returns

True if this player is in playback-mode.

5.117.3.14 LegacyMode

```
bool Crosstales.Radio.IPlayer.LegacyMode [get], [set]
```

Enable or disable legacy mode. Legacy mode disables all record information, but is more stable.

5.117.3.15 NextRecordDelay

```
float Crosstales.Radio.IPlayer.NextRecordDelay [get]
```

Returns the current delay in seconds until the next audio record starts.

Returns

Current delay in seconds until the next audio record starts.

5.117.3.16 NextRecordInfo

```
RecordInfo Crosstales.Radio.IPlayer.NextRecordInfo [get]
```

Returns the information about the next audio record. This information is updated a few seconds before a new record starts.

Returns

Information about the next audio record.

5.117.3.17 Pitch

```
float Crosstales.Radio.IPlayer.Pitch [get], [set]
```

Current pitch of this player.

5.117.3.18 PlayTime

```
float Crosstales.Radio.IPlayer.PlayTime [get]
```

Returns the current playtime of this player.

Returns

The current playtime of this player.

5.117.3.19 RecordInfo

`RecordInfo` Crosstales.Radio.IPlayer.RecordInfo [get]

Returns the information about the current audio record.

Returns

Information about the current audio record.

5.117.3.20 RecordPlayTime

`float` Crosstales.Radio.IPlayer.RecordPlayTime [get]

Returns the playtime of the current audio record.

Returns

Playtime of the current audio record.

5.117.3.21 SampleRate

`int` Crosstales.Radio.IPlayer.SampleRate [get]

Current audio sample rate of the current station.

5.117.3.22 SkipPreBuffering

`bool` Crosstales.Radio.IPlayer.SkipPreBuffering [get], [set]

Enable or disable skipping of the pre-buffering. Skip pre-buffering allows for faster playback, but is less resilient.

5.117.3.23 Source

`AudioSource` Crosstales.Radio.IPlayer.Source [get]

Returns the AudioSource of for this player.

Returns

The AudioSource for this player.

5.117.3.24 Station

`RadioStation` Crosstales.Radio.IPlayer.Station [get], [set]

Current RadioStation of this player.

5.117.3.25 StereoPan

`float` Crosstales.Radio.IPlayer.StereoPan [get], [set]

Current stereo pan of this player.

5.117.3.26 Volume

`float` Crosstales.Radio.IPlayer.Volume [get], [set]

Current volume of this player.

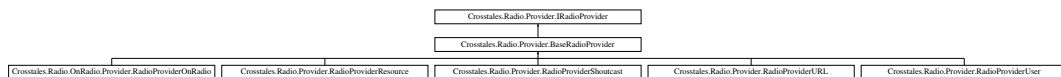
The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/IPlayer.cs

5.118 Crosstales.Radio.Provider.IRadioProvider Interface Reference

Interface for all radio providers.

Inheritance diagram for Crosstales.Radio.Provider.IRadioProvider:



Public Member Functions

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

Properties

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

5.118.1 Detailed Description

Interface for all radio providers.

5.118.2 Member Function Documentation

5.118.2.1 Load()

```
void Crosstales.Radio.Provider.IRadioProvider.Load ( )
```

Loads all stations from this provider.

Implemented in [Crosstales.Radio.Provider.BaseRadioProvider](#), and [Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio](#).

5.118.2.2 Save()

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

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

Parameters

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

Implemented in [Crosstales.Radio.Provider.BaseRadioProvider](#).

5.118.3 Property Documentation

5.118.3.1 isReady

```
bool Crosstales.Radio.Provider.IRadioProvider.isReady [get]
```

Is this provider ready (= data loaded)?

Returns

True if this provider is ready.

5.118.3.2 RadioEntries

```
System.Collections.Generic.List<BaseRadioEntry> Crosstales.Radio.Provider.IRadioProvider.↔  
RadioEntries [get]
```

Returns the list of all RadioEntry.

Returns

>List of all RadioEntry.

5.118.3.3 Stations

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Provider.IRadioProvider.↔  
Stations [get]
```

Returns the list of all loaded RadioStation.

Returns

List of all loaded RadioStation.

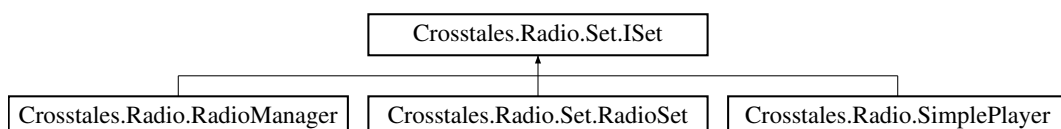
The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Provider/IRadio↔
Provider.cs

5.119 Crosstales.Radio.Set.ISet Interface Reference

Interface for all sets.

Inheritance diagram for Crosstales.Radio.Set.ISet:



Public Member Functions

- void [Load](#) ()
Loads all stations from this set (via providers).
- void [Save](#) (string path, [RadioFilter](#) filter=null)
Saves all stations from this set as text-file with streams.
- System.Collections.Generic.List< [RadioStation](#) > [GetStations](#) (bool random=false, [RadioFilter](#) filter=null)
Get all RadioStation for a given RadioFilter.
- int [CountStations](#) ([RadioFilter](#) filter=null)
Count all RadioStation for a given RadioFilter.
- [RadioStation](#) [StationFromIndex](#) (bool random=false, int index=-1, [RadioFilter](#) filter=null)
Radio station from a given index (normal/random) from this set.
- [RadioStation](#) [StationFromHashCode](#) (int hashCode)
Radio station from a hashcode from this set.
- [RadioStation](#) [NextStation](#) (bool random=false, [RadioFilter](#) filter=null)
Next (normal/random) radio station from this set.
- [RadioStation](#) [PreviousStation](#) (bool random=false, [RadioFilter](#) filter=null)
Previous (normal/random) radio station from this set.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByName](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by name.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByURL](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by URL.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByFormat](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by audio format.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByStation](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by station.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByBitrate](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by bitrate.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByGenres](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by genres.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByCities](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by cities.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByCountries](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by countries.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByLanguages](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by languages.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByRating](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by rating.
- void [RandomizeStations](#) (bool resetIndex=true)
Randomize all radio stations.

Properties

- System.Collections.Generic.List< [RadioStation](#) > [Stations](#) [get]
List of all loaded RadioStation from all providers.
- System.Collections.Generic.List< [RadioStation](#) > [RandomStations](#) [get]
Returns the list of all randomized RadioStation from this set.
- bool [isReady](#) [get]
Are all providers of this set ready (= data loaded)?
- int [CurrentStationIndex](#) [get, set]
Current station index.
- int [CurrentRandomStationIndex](#) [get, set]
Current random station index.

5.119.1 Detailed Description

Interface for all sets.

5.119.2 Member Function Documentation

5.119.2.1 CountStations()

```
int Crosstales.Radio.Set.ISet.CountStations (
    RadioFilter filter = null )
```

Count all RadioStation for a given RadioFilter.

Parameters

<i>filter</i>	Filter for the radio stations (default: null, optional)
---------------	---

Returns

Number of all RadioStation for a given RadioFilter.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.119.2.2 GetStations()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.GetStations (
    bool random = false,
    RadioFilter filter = null )
```

Get all RadioStation for a given RadioFilter.

Parameters

<i>random</i>	Return random RadioStation (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All RadioStation for a given RadioFilter.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.119.2.3 Load()

```
void Crosstales.Radio.Set.ISet.Load ( )
```

Loads all stations from this set (via providers).

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.119.2.4 NextStation()

```
RadioStation Crosstales.Radio.Set.ISet.NextStation (
    bool random = false,
    RadioFilter filter = null )
```

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

Parameters

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

Returns

Next radio station.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.119.2.5 PreviousStation()

```
RadioStation Crosstales.Radio.Set.ISet.PreviousStation (
    bool random = false,
    RadioFilter filter = null )
```

Previous (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Previous radio station.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.119.2.6 RandomizeStations()

```
void Crosstales.Radio.Set.ISet.RandomizeStations (
    bool resetIndex = true )
```

Randomize all radio stations.

Parameters

<i>resetIndex</i>	Reset the index of the random radio stations (default: true, optional)
-------------------	--

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.119.2.7 Save()

```
void Crosstales.Radio.Set.ISet.Save (
    string path,
    RadioFilter filter = null )
```

Saves all stations from this set as text-file with streams.

Parameters

<i>path</i>	Path to the text-file.
<i>filter</i>	Filter for the radio stations (default: null, optional)

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.119.2.8 StationFromHashCode()

```
RadioStation Crosstales.Radio.Set.ISet.StationFromHashCode (
    int hashCode )
```

[Radio](#) station from a hashcode from this set.

Parameters

<i>hashCode</i>	Hashcode of the radio station
-----------------	-------------------------------

Returns

[Radio](#) station from hashcode.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.119.2.9 StationFromIndex()

```
RadioStation Crosstales.Radio.Set.ISet.StationFromIndex (
    bool random = false,
    int index = -1,
    RadioFilter filter = null )
```

Radio station from a given index (normal/random) from this set.

Parameters

<i>random</i>	Return a random Radio station (default: false, optional)
<i>index</i>	Index of the radio station (default: -1, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Record from index.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.119.2.10 StationsByBitrate()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.StationsByBitrate (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by bitrate.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by bitrate.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.119.2.11 StationsByCities()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.StationsByCities (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by cities.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by cities.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.119.2.12 StationsByCountries()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.StationsByCountries (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by countries.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by countries.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.119.2.13 StationsByFormat()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.StationsByFormat (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by audio format.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by audio format.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.119.2.14 StationsByGenres()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.StationsByGenres (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by genres.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by genre.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.119.2.15 StationsByLanguages()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.StationsByLanguages (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by languages.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by languages.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.119.2.16 StationsByName()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.StationsByName (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by name.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by name.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.119.2.17 StationsByRating()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.StationsByRating (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by rating.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by rating.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.119.2.18 StationsByStation()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.StationsByStation (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by station.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by station.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.Set.RadioSet](#), and [Crosstales.Radio.SimplePlayer](#).

5.119.2.19 StationsByURL()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.StationsByURL (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by URL.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by URL.

Implemented in [Crosstales.Radio.RadioManager](#), [Crosstales.Radio.SimplePlayer](#), and [Crosstales.Radio.Set.RadioSet](#).

5.119.3 Property Documentation**5.119.3.1 CurrentRandomStationIndex**

```
int Crosstales.Radio.Set.ISet.CurrentRandomStationIndex [get], [set]
```

Current random station index.

5.119.3.2 CurrentStationIndex

```
int Crosstales.Radio.Set.ISet.CurrentStationIndex [get], [set]
```

Current station index.

5.119.3.3 isReady

```
bool Crosstales.Radio.Set.ISet.isReady [get]
```

Are all providers of this set ready (= data loaded)?

Returns

True if all providers of this set are ready.

5.119.3.4 RandomStations

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.RandomStations [get]
```

Returns the list of all randomized RadioStation from this set.

Returns

The list of all randomized RadioStation from this set.

5.119.3.5 Stations

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.ISet.Stations [get]
```

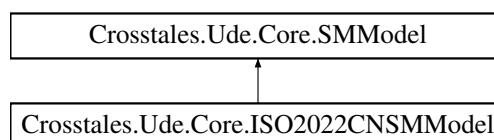
List of all loaded RadioStation from all providers.

The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Set/ISet.cs

5.120 Crosstales.Ude.Core.ISO2022CNSMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.ISO2022CNSMModel:



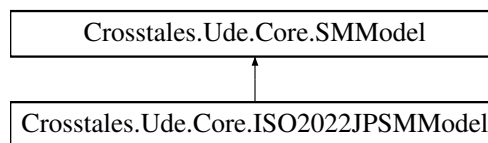
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/EscapeSM.cs

5.121 Crosstales.Ude.Core.ISO2022JPSMMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.ISO2022JPSMMModel:



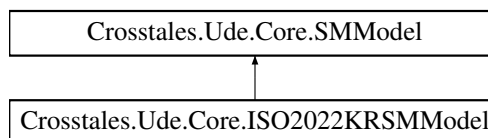
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/EscapeSM.cs

5.122 Crosstales.Ude.Core.ISO2022KRSMMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.ISO2022KRSMMModel:



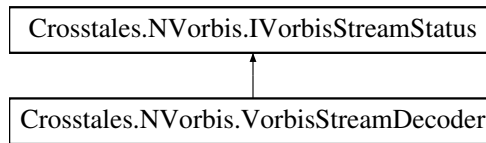
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/EscapeSM.cs

5.123 Crosstales.NVorbis.IVorbisStreamStatus Interface Reference

Inheritance diagram for Crosstales.NVorbis.IVorbisStreamStatus:



Public Member Functions

- void [ResetStats](#) ()
Gets the counters for latency and bitrate calculations, as well as overall bit counts

Properties

- int [EffectiveBitRate](#) [get]
Gets the calculated bit rate of audio stream data for the everything decoded so far
- int [InstantBitRate](#) [get]
Gets the calculated bit rate for the last ~1 second of audio
- TimeSpan [PageLatency](#) [get]
Gets the calculated latency per page
- TimeSpan [PacketLatency](#) [get]
Gets the calculated latency per packet
- TimeSpan [SecondLatency](#) [get]
Gets the calculated latency per second of output
- long [OverheadBits](#) [get]
Gets the number of bits read that do not contribute to the output audio
- long [AudioBits](#) [get]
Gets the number of bits read that contribute to the output audio
- int [PagesRead](#) [get]
Gets the number of pages read so far in the current stream
- int [TotalPages](#) [get]
Gets the total number of pages in the current stream
- bool [Clipped](#) [get]
Gets whether the stream has been clipped since the last reset

5.123.1 Member Function Documentation

5.123.1.1 ResetStats()

```
void Crosstales.NVorbis.IVorbisStreamStatus.ResetStats ( )
```

Gets the counters for latency and bitrate calculations, as well as overall bit counts

Implemented in [Crosstales.NVorbis.VorbisStreamDecoder](#).

5.123.2 Property Documentation

5.123.2.1 AudioBits

```
long Crosstales.NVorbis.IVorbisStreamStatus.AudioBits [get]
```

Gets the number of bits read that contribute to the output audio

5.123.2.2 Clipped

```
bool Crosstales.NVorbis.IVorbisStreamStatus.Clipped [get]
```

Gets whether the stream has been clipped since the last reset

5.123.2.3 EffectiveBitRate

```
int Crosstales.NVorbis.IVorbisStreamStatus.EffectiveBitRate [get]
```

Gets the calculated bit rate of audio stream data for the everything decoded so far

5.123.2.4 InstantBitRate

```
int Crosstales.NVorbis.IVorbisStreamStatus.InstantBitRate [get]
```

Gets the calculated bit rate for the last ~1 second of audio

5.123.2.5 OverheadBits

```
long Crosstales.NVorbis.IVorbisStreamStatus.OverheadBits [get]
```

Gets the number of bits read that do not contribute to the output audio

5.123.2.6 PacketLatency

```
TimeSpan Crosstales.NVorbis.IVorbisStreamStatus.PacketLatency [get]
```

Gets the calculated latency per packet

5.123.2.7 PageLatency

```
TimeSpan Crosstales.NVorbis.IVorbisStreamStatus.PageLatency [get]
```

Gets the calculated latency per page

5.123.2.8 PagesRead

```
int Crosstales.NVorbis.IVorbisStreamStatus.PagesRead [get]
```

Gets the number of pages read so far in the current stream

5.123.2.9 SecondLatency

```
TimeSpan Crosstales.NVorbis.IVorbisStreamStatus.SecondLatency [get]
```

Gets the calculated latency per second of output

5.123.2.10 TotalPages

```
int Crosstales.NVorbis.IVorbisStreamStatus.TotalPages [get]
```

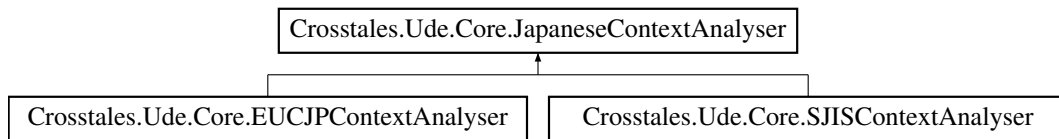
Gets the total number of pages in the current stream

The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/IVorbisStreamStatus.cs

5.124 Crosstales.Ude.Core.JapaneseContextAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.JapaneseContextAnalyser:



Public Member Functions

- float **GetConfidence** ()
- void **HandleData** (byte[] buf, int offset, int len)
- void **HandleOneChar** (byte[] buf, int offset, int charLen)
- void **Reset** ()
- bool **GotEnoughData** ()

Protected Member Functions

- abstract int **GetOrder** (byte[] buf, int offset, out int charLen)
- abstract int **GetOrder** (byte[] buf, int offset)

Static Protected Attributes

- const int **CATEGORIES_NUM** = 6
- const int **ENOUGH_REL_THRESHOLD** = 100
- const int **MAX_REL_THRESHOLD** = 1000
- const int **MINIMUM_DATA_THRESHOLD** = 4
- const float **DONT_KNOW** = -1.0f
- static byte[,] **jp2CharContext**

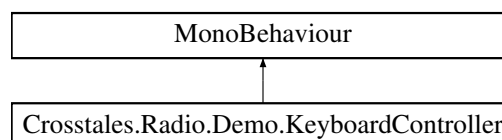
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/JapaneseContextAnalyser.cs

5.125 Crosstales.Radio.Demo.KeyboardController Class Reference

Controls [UI](#) elements with keyboard commands.

Inheritance diagram for Crosstales.Radio.Demo.KeyboardController:



Public Attributes

- Button **ButtonPlay**
- Button **ButtonStop**
- Button **ButtonPrevious**
- Button **ButtonNext**
- KeyCode **Play** = KeyCode.F3
- KeyCode **Stop** = KeyCode.F2
- KeyCode **Previous** = KeyCode.F1
- KeyCode **Next** = KeyCode.F4

5.125.1 Detailed Description

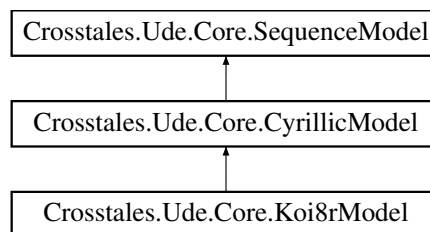
Controls [UI](#) elements with keyboard commands.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/KeyboardController.cs

5.126 Crosstales.Ude.Core.Koi8rModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.Koi8rModel:



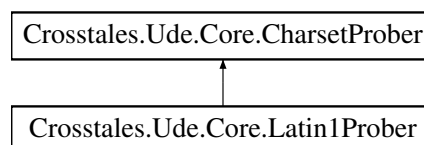
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/LangCyrillicModel.cs

5.127 Crosstales.Ude.Core.Latin1Prober Class Reference

Inheritance diagram for Crosstales.Ude.Core.Latin1Prober:



Public Member Functions

- override string **GetCharsetName** ()
- override void **Reset** ()
Reset prober state
- override ProbingState **HandleData** (byte[] buf, int offset, int len)
Feed data to the prober
- override float **GetConfidence** ()
- override void **DumpStatus** ()

Additional Inherited Members

5.127.1 Member Function Documentation

5.127.1.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.Latin1Prober.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.127.1.2 Reset()

```
override void Crosstales.Ude.Core.Latin1Prober.Reset ( ) [virtual]
```

Reset prober state

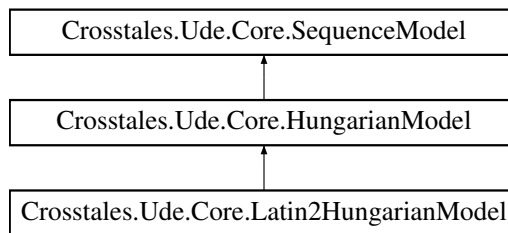
Implements [Crosstales.Ude.Core.CharsetProber](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Latin1↔ Prober.cs

5.128 Crosstales.Ude.Core.Latin2HungarianModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.Latin2HungarianModel:



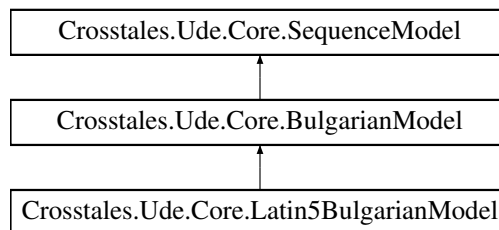
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔ HungarianModel.cs

5.129 Crosstales.Ude.Core.Latin5BulgarianModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.Latin5BulgarianModel:



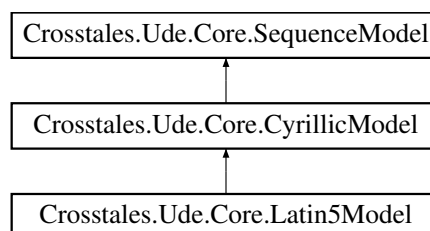
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔ BulgarianModel.cs

5.130 Crosstales.Ude.Core.Latin5Model Class Reference

Inheritance diagram for Crosstales.Ude.Core.Latin5Model:



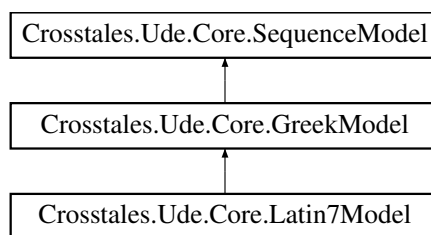
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔CyrillicModel.cs

5.131 Crosstales.Ude.Core.Latin7Model Class Reference

Inheritance diagram for Crosstales.Ude.Core.Latin7Model:



Additional Inherited Members

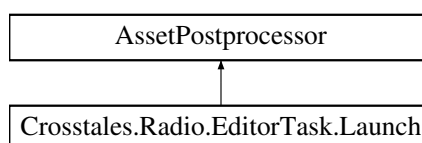
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔GreekModel.cs

5.132 Crosstales.Radio.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

Inheritance diagram for Crosstales.Radio.EditorTask.Launch:



Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[] importedAssets, string[] deletedAssets, string[] moved↔Assets, string[] movedFromAssetPaths)

5.132.1 Detailed Description

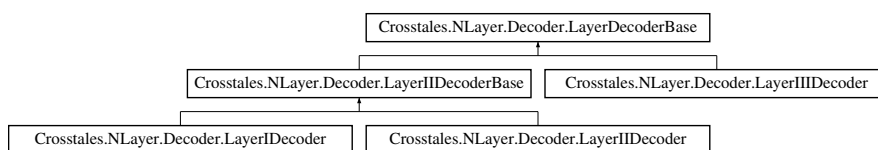
Show the configuration window on the first launch.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Editor/Task/Launch.cs

5.133 Crosstales.NLayer.Decoder.LayerDecoderBase Class Reference

Inheritance diagram for Crosstales.NLayer.Decoder.LayerDecoderBase:



Protected Member Functions

- void **InversePolyPhase** (int channel, float[] data)

Static Protected Attributes

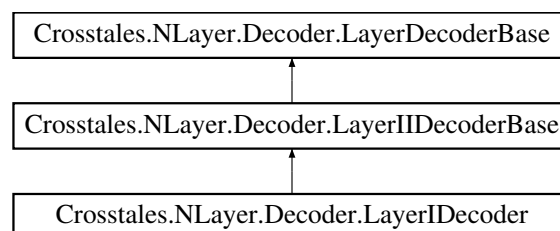
- const int **SBLIMIT** = 32

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/LayerDecoderBase.cs

5.134 Crosstales.NLayer.Decoder.LayerIIDecoder Class Reference

Inheritance diagram for Crosstales.NLayer.Decoder.LayerIIDecoder:



Protected Member Functions

- override int[] **GetRateTable** ([IMpegFrame](#) frame)
- override void **ReadScaleFactorSelection** ([IMpegFrame](#) frame, int[][] scfsi, int channels)

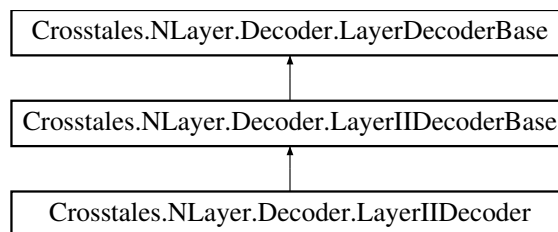
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/LayerIIDecoder.cs

5.135 Crosstales.NLayer.Decoder.LayerIIDecoder Class Reference

Inheritance diagram for Crosstales.NLayer.Decoder.LayerIIDecoder:



Protected Member Functions

- override int[] **GetRateTable** ([IMpegFrame](#) frame)
- override void **ReadScaleFactorSelection** ([IMpegFrame](#) frame, int[][] scfsi, int channels)

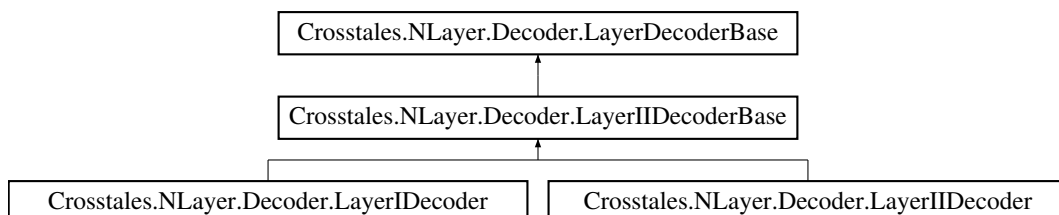
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/LayerIIDecoder.cs

5.136 Crosstales.NLayer.Decoder.LayerIIDecoderBase Class Reference

Inheritance diagram for Crosstales.NLayer.Decoder.LayerIIDecoderBase:



Protected Member Functions

- **LayerIIIDecoderBase** (int[][] allocLookupTable, int granuleCount)
- abstract int[] **GetRateTable** ([IMpegFrame](#) frame)
- abstract void **ReadScaleFactorSelection** ([IMpegFrame](#) frame, int[][] scfsi, int channels)

Static Protected Member Functions

- static bool **GetCRC** ([MpegFrame](#) frame, int[] rateTable, int[][] allocLookupTable, bool readScfsiBits, ref uint crc)

Static Protected Attributes

- const int **SSLIMIT** = 12

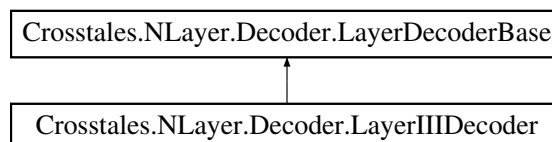
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/Layer↔IIIDecoderBase.cs

5.137 Crosstales.NLayer.Decoder.LayerIIIDecoder Class Reference

Class Implementing Layer 3 [Decoder](#).

Inheritance diagram for Crosstales.NLayer.Decoder.LayerIIIDecoder:



Additional Inherited Members

5.137.1 Detailed Description

Class Implementing Layer 3 [Decoder](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/Layer↔IIIDecoder.cs

5.138 Crosstales.Radio.Tool.LoadIcon Class Reference

Loads an icon for a radio station or a record.

Static Public Member Functions

- static IEnumerator [Load](#) ([RadioStation](#) station)
Loads an icon for a station.
- static IEnumerator [Load](#) ([RecordInfo](#) record)
Loads an icon for a record.
- static IEnumerator **load** (string url, [RadioStation](#) station, [RecordInfo](#) record)

5.138.1 Detailed Description

Loads an icon for a radio station or a record.

5.138.2 Member Function Documentation

5.138.2.1 [Load\(\)](#) [1/2]

```
static IEnumerator Crosstales.Radio.Tool.LoadIcon.Load (  
    RadioStation station ) [static]
```

Loads an icon for a station.

Parameters

<i>station</i>	Station for the icon
----------------	----------------------

5.138.2.2 [Load\(\)](#) [2/2]

```
static IEnumerator Crosstales.Radio.Tool.LoadIcon.Load (  
    RecordInfo record ) [static]
```

Loads an icon for a record.

Parameters

<i>record</i>	Record for the icon
---------------	---------------------

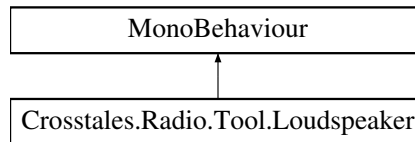
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/LoadIcon/Scripts/LoadIcon.cs

5.139 Crosstales.Radio.Tool.Loudspeaker Class Reference

[Loudspeaker](#) for a player.

Inheritance diagram for Crosstales.Radio.Tool.Loudspeaker:



Properties

- [BasePlayer Player](#) [get, set]
Origin Player.
- bool [SilenceSource](#) [get, set]
Silence the origin.

5.139.1 Detailed Description

[Loudspeaker](#) for a player.

5.139.2 Property Documentation

5.139.2.1 Player

[BasePlayer](#) Crosstales.Radio.Tool.Loudspeaker.Player [get], [set]

Origin Player.

5.139.2.2 SilenceSource

bool Crosstales.Radio.Tool.Loudspeaker.SilenceSource [get], [set]

Silence the origin.

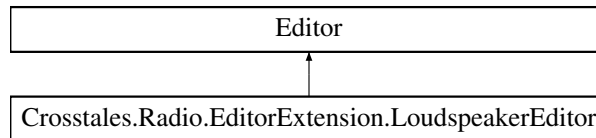
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/Loudspeaker/Scripts/Loudspeaker.↔
cs

5.140 Crosstales.Radio.EditorExtension.LoudspeakerEditor Class Reference

Custom editor for the 'Loudspeaker'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.LoudspeakerEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.140.1 Detailed Description

Custom editor for the 'Loudspeaker'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/Loudspeaker/Scripts/↔ Editor/LoudspeakerEditor.cs

5.141 Crosstales.Radio.EditorIntegration.LoudspeakerGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.141.1 Detailed Description

Editor component for the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/Loudspeaker/Scripts/↔ Editor/LoudspeakerGameObject.cs

5.142 Crosstales.Radio.EditorIntegration.LoudspeakerMenu Class Reference

Editor component for the "Tools"-menu.

5.142.1 Detailed Description

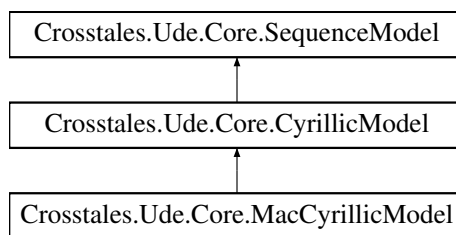
Editor component for the "Tools"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/Loudspeaker/Scripts/↔ Editor/LoudspeakerMenu.cs

5.143 Crosstales.Ude.Core.MacCyrillicModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.MacCyrillicModel:



Additional Inherited Members

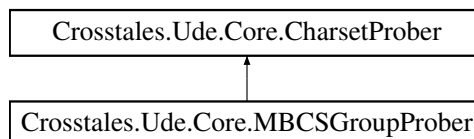
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔ CyrillicModel.cs

5.144 Crosstales.Ude.Core.MBCSGroupProber Class Reference

Multi-byte charsets probers

Inheritance diagram for Crosstales.Ude.Core.MBCSGroupProber:



Public Member Functions

- override string **GetCharsetName** ()
- override void **Reset** ()
Reset prober state
- override ProbingState **HandleData** (byte[] buf, int offset, int len)
Feed data to the prober
- override float **GetConfidence** ()
- override void **DumpStatus** ()

Additional Inherited Members

5.144.1 Detailed Description

Multi-byte charsets probers

5.144.2 Member Function Documentation

5.144.2.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.MBCSGroupProber.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.144.2.2 Reset()

```
override void Crosstales.Ude.Core.MBCSGroupProber.Reset ( ) [virtual]
```

Reset prober state

Implements [Crosstales.Ude.Core.CharsetProber](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/MB↔CSGroupProber.cs

5.145 Crosstales.NVorbis.Mdct Class Reference

Static Public Member Functions

- static void **ClearSetupCache** ()
- static void **Reverse** (float[] samples, int sampleCount)

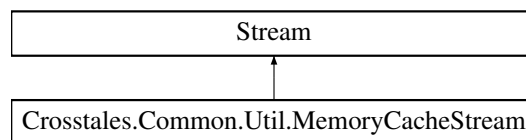
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Mdct.cs

5.146 Crosstales.Common.Util.MemoryCacheStream Class Reference

Memory cache stream.

Inheritance diagram for Crosstales.Common.Util.MemoryCacheStream:



Public Member Functions

- [MemoryCacheStream](#) (int cacheSize=64 *[Crosstales.Common.Util.BaseConstants.FACTOR_KB](#), int maxCacheSize=64 *[Crosstales.Common.Util.BaseConstants.FACTOR_MB](#))
Constructor with a specified cache size.
- override void **Flush** ()
- override long **Seek** (long offset, System.IO.SeekOrigin origin)
- override void **SetLength** (long value)
- override int **Read** (byte[] buffer, int offset, int count)
- override void **Write** (byte[] buffer, int offset, int count)

Public Attributes

- override bool [CanRead](#) => true
Gets a flag flag that indicates if the stream is readable (always true).
- override bool [CanSeek](#) => true
Gets a flag flag that indicates if the stream is seekable (always true).
- override bool [CanWrite](#) => true
Gets a flag flag that indicates if the stream is seekable (always true).
- override long [Length](#) => _length
Gets the current stream length.

Properties

- override long [Position](#) [get, set]
Gets or sets the current stream position.

5.146.1 Detailed Description

Memory cache stream.

5.146.2 Constructor & Destructor Documentation

5.146.2.1 MemoryCacheStream()

```
Crosstales.Common.Util.MemoryCacheStream.MemoryCacheStream (
    int cacheSize = 64 * Crosstales.Common.Util.BaseConstants.FACTOR_KB,
    int maxCacheSize = 64 * Crosstales.Common.Util.BaseConstants.FACTOR_MB )
```

Constructor with a specified cache size.

Parameters

<i>cacheSize</i>	Cache size of the stream in bytes.
<i>maxCacheSize</i>	Maximum cache size of the stream in bytes.

5.146.3 Member Data Documentation

5.146.3.1 CanRead

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanRead => true
```

Gets a flag flag that indicates if the stream is readable (always true).

5.146.3.2 CanSeek

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanSeek => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.146.3.3 CanWrite

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanWrite => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.146.3.4 Length

```
override long Crosstales.Common.Util.MemoryCacheStream.Length => _length
```

Gets the current stream length.

5.146.4 Property Documentation

5.146.4.1 Position

```
override long Crosstales.Common.Util.MemoryCacheStream.Position [get], [set]
```

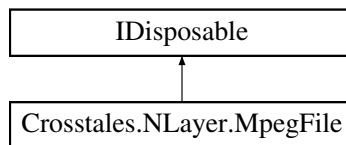
Gets or sets the current stream position.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/MemoryCacheStream.cs

5.147 Crosstales.NLayer.MpegFile Class Reference

Inheritance diagram for Crosstales.NLayer.MpegFile:



Public Member Functions

- **MpegFile** (string fileName)
- **MpegFile** (Stream stream)
- void **Dispose** ()
- void **SetEQ** (float[] eq)
- int **ReadSamples** (byte[] buffer, int index, int count)
- int **ReadSamples** (float[] buffer, int index, int count)

Properties

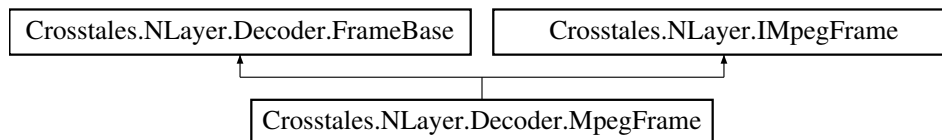
- int **SampleRate** [get]
- int **Channels** [get]
- bool **CanSeek** [get]
- long **Length** [get]
- TimeSpan **Duration** [get]
- long **Position** [get, set]
- TimeSpan **Time** [get, set]
- StereoMode **StereoMode** [get, set]

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Mpeg↔
File.cs

5.148 Crosstales.NLayer.Decoder.MpegFrame Class Reference

Inheritance diagram for Crosstales.NLayer.Decoder.MpegFrame:



Public Member Functions

- void **Reset** ()
Resets the bit reader so frames can be reused
- int **ReadBits** (int bitCount)
Provides sequential access to the bitstream in the frame (after the header and optional CRC)
- override string **Tostring** ()

Protected Member Functions

- override int **Validate** ()
Called to validate the frame header

Properties

- int **FrameLength** [get]
- MpegVersion **Version** [get]
- MpegLayer **Layer** [get]
- bool **HasCrc** [get]
- int **BitRate** [get]
- int **BitRateIndex** [get]
- int **SampleRate** [get]
- int **SampleRateIndex** [get]
- MpegChannelMode **ChannelMode** [get]
- int **ChannelModeExtension** [get]
- bool **IsCopyrighted** [get]
- bool **IsCorrupted** [get]
- int **SampleCount** [get]

5.148.1 Member Function Documentation

5.148.1.1 ReadBits()

```
int Crosstales.NLayer.Decoder.MpegFrame.ReadBits (
    int bitCount )
```

Provides sequential access to the bitstream in the frame (after the header and optional CRC)

Parameters

<i>bitCount</i>	The number of bits to read
-----------------	----------------------------

Returns

-1 if the end of the frame has been encountered, otherwise the bits requested

Implements [Crosstales.NLayer.IMpegFrame](#).

5.148.1.2 Reset()

```
void Crosstales.NLayer.Decoder.MpegFrame.Reset ( )
```

Resets the bit reader so frames can be reused

Implements [Crosstales.NLayer.IMpegFrame](#).

5.148.1.3 Validate()

```
override int Crosstales.NLayer.Decoder.MpegFrame.Validate ( ) [protected], [virtual]
```

Called to validate the frame header

Returns

The length of the frame, or -1 if frame is invalid

Implements [Crosstales.NLayer.Decoder.FrameBase](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/Mpeg↔Frame.cs

5.149 Crosstales.NLayer.MpegFrameDecoder Class Reference

Public Member Functions

- void **SetEQ** (float[] eq)
- int **DecodeFrame** ([IMpegFrame](#) frame, byte[] dest, int destOffset)
- int **DecodeFrame** ([IMpegFrame](#) frame, float[] dest, int destOffset)
- void **Reset** ()

Properties

- StereoMode **StereoMode** [get, set]

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Mpeg↔
FrameDecoder.cs

5.150 Crosstales.NLayer.Decoder.MpegStreamReader Class Reference

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/Mpeg↔
StreamReader.cs

5.151 Crosstales.Common.Util.NetworkHelper Class Reference

Base for various helper functions for networking.

Static Public Member Functions

- static bool [OpenURL](#) (string url)
Opens the given URL with the file explorer or browser.
- static bool [RemoteCertificateValidationCallback](#) (object sender, System.Security.Cryptography.X509↔
Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain,
System.Net.Security.SslPolicyErrors sslPolicyErrors)
HTTPS-certification callback.
- static string [GetURLFromFile](#) (string path)
Returns the URL of a given file.
- static string [ValidateURL](#) (string url, bool removeProtocol=false, bool removeWWW=true, bool remove↔
Slash=true)
Validates a given URL.
- static bool [isURL](#) (string url)
Checks if the input is an URL.
- static bool [isIPv4](#) (string ip)
Checks if the input is an IPv4 address.
- static string [GetIP](#) (string host)
Returns the IP of a given host name.
- static string [ValidURLFromFilePath](#) (string path)
Returns the URL of a given file.
- static string [CleanUrl](#) (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)
Cleans a given URL.
- static bool [isValidURL](#) (string url)
Checks if the URL is valid.

Static Protected Attributes

- const string **FILE_PREFIX** = "file://"
- const string **CONTENT_PREFIX** = "content://"

Properties

- static bool [isInternetAvailable](#) [get]
Checks if an Internet connection is available.

5.151.1 Detailed Description

Base for various helper functions for networking.

5.151.2 Member Function Documentation

5.151.2.1 CleanUrl()

```
static string Crosstales.Common.Util.NetworkHelper.CleanUrl (
    string url,
    bool removeProtocol = true,
    bool removeWWW = true,
    bool removeSlash = true ) [static]
```

Cleans a given URL.

Parameters

<i>url</i>	URL to clean
<i>removeProtocol</i>	Remove the protocol, e.g. <code>http://</code> (optional, default: true)
<i>removeWWW</i>	Remove www (optional, default: true)
<i>removeSlash</i>	Remove slash at the end (optional, default: true)

Returns

Clean URL

5.151.2.2 GetIP()

```
static string Crosstales.Common.Util.NetworkHelper.GetIP (
    string host ) [static]
```

Returns the IP of a given host name.

Parameters

<i>host</i>	Host name
-------------	-----------

Returns

IP of a given host name.

5.151.2.3 GetURLFromFile()

```
static string Crosstales.Common.Util.NetworkHelper.GetURLFromFile (  
    string path ) [static]
```

Returns the URL of a given file.

Parameters

<i>path</i>	File path
-------------	-----------

Returns

URL of the file path

5.151.2.4 isIPv4()

```
static bool Crosstales.Common.Util.NetworkHelper.isIPv4 (  
    string ip ) [static]
```

Checks if the input is an IPv4 address.

Parameters

<i>url</i>	Input as possible IPv4
------------	------------------------

Returns

True if the given path is an IPv4 address

5.151.2.5 isURL()

```
static bool Crosstales.Common.Util.NetworkHelper.isURL (  
    string url ) [static]
```

Checks if the input is an URL.

Parameters

<i>url</i>	Input as possible URL
------------	-----------------------

Returns

True if the given path is an URL

5.151.2.6 isValidURL()

```
static bool Crosstales.Common.Util.NetworkHelper.IsValidURL (  
    string url ) [static]
```

Checks if the URL is valid.

Parameters

<i>url</i>	URL to check
------------	--------------

Returns

True if the URL is valid.

5.151.2.7 OpenURL()

```
static bool Crosstales.Common.Util.NetworkHelper.OpenURL (  
    string url ) [static]
```

Opens the given URL with the file explorer or browser.

Parameters

<i>url</i>	URL to open
------------	-------------

Returns

True if the operation was successful

5.151.2.8 RemoteCertificateValidationCallback()

```
static bool Crosstales.Common.Util.NetworkHelper.RemoteCertificateValidationCallback (  
    object sender,
```

```
System.Security.Cryptography.X509Certificates.X509Certificate certificate,
System.Security.Cryptography.X509Certificates.X509Chain chain,
System.Net.Security.SslPolicyErrors sslPolicyErrors ) [static]
```

HTTPS-certification callback.

5.151.2.9 ValidateURL()

```
static string Crosstales.Common.Util.NetworkHelper.ValidateURL (
    string url,
    bool removeProtocol = false,
    bool removeWWW = true,
    bool removeSlash = true ) [static]
```

Validates a given URL.

Parameters

<i>url</i>	URL to validate
<i>removeProtocol</i>	Remove the protocol, e.g. http:// (optional, default: false)
<i>removeWWW</i>	Remove www (optional, default: true)
<i>removeSlash</i>	Remove slash at the end (optional, default: true)

Returns

Clean URL

5.151.2.10 ValidURLFromFilePath()

```
static string Crosstales.Common.Util.NetworkHelper.ValidURLFromFilePath (
    string path ) [static]
```

Returns the URL of a given file.

Parameters

<i>path</i>	File path
-------------	-----------

Returns

URL of the file path

5.151.3 Property Documentation

5.151.3.1 isInternetAvailable

`bool Crosstales.Common.Util.NetworkHelper.isInternetAvailable [static], [get]`

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

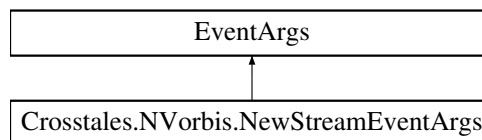
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/NetworkHelper.cs

5.152 Crosstales.NVorbis.NewStreamEventArgs Class Reference

Event data for when a new logical stream is found in a container.

Inheritance diagram for Crosstales.NVorbis.NewStreamEventArgs:



Public Member Functions

- [NewStreamEventArgs](#) ([IPacketProvider](#) packetProvider)
Creates a new instance of [NewStreamEventArgs](#) with the specified [IPacketProvider](#).

Properties

- [IPacketProvider](#) [PacketProvider](#) [get]
Gets new the [IPacketProvider](#) instance.
- `bool` [IgnoreStream](#) [get, set]
Gets or sets whether to ignore the logical stream associated with the packet provider.

5.152.1 Detailed Description

Event data for when a new logical stream is found in a container.

5.152.2 Constructor & Destructor Documentation

5.152.2.1 NewStreamEventArgs()

```
Crosstales.NVorbis.NewStreamEventArgs.NewStreamEventArgs (
    IPacketProvider packetProvider )
```

Creates a new instance of [NewStreamEventArgs](#) with the specified [IPacketProvider](#).

Parameters

<code>packetProvider</code>	An IPacketProvider instance.
-----------------------------	--

5.152.3 Property Documentation

5.152.3.1 IgnoreStream

```
bool Crosstales.NVorbis.NewStreamEventArgs.IgnoreStream [get], [set]
```

Gets or sets whether to ignore the logical stream associated with the packet provider.

5.152.3.2 PacketProvider

```
IPacketProvider Crosstales.NVorbis.NewStreamEventArgs.PacketProvider [get]
```

Gets new the [IPacketProvider](#) instance.

The documentation for this class was generated from the following file:

- [C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/NewStreamEventArgs.cs](#)

5.153 Crosstales.Common.EditorTask.NYCheck Class Reference

Checks if a 'Happy new year'-message must be displayed.

5.153.1 Detailed Description

Checks if a 'Happy new year'-message must be displayed.

The documentation for this class was generated from the following file:

- [C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Editor/Task/NYCheck.cs](#)

5.154 Crosstales.Radio.OnRadio.EditorExtension.OnRadioGameObject Class Reference

Editor component for for adding the prefabs from 'OnRadio' in the "Hierarchy"-menu.

5.154.1 Detailed Description

Editor component for for adding the prefabs from 'OnRadio' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Editor/OnRadioGameObject.cs

5.155 Crosstales.Radio.OnRadio.EditorExtension.OnRadioMenu Class Reference

Editor component for for adding the prefabs from 'OnRadio' in the "Tools"-menu.

5.155.1 Detailed Description

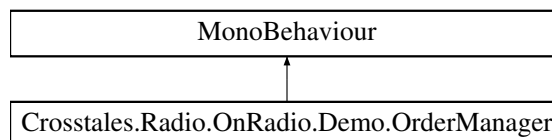
Editor component for for adding the prefabs from 'OnRadio' in the "Tools"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Editor/OnRadioMenu.cs

5.156 Crosstales.Radio.OnRadio.Demo.OrderManager Class Reference

Inheritance diagram for Crosstales.Radio.OnRadio.Demo.OrderManager:



Public Member Functions

- void **SwitchOrder** ()

Public Attributes

- [GUIOnRadio](#) **GuiOnRadio**
'GUIOnRadio' from the scene.
- [GameObject](#) **RecordPrefab**
Record prefab for the radio list.
- [GameObject](#) **StationPrefab**
Station prefab for the radio list.
- [Text](#) **ButtonText**

5.156.1 Member Data Documentation

5.156.1.1 GuiOnRadio

`GuiOnRadio` `Crosstales.Radio.OnRadio.Demo.OrderManager.GuiOnRadio`

'`GuiOnRadio`' from the scene.

5.156.1.2 RecordPrefab

`RecordPrefab` `Crosstales.Radio.OnRadio.Demo.OrderManager.RecordPrefab`

Record prefab for the radio list.

5.156.1.3 StationPrefab

`StationPrefab` `Crosstales.Radio.OnRadio.Demo.OrderManager.StationPrefab`

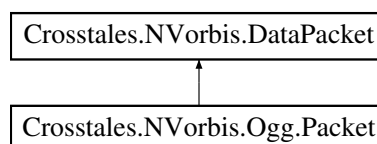
Station prefab for the radio list.

The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Demos/Scripts/OrderManager.cs`

5.157 Crosstales.NVorbis.Ogg.Packet Class Reference

Inheritance diagram for `Crosstales.NVorbis.Ogg.Packet`:



Public Member Functions

- override void `Done` ()

Indicates that the packet has been read and its data is no longer needed.

Protected Member Functions

- override int [ReadNextByte](#) ()
Reads the next byte of the packet.

Additional Inherited Members

5.157.1 Member Function Documentation

5.157.1.1 Done()

```
override void Crosstales.NVorbis.Ogg.Packet.Done ( ) [virtual]
```

Indicates that the packet has been read and its data is no longer needed.

Reimplemented from [Crosstales.NVorbis.DataPacket](#).

5.157.1.2 ReadNextByte()

```
override int Crosstales.NVorbis.Ogg.Packet.ReadNextByte ( ) [protected], [virtual]
```

Reads the next byte of the packet.

Returns

The next byte if available, otherwise -1.

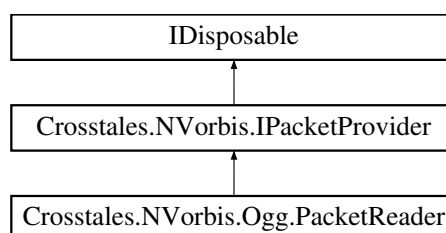
Implements [Crosstales.NVorbis.DataPacket](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/←
Ogg/OggPacket.cs

5.158 Crosstales.NVorbis.Ogg.PacketReader Class Reference

Inheritance diagram for Crosstales.NVorbis.Ogg.PacketReader:



Public Member Functions

- void **Dispose** ()
- [DataPacket](#) **GetNextPacket** ()
Retrieves the next packet in the stream.
- [DataPacket](#) **PeekNextPacket** ()
Retrieves the next packet in the stream but does not advance to the following packet.
- int **GetTotalPageCount** ()
Retrieves the total number of pages (or frames) this stream uses.
- [DataPacket](#) **GetPacket** (int packetIndex)
Retrieves the packet specified from the stream.
- [DataPacket](#) **FindPacket** (long granulePos, Func< [DataPacket](#), [DataPacket](#), int > packetGranuleCount←
Callback)
Finds the packet index to the granule position specified in the current stream.
- void **SeekToPacket** ([DataPacket](#) packet, int preRoll)
Sets the next packet to be returned, applying a pre-roll as necessary.
- long **GetGranuleCount** ()
Retrieves the total number of granules in this Vorbis stream.

Properties

- int **StreamSerial** [get]
- long **ContainerBits** [get, set]
- bool **CanSeek** [get]

Events

- EventHandler< [ParameterChangeEventArgs](#) > **ParameterChange**

5.158.1 Member Function Documentation

5.158.1.1 FindPacket()

```
DataPacket Crosstales.NVorbis.Ogg.PacketReader.FindPacket (
    long granulePos,
    Func< DataPacket, DataPacket, int > packetGranuleCountCallback )
```

Finds the packet index to the granule position specified in the current stream.

Parameters

<i>granulePos</i>	The granule position to seek to.
<i>packetGranuleCountCallback</i>	A callback method that takes the current and previous packets and returns the number of granules in the current packet.

Returns

The index of the packet that includes the specified granule position or -1 if none found.

Exceptions

<i>ArgumentOutOfRangeException</i>	<i>granulePos</i> is less than 0 or is after the last granule.
------------------------------------	--

Implements [Crosstales.NVorbis.IPacketProvider](#).

5.158.1.2 GetGranuleCount()

```
long Crosstales.NVorbis.Ogg.PacketReader.GetGranuleCount ( )
```

Retrieves the total number of granules in this Vorbis stream.

Returns

The number of samples

Exceptions

<i>InvalidOperationException</i>	<i>CanSeek</i> is <i>False</i> .
----------------------------------	----------------------------------

Implements [Crosstales.NVorbis.IPacketProvider](#).

5.158.1.3 GetNextPacket()

```
DataPacket Crosstales.NVorbis.Ogg.PacketReader.GetNextPacket ( )
```

Retrieves the next packet in the stream.

Returns

The next packet in the stream or *null* if no more packets.

Implements [Crosstales.NVorbis.IPacketProvider](#).

5.158.1.4 GetPacket()

```
DataPacket Crosstales.NVorbis.Ogg.PacketReader.GetPacket (
    int packetIndex )
```

Retrieves the packet specified from the stream.

Parameters

<i>packetIndex</i>	The index of the packet to retrieve.
--------------------	--------------------------------------

Returns

The specified packet.

Exceptions

<i>ArgumentOutOfRangeException</i>	<i>packetIndex</i> is less than 0 or past the end of the stream.
<i>InvalidOperationException</i>	CanSeek is <code>False</code> .

Implements [Crosstales.NVorbis.IPacketProvider](#).

5.158.1.5 GetTotalPageCount()

```
int Crosstales.NVorbis.Ogg.PacketReader.GetTotalPageCount ( )
```

Retrieves the total number of pages (or frames) this stream uses.

Returns

The page count.

Exceptions

<i>InvalidOperationException</i>	CanSeek is <code>False</code> .
----------------------------------	---------------------------------

Implements [Crosstales.NVorbis.IPacketProvider](#).

5.158.1.6 PeekNextPacket()

```
DataPacket Crosstales.NVorbis.Ogg.PacketReader.PeekNextPacket ( )
```

Retrieves the next packet in the stream but does not advance to the following packet.

Returns

The next packet in the stream or `null` if no more packets.

Implements [Crosstales.NVorbis.IPacketProvider](#).

5.158.1.7 SeekToPacket()

```
void Crosstales.NVorbis.Ogg.PacketReader.SeekToPacket (
    DataPacket packet,
    int preRoll )
```

Sets the next packet to be returned, applying a pre-roll as necessary.

Parameters

<i>packet</i>	The packet to key from.
<i>preRoll</i>	The number of packets to return before the indicated packet.

Implements [Crosstales.NVorbis.IPacketProvider](#).

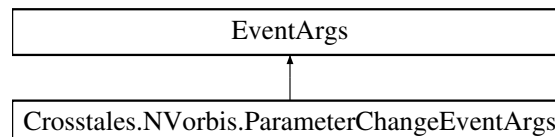
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Ogg/OggPacketReader.cs

5.159 Crosstales.NVorbis.ParameterChangeEventArgs Class Reference

Event data for when a logical stream has a parameter change.

Inheritance diagram for Crosstales.NVorbis.ParameterChangeEventArgs:



Public Member Functions

- [ParameterChangeEventArgs](#) ([DataPacket](#) firstPacket)
Creates a new instance of [ParameterChangeEventArgs](#).

Properties

- [DataPacket FirstPacket](#) [get]
Gets the first packet after the parameter change. This would typically be the parameters packet.

5.159.1 Detailed Description

Event data for when a logical stream has a parameter change.

5.159.2 Constructor & Destructor Documentation

5.159.2.1 ParameterChangeEventArgs()

```
Crosstales.NVorbis.ParameterChangeEventArgs.ParameterChangeEventArgs (
    DataPacket firstPacket )
```

Creates a new instance of [ParameterChangeEventArgs](#).

Parameters

<code>firstPacket</code>	The first packet after the parameter change.
--------------------------	--

5.159.3 Property Documentation

5.159.3.1 FirstPacket

```
DataPacket Crosstales.NVorbis.ParameterChangeEventArgs.FirstPacket [get]
```

Gets the first packet after the parameter change. This would typically be the parameters packet.

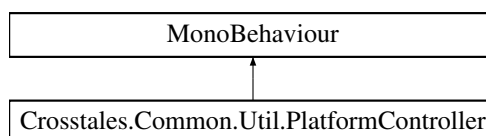
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Parameter↔ChangeEventArgs.cs

5.160 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects and scripts for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



Public Attributes

- System.Collections.Generic.List< [Crosstales.Common.Model.Enum.Platform](#) > **Platforms**
Selected platforms for the controller.
- bool **Active** = true
summary>Selected objects for the controller.
- GameObject[] **Objects**
summary>Selected scripts for the controller.
- MonoBehaviour[] **Scripts**

Protected Member Functions

- virtual void **Awake** ()
- void **selectPlatform** ()
- void **activateGameObjects** ()
- void **activateScripts** ()

Protected Attributes

- [Crosstales.Common.Model.Enum.Platform](#) **_currentPlatform**

5.160.1 Detailed Description

Enables or disable game objects and scripts for a given platform.

5.160.2 Member Data Documentation

5.160.2.1 Active

```
bool Crosstales.Common.Util.PlatformController.Active = true
```

summary>Selected objects for the controller.

5.160.2.2 Objects

```
GameObject [] Crosstales.Common.Util.PlatformController.Objects
```

summary>Selected scripts for the controller.

5.160.2.3 Platforms

`System.Collections.Generic.List<Crosstales.Common.Model.Enum.Platform>` `Crosstales.Common.Util.PlatformController.Platforms`

Selected platforms for the controller.

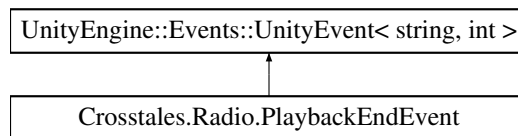
summary>Enable or disable the 'Objects' for the selected 'Platforms' (default: true).

The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/PlatformController/Scripts/PlatformController.cs`

5.161 Crosstales.Radio.PlaybackEndEvent Class Reference

Inheritance diagram for `Crosstales.Radio.PlaybackEndEvent`:

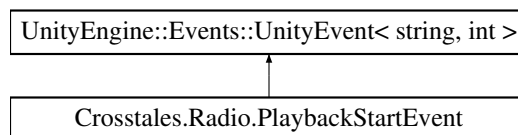


The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs`

5.162 Crosstales.Radio.PlaybackStartEvent Class Reference

Inheritance diagram for `Crosstales.Radio.PlaybackStartEvent`:



The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs`

5.163 Crosstales.Radio.OnRadio.Model.Play.Playlist Class Reference

[Model](#) of a station holder.

Public Member Functions

- override string **ToString** ()

Properties

- List< [Station](#) > **Station** [get, set]

5.163.1 Detailed Description

[Model](#) of a station holder.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Model/Play/Playlist.cs

5.164 Crosstales.Radio.OnRadio.Model.Playlist Class Reference

[Model](#) of a playlist.

Public Member Functions

- override string **ToString** ()

Properties

- string **Callsign** [get, set]
- string **Station_id** [get, set]
- string **Genre** [get, set]
- string **Band** [get, set]
- string **Artist** [get, set]
- string **Title** [get, set]
- string **Songstamp** [get, set]
- string **Seconds_remaining** [get, set]

5.164.1 Detailed Description

[Model](#) of a playlist.

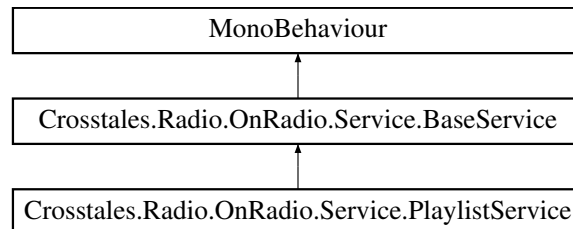
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Model/Playlist.cs

5.165 Crosstales.Radio.OnRadio.Service.PlaylistService Class Reference

Playlist service implementation.

Inheritance diagram for Crosstales.Radio.OnRadio.Service.PlaylistService:



Public Attributes

- [QueryCompleteEvent](#) **OnQueryCompleted**

Protected Member Functions

- override IEnumerator **query** (string id)

Protected Attributes

- override [QueryCompleteEvent](#) **onQueryCompleted** => OnQueryCompleted

Properties

- string [Artist](#) [get, set]
Artist of the song
- string [Title](#) [get, set]
Title of the song.
- string [Callsign](#) [get, set]
Callsign of the radio station.
- [Crosstales.Radio.OnRadio.Model.Genre Genre](#) [get, set]
Genre of the radio station.
- string [City](#) [get, set]
City of the radio station.
- string [Country](#) [get, set]
Country of the radio station (ISO 3166-1, e.g. 'ch').
- string [Language](#) [get, set]
Language of the radio station (like 'german').
- bool [International](#) [get, set]
Include non-US (international) stations.
- int [Limit](#) [get, set]
Limit the number of results (range 1-50).
- [Crosstales.Radio.OnRadio.Model.Play.Playlist Songs](#) [get]

Additional Inherited Members

5.165.1 Detailed Description

Playlist service implementation.

5.165.2 Property Documentation

5.165.2.1 Artist

```
string Crosstales.Radio.OnRadio.Service.PlaylistService.Artist [get], [set]
```

Artist of the song

5.165.2.2 Callsign

```
string Crosstales.Radio.OnRadio.Service.PlaylistService.Callsign [get], [set]
```

Callsign of the radio station.

5.165.2.3 City

```
string Crosstales.Radio.OnRadio.Service.PlaylistService.City [get], [set]
```

City of the radio station.

5.165.2.4 Country

```
string Crosstales.Radio.OnRadio.Service.PlaylistService.Country [get], [set]
```

Country of the radio station (ISO 3166-1, e.g. 'ch').

5.165.2.5 Genre

```
Crosstales.Radio.OnRadio.Model.Genre Crosstales.Radio.OnRadio.Service.PlaylistService.Genre  
[get], [set]
```

Genre of the radio station.

5.165.2.6 International

```
bool Crosstales.Radio.OnRadio.Service.PlaylistService.International [get], [set]
```

Include non-US (international) stations.

5.165.2.7 Language

```
string Crosstales.Radio.OnRadio.Service.PlaylistService.Language [get], [set]
```

Language of the radio station (like 'german').

5.165.2.8 Limit

```
int Crosstales.Radio.OnRadio.Service.PlaylistService.Limit [get], [set]
```

Limit the number of results (range 1-50).

5.165.2.9 Title

```
string Crosstales.Radio.OnRadio.Service.PlaylistService.Title [get], [set]
```

Title of the song.

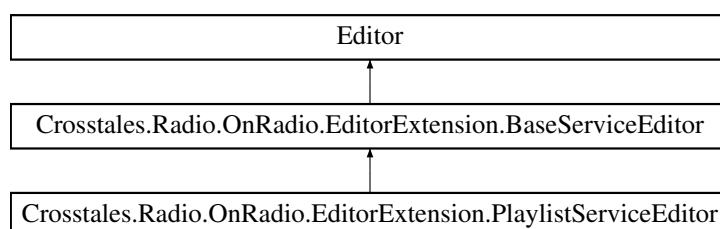
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Service/PlaylistService.cs

5.166 Crosstales.Radio.OnRadio.EditorExtension.PlaylistServiceEditor Class Reference

Custom editor for the 'PlaylistService'-class.

Inheritance diagram for Crosstales.Radio.OnRadio.EditorExtension.PlaylistServiceEditor:



Additional Inherited Members

5.166.1 Detailed Description

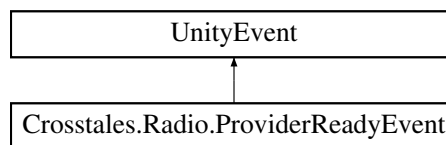
Custom editor for the 'PlaylistService'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Editor/PlaylistServiceEditor.cs

5.167 Crosstales.Radio.ProviderReadyEvent Class Reference

Inheritance diagram for Crosstales.Radio.ProviderReadyEvent:

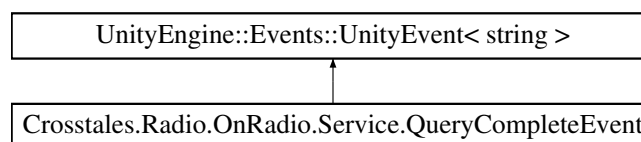


The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.168 Crosstales.Radio.OnRadio.Service.QueryCompleteEvent Class Reference

Inheritance diagram for Crosstales.Radio.OnRadio.Service.QueryCompleteEvent:



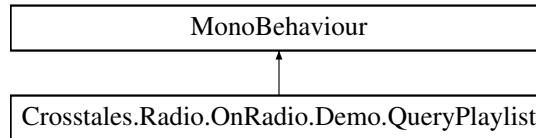
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Service/BaseService.cs

5.169 Crosstales.Radio.OnRadio.Demo.QueryPlaylist Class Reference

Query for the Playlist service.

Inheritance diagram for Crosstales.Radio.OnRadio.Demo.QueryPlaylist:



Public Member Functions

- void **Start** ()
- void **GenresDropdownChanged** (int index)
- void **SetArtist** (string artist)
- void **SetTitle** (string title)
- void **SetCallsign** (string call)
- void **SetCity** (string city)
- void **SetCountry** (string country)
- void **SetLanguage** (string lang)

Public Attributes

- [Crosstales.Radio.OnRadio.Service.PlaylistService Service](#)
'PlaylistService' from the scene.
- Dropdown **Genres**

5.169.1 Detailed Description

Query for the Playlist service.

5.169.2 Member Data Documentation

5.169.2.1 Service

[Crosstales.Radio.OnRadio.Service.PlaylistService](#) Crosstales.Radio.OnRadio.Demo.QueryPlaylist ↔ Service

'PlaylistService' from the scene.

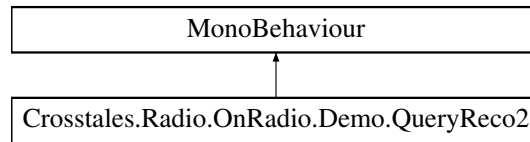
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Demos/↔ Scripts/QueryPlaylist.cs

5.170 Crosstales.Radio.OnRadio.Demo.QueryReco2 Class Reference

Query for the Reco2 service.

Inheritance diagram for Crosstales.Radio.OnRadio.Demo.QueryReco2:



Public Member Functions

- void **SetArtist** (string artist)

Public Attributes

- [Crosstales.Radio.OnRadio.Service.Reco2Service](#) Service
'Reco2Service' from the scene.

5.170.1 Detailed Description

Query for the Reco2 service.

5.170.2 Member Data Documentation

5.170.2.1 Service

[Crosstales.Radio.OnRadio.Service.Reco2Service](#) Crosstales.Radio.OnRadio.Demo.QueryReco2.Service

'Reco2Service' from the scene.

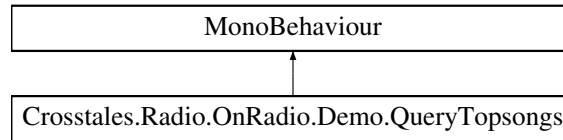
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Demos/↔ Scripts/QueryReco2.cs

5.171 Crosstales.Radio.OnRadio.Demo.QueryTopsongs Class Reference

Query for the Topsongs service.

Inheritance diagram for Crosstales.Radio.OnRadio.Demo.QueryTopsongs:



Public Member Functions

- void **Start** ()
- void **GenresDropdownChanged** (int index)

Public Attributes

- [Crosstales.Radio.OnRadio.Service.TopsongsService](#) Service
'TopsongsService' from the scene.
- Dropdown **Genres**

5.171.1 Detailed Description

Query for the Topsongs service.

5.171.2 Member Data Documentation

5.171.2.1 Service

[Crosstales.Radio.OnRadio.Service.TopsongsService](#) Crosstales.Radio.OnRadio.Demo.QueryTopsongs.
Service

'TopsongsService' from the scene.

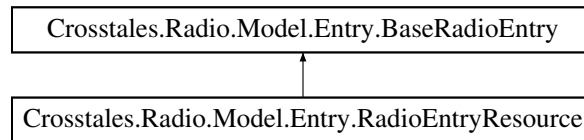
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Demos/Scripts/QueryTopsongs.cs

5.172 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, [DataFormatResource](#) dataFormat=[DataFormatResource.Text](#), int readNumberOfStations=0)
Constructor for a [RadioEntryResource](#).
- override string **ToString** ()

Public Attributes

- TextAsset [Resource](#)
Text-, M3U-, PLS- or ShoutcastID-file with the radios.
- [DataFormatResource](#) [DataFormat](#) = [DataFormatResource.Text](#)
Data format of the data with the radios (default: [DataFormatResource.Text](#)).
- int [ReadNumberOfStations](#)
Reads only the given number of radio stations (default: : 0 (= all))

Additional Inherited Members

5.172.1 Detailed Description

[Model](#) for a Resource entry.

5.172.2 Constructor & Destructor Documentation

5.172.2.1 RadioEntryResource()

```

Crosstales.Radio.Model.Entry.RadioEntryResource.RadioEntryResource (
    BaseRadioEntry entry,
    TextAsset resource,
    DataFormatResource dataFormat = DataFormatResource.Text,
    int readNumberOfStations = 0 )
  
```

Constructor for a [RadioEntryResource](#).

Parameters

<i>entry</i>	BaseRadioEntry as base.
<i>resource</i>	Text-, M3U-, PLS- or ShoutcastID-file with the radios.
<i>dataFormat</i>	Data format of the data with the radios (default: <code>DataFormatResource.Text</code> , optional).
<i>readNumberOfStations</i>	Reads only the given number of radio stations (default: : 0 (= all), optional).

5.172.3 Member Data Documentation

5.172.3.1 DataFormat

`DataFormatResource` `Crosstales.Radio.Model.Entry.RadioEntryResource.DataFormat` = `DataFormatResource.Text`

Data format of the data with the radios (default: `DataFormatResource.Text`).

5.172.3.2 ReadNumberOfStations

`int` `Crosstales.Radio.Model.Entry.RadioEntryResource.ReadNumberOfStations`

Reads only the given number of radio stations (default: : 0 (= all))

5.172.3.3 Resource

`TextAsset` `Crosstales.Radio.Model.Entry.RadioEntryResource.Resource`

Text-, M3U-, PLS- or ShoutcastID-file with the radios.

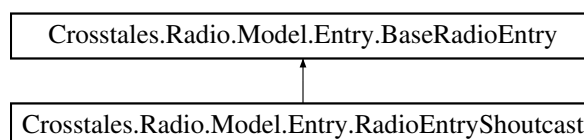
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/Entry/RadioEntryResource.cs`

5.173 Crosstales.Radio.Model.Entry.RadioEntryShoutcast Class Reference

[Model](#) for a Shoutcast entry.

Inheritance diagram for `Crosstales.Radio.Model.Entry.RadioEntryShoutcast`:



Public Member Functions

- [RadioEntryShoutcast](#) ([RadioStation](#) entry, string shoutcastID)
Constructor for a [RadioEntryShoutcast](#).
- override string **ToString** ()

Public Attributes

- string [ShoutcastID](#)
Shoutcast-ID for the radio.

Additional Inherited Members

5.173.1 Detailed Description

[Model](#) for a Shoutcast entry.

5.173.2 Constructor & Destructor Documentation

5.173.2.1 RadioEntryShoutcast()

```
Crosstales.Radio.Model.Entry.RadioEntryShoutcast.RadioEntryShoutcast (
    RadioStation entry,
    string shoutcastID )
```

Constructor for a [RadioEntryShoutcast](#).

Parameters

<i>entry</i>	RadioStation as base.
<i>shoutcastID</i>	Shoutcast-ID from the radio station.

5.173.3 Member Data Documentation

5.173.3.1 ShoutcastID

```
string Crosstales.Radio.Model.Entry.RadioEntryShoutcast.ShoutcastID
```

Shoutcast-ID for the radio.

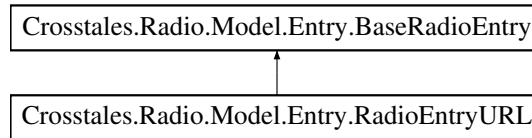
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/Entry/Radio↔
EntryShoutcast.cs

5.174 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, [DataFormatURL](#) dataFormat=[DataFormatURL.Stream](#), int readNumberOfStations=0)
Constructor for a [RadioEntryURL](#).
- [RadioEntryURL](#) ([RadioStation](#) entry, string url, [DataFormatURL](#) dataFormat=[DataFormatURL.Stream](#), int readNumberOfStations=0)
Constructor for a [RadioEntryURL](#).
- override string **ToString** ()

Public Attributes

- string [URL](#)
URL (add the protocol-type ' [http://](#)', ' [file://](#)' etc.) with the radios.
- [URLPrefix](#) [Prefix](#) = [URLPrefix.None](#)
Prefixes for URLs, like ' [http://](#)' (default: [URLPrefix.None](#)).
- [DataFormatURL](#) [DataFormat](#) = [DataFormatURL.Stream](#)
Data format of the data with the radios (default: [DataFormatURL.Stream](#)).
- int [ReadNumberOfStations](#)
Reads only the given number of radio stations (default: : 0 (= all)).

Properties

- string [FinalURL](#) [get]
Returns the final URL including an optional prefix.

Additional Inherited Members

5.174.1 Detailed Description

[Model](#) for an URL entry.

5.174.2 Constructor & Destructor Documentation

5.174.2.1 RadioEntryURL() [1/2]

```
Crosstales.Radio.Model.Entry.RadioEntryURL.RadioEntryURL (
    BaseRadioEntry entry,
    string url,
    DataFormatURL dataFormat = DataFormatURL.Stream,
    int readNumberOfStations = 0 )
```

Constructor for a [RadioEntryURL](#).

Parameters

<i>entry</i>	BaseRadioEntry as base.
<i>url</i>	Stream-URL of the station.
<i>dataFormat</i>	Data format of the data with the radios (default: <code>DataFormatURL.Stream</code> , optional).
<i>readNumberOfStations</i>	Reads only the given number of radio stations (default: <code>: 0 (= all)</code> , optional).

5.174.2.2 RadioEntryURL() [2/2]

```
Crosstales.Radio.Model.Entry.RadioEntryURL.RadioEntryURL (
    RadioStation entry,
    string url,
    DataFormatURL dataFormat = DataFormatURL.Stream,
    int readNumberOfStations = 0 )
```

Constructor for a [RadioEntryURL](#).

Parameters

<i>entry</i>	RadioStation as base.
<i>url</i>	Stream-URL of the station.
<i>dataFormat</i>	Data format of the data with the radios (default: <code>DataFormatURL.Stream</code> , optional).
<i>readNumberOfStations</i>	Reads only the given number of radio stations (default: <code>: 0 (= all)</code> , optional).

5.174.3 Member Data Documentation**5.174.3.1 DataFormat**

[DataFormatURL](#) `Crosstales.Radio.Model.Entry.RadioEntryURL.DataFormat = DataFormatURL.Stream`

Data format of the data with the radios (default: `DataFormatURL.Stream`).

5.174.3.2 Prefix

```
URLPrefix Crosstales.Radio.Model.Entry.RadioEntryURL.Prefix = URLPrefix.None
```

Prefixes for URLs, like ' `http://`' (default: `URLPrefix.None`).

5.174.3.3 ReadNumberOfStations

```
int Crosstales.Radio.Model.Entry.RadioEntryURL.ReadNumberOfStations
```

Reads only the given number of radio stations (default: : 0 (= all)).

5.174.3.4 URL

```
string Crosstales.Radio.Model.Entry.RadioEntryURL.URL
```

URL (add the protocol-type ' `http://`', ' `file://`' etc.) with the radios.

5.174.4 Property Documentation

5.174.4.1 FinalURL

```
string Crosstales.Radio.Model.Entry.RadioEntryURL.FinalURL [get]
```

Returns the final URL including an optional prefix.

Returns

Final URL including an optional prefix.

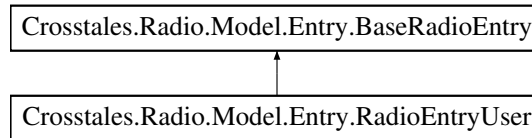
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/Entry/Radio↔EntryURL.cs`

5.175 Crosstales.Radio.Model.Entry.RadioEntryUser Class Reference

[Model](#) for an User entry.

Inheritance diagram for Crosstales.Radio.Model.Entry.RadioEntryUser:



Public Member Functions

- [RadioEntryUser](#) ([RadioStation](#) entry, string url)
Constructor for a [RadioEntryUser](#).
- override string **ToString** ()

Public Attributes

- TextAsset [Resource](#)
Text-, M3U or PLS-file with the radios.
- [DataFormatResource](#) [DataFormat](#) = [DataFormatResource.Text](#)
Data format of the data with the radios (default: [DataFormatResource.Text](#)).
- int [ReadNumberOfStations](#)
Reads only the given number of radio stations (default: : 0 (= all))
- bool [LoadOnlyOnce](#) = true
Loads the radio stations only once (default: true).
- string [Path](#)
Path to the text-file with the radios.
- [PathPrefix](#) [Prefix](#) = [PathPrefix.None](#)
Prefixes for the path (default: [PathPrefix.None](#)).

Properties

- string [FinalPath](#) [get]
Returns the final path including an optional prefix.

Additional Inherited Members

5.175.1 Detailed Description

[Model](#) for an User entry.

5.175.2 Constructor & Destructor Documentation

5.175.2.1 RadioEntryUser()

```
Crosstales.Radio.Model.Entry.RadioEntryUser.RadioEntryUser (  
    RadioStation entry,  
    string url )
```

Constructor for a [RadioEntryUser](#).

Parameters

<i>entry</i>	RadioStation as base.
<i>url</i>	Stream-URL of the station.

5.175.3 Member Data Documentation

5.175.3.1 DataFormat

`DataFormatResource` Crosstales.Radio.Model.Entry.RadioEntryUser.DataFormat = DataFormatResource.
↔
Text

Data format of the data with the radios (default: DataFormatResource.Text).

5.175.3.2 LoadOnlyOnce

```
bool Crosstales.Radio.Model.Entry.RadioEntryUser.LoadOnlyOnce = true
```

Loads the radio stations only once (default: true).

5.175.3.3 Path

```
string Crosstales.Radio.Model.Entry.RadioEntryUser.Path
```

Path to the text-file with the radios.

5.175.3.4 Prefix

`PathPrefix` Crosstales.Radio.Model.Entry.RadioEntryUser.Prefix = PathPrefix.None

Prefixes for the path (default: PathPrefix.None).

5.175.3.5 ReadNumberOfStations

```
int Crosstales.Radio.Model.Entry.RadioEntryUser.ReadNumberOfStations
```

Reads only the given number of radio stations (default: : 0 (= all))

5.175.3.6 Resource

TextAsset Crosstales.Radio.Model.Entry.RadioEntryUser.Resource

Text-, M3U or PLS-file with the radios.

5.175.4 Property Documentation

5.175.4.1 FinalPath

string Crosstales.Radio.Model.Entry.RadioEntryUser.FinalPath [get]

Returns the final path including an optional prefix.

Returns

Final path including an optional prefix.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/Entry/Radio↔EntryUser.cs

5.176 Crosstales.Radio.Model.RadioFilter Class Reference

Filter for radio stations.

Public Member Functions

- [RadioFilter](#) ()
Default-constructor for a [RadioFilter](#).
- [RadioFilter](#) ([RadioFilter](#) filter)
Clone-constructor for a [RadioFilter](#).
- override bool **Equals** (object obj)
- override int **GetHashCode** ()
- override string **ToString** ()

Public Attributes

- string [Names](#) = string.Empty
Part of the radio names (callsigns).
- string [Urls](#) = string.Empty
Part of the radio URLs.
- string [Stations](#) = string.Empty
Part of the radio stations.
- string [Genres](#) = string.Empty
Part of the radio genres.
- string [Cities](#) = string.Empty
Part of the radio cities.
- string [Countries](#) = string.Empty
Part of the radio countries (ISO 3166-1, e.g. 'ch').
- string [Languages](#) = string.Empty
Part of the radio languages (like 'german').
- string [Format](#) = string.Empty
Part of the radio formats.
- bool [ExcludeUnsupportedCodecs](#) = true
Exclude radio stations with unsupported codecs (default: true).
- int [Limit](#)
Limit number of results (default: 0 = unlimited).
- bool [isFiltering](#)
Are filter parameters set and active?

Properties

- float [RatingMin](#) [get, set]
Minimal rating (range: 0-4.9).
- float [RatingMax](#) [get, set]
Maximal rating (range: 0.1-5).
- int [BitrateMin](#) [get, set]
Minimal bitrate in kbit/s (range: 32-499).
- int [BitrateMax](#) [get, set]
Maximal bitrate in kbit/s (range: 33-500).

5.176.1 Detailed Description

Filter for radio stations.

5.176.2 Constructor & Destructor Documentation

5.176.2.1 RadioFilter() [1/2]

```
Crosstales.Radio.Model.RadioFilter.RadioFilter ( )
```

Default-constructor for a [RadioFilter](#).

5.176.2.2 RadioFilter() [2/2]

```
Crosstales.Radio.Model.RadioFilter.RadioFilter (
    RadioFilter filter )
```

Clone-constructor for a [RadioFilter](#).

5.176.3 Member Data Documentation

5.176.3.1 Cities

```
string Crosstales.Radio.Model.RadioFilter.Cities = string.Empty
```

Part of the radio cities.

5.176.3.2 Countries

```
string Crosstales.Radio.Model.RadioFilter.Countries = string.Empty
```

Part of the radio countries (ISO 3166-1, e.g. 'ch').

5.176.3.3 ExcludeUnsupportedCodecs

```
bool Crosstales.Radio.Model.RadioFilter.ExcludeUnsupportedCodecs = true
```

Exclude radio stations with unsupported codecs (default: true).

5.176.3.4 Format

```
string Crosstales.Radio.Model.RadioFilter.Format = string.Empty
```

Part of the radio formats.

5.176.3.5 Genres

```
string Crosstales.Radio.Model.RadioFilter.Genres = string.Empty
```

Part of the radio genres.

5.176.3.6 isFiltering

```
bool Crosstales.Radio.Model.RadioFilter.isFiltering
```

Initial value:

=>

```
!string.IsNullOrEmpty(Names) ||
!string.IsNullOrEmpty(Urls) ||
!string.IsNullOrEmpty(Stations) ||
!string.IsNullOrEmpty(Genres) ||
!string.IsNullOrEmpty(Cities) ||
!string.IsNullOrEmpty(Countries) ||
!string.IsNullOrEmpty(Languages) ||
ratingMin > 0f ||
ratingMax < 5f ||
!string.IsNullOrEmpty(Format) ||
bitrateMin > 32 ||
bitrateMax < 500 ||
Limit != 0
```

Are filter parameters set and active?

Returns

True if filter parameters are set and active.

5.176.3.7 Languages

```
string Crosstales.Radio.Model.RadioFilter.Languages = string.Empty
```

Part of the radio languages (like 'german').

5.176.3.8 Limit

```
int Crosstales.Radio.Model.RadioFilter.Limit
```

Limit number of results (default: 0 = unlimited).

5.176.3.9 Names

```
string Crosstales.Radio.Model.RadioFilter.Names = string.Empty
```

Part of the radio names (callsigns).

5.176.3.10 Stations

```
string Crosstales.Radio.Model.RadioFilter.Stations = string.Empty
```

Part of the radio stations.

5.176.3.11 Urls

```
string Crosstales.Radio.Model.RadioFilter.Urls = string.Empty
```

Part of the radio URLs.

5.176.4 Property Documentation

5.176.4.1 BitrateMax

```
int Crosstales.Radio.Model.RadioFilter.BitrateMax [get], [set]
```

Maximal bitrate in kbit/s (range: 33-500).

5.176.4.2 BitrateMin

```
int Crosstales.Radio.Model.RadioFilter.BitrateMin [get], [set]
```

Minimal bitrate in kbit/s (range: 32-499).

5.176.4.3 RatingMax

```
float Crosstales.Radio.Model.RadioFilter.RatingMax [get], [set]
```

Maximal rating (range: 0.1-5).

5.176.4.4 RatingMin

```
float Crosstales.Radio.Model.RadioFilter.RatingMin [get], [set]
```

Minimal rating (range: 0-4.9).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/RadioFilter.cs

5.177 Crosstales.Radio.EditorIntegration.RadioGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.177.1 Detailed Description

Editor component for the "Hierarchy"-menu.

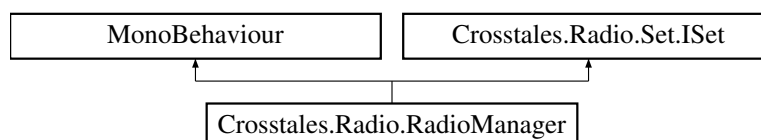
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Editor/Integration/RadioGameObject.cs

5.178 Crosstales.Radio.RadioManager Class Reference

[Radio](#) manager for multiple radio players.

Inheritance diagram for Crosstales.Radio.RadioManager:



Public Member Functions

- System.Collections.Generic.List< [RadioPlayer](#) > [GetPlayers](#) (bool random=false, [RadioFilter](#) filter=null)
Get all [RadioPlayer](#) for a given [RadioFilter](#).
- int [CountPlayers](#) ([RadioFilter](#) filter=null)
Count all [RadioPlayer](#) for a given [RadioFilter](#).
- void [PlayAll](#) ()
Play all radios of this manager at once.
- [RadioPlayer](#) [PlayerFromIndex](#) (bool random=false, int index=-1, [RadioFilter](#) filter=null)
[Radio](#) player from a given index (normal/random) from this manager.
- [RadioPlayer](#) [Next](#) (bool random=false, [RadioFilter](#) filter=null, bool stopAll=true, bool playImmediately=true)
Next (normal/random) radio from this manager.
- [RadioPlayer](#) [Previous](#) (bool random=false, [RadioFilter](#) filter=null, bool stopAll=true, bool playImmediately=true)
Previous (normal/random) radio from this manager.
- void [StopAll](#) (bool resetIndex)
Stops all radios of this manager at once.
- void [StopAll](#) ()
Stops all radios of this manager at once.
- System.Collections.Generic.List< [RadioPlayer](#) > [PlayersByName](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radios of this manager ordered by name.
- System.Collections.Generic.List< [RadioPlayer](#) > [PlayersByURL](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radios of this manager ordered by URL.
- System.Collections.Generic.List< [RadioPlayer](#) > [PlayersByFormat](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radios of this manager ordered by audio format.
- System.Collections.Generic.List< [RadioPlayer](#) > [PlayersByStation](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radios of this manager ordered by station.
- System.Collections.Generic.List< [RadioPlayer](#) > [PlayersByBitrate](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radios of this manager ordered by bitrate.
- System.Collections.Generic.List< [RadioPlayer](#) > [PlayersByGenres](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radios of this manager ordered by genres.
- System.Collections.Generic.List< [RadioPlayer](#) > [PlayersByRating](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radios of this manager ordered by rating.
- void [RandomizePlayers](#) (bool resetIndex=true)
Randomize all radio players.
- override string [ToString](#) ()
- System.Collections.Generic.List< [RadioStation](#) > [GetStations](#) (bool random=false, [RadioFilter](#) filter=null)
Get all [RadioStation](#) for a given [RadioFilter](#).
- int [CountStations](#) ([RadioFilter](#) filter=null)
Count all [RadioStation](#) for a given [RadioFilter](#).
- [RadioStation](#) [StationFromIndex](#) (bool random=false, int index=-1, [RadioFilter](#) filter=null)
[Radio](#) station from a given index (normal/random) from this set.
- [RadioStation](#) [StationFromHashCode](#) (int hashCode)
[Radio](#) station from a hashcode from this set.
- [RadioStation](#) [NextStation](#) (bool random=false, [RadioFilter](#) filter=null)
Next (normal/random) radio station from this set.
- [RadioStation](#) [PreviousStation](#) (bool random=false, [RadioFilter](#) filter=null)
Previous (normal/random) radio station from this set.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByName](#) (bool desc=false, [RadioFilter](#) filter=null)
Returns all radio stations of this set ordered by name.
- System.Collections.Generic.List< [RadioStation](#) > [StationsByURL](#) (bool desc=false, [RadioFilter](#) filter=null)

- Returns all radio stations of this set ordered by URL.*

 - System.Collections.Generic.List< [RadioStation](#) > [StationsByFormat](#) (bool desc=false, [RadioFilter](#) filter=null)

Returns all radio stations of this set ordered by audio format.

 - System.Collections.Generic.List< [RadioStation](#) > [StationsByStation](#) (bool desc=false, [RadioFilter](#) filter=null)

Returns all radio stations of this set ordered by station.

 - System.Collections.Generic.List< [RadioStation](#) > [StationsByBitrate](#) (bool desc=false, [RadioFilter](#) filter=null)

Returns all radio stations of this set ordered by bitrate.

 - System.Collections.Generic.List< [RadioStation](#) > [StationsByGenres](#) (bool desc=false, [RadioFilter](#) filter=null)

Returns all radio stations of this set ordered by genres.

 - System.Collections.Generic.List< [RadioStation](#) > [StationsByCities](#) (bool desc=false, [RadioFilter](#) filter=null)

Returns all radio stations of this set ordered by cities.

 - System.Collections.Generic.List< [RadioStation](#) > [StationsByCountries](#) (bool desc=false, [RadioFilter](#) filter=null)

Returns all radio stations of this set ordered by countries.

 - System.Collections.Generic.List< [RadioStation](#) > [StationsByLanguages](#) (bool desc=false, [RadioFilter](#) filter=null)

Returns all radio stations of this set ordered by languages.

 - System.Collections.Generic.List< [RadioStation](#) > [StationsByRating](#) (bool desc=false, [RadioFilter](#) filter=null)

Returns all radio stations of this set ordered by rating.

 - void [Load](#) ()

Loads all stations from this set (via providers).

 - void [Save](#) (string path, [RadioFilter](#) filter=null)

Saves all stations from this set as text-file with streams.

 - void [RandomizeStations](#) (bool resetIndex=true)

Randomize all radio stations.

Public Attributes

- [RadioSet](#) **Set**
- 'Set' from the scene.*
- [RadioFilter](#) **Filter**
- Global RadioFilter (active if no explicit filter is given).*
- bool [LoadOnStart](#)
- Calls 'Load' on Start (default: false).*
- bool [LoadOnStartInEditor](#)
- Calls 'Load' on Start in Editor (default: false).*
- bool [InstantiateRadioPlayers](#)
- Instantiate [RadioPlayer](#) (default: false).*
- GameObject [RadioPrefab](#)
- Prefab of the [RadioPlayer](#).*
- System.Collections.Generic.List< [RadioPlayer](#) > [Players](#) => players
- List of all instantiated [RadioPlayer](#).*
- [FilterChangeEvent](#) **OnFilterChanged**
 - [StationsChangeEvent](#) **OnStationsChanged**
 - [ProviderReadyEvent](#) **OnProviderReadyEvent**
 - System.Collections.Generic.List< [RadioStation](#) > **Stations** => [Set](#) != null ? [Set.Stations](#) : new System.Collections.Generic.List<[RadioStation](#)>()
 - System.Collections.Generic.List< [RadioStation](#) > **RandomStations** => [Set](#) != null ? [Set.RandomStations](#) : new System.Collections.Generic.List<[RadioStation](#)>()
 - bool **isReady** => [Set](#) != null && [Set.isReady](#)

Properties

- bool `isPlayback` [get]
Is any of the RadioPlayers in playback-mode?
- bool `isAudioPlaying` [get]
Is any of the RadioPlayers playing audio?
- bool `isBuffering` [get]
Is any of the RadioPlayers buffering?
- int? `CurrentStationIndex` [get, set]
- int? `CurrentRandomStationIndex` [get, set]

Events

- FilterChange `OnFilterChange`
An event triggered whenever the filter changes.
- StationsChange `OnStationsChange`
An event triggered whenever the stations change.
- ProviderReady `OnProviderReady`
An event triggered whenever all providers are ready.

5.178.1 Detailed Description

`Radio` manager for multiple radio players.

5.178.2 Member Function Documentation

5.178.2.1 CountPlayers()

```
int Crosstales.Radio.RadioManager.CountPlayers (  
    RadioFilter filter = null )
```

Count all `RadioPlayer` for a given `RadioFilter`.

Parameters

<i>filter</i>	Filter for the radio players (default: null, optional)
---------------	--

Returns

Number of all `RadioPlayer` for a given `RadioFilter`.

5.178.2.2 CountStations()

```
int Crosstales.Radio.RadioManager.CountStations (
    RadioFilter filter = null )
```

Count all RadioStation for a given RadioFilter.

Parameters

<i>filter</i>	Filter for the radio stations (default: null, optional)
---------------	---

Returns

Number of all RadioStation for a given RadioFilter.

Implements [Crosstales.Radio.Set.ISet](#).

5.178.2.3 GetPlayers()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.GetPlayers (
    bool random = false,
    RadioFilter filter = null )
```

Get all [RadioPlayer](#) for a given RadioFilter.

Parameters

<i>random</i>	Return random RadioPlayer (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All [RadioPlayer](#) for a given RadioFilter.

5.178.2.4 GetStations()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.RadioManager.GetStations (
    bool random = false,
    RadioFilter filter = null )
```

Get all RadioStation for a given RadioFilter.

Parameters

<i>random</i>	Return random RadioStation (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All RadioStation for a given RadioFilter.

Implements [Crosstales.Radio.Set.ISet](#).

5.178.2.5 Load()

```
void Crosstales.Radio.RadioManager.Load ( )
```

Loads all stations from this set (via providers).

Implements [Crosstales.Radio.Set.ISet](#).

5.178.2.6 Next()

```
RadioPlayer Crosstales.Radio.RadioManager.Next (
    bool random = false,
    RadioFilter filter = null,
    bool stopAll = true,
    bool playImmediately = true )
```

Next (normal/random) radio from this manager.

Parameters

<i>random</i>	Return a random radio player (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)
<i>stopAll</i>	Stops all radios of this manager (default: true, optional)
<i>playImmediately</i>	Plays the radio (default: true, optional)

Returns

Next radio station.

5.178.2.7 NextStation()

```
RadioStation Crosstales.Radio.RadioManager.NextStation (
    bool random = false,
    RadioFilter filter = null )
```

Next (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Next radio station.

Implements [Crosstales.Radio.Set.ISet](#).

5.178.2.8 PlayAll()

```
void Crosstales.Radio.RadioManager.PlayAll ( )
```

Play all radios of this manager at once.

5.178.2.9 PlayerFromIndex()

```
RadioPlayer Crosstales.Radio.RadioManager.PlayerFromIndex (
    bool random = false,
    int index = -1,
    RadioFilter filter = null )
```

[Radio](#) player from a given index (normal/random) from this manager.

Parameters

<i>random</i>	Return a random radio player (default: false, optional)
<i>index</i>	Index of the radio player (default: -1, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

[Radio](#) player by index.

5.178.2.10 PlayersByBitrate()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.PlayersByBitrate (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radios of this manager ordered by bitrate.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All radios of this manager ordered by bitrate.

5.178.2.11 PlayersByFormat()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.PlayersByFormat (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radios of this manager ordered by audio format.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All radios of this manager ordered by audio format.

5.178.2.12 PlayersByGenres()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.PlayersByGenres (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radios of this manager ordered by genres.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All radios of this manager ordered by genre.

5.178.2.13 PlayersByName()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.PlayersByName (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radios of this manager ordered by name.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All radios of this manager ordered by name.

5.178.2.14 PlayersByRating()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.PlayersByRating (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radios of this manager ordered by rating.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All radios of this manager ordered by rating.

5.178.2.15 PlayersByStation()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.PlayersByStation (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radios of this manager ordered by station.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All radios of this manager ordered by station.

5.178.2.16 PlayersByURL()

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.PlayersByURL (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radios of this manager ordered by URL.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)

Returns

All radios of this manager ordered by URL.

5.178.2.17 Previous()

```
RadioPlayer Crosstales.Radio.RadioManager.Previous (
    bool random = false,
    RadioFilter filter = null,
    bool stopAll = true,
    bool playImmediately = true )
```

Previous (normal/random) radio from this manager.

Parameters

<i>random</i>	Return a random radio player (default: false, optional)
<i>filter</i>	Filter for the radio players (default: null, optional)
<i>stopAll</i>	Stops all radios of this manager (default: true, optional)
<i>playImmediately</i>	Plays the radio (default: true, optional)

Returns

Previous radio station.

5.178.2.18 PreviousStation()

```
RadioStation Crosstales.Radio.RadioManager.PreviousStation (
    bool random = false,
    RadioFilter filter = null )
```

Previous (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Previous radio station.

Implements [Crosstales.Radio.Set.ISet](#).

5.178.2.19 RandomizePlayers()

```
void Crosstales.Radio.RadioManager.RandomizePlayers (
    bool resetIndex = true )
```

Randomize all radio players.

Parameters

<i>resetIndex</i>	Reset the index of the random radio stations (default: true, optional)
-------------------	--

5.178.2.20 RandomizeStations()

```
void Crosstales.Radio.RadioManager.RandomizeStations (
    bool resetIndex = true )
```

Randomize all radio stations.

Parameters

<i>resetIndex</i>	Reset the index of the random radio stations (default: true, optional)
-------------------	--

Implements [Crosstales.Radio.Set.ISet](#).

5.178.2.21 Save()

```
void Crosstales.Radio.RadioManager.Save (
    string path,
    RadioFilter filter = null )
```

Saves all stations from this set as text-file with streams.

Parameters

<i>path</i>	Path to the text-file.
<i>filter</i>	Filter for the radio stations (default: null, optional)

Implements [Crosstales.Radio.Set.ISet](#).

5.178.2.22 StationFromHashCode()

```
RadioStation Crosstales.Radio.RadioManager.StationFromHashCode (
    int hashCode )
```

[Radio](#) station from a hashcode from this set.

Parameters

<i>hashCode</i>	Hashcode of the radio station
-----------------	-------------------------------

Returns

[Radio](#) station from hashcode.

Implements [Crosstales.Radio.Set.ISet](#).

5.178.2.23 StationFromIndex()

```
RadioStation Crosstales.Radio.RadioManager.StationFromIndex (
    bool random = false,
    int index = -1,
    RadioFilter filter = null )
```

[Radio](#) station from a given index (normal/random) from this set.

Parameters

<i>random</i>	Return a random Radio station (default: false, optional)
<i>index</i>	Index of the radio station (default: -1, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Record from index.

Implements [Crosstales.Radio.Set.ISet](#).

5.178.2.24 StationsByBitrate()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.RadioManager.StationsByBitrate  
(  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by bitrate.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by bitrate.

Implements [Crosstales.Radio.Set.ISet](#).

5.178.2.25 StationsByCities()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.RadioManager.StationsByCities (  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by cities.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by cities.

Implements [Crosstales.Radio.Set.ISet](#).

5.178.2.26 StationsByCountries()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.RadioManager.StationsByCountries  
(  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by countries.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by countries.

Implements [Crosstales.Radio.Set.ISet](#).

5.178.2.27 StationsByFormat()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.RadioManager.StationsByFormat (  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by audio format.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by audio format.

Implements [Crosstales.Radio.Set.ISet](#).

5.178.2.28 StationsByGenres()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.RadioManager.StationsByGenres (  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by genres.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by genre.

Implements [Crosstales.Radio.Set.ISet](#).

5.178.2.29 StationsByLanguages()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.RadioManager.StationsByLanguages  
(  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by languages.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by languages.

Implements [Crosstales.Radio.Set.ISet](#).

5.178.2.30 StationsByName()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.RadioManager.StationsByName (  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by name.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by name.

Implements [Crosstales.Radio.Set.ISet](#).

5.178.2.31 StationsByRating()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.RadioManager.StationsByRating (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by rating.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by rating.

Implements [Crosstales.Radio.Set.ISet](#).

5.178.2.32 StationsByStation()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.RadioManager.StationsByStation
(
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by station.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by station.

Implements [Crosstales.Radio.Set.ISet](#).

5.178.2.33 StationsByURL()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.RadioManager.StationsByURL (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by URL.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by URL.

Implements [Crosstales.Radio.Set.ISet](#).

5.178.2.34 StopAll() [1/2]

```
void Crosstales.Radio.RadioManager.StopAll ( )
```

Stops all radios of this manager at once.

5.178.2.35 StopAll() [2/2]

```
void Crosstales.Radio.RadioManager.StopAll (
    bool resetIndex )
```

Stops all radios of this manager at once.

Parameters

<i>resetIndex</i>	Reset the index of the radio stations (default: false)
-------------------	--

5.178.3 Member Data Documentation

5.178.3.1 Filter

[RadioFilter](#) Crosstales.Radio.RadioManager.Filter

Global [RadioFilter](#) (active if no explicit filter is given).

5.178.3.2 InstantiateRadioPlayers

```
bool Crosstales.Radio.RadioManager.InstantiateRadioPlayers
```

Instantiate [RadioPlayer](#) (default: false).

5.178.3.3 LoadOnStart

```
bool Crosstales.Radio.RadioManager.LoadOnStart
```

Calls 'Load' on Start (default: false).

5.178.3.4 LoadOnStartInEditor

```
bool Crosstales.Radio.RadioManager.LoadOnStartInEditor
```

Calls 'Load' on Start in Editor (default: false).

5.178.3.5 Players

```
System.Collections.Generic.List<RadioPlayer> Crosstales.Radio.RadioManager.Players => players
```

List of all instantiated [RadioPlayer](#).

5.178.3.6 RadioPrefab

```
GameObject Crosstales.Radio.RadioManager.RadioPrefab
```

Prefab of the [RadioPlayer](#).

5.178.3.7 Set

```
RadioSet Crosstales.Radio.RadioManager.Set
```

'Set' from the scene.

5.178.4 Property Documentation

5.178.4.1 isAudioPlaying

```
bool Crosstales.Radio.RadioManager.isAudioPlaying [get]
```

Is any of the RadioPlayers playing audio?

Returns

True if any of the RadioPlayers is playing audio.

5.178.4.2 isBuffering

```
bool Crosstales.Radio.RadioManager.isBuffering [get]
```

Is any of the RadioPlayers buffering?

Returns

True if any of the RadioPlayers is buffering.

5.178.4.3 isPlayback

```
bool Crosstales.Radio.RadioManager.isPlayback [get]
```

Is any of the RadioPlayers in playback-mode?

Returns

True if any of the RadioPlayers is in playback-mode.

5.178.5 Event Documentation

5.178.5.1 OnFilterChange

```
FilterChange Crosstales.Radio.RadioManager.OnFilterChange
```

An event triggered whenever the filter changes.

5.178.5.2 OnProviderReady

ProviderReady Crosstales.Radio.RadioManager.OnProviderReady

An event triggered whenever all providers are ready.

5.178.5.3 OnStationsChange

StationsChange Crosstales.Radio.RadioManager.OnStationsChange

An event triggered whenever the stations change.

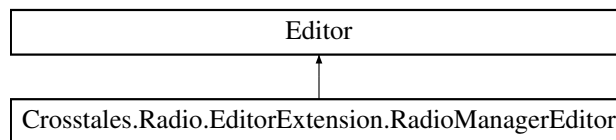
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/RadioManager.cs

5.179 Crosstales.Radio.EditorExtension.RadioManagerEditor Class Reference

Custom editor for the 'RadioPlayer'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.RadioManagerEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Static Protected Attributes

- static bool **showData**

5.179.1 Detailed Description

Custom editor for the 'RadioPlayer'-class.

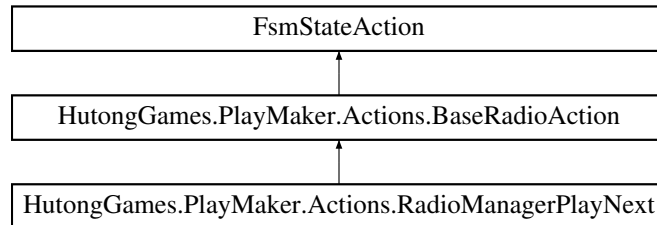
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Editor/Extension/RadioManagerEditor.cs

5.180 HutongGames.PlayMaker.Actions.RadioManagerPlayNext Class Reference

PlayNext-action for RadioManager in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.RadioManagerPlayNext:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- [Crosstales.Radio.RadioManager](#) **RadioManager**
Add a RadioManager (default: first object in scene).
- FsmBool **PlayRandom** = false
Play next radio station in random order (default: false).

5.180.1 Detailed Description

PlayNext-action for RadioManager in [PlayMaker](#).

5.180.2 Member Data Documentation

5.180.2.1 PlayRandom

```
FsmBool HutongGames.PlayMaker.Actions.RadioManagerPlayNext.PlayRandom = false
```

Play next radio station in random order (default: false).

5.180.2.2 RadioManager

[Crosstales.Radio.RadioManager](#) HutongGames.PlayMaker.Actions.RadioManagerPlayNext.RadioManager

Add a RadioManager (default: first object in scene).

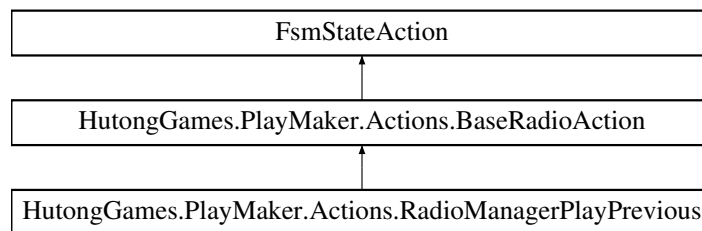
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/Scripts/RadioManagerPlayNext.cs

5.181 HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious Class Reference

PlayPrevious-action for RadioManager in [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).

5.181.1 Detailed Description

PlayPrevious-action for RadioManager in [PlayMaker](#).

5.181.2 Member Data Documentation

5.181.2.1 PlayRandom

```
FsmBool HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious.PlayRandom = false
```

Play previous radio station in random order (default: false).

5.181.2.2 RadioManager

[Crosstales.Radio.RadioManager](#) HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious.RadioManager

Add a RadioManager (default: random manager in scene).

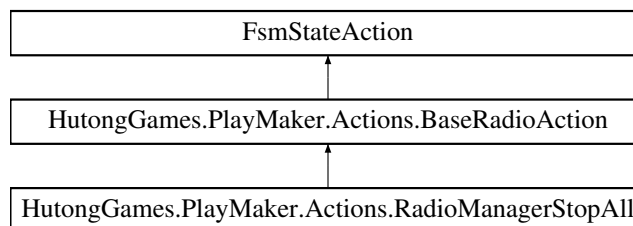
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/Scripts/RadioManagerPlayPrevious.cs

5.182 HutongGames.PlayMaker.Actions.RadioManagerStopAll Class Reference

StopAll-action for RadioManager in [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).

5.182.1 Detailed Description

StopAll-action for RadioManager in [PlayMaker](#).

5.182.2 Member Data Documentation

5.182.2.1 RadioManager

[Crosstales.Radio.RadioManager](#) HutongGames.PlayMaker.Actions.RadioManagerStopAll.RadioManager

Add a RadioManager (default: random manager in scene).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/Scripts/RadioManagerStopAll.cs

5.183 Crosstales.Radio.EditorIntegration.RadioMenu Class Reference

Editor component for the "Tools"-menu.

5.183.1 Detailed Description

Editor component for the "Tools"-menu.

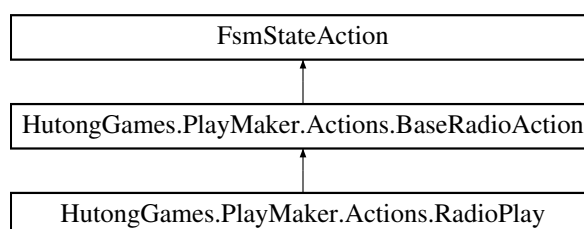
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Editor/Integration/RadioMenu.cs

5.184 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**
Name of the station.
- FsmString **Genres**
Genres of the radio.
- FsmFloat **Rating**
Your rating of the radio.
- FsmString **Description**
Description of the radio station.
- FsmString **IconUrl**
Icon url for the radio station.
- FsmString **City**
City of the radio.
- FsmString **Country**
Country of the radio (ISO 3166-1, e.g. 'ch').
- FsmString **Language**
Language of the radio (like 'german').
- FsmInt **Bitrate** = **Crosstales.Radio.Util.Config.DEFAULT_BITRATE**
Bitrate in kbit/s (default: 128).
- FsmInt **ChunkSize** = **Crosstales.Radio.Util.Config.DEFAULT_CHUNKSIZE**
Size of the streaming-chunk in KB (default: 32).
- FsmInt **BufferSize** = **Crosstales.Radio.Util.Config.DEFAULT_BUFFERSIZE**
Size of the local buffer in KB (default: 48).
- FsmInt **CacheStreamSize** = **Crosstales.Radio.Util.Config.DEFAULT_CACHESTREAMSIZE**
Size of cache stream in KB (default: 1024).
- **Crosstales.Radio.RadioPlayer** **RadioPlayer**
Add a RadioPlayer (default: random player in scene).

5.184.1 Detailed Description

Play-action for [PlayMaker](#).

5.184.2 Member Data Documentation

5.184.2.1 Bitrate

```
FsmInt HutongGames.PlayMaker.Actions.RadioPlay.Bitrate = Crosstales.Radio.Util.Config.DEFAULT_BITRATE
```

Bitrate in kbit/s (default: 128).

5.184.2.2 BufferSize

```
FsmInt HutongGames.PlayMaker.Actions.RadioPlay.BufferSize = Crosstales.Radio.Util.Config.DEFAULT_BUFFER_SIZE
```

Size of the local buffer in KB (default: 48).

5.184.2.3 CacheStreamSize

```
FsmInt HutongGames.PlayMaker.Actions.RadioPlay.CacheStreamSize = Crosstales.Radio.Util.Config.DEFAULT_CACHE_STREAM_SIZE
```

Size of cache stream in KB (default: 1024).

5.184.2.4 ChunkSize

```
FsmInt HutongGames.PlayMaker.Actions.RadioPlay.ChunkSize = Crosstales.Radio.Util.Config.DEFAULT_CHUNK_SIZE
```

Size of the streaming-chunk in KB (default: 32).

5.184.2.5 City

```
FsmString HutongGames.PlayMaker.Actions.RadioPlay.City
```

City of the radio.

5.184.2.6 Country

```
FsmString HutongGames.PlayMaker.Actions.RadioPlay.Country
```

Country of the radio (ISO 3166-1, e.g. 'ch').

5.184.2.7 Description

```
FsmString HutongGames.PlayMaker.Actions.RadioPlay.Description
```

Description of the radio station.

5.184.2.8 Genres

```
FsmString HutongGames.PlayMaker.Actions.RadioPlay.Genres
```

Genres of the radio.

5.184.2.9 IconUrl

```
FsmString HutongGames.PlayMaker.Actions.RadioPlay.IconUrl
```

Icon url for the radio station.

5.184.2.10 Language

```
FsmString HutongGames.PlayMaker.Actions.RadioPlay.Language
```

Language of the radio (like 'german').

5.184.2.11 RadioName

```
FsmString HutongGames.PlayMaker.Actions.RadioPlay.RadioName = string.Empty
```

Name of the radio station.

5.184.2.12 RadioPlayer

```
Crosstales.Radio.RadioPlayer HutongGames.PlayMaker.Actions.RadioPlay.RadioPlayer
```

Add a RadioPlayer (default: random player in scene).

5.184.2.13 Rating

```
FsmFloat HutongGames.PlayMaker.Actions.RadioPlay.Rating
```

Your rating of the radio.

5.184.2.14 Station

```
FsmString HutongGames.PlayMaker.Actions.RadioPlay.Station
```

Name of the station.

5.184.2.15 Url

```
FsmString HutongGames.PlayMaker.Actions.RadioPlay.Url = string.Empty
```

Streaming-URL of the station.

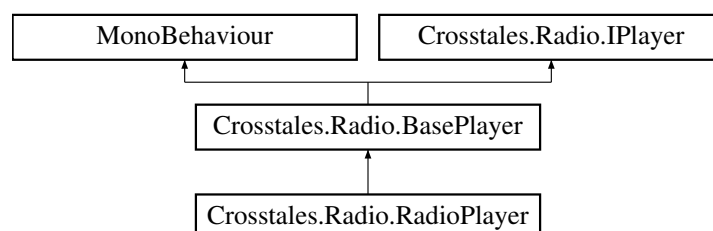
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/↔ Scripts/RadioPlay.cs

5.185 Crosstales.Radio.RadioPlayer Class Reference

Player for a radio station.

Inheritance diagram for Crosstales.Radio.RadioPlayer:



Public Member Functions

- override void [Play](#) ()
Plays the radio-station.
- override void [Stop](#) ()
Stops the playback of the radio-station.
- override void [Restart](#) (float invokeDelay=Constants.INVOKE_DELAY)
Restarts the playback of the radio-station.
- virtual string [ToShortString](#) ()
- void [Load](#) ()
Loads the [RadioPlayer](#).
- void [Save](#) ()
Saves the [RadioPlayer](#).
- override void [Mute](#) ()
Mute the playback of the record.
- override void [UnMute](#) ()
Unmute the playback of the record.
- override string [ToString](#) ()
- virtual void [PlayInEditor](#) (int channels=2, int sampleRate=44100)
Plays the radio-station (Editor only).

Public Attributes

- override bool [isPlayback](#) => playback
- override bool [isAudioPlaying](#) => playback && !isBuffering
- override bool [isBuffering](#) => !bufferAvailable
- override [RecordInfo](#) [RecordInfo](#) => recordInfo
- override [RecordInfo](#) [NextRecordInfo](#) => nextRecordInfo
- override float [NextRecordDelay](#) => nextRecordDelay
- override long [CurrentBufferSize](#) => ms != null ? ms.Length - ms.Position : 0
- override long [CurrentDownloadSpeed](#) => ms != null && PlayTime > 0f ? (long)(ms.Length / PlayTime) : 0
- override int [Channels](#) => station?.Channels ?? 0
- override int [SampleRate](#) => station?.SampleRate ?? 0
- [PlaybackStartEvent](#) [OnPlaybackStarted](#)
- [BufferingStartEvent](#) [OnBufferingStarted](#)
- [BufferingEndEvent](#) [OnBufferingEnded](#)
- [AudioStartEvent](#) [OnAudioStarted](#)
- [AudioEndEvent](#) [OnAudioEnded](#)
- [PlaybackEndEvent](#) [OnPlaybackEnded](#)
- [RecordChangeEvent](#) [OnRecordChanged](#)
- [ErrorEvent](#) [OnError](#)

Protected Member Functions

- override void [onPlaybackStart](#) ([RadioStation](#) _station)
- override void [onPlaybackEnd](#) ([RadioStation](#) _station)
- override void [onBufferingStart](#) ([RadioStation](#) _station)
- override void [onBufferingEnd](#) ([RadioStation](#) _station)
- override void [onAudioStart](#) ([RadioStation](#) _station)
- override void [onAudioEnd](#) ([RadioStation](#) _station)
- override void [onErrorInfo](#) ([RadioStation](#) _station, string info)
- override void [onRecordChange](#) ([RadioStation](#) _station, [RecordInfo](#) newRecord)
- override void [onRecordPlayTimeUpdate](#) ([RadioStation](#) _station, [RecordInfo](#) record, float playtime)
- override void [onNextRecordChange](#) ([RadioStation](#) _station, [RecordInfo](#) nextRecord, float _delay)
- override void [onNextRecordDelayUpdate](#) ([RadioStation](#) _station, [RecordInfo](#) nextRecord, float _delay)

Protected Attributes

- `NAudio.Wave.Mp3FileReader` **nAudioReader**
- bool **stopped** = true
- bool **bufferAvailable**
- bool **playback**
- `NVorbis.VorbisReader` **nVorbisReader**
- `NLayer.MpegFile` **nLayerReader**
- override `PlaybackStartEvent` **onPlaybackStarted** => `OnPlaybackStarted`
- override `PlaybackEndEvent` **onPlaybackEnded** => `OnPlaybackEnded`
- override `RecordChangeEvent` **onRecordChanged** => `OnRecordChanged`
- override `BufferingStartEvent` **onBufferingStarted** => `OnBufferingStarted`
- override `BufferingEndEvent` **onBufferingEnded** => `OnBufferingEnded`
- override `AudioStartEvent` **onAudioStarted** => `OnAudioStarted`
- override `AudioEndEvent` **onAudioEnded** => `OnAudioEnded`
- override `ErrorEvent` **onError** => `OnError`

Properties

- static `RadioPlayer` **Instance** [get]
Returns the singleton instance of this class.
- override `RadioStation` **Station** [get, set]
- bool `PlayOnStart` [get, set]
Play the `RadioPlayer` on start on/off.
- float `Delay` [get, set]
Delay in seconds until the `RadioPlayer` starts playing.
- override bool **HandleFocus** [get, set]
- override int? **CacheStreamSize** [get, set]
- override bool **LegacyMode** [get, set]
- override bool **CaptureDataStream** [get, set]
- override bool **SkipPreBuffering** [get, set]
- override `AudioSource` **Source** [get, protected set]
- override `AudioCodec` **Codec** [get, protected set]
- override float **PlayTime** [get, protected set]
- override float **BufferProgress** [get, protected set]
- override float **RecordPlayTime** [get, protected set]
- override `Crosstales.Common.Util.MemoryCacheStream` **DataStream** [get, protected set]
- override float? **Volume** [get, set]
- override float? **Pitch** [get, set]
- override float? **StereoPan** [get, set]
- override bool **isMuted** [get, set]

Additional Inherited Members

5.185.1 Detailed Description

Player for a radio station.

5.185.2 Member Function Documentation

5.185.2.1 Load()

```
void Crosstales.Radio.RadioPlayer.Load ( )
```

Loads the [RadioPlayer](#).

5.185.2.2 Mute()

```
override void Crosstales.Radio.RadioPlayer.Mute ( ) [virtual]
```

Mute the playback of the record.

Implements [Crosstales.Radio.BasePlayer](#).

5.185.2.3 Play()

```
override void Crosstales.Radio.RadioPlayer.Play ( ) [virtual]
```

Plays the radio-station.

Implements [Crosstales.Radio.BasePlayer](#).

5.185.2.4 PlayInEditor()

```
virtual void Crosstales.Radio.RadioPlayer.PlayInEditor (
    int channels = 2,
    int sampleRate = 44100 ) [virtual]
```

Plays the radio-station (Editor only).

Parameters

<i>channels</i>	Number of audio channels (default: 2, optional)
<i>sampleRate</i>	Sample rate of the audio (default: 44100, optional)

5.185.2.5 Restart()

```
override void Crosstales.Radio.RadioPlayer.Restart (
    float invokeDelay = Constants.INVOKE_DELAY ) [virtual]
```

Restarts the playback of the radio-station.

Parameters

<i>invokeDelay</i>	Delay for the restart (default: 0.4, optional)
--------------------	--

Implements [Crosstales.Radio.BasePlayer](#).

5.185.2.6 Save()

```
void Crosstales.Radio.RadioPlayer.Save ( )
```

Saves the [RadioPlayer](#).

5.185.2.7 Stop()

```
override void Crosstales.Radio.RadioPlayer.Stop ( ) [virtual]
```

Stops the playback of the radio-station.

Implements [Crosstales.Radio.BasePlayer](#).

5.185.2.8 UnMute()

```
override void Crosstales.Radio.RadioPlayer.UnMute ( ) [virtual]
```

Unmute the playback of the record.

Implements [Crosstales.Radio.BasePlayer](#).

5.185.3 Property Documentation

5.185.3.1 Delay

```
float Crosstales.Radio.RadioPlayer.Delay [get], [set]
```

Delay in seconds until the [RadioPlayer](#) starts playing.

5.185.3.2 Instance

`RadioPlayer` Crosstales.Radio.RadioPlayer.Instance [static], [get]

Returns the singleton instance of this class.

Returns

Singleton instance of this class.

5.185.3.3 PlayOnStart

`bool` Crosstales.Radio.RadioPlayer.PlayOnStart [get], [set]

Play the `RadioPlayer` on start on/off.

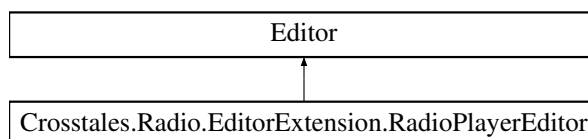
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/RadioPlayer.cs

5.186 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** ()
- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

Events

- static StopPlayback **OnStopPlayback**

5.186.1 Detailed Description

Custom editor for the ['RadioPlayer'](#)-class.

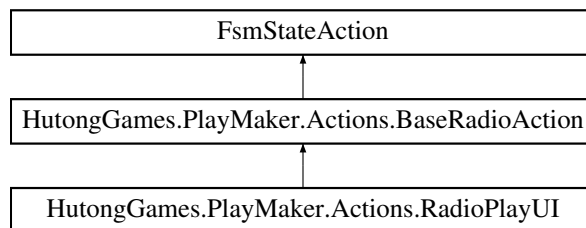
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstailes/Radio/Scripts/Editor/Extension/RadioPlayerEditor.cs

5.187 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.
- [Crosstailes.Radio.RadioPlayer](#) [RadioPlayer](#)
Add a RadioPlayer (default: random player in scene).

5.187.1 Detailed Description

PlayUI-action for [PlayMaker](#).

5.187.2 Member Data Documentation

5.187.2.1 RadioName

`InputField HutongGames.PlayMaker.Actions.RadioPlayUI.RadioName`

Name of the radio station.

5.187.2.2 RadioPlayer

`Crosstales.Radio.RadioPlayer HutongGames.PlayMaker.Actions.RadioPlayUI.RadioPlayer`

Add a RadioPlayer (default: random player in scene).

5.187.2.3 Station

`InputField HutongGames.PlayMaker.Actions.RadioPlayUI.Station`

Name of the station.

5.187.2.4 Url

`InputField HutongGames.PlayMaker.Actions.RadioPlayUI.Url`

Streaming-URL of the station.

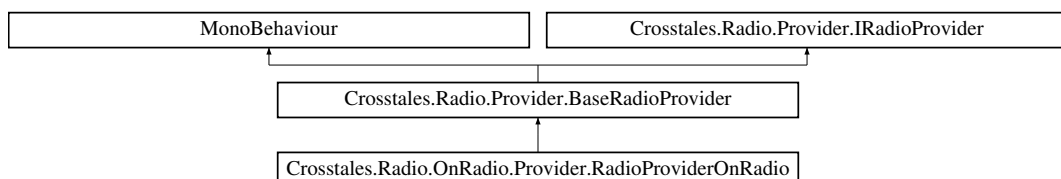
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/Scripts/RadioPlayUI.cs`

5.188 Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio Class Reference

[Provider](#) for [OnRadio](#) service results.

Inheritance diagram for `Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio`:



Public Member Functions

- override void [Load](#) ()
Loads all stations from this provider.

Public Attributes

- [Crosstales.Radio.OnRadio.Service.BaseService\[\]](#) [Services](#)
OnRadio services from the scene.
- override System.Collections.Generic.List< [Crosstales.Radio.Model.Entry.BaseRadioEntry](#) > **RadioEntries**
=> new System.Collections.Generic.List<[Crosstales.Radio.Model.Entry.BaseRadioEntry](#)>()
- override bool **isReady** => ready
- [StationsChangeEvent](#) **OnStationsChanged**
- [ProviderReadyEvent](#) **OnProviderReadyEvent**

Protected Attributes

- override [StationsChangeEvent](#) **onStationsChanged** => OnStationsChanged
- override [ProviderReadyEvent](#) **onProviderReadyEvent** => OnProviderReadyEvent

Additional Inherited Members

5.188.1 Detailed Description

[Provider](#) for [OnRadio](#) service results.

5.188.2 Member Function Documentation

5.188.2.1 Load()

```
override void Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio.Load ( ) [virtual]
```

Loads all stations from this provider.

Reimplemented from [Crosstales.Radio.Provider.BaseRadioProvider](#).

5.188.3 Member Data Documentation

5.188.3.1 Services

[Crosstales.Radio.OnRadio.Service.BaseService](#) [] [Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio.Services](#)

[OnRadio](#) services from the scene.

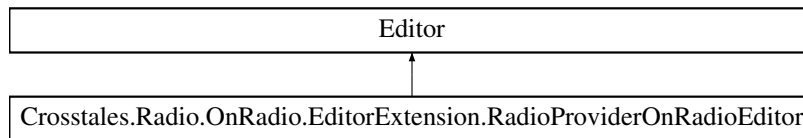
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/Provider/RadioProviderOnRadio.cs

5.189 Crosstales.Radio.OnRadio.EditorExtension.RadioProviderOnRadioEditor Class Reference

Custom editor for the 'RadioProviderOnRadio'-class.

Inheritance diagram for [Crosstales.Radio.OnRadio.EditorExtension.RadioProviderOnRadioEditor](#):



Public Member Functions

- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

5.189.1 Detailed Description

Custom editor for the 'RadioProviderOnRadio'-class.

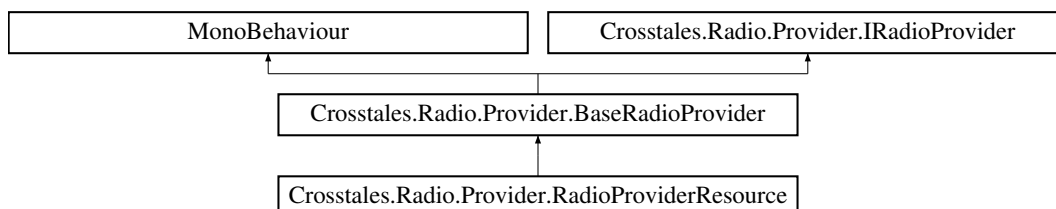
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/Editor/RadioProviderOnRadioEditor.cs

5.190 Crosstales.Radio.Provider.RadioProviderResource Class Reference

[Provider](#) for resources of radio stations in various formats.

Inheritance diagram for [Crosstales.Radio.Provider.RadioProviderResource](#):



Public Attributes

- override System.Collections.Generic.List< [BaseRadioEntry](#) > **RadioEntries** => Entries.Cast<[BaseRadioEntry](#)>().To←
List()
- [StationsChangeEvent](#) **OnStationsChanged**
- [ProviderReadyEvent](#) **OnProviderReadyEvent**

Protected Member Functions

- override void **init** ()
- override void **initInEditor** ()

Protected Attributes

- override [StationsChangeEvent](#) **onStationsChanged** => OnStationsChanged
- override [ProviderReadyEvent](#) **onProviderReadyEvent** => OnProviderReadyEvent

Properties

- System.Collections.Generic.List< [RadioEntryResource](#) > **Entries** [get]
All source radio station entries.

Additional Inherited Members

5.190.1 Detailed Description

[Provider](#) for resources of radio stations in various formats.

5.190.2 Property Documentation

5.190.2.1 Entries

```
System.Collections.Generic.List<RadioEntryResource> Crosstales.Radio.Provider.RadioProvider←  
Resource.Entries [get]
```

All source radio station entries.

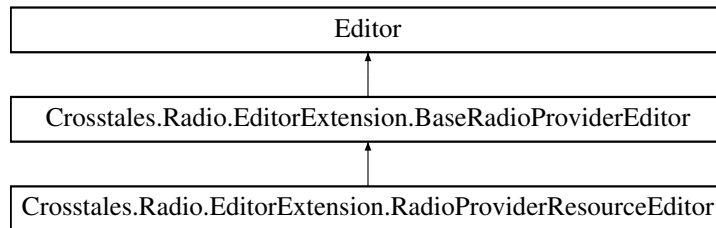
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Provider/Radio←
ProviderResource.cs

5.191 Crosstales.Radio.EditorExtension.RadioProviderResourceEditor Class Reference

Custom editor for the 'RadioProviderResource'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.RadioProviderResourceEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Protected Member Functions

- override void **OnEnable** ()

Additional Inherited Members

5.191.1 Detailed Description

Custom editor for the 'RadioProviderResource'-class.

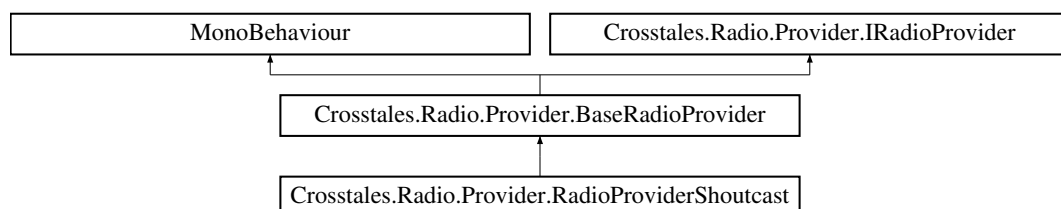
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Editor/Extension/RadioProviderResourceEditor.cs

5.192 Crosstales.Radio.Provider.RadioProviderShoutcast Class Reference

[Provider](#) for Shoutcast-based radio stations.

Inheritance diagram for Crosstales.Radio.Provider.RadioProviderShoutcast:



Public Attributes

- override System.Collections.Generic.List< [BaseRadioEntry](#) > **RadioEntries** => Entries.Cast<[BaseRadioEntry](#)>().To←
List()
- [StationsChangeEvent](#) **OnStationsChanged**
- [ProviderReadyEvent](#) **OnProviderReadyEvent**

Protected Member Functions

- override void **init** ()
- override void **initInEditor** ()

Protected Attributes

- override [StationsChangeEvent](#) **onStationsChanged** => OnStationsChanged
- override [ProviderReadyEvent](#) **onProviderReadyEvent** => OnProviderReadyEvent

Properties

- System.Collections.Generic.List< [RadioEntryShoutcast](#) > **Entries** [get]
All source radio station entries.

Additional Inherited Members

5.192.1 Detailed Description

[Provider](#) for Shoutcast-based radio stations.

5.192.2 Property Documentation

5.192.2.1 Entries

```
System.Collections.Generic.List<RadioEntryShoutcast> Crosstales.Radio.Provider.RadioProvider←  
Shoutcast.Entries [get]
```

All source radio station entries.

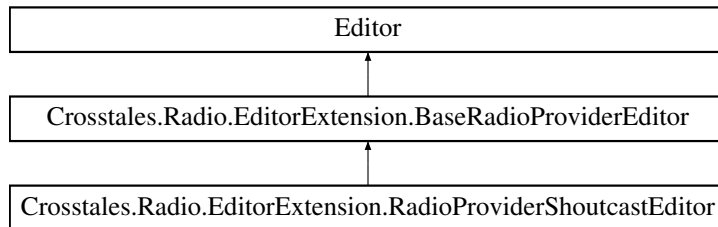
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Provider/Radio←
ProviderShoutcast.cs

5.193 Crosstales.Radio.EditorExtension.RadioProviderShoutcastEditor Class Reference

Custom editor for the 'RadioProviderShoutcast'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.RadioProviderShoutcastEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Protected Member Functions

- override void **OnEnable** ()

Additional Inherited Members

5.193.1 Detailed Description

Custom editor for the 'RadioProviderShoutcast'-class.

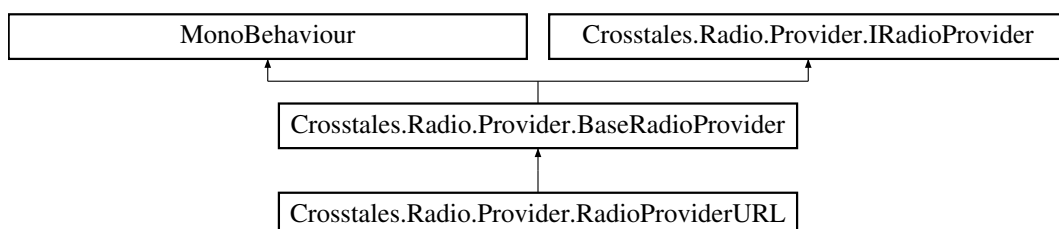
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Editor/Extension/RadioProviderShoutcastEditor.cs

5.194 Crosstales.Radio.Provider.RadioProviderURL Class Reference

[Provider](#) for URLs of radio stations in various formats.

Inheritance diagram for Crosstales.Radio.Provider.RadioProviderURL:



Public Attributes

- override System.Collections.Generic.List< [BaseRadioEntry](#) > **RadioEntries** => Entries.Cast<[BaseRadioEntry](#)>().To↔List()
- [StationsChangeEvent](#) **OnStationsChanged**
- [ProviderReadyEvent](#) **OnProviderReadyEvent**

Protected Member Functions

- override void **init** ()
- override void **initInEditor** ()

Protected Attributes

- override [StationsChangeEvent](#) **onStationsChanged** => OnStationsChanged
- override [ProviderReadyEvent](#) **onProviderReadyEvent** => OnProviderReadyEvent

Properties

- System.Collections.Generic.List< [RadioEntryURL](#) > **Entries** [get]
All source radio station entries.

Additional Inherited Members

5.194.1 Detailed Description

[Provider](#) for URLs of radio stations in various formats.

5.194.2 Property Documentation

5.194.2.1 Entries

```
System.Collections.Generic.List<RadioEntryURL> Crosstales.Radio.Provider.RadioProviderURL.↔  
Entries [get]
```

All source radio station entries.

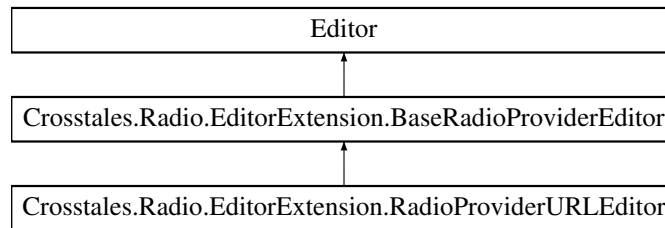
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Provider/Radio↔ProviderURL.cs

5.195 Crosstales.Radio.EditorExtension.RadioProviderURLEditor Class Reference

Custom editor for the 'RadioProviderURL'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.RadioProviderURLEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Protected Member Functions

- override void **OnEnable** ()

Additional Inherited Members

5.195.1 Detailed Description

Custom editor for the 'RadioProviderURL'-class.

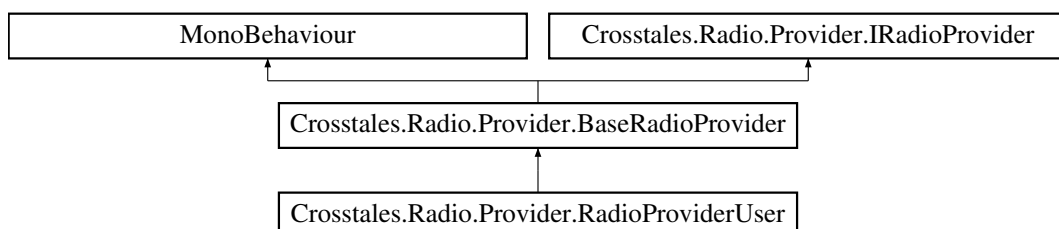
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Editor/Extension/RadioProviderURLEditor.cs

5.196 Crosstales.Radio.Provider.RadioProviderUser Class Reference

[Provider](#) for users of [Radio](#). This enables the possibility to manage the desired stations with a given initial set of stations.

Inheritance diagram for Crosstales.Radio.Provider.RadioProviderUser:



Public Member Functions

- void [Delete](#) ()
Deletes the user text-file.
- void [ShowFile](#) ()
Shows the location of the user text-file in OS file browser.
- void [EditFile](#) ()
Edits the user text-file with the OS default application.
- void **Save** ()

Public Attributes

- override System.Collections.Generic.List< [BaseRadioEntry](#) > **RadioEntries** => new System.Collections.Generic.List<[BaseRadioEntry](#)> { [Entry](#) }
- [StationsChangeEvent](#) **OnStationsChanged**
- [ProviderReadyEvent](#) **OnProviderReadyEvent**

Protected Member Functions

- override void **OnValidate** ()
- override void **init** ()
- override void **initInEditor** ()

Protected Attributes

- override [StationsChangeEvent](#) **onStationsChanged** => OnStationsChanged
- override [ProviderReadyEvent](#) **onProviderReadyEvent** => OnProviderReadyEvent

Properties

- bool [SaveOnDisable](#) [get, set]
Call 'Save' OnDisable.
- [RadioEntryUser](#) **Entry** [get]
User radio station entry.

Additional Inherited Members

5.196.1 Detailed Description

[Provider](#) for users of [Radio](#). This enables the possibility to manage the desired stations with a given initial set of stations.

5.196.2 Member Function Documentation

5.196.2.1 Delete()

```
void Crosstales.Radio.Provider.RadioProviderUser.Delete ( )
```

Deletes the user text-file.

5.196.2.2 EditFile()

```
void Crosstales.Radio.Provider.RadioProviderUser.EditFile ( )
```

Edits the user text-file with the OS default application.

5.196.2.3 ShowFile()

```
void Crosstales.Radio.Provider.RadioProviderUser.ShowFile ( )
```

Shows the location of the user text-file in OS file browser.

5.196.3 Property Documentation

5.196.3.1 Entry

```
RadioEntryUser Crosstales.Radio.Provider.RadioProviderUser.Entry [get]
```

User radio station entry.

5.196.3.2 SaveOnDisable

```
bool Crosstales.Radio.Provider.RadioProviderUser.SaveOnDisable [get], [set]
```

Call 'Save' OnDisable.

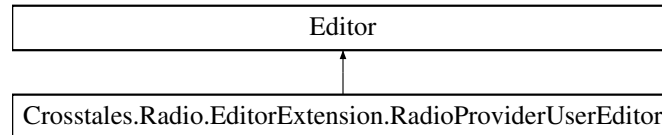
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Provider/Radio↔
ProviderUser.cs

5.197 Crosstales.Radio.EditorExtension.RadioProviderUserEditor Class Reference

Custom editor for the 'RadioProviderUser'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.RadioProviderUserEditor:



Public Member Functions

- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

Static Protected Attributes

- static bool **showData**

5.197.1 Detailed Description

Custom editor for the 'RadioProviderUser'-class.

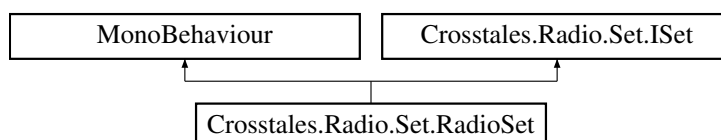
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Editor/Extension/RadioProviderUserEditor.cs

5.198 Crosstales.Radio.Set.RadioSet Class Reference

[RadioSet](#) consists of 1-n providers.

Inheritance diagram for Crosstales.Radio.Set.RadioSet:



Public Member Functions

- void [Load](#) ()
 - Loads all stations from this set (via providers).*
- void [Save](#) (string path, [RadioFilter](#) _filter=null)
 - Saves all stations from this set as text-file with streams.*
- System.Collections.Generic.List< [RadioStation](#) > [GetStations](#) (bool random=false, [RadioFilter](#) _filter=null)
 - Get all RadioStation for a given RadioFilter.*
- int [CountStations](#) ([RadioFilter](#) _filter=null)
 - Count all RadioStation for a given RadioFilter.*
- [RadioStation](#) [StationFromIndex](#) (bool random=false, int index=-1, [RadioFilter](#) _filter=null)
 - Radio station from a given index (normal/random) from this set.*
- [RadioStation](#) [StationFromHashCode](#) (int hashCode)
 - Radio station from a hashcode from this set.*
- [RadioStation](#) [NextStation](#) (bool random=false, [RadioFilter](#) _filter=null)
 - Next (normal/random) radio station from this set.*
- [RadioStation](#) [PreviousStation](#) (bool random=false, [RadioFilter](#) _filter=null)
 - Previous (normal/random) radio station from this set.*
- System.Collections.Generic.List< [RadioStation](#) > [StationsByName](#) (bool desc=false, [RadioFilter](#) _filter=null)
 - Returns all radio stations of this set ordered by name.*
- System.Collections.Generic.List< [RadioStation](#) > [StationsByURL](#) (bool desc=false, [RadioFilter](#) _filter=null)
 - Returns all radio stations of this set ordered by URL.*
- System.Collections.Generic.List< [RadioStation](#) > [StationsByFormat](#) (bool desc=false, [RadioFilter](#) _↔ filter=null)
 - Returns all radio stations of this set ordered by audio format.*
- System.Collections.Generic.List< [RadioStation](#) > [StationsByStation](#) (bool desc=false, [RadioFilter](#) _↔ filter=null)
 - Returns all radio stations of this set ordered by station.*
- System.Collections.Generic.List< [RadioStation](#) > [StationsByBitrate](#) (bool desc=false, [RadioFilter](#) _filter=null)
 - Returns all radio stations of this set ordered by bitrate.*
- System.Collections.Generic.List< [RadioStation](#) > [StationsByGenres](#) (bool desc=false, [RadioFilter](#) _↔ filter=null)
 - Returns all radio stations of this set ordered by genres.*
- System.Collections.Generic.List< [RadioStation](#) > [StationsByCities](#) (bool desc=false, [RadioFilter](#) _filter=null)
 - Returns all radio stations of this set ordered by cities.*
- System.Collections.Generic.List< [RadioStation](#) > [StationsByCountries](#) (bool desc=false, [RadioFilter](#) _↔ filter=null)
 - Returns all radio stations of this set ordered by countries.*
- System.Collections.Generic.List< [RadioStation](#) > [StationsByLanguages](#) (bool desc=false, [RadioFilter](#) _↔ filter=null)
 - Returns all radio stations of this set ordered by languages.*
- System.Collections.Generic.List< [RadioStation](#) > [StationsByRating](#) (bool desc=false, [RadioFilter](#) _filter=null)
 - Returns all radio stations of this set ordered by rating.*
- void [RandomizeStations](#) (bool resetIndex=true)
 - Randomize all radio stations.*
- override string [ToString](#) ()

Public Attributes

- bool [isReady](#) => [Providers](#)?.All(provider => provider == null || !provider.isActiveAndEnabled || provider.↔ isReady) != false
- [FilterChangeEvent](#) [OnFilterChanged](#)
- [StationsChangeEvent](#) [OnStationsChanged](#)
- [ProviderReadyEvent](#) [OnProviderReadyEvent](#)

Properties

- [BaseRadioProvider\[\] Providers](#) [get, set]
Radio station providers for this set.
- [RadioFilter Filter](#) [get, set]
Global RadioFilter (active if no explicit filter is given).
- System.Collections.Generic.List< [RadioStation](#) > **Stations** [get]
- System.Collections.Generic.List< [RadioStation](#) > **RandomStations** [get]
- int **CurrentStationIndex** [get, set]
- int **CurrentRandomStationIndex** [get, set]

Events

- FilterChange [OnFilterChange](#)
An event triggered whenever the filter changes.
- StationsChange [OnStationsChange](#)
An event triggered whenever the stations change.
- ProviderReady [OnProviderReady](#)
An event triggered whenever all providers are ready.

5.198.1 Detailed Description

[RadioSet](#) consists of 1-n providers.

5.198.2 Member Function Documentation

5.198.2.1 CountStations()

```
int Crosstales.Radio.Set.RadioSet.CountStations (
    RadioFilter filter = null )
```

Count all [RadioStation](#) for a given [RadioFilter](#).

Parameters

<i>filter</i>	Filter for the radio stations (default: null, optional)
---------------	---

Returns

Number of all [RadioStation](#) for a given [RadioFilter](#).

Implements [Crosstales.Radio.Set.ISet](#).

5.198.2.2 GetStations()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.RadioSet.GetStations (
    bool random = false,
    RadioFilter filter = null )
```

Get all RadioStation for a given RadioFilter.

Parameters

<i>random</i>	Return random RadioStation (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All RadioStation for a given RadioFilter.

Implements [Crosstales.Radio.Set.ISet](#).

5.198.2.3 Load()

```
void Crosstales.Radio.Set.RadioSet.Load ( )
```

Loads all stations from this set (via providers).

Implements [Crosstales.Radio.Set.ISet](#).

5.198.2.4 NextStation()

```
RadioStation Crosstales.Radio.Set.RadioSet.NextStation (
    bool random = false,
    RadioFilter filter = null )
```

Next (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Next radio station.

Implements [Crosstales.Radio.Set.ISet](#).

5.198.2.5 PreviousStation()

```
RadioStation Crosstales.Radio.Set.RadioSet.PreviousStation (
    bool random = false,
    RadioFilter filter = null )
```

Previous (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Previous radio station.

Implements [Crosstales.Radio.Set.ISet](#).

5.198.2.6 RandomizeStations()

```
void Crosstales.Radio.Set.RadioSet.RandomizeStations (
    bool resetIndex = true )
```

Randomize all radio stations.

Parameters

<i>resetIndex</i>	Reset the index of the random radio stations (default: true, optional)
-------------------	--

Implements [Crosstales.Radio.Set.ISet](#).

5.198.2.7 Save()

```
void Crosstales.Radio.Set.RadioSet.Save (
    string path,
    RadioFilter filter = null )
```

Saves all stations from this set as text-file with streams.

Parameters

<i>path</i>	Path to the text-file.
<i>filter</i>	Filter for the radio stations (default: null, optional)

Implements [Crosstales.Radio.Set.ISet](#).

5.198.2.8 StationFromHashCode()

```
RadioStation Crosstales.Radio.Set.RadioSet.StationFromHashCode (
    int hashCode )
```

[Radio](#) station from a hashcode from this set.

Parameters

<i>hashCode</i>	Hashcode of the radio station
-----------------	-------------------------------

Returns

[Radio](#) station from hashcode.

Implements [Crosstales.Radio.Set.ISet](#).

5.198.2.9 StationFromIndex()

```
RadioStation Crosstales.Radio.Set.RadioSet.StationFromIndex (
    bool random = false,
    int index = -1,
    RadioFilter filter = null )
```

[Radio](#) station from a given index (normal/random) from this set.

Parameters

<i>random</i>	Return a random Radio station (default: false, optional)
<i>index</i>	Index of the radio station (default: -1, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Record from index.

Implements [Crosstales.Radio.Set.ISet](#).

5.198.2.10 StationsByBitrate()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.RadioSet.StationsByBitrate
(
```

```
bool desc = false,  
RadioFilter filter = null )
```

Returns all radio stations of this set ordered by bitrate.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by bitrate.

Implements [Crosstales.Radio.Set.ISet](#).

5.198.2.11 StationsByCities()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.RadioSet.StationsByCities (  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by cities.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by cities.

Implements [Crosstales.Radio.Set.ISet](#).

5.198.2.12 StationsByCountries()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.RadioSet.StationsByCountries  
(  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by countries.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by countries.

Implements [Crosstales.Radio.Set.ISet](#).

5.198.2.13 StationsByFormat()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.RadioSet.StationsByFormat (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by audio format.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by audio format.

Implements [Crosstales.Radio.Set.ISet](#).

5.198.2.14 StationsByGenres()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.RadioSet.StationsByGenres (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by genres.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by genre.

Implements [Crosstales.Radio.Set.ISet](#).

5.198.2.15 StationsByLanguages()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.RadioSet.StationsByLanguages  
(  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by languages.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by languages.

Implements [Crosstales.Radio.Set.ISet](#).

5.198.2.16 StationsByName()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.RadioSet.StationsByName (  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by name.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by name.

Implements [Crosstales.Radio.Set.ISet](#).

5.198.2.17 StationsByRating()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.RadioSet.StationsByRating (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by rating.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by rating.

Implements [Crosstales.Radio.Set.ISet](#).

5.198.2.18 StationsByStation()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.RadioSet.StationsByStation
(
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by station.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by station.

Implements [Crosstales.Radio.Set.ISet](#).

5.198.2.19 StationsByURL()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.Set.RadioSet.StationsByURL (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by URL.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by URL.

Implements [Crosstales.Radio.Set.ISet](#).

5.198.3 Property Documentation

5.198.3.1 Filter

`RadioFilter` `Crosstales.Radio.Set.RadioSet.Filter` [get], [set]

Global `RadioFilter` (active if no explicit filter is given).

5.198.3.2 Providers

`BaseRadioProvider` [] `Crosstales.Radio.Set.RadioSet.Providers` [get], [set]

`Radio` station providers for this set.

5.198.4 Event Documentation

5.198.4.1 OnFilterChange

`FilterChange` `Crosstales.Radio.Set.RadioSet.OnFilterChange`

An event triggered whenever the filter changes.

5.198.4.2 OnProviderReady

`ProviderReady` `Crosstales.Radio.Set.RadioSet.OnProviderReady`

An event triggered whenever all providers are ready.

5.198.4.3 OnStationsChange

StationsChange Crosstales.Radio.Set.RadioSet.OnStationsChange

An event triggered whenever the stations change.

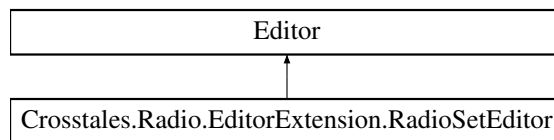
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Set/RadioSet.cs

5.199 Crosstales.Radio.EditorExtension.RadioSetEditor Class Reference

Custom editor for the 'RadioSet'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.RadioSetEditor:



Public Member Functions

- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

Static Protected Attributes

- static bool **showData**

5.199.1 Detailed Description

Custom editor for the 'RadioSet'-class.

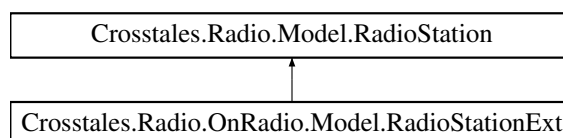
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Editor/Extension/RadioSetEditor.cs

5.200 Crosstales.Radio.Model.RadioStation Class Reference

[Model](#) for a radio station.

Inheritance diagram for Crosstales.Radio.Model.RadioStation:



Public Member Functions

- [RadioStation](#) ()
Default-constructor for a [RadioStation](#).
- [RadioStation](#) (string name, string url, [AudioFormat](#) format)
Constructor for a [RadioStation](#).
- [RadioStation](#) (string name, string url, [AudioFormat](#) format, string station, string genres, int bitrate, float rating, string description, Sprite icon, string iconUrl, string city, string country, string language, int chunkSize=64, int bufferSize=64, [AudioCodec](#) excludeCodec=AudioCodec.None)
Constructor for a [RadioStation](#).
- [RadioStation](#) ([RadioStation](#) station)
Copy constructor for a given [RadioStation](#).
- string [ToTextLine](#) (bool detailed=true)
ToString()-variant for exporting the object.
- string [ToShortString](#) ()
ToString()-variant for displaying the object in the Editor.
- string [StationInfo](#) (bool withLabel=true, int maxLength=0, bool shortInfo=false)
Shows the complete station information.
- string [StationInfoLabels](#) (bool shortInfo=false)
Shows the labels for the complete station information.
- override bool **Equals** (object obj)
- override int **GetHashCode** ()
- override string **Tostring** ()

Public Attributes

- string [Name](#)
Name of the radio station.
- string [Url](#)
URL of the station.
- System.Collections.Generic.List< [RequestHeaderTuple](#) > [RequestHeaders](#) = new System.Collections.Generic.List<[RequestHeaderTuple](#)>()
HTTP-request headers for the connection to the current radio station (e.g. authentication).
- string [Station](#)
Name of the station.
- string [Genres](#)
Genres of the radio.
- float [Rating](#)
Your rating of the radio.
- string [Description](#)
Description of the radio station.
- Sprite [Icon](#)
Icon representing the radio station.
- string [IconUrl](#)
Icon url for the radio station.
- string [City](#)
City of the radio.
- string [Country](#)
Country of the radio (ISO 3166-1, e.g. 'ch').
- string [Language](#)
Language of the radio (like 'german').

- **AudioFormat Format** = `AudioFormat.MP3`
Audio format of the station (default: AudioFormat.MP3).
- **int Bitrate** = `Config.DEFAULT_BITRATE`
Bitrate in kbit/s (default: 128).
- **int ChunkSize** = `Config.DEFAULT_CHUNKSIZE`
Size of the streaming-chunk in KB (default: 32).
- **int BufferSize** = `Config.DEFAULT_BUFFERSIZE`
Size of the local buffer in KB (default: 48).
- **AudioCodec ExcludedCodec** = `AudioCodec.None`
Exclude this station if the current [RadioPlayer](#) codec is equals this one (default: AudioCodec.None).
- **bool UpdateDataAtPlay** = `true`
Updates the data of the station when played (default: true).
- **int Channels** = `2`
Channels of the station.
- **int SampleRate** = `44100`
Sample rate of the station.
- **long TotalDataSize**
Total downloaded data size in bytes.
- **int TotalDataRequests**
Total number of data requests.
- **float TotalPlayTime**
Total playtime in seconds.
- `System.Collections.Generic.List< RecordInfo > PlayedRecords` = `new System.Collections.Generic.List<RecordInfo>()`
List of all played records.
- **string ServerInfo** = `string.Empty`
Information about the streaming server (if available).

Static Public Attributes

- **const string UNKNOWN_STATION** = "Unknown radio station"

5.200.1 Detailed Description

[Model](#) for a radio station.

5.200.2 Constructor & Destructor Documentation

5.200.2.1 [RadioStation\(\)](#) [1/4]

```
Crosstales.Radio.Model.RadioStation.RadioStation ( )
```

Default-constructor for a [RadioStation](#).

5.200.2.2 RadioStation() [2/4]

```
Crosstales.Radio.Model.RadioStation.RadioStation (  
    string name,  
    string url,  
    AudioFormat format )
```

Constructor for a [RadioStation](#).

Parameters

<i>name</i>	Name of the radio station.
<i>url</i>	Stream-URL of the station.
<i>format</i>	AudioFormat of the station.

5.200.2.3 RadioStation() [3/4]

```
Crosstales.Radio.Model.RadioStation.RadioStation (
    string name,
    string url,
    AudioFormat format,
    string station,
    string genres,
    int bitrate,
    float rating,
    string description,
    Sprite icon,
    string iconUrl,
    string city,
    string country,
    string language,
    int chunkSize = 64,
    int bufferSize = 64,
    AudioCodec excludeCodec = AudioCodec.None )
```

Constructor for a [RadioStation](#).

Parameters

<i>name</i>	Name of the radio station.
<i>url</i>	Stream-URL of the station.
<i>format</i>	AudioFormat of the station.
<i>station</i>	Name of the station.
<i>genres</i>	Genres of the radio.
<i>bitrate</i>	Bitrate in kbit/s.
<i>rating</i>	Your rating of the radio.
<i>description</i>	Description of the radio station.
<i>icon</i>	Icon of the radio station.
<i>iconUrl</i>	Icon url of the radio station.
<i>city</i>	City of the radio station.
<i>country</i>	Country of the radio station (ISO 3166-1, e.g. 'ch').
<i>language</i>	Language of the radio station (like 'german').
<i>chunkSize</i>	Size of the streaming-chunk in KB (default: 64, optional).
<i>bufferSize</i>	Size of the local buffer in KB (default: 64, optional).
<i>excludeCodec</i>	Excluded codec (default: AudioCodec.NONE, optional).

5.200.2.4 RadioStation() [4/4]

```
Crosstales.Radio.Model.RadioStation.RadioStation (
    RadioStation station )
```

Copy constructor for a given [RadioStation](#).

Parameters

<i>station</i>	Station to copy.
----------------	------------------

5.200.3 Member Function Documentation**5.200.3.1 StationInfo()**

```
string Crosstales.Radio.Model.RadioStation.StationInfo (
    bool withLabel = true,
    int maxLength = 0,
    bool shortInfo = false )
```

Shows the complete station information.

Parameters

<i>withLabel</i>	Add the label for every information (default: true, optional)
<i>maxLength</i>	Maximal length of a row (default: 0 (= unlimited), optional)
<i>shortInfo</i>	Reduced information (default: false, optional)

Returns

The complete station information.

5.200.3.2 StationInfoLabels()

```
string Crosstales.Radio.Model.RadioStation.StationInfoLabels (
    bool shortInfo = false )
```

Shows the labels for the complete station information.

Parameters

<i>shortInfo</i>	Reduced information (default: false, optional)
------------------	--

Returns

The complete station information.

5.200.3.3 ToShortString()

```
string Crosstales.Radio.Model.RadioStation.ToShortString ( )
```

ToString()-variant for displaying the object in the Editor.

Returns

Text description of the object.

5.200.3.4 ToTextLine()

```
string Crosstales.Radio.Model.RadioStation.ToTextLine (
    bool detailed = true )
```

ToString()-variant for exporting the object.

Parameters

<i>detailed</i>	Detailed export with Chunk- and Buffer-size.
-----------------	--

Returns

Text-line of the object.

5.200.4 Member Data Documentation**5.200.4.1 Bitrate**

```
int Crosstales.Radio.Model.RadioStation.Bitrate = Config.DEFAULT_BITRATE
```

Bitrate in kbit/s (default: 128).

5.200.4.2 BufferSize

```
int Crosstales.Radio.Model.RadioStation.BufferSize = Config.DEFAULT_BUFFERSIZE
```

Size of the local buffer in KB (default: 48).

5.200.4.3 Channels

```
int Crosstales.Radio.Model.RadioStation.Channels = 2
```

Channels of the station.

5.200.4.4 ChunkSize

```
int Crosstales.Radio.Model.RadioStation.ChunkSize = Config.DEFAULT_CHUNKSIZE
```

Size of the streaming-chunk in KB (default: 32).

5.200.4.5 City

```
string Crosstales.Radio.Model.RadioStation.City
```

City of the radio.

5.200.4.6 Country

```
string Crosstales.Radio.Model.RadioStation.Country
```

Country of the radio (ISO 3166-1, e.g. 'ch').

5.200.4.7 Description

```
string Crosstales.Radio.Model.RadioStation.Description
```

Description of the radio station.

5.200.4.8 ExcludedCodec

`AudioCodec` Crosstales.Radio.Model.RadioStation.ExcludedCodec = AudioCodec.None

Exclude this station if the current `RadioPlayer` codec is equals this one (default: AudioCodec.None).

5.200.4.9 Format

`AudioFormat` Crosstales.Radio.Model.RadioStation.Format = AudioFormat.MP3

Audio format of the station (default: AudioFormat.MP3).

5.200.4.10 Genres

`string` Crosstales.Radio.Model.RadioStation.Genres

Genres of the radio.

5.200.4.11 Icon

`Sprite` Crosstales.Radio.Model.RadioStation.Icon

Icon representing the radio station.

5.200.4.12 IconUrl

`string` Crosstales.Radio.Model.RadioStation.IconUrl

Icon url for the radio station.

5.200.4.13 Language

`string` Crosstales.Radio.Model.RadioStation.Language

Language of the radio (like 'german').

5.200.4.14 Name

```
string Crosstales.Radio.Model.RadioStation.Name
```

Name of the radio station.

5.200.4.15 PlayedRecords

```
System.Collections.Generic.List<RecordInfo> Crosstales.Radio.Model.RadioStation.PlayedRecords  
= new System.Collections.Generic.List<RecordInfo>()
```

List of all played records.

5.200.4.16 Rating

```
float Crosstales.Radio.Model.RadioStation.Rating
```

Your rating of the radio.

5.200.4.17 RequestHeaders

```
System.Collections.Generic.List<RequestHeaderTuple> Crosstales.Radio.Model.RadioStation.↔  
RequestHeaders = new System.Collections.Generic.List<RequestHeaderTuple>()
```

HTTP-request headers for the connection to the current radio station (e.g. authentication).

5.200.4.18 SampleRate

```
int Crosstales.Radio.Model.RadioStation.SampleRate = 44100
```

Sample rate of the station.

5.200.4.19 ServerInfo

```
string Crosstales.Radio.Model.RadioStation.ServerInfo = string.Empty
```

Information about the streaming server (if available).

5.200.4.20 Station

```
string Crosstales.Radio.Model.RadioStation.Station
```

Name of the station.

5.200.4.21 TotalDataRequests

```
int Crosstales.Radio.Model.RadioStation.TotalDataRequests
```

Total number of data requests.

5.200.4.22 TotalDataSize

```
long Crosstales.Radio.Model.RadioStation.TotalDataSize
```

Total downloaded data size in bytes.

5.200.4.23 TotalPlayTime

```
float Crosstales.Radio.Model.RadioStation.TotalPlayTime
```

Total playtime in seconds.

5.200.4.24 UpdateDataAtPlay

```
bool Crosstales.Radio.Model.RadioStation.UpdateDataAtPlay = true
```

Updates the data of the station when played (default: true).

5.200.4.25 Url

```
string Crosstales.Radio.Model.RadioStation.Url
```

URL of the station.

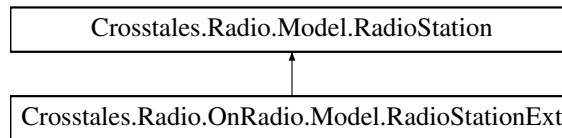
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/RadioStation.cs

5.201 Crosstales.Radio.OnRadio.Model.RadioStationExt Class Reference

Extended RadioStation.

Inheritance diagram for Crosstales.Radio.OnRadio.Model.RadioStationExt:



Public Member Functions

- **RadioStationExt** (string name, string stationId)
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

Public Attributes

- string **StationId**

Additional Inherited Members

5.201.1 Detailed Description

Extended RadioStation.

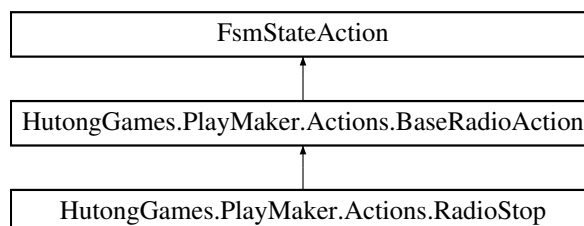
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/Model/RadioStationExt.cs

5.202 HutongGames.PlayMaker.Actions.RadioStop Class Reference

Stop-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.RadioStop:



Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Public Attributes

- [Crosstales.Radio.RadioPlayer](#) **RadioPlayer**
Add a RadioPlayer (default: random player in scene).

5.202.1 Detailed Description

Stop-action for [PlayMaker](#).

5.202.2 Member Function Documentation

5.202.2.1 OnUpdate()

```
override void HutongGames.PlayMaker.Actions.RadioStop.OnUpdate ( )
```

stopped

5.202.3 Member Data Documentation

5.202.3.1 RadioPlayer

[Crosstales.Radio.RadioPlayer](#) `HutongGames.PlayMaker.Actions.RadioStop.RadioPlayer`

Add a RadioPlayer (default: random player in scene).

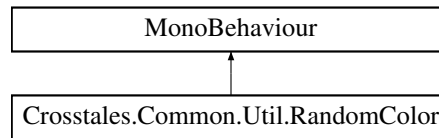
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/↔ Scripts/RadioStop.cs`

5.203 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



Public Attributes

- bool [UseInterval](#) = true
Use intervals to change the color (default: true).
- Vector2 [ChangeInterval](#) = new Vector2(5, 10)
summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).
- Vector2 [HueRange](#) = new Vector2(0f, 1f)
summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 [SaturationRange](#) = new Vector2(1f, 1f)
summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 [ValueRange](#) = new Vector2(1f, 1f)
summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 [AlphaRange](#) = new Vector2(1f, 1f)
summary>Use gray scale colors (default: false).
- bool [GrayScale](#)
summary>Modify the color of a material instead of the Renderer (default: not set, optional).
- Material [Material](#)
summary>Set the object to a random color at Start (default: false).
- bool **RandomColorAtStart**

5.203.1 Detailed Description

Random color changer.

5.203.2 Member Data Documentation

5.203.2.1 AlphaRange

```
Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)
```

summary>Use gray scale colors (default: false).

5.203.2.2 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomColor.ChangeInterval = new Vector2(5, 10)
```

summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).

5.203.2.3 GrayScale

```
bool Crosstales.Common.Util.RandomColor.GrayScale
```

summary>Modify the color of a material instead of the Renderer (default: not set, optional).

5.203.2.4 HueRange

```
Vector2 Crosstales.Common.Util.RandomColor.HueRange = new Vector2(0f, 1f)
```

summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).

5.203.2.5 Material

```
Material Crosstales.Common.Util.RandomColor.Material
```

summary>Set the object to a random color at Start (default: false).

5.203.2.6 SaturationRange

```
Vector2 Crosstales.Common.Util.RandomColor.SaturationRange = new Vector2(1f, 1f)
```

summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).

5.203.2.7 UseInterval

```
bool Crosstales.Common.Util.RandomColor.UseInterval = true
```

Use intervals to change the color (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 5, y = 10).

5.203.2.8 ValueRange

```
Vector2 Crosstales.Common.Util.RandomColor.ValueRange = new Vector2(1f, 1f)
```

summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).

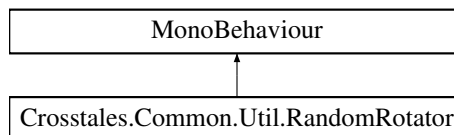
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/Random/Scripts/RandomColor.cs

5.204 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



Public Attributes

- bool **UseInterval** = true
Use intervals to change the rotation (default: true).
- Vector2 **ChangeInterval** = new Vector2(10, 20)
summary>Minimum rotation speed per axis (default: 5 for all axis).
- Vector3 **SpeedMin** = new Vector3(5, 5, 5)
summary>Maximum rotation speed per axis (default: 15 for all axis).
- Vector3 **SpeedMax** = new Vector3(15, 15, 15)
summary>Set the object to a random rotation at Start (default: false).
- bool **RandomRotationAtStart**
summary>Random change interval per axis (default: true).
- bool **RandomChangeIntervalPerAxis** = true
summary>Random direction per axis (default: true).
- bool **RandomDirectionPerAxis** = true

5.204.1 Detailed Description

Random rotation changer.

5.204.2 Member Data Documentation

5.204.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum rotation speed per axis (default: 5 for all axis).

5.204.2.2 RandomChangeIntervalPerAxis

```
bool Crosstales.Common.Util.RandomRotator.RandomChangeIntervalPerAxis = true
```

summary>Random direction per axis (default: true).

5.204.2.3 RandomRotationAtStart

```
bool Crosstales.Common.Util.RandomRotator.RandomRotationAtStart
```

summary>Random change interval per axis (default: true).

5.204.2.4 SpeedMax

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)
```

summary>Set the object to a random rotation at Start (default: false).

5.204.2.5 SpeedMin

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)
```

summary>Maximum rotation speed per axis (default: 15 for all axis).

5.204.2.6 UseInterval

```
bool Crosstales.Common.Util.RandomRotator.UseInterval = true
```

Use intervals to change the rotation (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

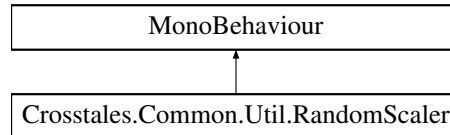
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/Random/Scripts/RandomRotator.cs

5.205 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



Public Attributes

- bool `UseInterval` = true
Use intervals to change the scale (default: true).
- Vector2 `ChangeInterval` = new Vector2(10, 20)
summary>Minimum scale per axis (default: 0.1 for all axis).
- Vector3 `ScaleMin` = new Vector3(0.1f, 0.1f, 0.1f)
summary>Maximum scale per axis (default: 0.1 for all axis).
- Vector3 `ScaleMax` = new Vector3(3, 3, 3)
summary>Uniform scaling for all axis (x-axis values will be used, default: true).
- bool `Uniform` = true
summary>Set the object to a random scale at Start (default: false).
- bool `RandomScaleAtStart`

5.205.1 Detailed Description

Random scale changer.

5.205.2 Member Data Documentation

5.205.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum scale per axis (default: 0.1 for all axis).

5.205.2.2 ScaleMax

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMax = new Vector3(3, 3, 3)
```

summary>Uniform scaling for all axis (x-axis values will be used, default: true).

5.205.2.3 ScaleMin

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)
```

summary>Maximum scale per axis (default: 0.1 for all axis).

5.205.2.4 Uniform

```
bool Crosstales.Common.Util.RandomScaler.Uniform = true
```

summary>Set the object to a random scale at Start (default: false).

5.205.2.5 UseInterval

```
bool Crosstales.Common.Util.RandomScaler.UseInterval = true
```

Use intervals to change the scale (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

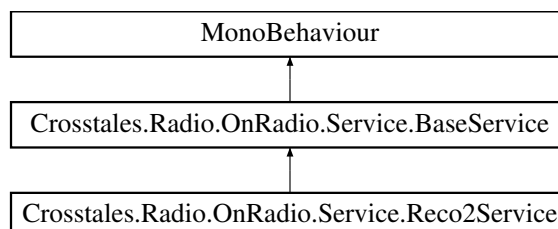
The documentation for this class was generated from the following file:

- [C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/Random/Scripts/RandomScaler.cs](#)

5.206 Crosstales.Radio.OnRadio.Service.Reco2Service Class Reference

Reco2 service implementation.

Inheritance diagram for Crosstales.Radio.OnRadio.Service.Reco2Service:



Public Attributes

- [QueryCompleteEvent](#) `OnQueryCompleted`

Protected Member Functions

- override `IEnumerator query` (string id)

Protected Attributes

- override `QueryCompleteEvent onQueryCompleted` => `OnQueryCompleted`

Properties

- string `Artist` [get, set]
Artist of the song
- bool `International` [get, set]
Include non-US (international) stations.
- int `Limit` [get, set]
Limit the number of results (range 1-50).
- `Crosstales.Radio.OnRadio.Model.Songs Songs` [get, protected set]

Additional Inherited Members

5.206.1 Detailed Description

Reco2 service implementation.

5.206.2 Property Documentation

5.206.2.1 Artist

```
string Crosstales.Radio.OnRadio.Service.Reco2Service.Artist [get], [set]
```

Artist of the song

5.206.2.2 International

```
bool Crosstales.Radio.OnRadio.Service.Reco2Service.International [get], [set]
```

Include non-US (international) stations.

5.206.2.3 Limit

`int Crosstales.Radio.OnRadio.Service.Reco2Service.Limit [get], [set]`

Limit the number of results (range 1-50).

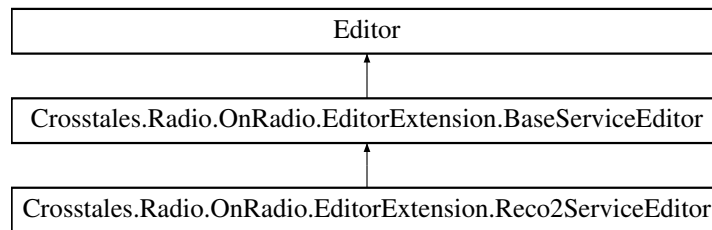
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/Service/Reco2Service.cs`

5.207 Crosstales.Radio.OnRadio.EditorExtension.Reco2ServiceEditor Class Reference

Custom editor for the 'Reco2Service'-class.

Inheritance diagram for `Crosstales.Radio.OnRadio.EditorExtension.Reco2ServiceEditor`:



Additional Inherited Members

5.207.1 Detailed Description

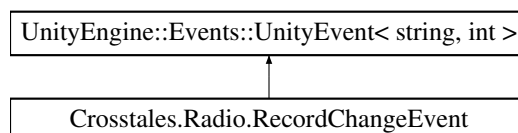
Custom editor for the 'Reco2Service'-class.

The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/Editor/Reco2ServiceEditor.cs`

5.208 Crosstales.Radio.RecordChangeEvent Class Reference

Inheritance diagram for `Crosstales.Radio.RecordChangeEvent`:



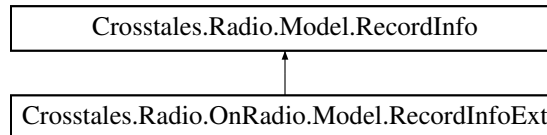
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs`

5.209 Crosstales.Radio.Model.RecordInfo Class Reference

Contains information about the current audio record from a radio station (for Icecast-servers).

Inheritance diagram for Crosstales.Radio.Model.RecordInfo:



Public Member Functions

- [RecordInfo](#) ()
Default-constructor for a [RecordInfo](#).
- [RecordInfo](#) (string info)
Constructor for a [RecordInfo](#).
- string [ToShortString](#) ()
ToString()-variant for displaying the object in the Editor.
- override bool **Equals** (object obj)
- override int **GetHashCode** ()
- override string **Tostring** ()

Public Attributes

- string [Info](#) = string.Empty
Original, unparsed information as string.
- float [Rating](#)
Your rating of the record.
- Sprite [Icon](#)
Icon representing the record.
- string [IconUrl](#)
Icon url for the record.
- float [Duration](#)
Duration of the record in seconds (after playback).

Properties

- string [Title](#) [get, set]
Returns the title of the audio record.
- string [Artist](#) [get, set]
Returns the artist of the audio record.
- string [StreamTitle](#) [get, set]
Returns the content of the 'StreamTitle'-tag.
- string [StreamUrl](#) [get, set]
Returns the content of the 'StreamUrl'-tag.
- string [SpotifyUrl](#) [get]
Returns the Spotify-url for the record.
- string [LyricsUrl](#) [get]
Returns the lyrics-url for the record.
- System.DateTime [Created](#) [get, set]
Returns the creation time of the [RecordInfo](#).

5.209.1 Detailed Description

Contains information about the current audio record from a radio station (for Icecast-servers).

5.209.2 Constructor & Destructor Documentation

5.209.2.1 RecordInfo() [1/2]

```
Crosstales.Radio.Model.RecordInfo.RecordInfo ( )
```

Default-constructor for a [RecordInfo](#).

5.209.2.2 RecordInfo() [2/2]

```
Crosstales.Radio.Model.RecordInfo.RecordInfo (
    string info )
```

Constructor for a [RecordInfo](#).

Parameters

<i>info</i>	Information as string.
-------------	------------------------

5.209.3 Member Function Documentation

5.209.3.1 ToShortString()

```
string Crosstales.Radio.Model.RecordInfo.ToShortString ( )
```

ToShortString()-variant for displaying the object in the Editor.

Returns

Text description of the object.

5.209.4 Member Data Documentation

5.209.4.1 Duration

```
float Crosstales.Radio.Model.RecordInfo.Duration
```

Duration of the record in seconds (after playback).

5.209.4.2 Icon

```
Sprite Crosstales.Radio.Model.RecordInfo.Icon
```

Icon representing the record.

5.209.4.3 IconUrl

```
string Crosstales.Radio.Model.RecordInfo.IconUrl
```

Icon url for the record.

5.209.4.4 Info

```
string Crosstales.Radio.Model.RecordInfo.Info = string.Empty
```

Original, unparsed information as string.

5.209.4.5 Rating

```
float Crosstales.Radio.Model.RecordInfo.Rating
```

Your rating of the record.

5.209.5 Property Documentation

5.209.5.1 Artist

```
string Crosstales.Radio.Model.RecordInfo.Artist [get], [set]
```

Returns the artist of the audio record.

Returns

Artist of the audio record.

5.209.5.2 Created

```
System.DateTime Crosstales.Radio.Model.RecordInfo.Created [get], [set]
```

Returns the creation time of the [RecordInfo](#).

Returns

Creation time of the [RecordInfo](#).

5.209.5.3 LyricsUrl

```
string Crosstales.Radio.Model.RecordInfo.LyricsUrl [get]
```

Returns the lyrics-url for the record.

Returns

Lyrics-url for the record.

5.209.5.4 SpotifyUrl

```
string Crosstales.Radio.Model.RecordInfo.SpotifyUrl [get]
```

Returns the Spotify-url for the record.

Returns

Spotify-url for the record.

5.209.5.5 StreamTitle

```
string Crosstales.Radio.Model.RecordInfo.StreamTitle [get], [set]
```

Returns the content of the 'StreamTitle'-tag.

Returns

Content of the 'StreamTitle'-tag.

5.209.5.6 StreamUrl

```
string Crosstales.Radio.Model.RecordInfo.StreamUrl [get], [set]
```

Returns the content of the 'StreamUrl'-tag.

Returns

Content of the 'StreamUrl'-tag.

5.209.5.7 Title

```
string Crosstales.Radio.Model.RecordInfo.Title [get], [set]
```

Returns the title of the audio record.

Returns

Title of the audio record.

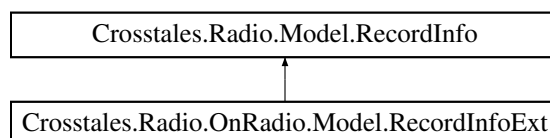
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/RecordInfo.cs

5.210 Crosstales.Radio.OnRadio.Model.RecordInfoExt Class Reference

Extended RecordInfo.

Inheritance diagram for Crosstales.Radio.OnRadio.Model.RecordInfoExt:



Public Member Functions

- **RecordInfoExt** (string title, string artist, [RadioStationExt](#) station)

Public Attributes

- [RadioStationExt](#) **Station**

Additional Inherited Members

5.210.1 Detailed Description

Extended RecordInfo.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Model/RecordInfoExt.cs

5.211 Crosstales.Radio.Model.RequestHeaderTuple Class Reference

Public Attributes

- string **Key**
- string **Value**

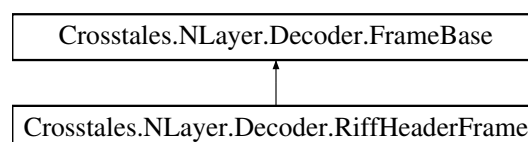
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Model/RadioStation.cs

5.212 Crosstales.NLayer.Decoder.RiffHeaderFrame Class Reference

RIFF header reader

Inheritance diagram for Crosstales.NLayer.Decoder.RiffHeaderFrame:



Protected Member Functions

- override int [Validate](#) ()
Called to validate the frame header

5.212.1 Detailed Description

RIFF header reader

5.212.2 Member Function Documentation

5.212.2.1 Validate()

```
override int Crosstales.NLayer.Decoder.RiffHeaderFrame.Validate ( ) [protected], [virtual]
```

Called to validate the frame header

Returns

The length of the frame, or -1 if frame is invalid

Implements [Crosstales.NLayer.Decoder.FrameBase](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/RiffHeaderFrame.cs

5.213 Crosstales.NVorbis.RingBuffer Class Reference

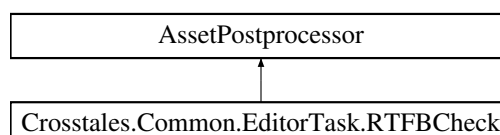
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/RingBuffer.cs

5.214 Crosstales.Common.EditorTask.RTFBCheck Class Reference

Search for the "Runtime File Browser" and add or remove the compile define "CT_RTFB".

Inheritance diagram for Crosstales.Common.EditorTask.RTFBCheck:



Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[] importedAssets, string[] deletedAssets, string[] movedAssets, string[] movedFromAssetPaths)

5.214.1 Detailed Description

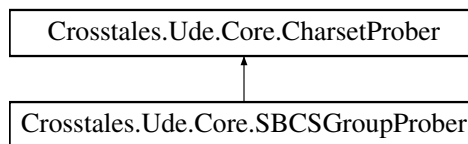
Search for the "Runtime File Browser" and add or remove the compile define "CT_RTFB".

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Editor/Task/RTFBCheck.cs

5.215 Crosstales.Ude.Core.SBCSGroupProber Class Reference

Inheritance diagram for Crosstales.Ude.Core.SBCSGroupProber:



Public Member Functions

- override ProbingState **HandleData** (byte[] buf, int offset, int len)
Feed data to the prober
- override float **GetConfidence** ()
- override void **DumpStatus** ()
- override void **Reset** ()
Reset prober state
- override string **GetCharsetName** ()

Additional Inherited Members

5.215.1 Member Function Documentation

5.215.1.1 HandleData()

```

override ProbingState Crosstales.Ude.Core.SBCSGroupProber.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
  
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.215.1.2 Reset()

```
override void Crosstales.Ude.Core.SBCSGroupProber.Reset ( ) [virtual]
```

Reset prober state

Implements [Crosstales.Ude.Core.CharsetProber](#).

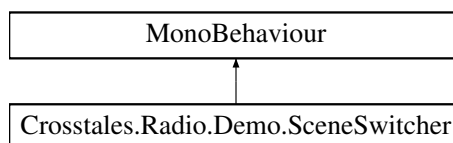
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/SBCSGroupProber.cs

5.216 Crosstales.Radio.Demo.SceneSwitcher Class Reference

Very simple scene switcher.

Inheritance diagram for Crosstales.Radio.Demo.SceneSwitcher:

**Public Member Functions**

- void [Switch](#) ()
Switches the scene to the given index.

Public Attributes

- int [Index](#)

5.216.1 Detailed Description

Very simple scene switcher.

5.216.2 Member Function Documentation

5.216.2.1 Switch()

```
void Crosstales.Radio.Demo.SceneSwitcher.Switch ( )
```

Switches the scene to the given index.

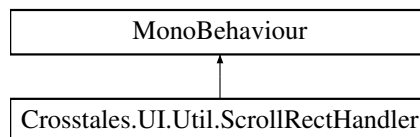
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/SceneSwitcher.cs

5.217 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:



Public Attributes

- ScrollRect **Scroll**
- float **WindowsSensitivity** = 35f
- float **MacSensitivity** = 25f

5.217.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

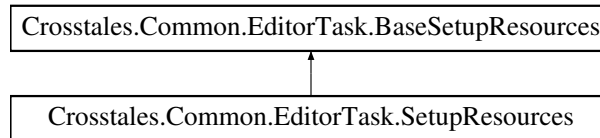
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Util/ScrollRectHandler.cs

5.220 Crosstales.Common.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.220.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

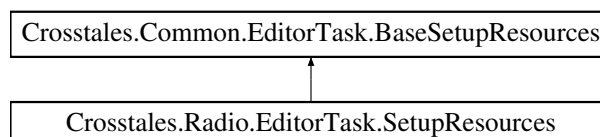
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Editor/Task/SetupResources.cs

5.221 Crosstales.Radio.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Radio.EditorTask.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.221.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

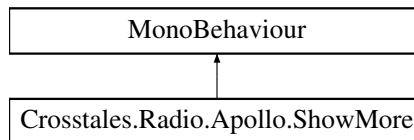
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Editor/Task/SetupResources.cs

5.222 Crosstales.Radio.Apollo.ShowMore Class Reference

Shows the details for [Apollo](#) Visualizer Kit.

Inheritance diagram for Crosstales.Radio.Apollo.ShowMore:



Public Member Functions

- void **Show** ()

5.222.1 Detailed Description

Shows the details for [Apollo](#) Visualizer Kit.

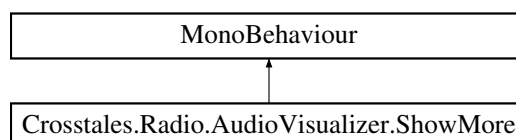
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/Apollo Visualizer Kit/Scripts/ShowMore.cs

5.223 Crosstales.Radio.AudioVisualizer.ShowMore Class Reference

Shows the details for Audio Visualizer.

Inheritance diagram for Crosstales.Radio.AudioVisualizer.ShowMore:



Public Member Functions

- void **Show** ()

5.223.1 Detailed Description

Shows the details for Audio Visualizer.

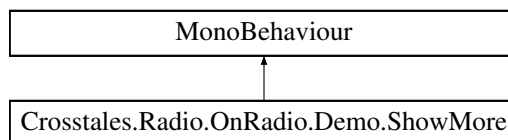
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/Audio Visualizer/↔ Scripts/ShowMore.cs

5.224 Crosstales.Radio.OnRadio.Demo.ShowMore Class Reference

Shows the details for [OnRadio](#).

Inheritance diagram for Crosstales.Radio.OnRadio.Demo.ShowMore:



Public Member Functions

- void **Show** ()

5.224.1 Detailed Description

Shows the details for [OnRadio](#).

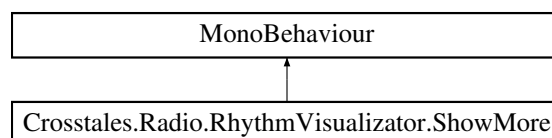
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Demos/↔ Scripts/ShowMore.cs

5.225 Crosstales.Radio.RhythmVisualizator.ShowMore Class Reference

Shows the details for Rhythm Visualizator.

Inheritance diagram for Crosstales.Radio.RhythmVisualizator.ShowMore:



Public Member Functions

- void **Show** ()

5.225.1 Detailed Description

Shows the details for Rhythm Visualizator.

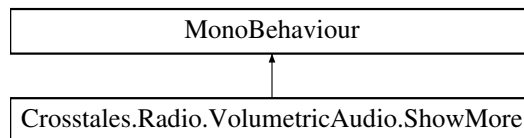
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/Rhythm Visualizator/←
Scripts/ShowMore.cs

5.226 Crosstales.Radio.VolumetricAudio.ShowMore Class Reference

Shows the details for Volumetric Audio.

Inheritance diagram for Crosstales.Radio.VolumetricAudio.ShowMore:



Public Member Functions

- void **Show** ()

5.226.1 Detailed Description

Shows the details for Volumetric Audio.

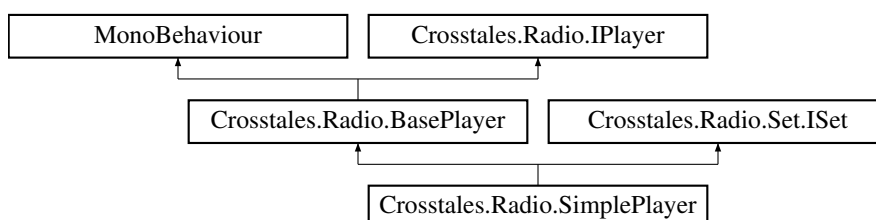
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/Volumetric Audio/←
Scripts/ShowMore.cs

5.227 Crosstales.Radio.SimplePlayer Class Reference

Simple player.

Inheritance diagram for Crosstales.Radio.SimplePlayer:



Public Member Functions

- void [Next](#) ()
 - Plays the next radio station.*
- [RadioStation Next](#) (bool random, [RadioFilter](#) _filter=null)
 - Plays the next (normal/random) radio station.*
- void [Previous](#) ()
 - Plays the previous radio station.*
- [RadioStation Previous](#) (bool random, [RadioFilter](#) _filter=null)
 - Plays the previous radio station.*
- System.Collections.Generic.List< [RadioStation](#) > [GetStations](#) (bool random=false, [RadioFilter](#) _filter=null)
 - Get all RadioStation for a given RadioFilter.*
- int [CountStations](#) ([RadioFilter](#) _filter=null)
 - Count all RadioStation for a given RadioFilter.*
- [RadioStation StationFromIndex](#) (bool random=false, int index=-1, [RadioFilter](#) _filter=null)
 - Radio station from a given index (normal/random) from this set.*
- [RadioStation StationFromHashCode](#) (int hashCode)
 - Radio station from a hashcode from this set.*
- [RadioStation NextStation](#) (bool random=false, [RadioFilter](#) _filter=null)
 - Next (normal/random) radio station from this set.*
- [RadioStation PreviousStation](#) (bool random=false, [RadioFilter](#) _filter=null)
 - Previous (normal/random) radio station from this set.*
- System.Collections.Generic.List< [RadioStation](#) > [StationsByName](#) (bool desc=false, [RadioFilter](#) _filter=null)
 - Returns all radio stations of this set ordered by name.*
- System.Collections.Generic.List< [RadioStation](#) > [StationsByURL](#) (bool desc=false, [RadioFilter](#) _filter=null)
 - Returns all radio stations of this set ordered by URL.*
- System.Collections.Generic.List< [RadioStation](#) > [StationsByFormat](#) (bool desc=false, [RadioFilter](#) _filter=null)
 - Returns all radio stations of this set ordered by audio format.*
- System.Collections.Generic.List< [RadioStation](#) > [StationsByStation](#) (bool desc=false, [RadioFilter](#) _filter=null)
 - Returns all radio stations of this set ordered by station.*
- System.Collections.Generic.List< [RadioStation](#) > [StationsByBitrate](#) (bool desc=false, [RadioFilter](#) _filter=null)
 - Returns all radio stations of this set ordered by bitrate.*
- System.Collections.Generic.List< [RadioStation](#) > [StationsByGenres](#) (bool desc=false, [RadioFilter](#) _filter=null)
 - Returns all radio stations of this set ordered by genres.*
- System.Collections.Generic.List< [RadioStation](#) > [StationsByCities](#) (bool desc=false, [RadioFilter](#) _filter=null)
 - Returns all radio stations of this set ordered by cities.*
- System.Collections.Generic.List< [RadioStation](#) > [StationsByCountries](#) (bool desc=false, [RadioFilter](#) _filter=null)
 - Returns all radio stations of this set ordered by countries.*
- System.Collections.Generic.List< [RadioStation](#) > [StationsByLanguages](#) (bool desc=false, [RadioFilter](#) _filter=null)
 - Returns all radio stations of this set ordered by languages.*
- System.Collections.Generic.List< [RadioStation](#) > [StationsByRating](#) (bool desc=false, [RadioFilter](#) _filter=null)
 - Returns all radio stations of this set ordered by rating.*
- void [Load](#) ()
 - Loads all stations from this set (via providers).*
- void [Save](#) (string path, [RadioFilter](#) _filter=null)
 - Saves all stations from this set as text-file with streams.*
- void [RandomizeStations](#) (bool resetIndex=true)

- Randomize all radio stations.*

 - override void **Play** ()

Plays the radio-station.
- override void **Stop** ()

Stops the playback of the radio-station.
- override void **Restart** (float invokeDelay=Constants.INVOKE_DELAY)

Restarts the playback of the radio-station.
- override void **Mute** ()

Mute the playback of the record.
- override void **UnMute** ()

Unmute the playback of the record.

Public Attributes

- **PlaybackStartEvent OnPlaybackStarted**
- **PlaybackEndEvent OnPlaybackEnded**
- **BufferingStartEvent OnBufferingStarted**
- **BufferingEndEvent OnBufferingEnded**
- **AudioStartEvent OnAudioStarted**
- **AudioEndEvent OnAudioEnded**
- **RecordChangeEvent OnRecordChanged**
- **StationChangeEvent OnStationChanged**
- **FilterChangeEvent OnFilterChanged**
- **StationsChangeEvent OnStationsChanged**
- **ProviderReadyEvent OnProviderReadyEvent**
- **ErrorEvent OnError**
- System.Collections.Generic.List< **RadioStation** > **Stations** => **Set** != null ? Set.Stations : new System.Collections.Generic.List<**RadioStation**>()
- System.Collections.Generic.List< **RadioStation** > **RandomStations** => **Set** != null ? Set.RandomStations : new System.Collections.Generic.List<**RadioStation**>()
- bool **isReady** => **Set** != null && Set.isReady
- override bool **isPlayback** => Player.isPlayback
- override bool **isAudioPlaying** => Player.isAudioPlaying
- override bool **isBuffering** => Player.isBuffering
- override **RecordInfo RecordInfo** => Player.RecordInfo
- override **RecordInfo NextRecordInfo** => Player.RecordInfo
- override float **NextRecordDelay** => Player.NextRecordDelay
- override long **CurrentBufferSize** => Player.CurrentBufferSize
- override long **CurrentDownloadSpeed** => Player.CurrentDownloadSpeed
- override int **Channels** => Player.Channels
- override int **SampleRate** => Player.SampleRate

Protected Member Functions

- override void **onAudioStart** (**RadioStation** station)
- override void **onAudioEnd** (**RadioStation** station)
- override void **onAudioPlayTimeUpdate** (**RadioStation** station, float _playtime)
- override void **onErrorInfo** (**RadioStation** station, string info)

Protected Attributes

- override [PlaybackStartEvent](#) **onPlaybackStarted** => OnPlaybackStarted
- override [PlaybackEndEvent](#) **onPlaybackEnded** => OnPlaybackEnded
- override [BufferingStartEvent](#) **onBufferingStarted** => OnBufferingStarted
- override [BufferingEndEvent](#) **onBufferingEnded** => OnBufferingEnded
- override [AudioStartEvent](#) **onAudioStarted** => OnAudioStarted
- override [AudioEndEvent](#) **onAudioEnded** => OnAudioEnded
- override [RecordChangeEvent](#) **onRecordChanged** => OnRecordChanged
- override [ErrorEvent](#) **onError** => OnError

Properties

- [RadioPlayer](#) **Player** [get, set]
'RadioPlayer' from the scene.
- [RadioSet](#) **Set** [get, set]
'RadioSet' from the scene.
- [RadioFilter](#) **Filter** [get, set]
Global RadioFilter (active if no explicit filter is given).
- bool [RetryOnError](#) [get, set]
Retry to start the radio on an error.
- int [Retries](#) [get, set]
Defines how many times should the radio station restart after an error before giving up.
- bool [PlayOnStart](#) [get, set]
Play a radio on start.
- bool [PlayEndless](#) [get, set]
Enable endless play.
- bool [PlayRandom](#) [get, set]
Play the radio stations in random order.
- bool [FollowDirection](#) [get, set]
In case 'Next' or 'Previous' is called, follow the logical direction through the playlist.
- int? **CurrentStationIndex** [get, set]
- int? **CurrentRandomStationIndex** [get, set]
- override [RadioStation](#) **Station** [get, set]
- override bool **HandleFocus** [get, set]
- override int **CacheStreamSize** [get, set]
- override bool **LegacyMode** [get, set]
- override bool **CaptureDataStream** [get, set]
- override bool **SkipPreBuffering** [get, set]
- override [AudioSource](#) **Source** [get, protected set]
- override [AudioCodec](#) **Codec** [get, protected set]
- override float **PlayTime** [get, protected set]
- override float **BufferProgress** [get, protected set]
- override float **RecordPlayTime** [get, protected set]
- override [Crosstales.Common.Util.MemoryCacheStream](#) **DataStream** [get, protected set]
- override float **Volume** [get, set]
- override float **Pitch** [get, set]
- override float **StereoPan** [get, set]
- override bool **isMuted** [get, set]

Events

- FilterChange [OnFilterChange](#)
An event triggered whenever the filter changes.
- StationsChange [OnStationsChange](#)
An event triggered whenever the stations change.
- ProviderReady [OnProviderReady](#)
An event triggered whenever all providers are ready.
- StationChange [OnStationChange](#)
An event triggered whenever an radio station changes.

Additional Inherited Members

5.227.1 Detailed Description

Simple player.

5.227.2 Member Function Documentation

5.227.2.1 CountStations()

```
int Crosstales.Radio.SimplePlayer.CountStations (
    RadioFilter filter = null )
```

Count all RadioStation for a given RadioFilter.

Parameters

<i>filter</i>	Filter for the radio stations (default: null, optional)
---------------	---

Returns

Number of all RadioStation for a given RadioFilter.

Implements [Crosstales.Radio.Set.ISet](#).

5.227.2.2 GetStations()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.SimplePlayer.GetStations (
    bool random = false,
    RadioFilter filter = null )
```

Get all RadioStation for a given RadioFilter.

Parameters

<i>random</i>	Return random RadioStation (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All RadioStation for a given RadioFilter.

Implements [Crosstales.Radio.Set.ISet](#).

5.227.2.3 Load()

```
void Crosstales.Radio.SimplePlayer.Load ( )
```

Loads all stations from this set (via providers).

Implements [Crosstales.Radio.Set.ISet](#).

5.227.2.4 Mute()

```
override void Crosstales.Radio.SimplePlayer.Mute ( ) [virtual]
```

Mute the playback of the record.

Implements [Crosstales.Radio.BasePlayer](#).

5.227.2.5 Next() [1/2]

```
void Crosstales.Radio.SimplePlayer.Next ( )
```

Plays the next radio station.

5.227.2.6 Next() [2/2]

```
RadioStation Crosstales.Radio.SimplePlayer.Next (
    bool random,
    RadioFilter _filter = null )
```

Plays the next (normal/random) radio station.

Parameters

<i>random</i>	Play a random radio station
<i>_filter</i>	Filter (default: null, optional)

Returns

Next RadioStation

5.227.2.7 NextStation()

```
RadioStation Crosstales.Radio.SimplePlayer.NextStation (
    bool random = false,
    RadioFilter filter = null )
```

Next (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Next radio station.

Implements [Crosstales.Radio.Set.ISet](#).

5.227.2.8 Play()

```
override void Crosstales.Radio.SimplePlayer.Play ( ) [virtual]
```

Plays the radio-station.

Implements [Crosstales.Radio.BasePlayer](#).

5.227.2.9 Previous() [1/2]

```
void Crosstales.Radio.SimplePlayer.Previous ( )
```

Plays the previous radio station.

5.227.2.10 Previous() [2/2]

```
RadioStation Crosstales.Radio.SimplePlayer.Previous (  
    bool random,  
    RadioFilter _filter = null )
```

Plays the previous radio station.

Parameters

<i>random</i>	Play a random radio station
<i>_filter</i>	Filter (default: null, optional)

Returns

Previous RadioStation

5.227.2.11 PreviousStation()

```
RadioStation Crosstales.Radio.SimplePlayer.PreviousStation (
    bool random = false,
    RadioFilter filter = null )
```

Previous (normal/random) radio station from this set.

Parameters

<i>random</i>	Return a random radio station (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Previous radio station.

Implements [Crosstales.Radio.Set.ISet](#).

5.227.2.12 RandomizeStations()

```
void Crosstales.Radio.SimplePlayer.RandomizeStations (
    bool resetIndex = true )
```

Randomize all radio stations.

Parameters

<i>resetIndex</i>	Reset the index of the random radio stations (default: true, optional)
-------------------	--

Implements [Crosstales.Radio.Set.ISet](#).

5.227.2.13 Restart()

```
override void Crosstales.Radio.SimplePlayer.Restart (
    float invokeDelay = Constants.INVOKE_DELAY ) [virtual]
```

Restarts the playback of the radio-station.

Parameters

<i>invokeDelay</i>	Delay for the restart (default: 0.4, optional)
--------------------	--

Implements [Crosstales.Radio.BasePlayer](#).

5.227.2.14 Save()

```
void Crosstales.Radio.SimplePlayer.Save (
    string path,
    RadioFilter filter = null )
```

Saves all stations from this set as text-file with streams.

Parameters

<i>path</i>	Path to the text-file.
<i>filter</i>	Filter for the radio stations (default: null, optional)

Implements [Crosstales.Radio.Set.ISet](#).

5.227.2.15 StationFromHashCode()

```
RadioStation Crosstales.Radio.SimplePlayer.StationFromHashCode (
    int hashCode )
```

[Radio](#) station from a hashcode from this set.

Parameters

<i>hashCode</i>	Hashcode of the radio station
-----------------	-------------------------------

Returns

[Radio](#) station from hashcode.

Implements [Crosstales.Radio.Set.ISet](#).

5.227.2.16 StationFromIndex()

```
RadioStation Crosstales.Radio.SimplePlayer.StationFromIndex (
    bool random = false,
    int index = -1,
    RadioFilter filter = null )
```

Radio station from a given index (normal/random) from this set.

Parameters

<i>random</i>	Return a random Radio station (default: false, optional)
<i>index</i>	Index of the radio station (default: -1, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

Record from index.

Implements [Crosstales.Radio.Set.ISet](#).

5.227.2.17 StationsByBitrate()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.SimplePlayer.StationsByBitrate
(
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by bitrate.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by bitrate.

Implements [Crosstales.Radio.Set.ISet](#).

5.227.2.18 StationsByCities()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.SimplePlayer.StationsByCities (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by cities.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by cities.

Implements [Crosstales.Radio.Set.ISet](#).

5.227.2.19 StationsByCountries()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.SimplePlayer.StationsByCountries  
(  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by countries.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by countries.

Implements [Crosstales.Radio.Set.ISet](#).

5.227.2.20 StationsByFormat()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.SimplePlayer.StationsByFormat (  
    bool desc = false,  
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by audio format.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by audio format.

Implements [Crosstales.Radio.Set.ISet](#).

5.227.2.21 StationsByGenres()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.SimplePlayer.StationsByGenres (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by genres.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by genre.

Implements [Crosstales.Radio.Set.ISet](#).

5.227.2.22 StationsByLanguages()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.SimplePlayer.StationsByLanguages
(
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by languages.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by languages.

Implements [Crosstales.Radio.Set.ISet](#).

5.227.2.23 StationsByName()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.SimplePlayer.StationsByName (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by name.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by name.

Implements [Crosstales.Radio.Set.ISet](#).

5.227.2.24 StationsByRating()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.SimplePlayer.StationsByRating (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by rating.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by rating.

Implements [Crosstales.Radio.Set.ISet](#).

5.227.2.25 StationsByStation()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.SimplePlayer.StationsByStation
(
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by station.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by station.

Implements [Crosstales.Radio.Set.ISet](#).

5.227.2.26 StationsByURL()

```
System.Collections.Generic.List<RadioStation> Crosstales.Radio.SimplePlayer.StationsByURL (
    bool desc = false,
    RadioFilter filter = null )
```

Returns all radio stations of this set ordered by URL.

Parameters

<i>desc</i>	Descending order (default: false, optional)
<i>filter</i>	Filter for the radio stations (default: null, optional)

Returns

All radios of this set ordered by URL.

Implements [Crosstales.Radio.Set.ISet](#).

5.227.2.27 Stop()

```
override void Crosstales.Radio.SimplePlayer.Stop ( ) [virtual]
```

Stops the playback of the radio-station.

Implements [Crosstales.Radio.BasePlayer](#).

5.227.2.28 UnMute()

```
override void Crosstales.Radio.SimplePlayer.UnMute ( ) [virtual]
```

Unmute the playback of the record.

Implements [Crosstales.Radio.BasePlayer](#).

5.227.3 Property Documentation

5.227.3.1 Filter

`RadioFilter` Crosstales.Radio.SimplePlayer.Filter [get], [set]

Global RadioFilter (active if no explicit filter is given).

5.227.3.2 FollowDirection

`bool` Crosstales.Radio.SimplePlayer.FollowDirection [get], [set]

In case 'Next' or 'Previous' is called, follow the logical direction through the playlist.

5.227.3.3 PlayEndless

`bool` Crosstales.Radio.SimplePlayer.PlayEndless [get], [set]

Enable endless play.

5.227.3.4 Player

`RadioPlayer` Crosstales.Radio.SimplePlayer.Player [get], [set]

'RadioPlayer' from the scene.

5.227.3.5 PlayOnStart

`bool` Crosstales.Radio.SimplePlayer.PlayOnStart [get], [set]

Play a radio on start.

5.227.3.6 PlayRandom

```
bool Crosstales.Radio.SimplePlayer.PlayRandom [get], [set]
```

Play the radio stations in random order.

5.227.3.7 Retries

```
int Crosstales.Radio.SimplePlayer.Retries [get], [set]
```

Defines how many times should the radio station restart after an error before giving up.

5.227.3.8 RetryOnError

```
bool Crosstales.Radio.SimplePlayer.RetryOnError [get], [set]
```

Retry to start the radio on an error.

5.227.3.9 Set

```
RadioSet Crosstales.Radio.SimplePlayer.Set [get], [set]
```

'RadioSet' from the scene.

5.227.4 Event Documentation

5.227.4.1 OnFilterChange

```
FilterChange Crosstales.Radio.SimplePlayer.OnFilterChange
```

An event triggered whenever the filter changes.

5.227.4.2 OnProviderReady

```
ProviderReady Crosstales.Radio.SimplePlayer.OnProviderReady
```

An event triggered whenever all providers are ready.

5.227.4.3 OnStationChange

StationChange Crosstales.Radio.SimplePlayer.OnStationChange

An event triggered whenever an radio station changes.

5.227.4.4 OnStationsChange

StationsChange Crosstales.Radio.SimplePlayer.OnStationsChange

An event triggered whenever the stations change.

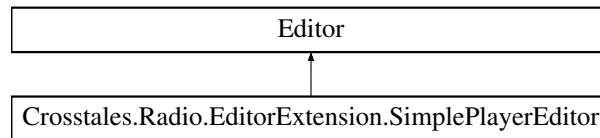
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/SimplePlayer.cs

5.228 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** ()
- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

Events

- static StopPlayback **OnStopPlayback**

5.228.1 Detailed Description

Custom editor for the 'SimplePlayer'-class.

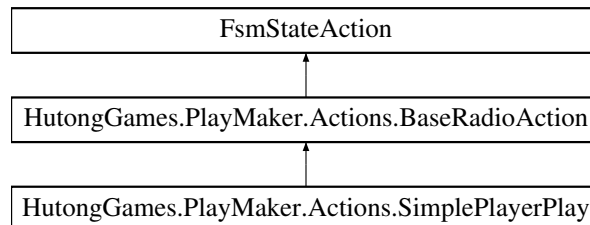
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Editor/Extension/SimplePlayerEditor.cs

5.229 HutongGames.PlayMaker.Actions.SimplePlayerPlay Class Reference

Play-action for SimplePlayer in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.SimplePlayerPlay:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- [Crosstales.Radio.SimplePlayer SimplePlayer](#)
Add a SimplePlayer (default: first object in scene).

5.229.1 Detailed Description

Play-action for SimplePlayer in [PlayMaker](#).

5.229.2 Member Data Documentation

5.229.2.1 SimplePlayer

[Crosstales.Radio.SimplePlayer](#) HutongGames.PlayMaker.Actions.SimplePlayerPlay.SimplePlayer

Add a SimplePlayer (default: first object in scene).

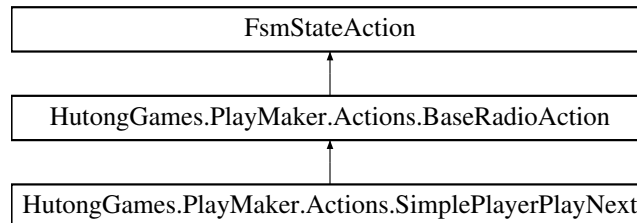
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/Scripts/SimplePlayerPlay.cs

5.230 HutongGames.PlayMaker.Actions.SimplePlayerPlayNext Class Reference

PlayNext-action for SimplePlayer in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.SimplePlayerPlayNext:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- [Crosstaes.Radio.SimplePlayer SimplePlayer](#)
Add a SimplePlayer (default: first object in scene).
- FsmBool **PlayRandom** = false
Play next radio station in random order (default: false).

5.230.1 Detailed Description

PlayNext-action for SimplePlayer in [PlayMaker](#).

5.230.2 Member Data Documentation

5.230.2.1 PlayRandom

```
FsmBool HutongGames.PlayMaker.Actions.SimplePlayerPlayNext.PlayRandom = false
```

Play next radio station in random order (default: false).

5.230.2.2 SimplePlayer

[Crosstales.Radio.SimplePlayer](#) `HutongGames.PlayMaker.Actions.SimplePlayerPlayNext.SimplePlayer`

Add a SimplePlayer (default: first object in scene).

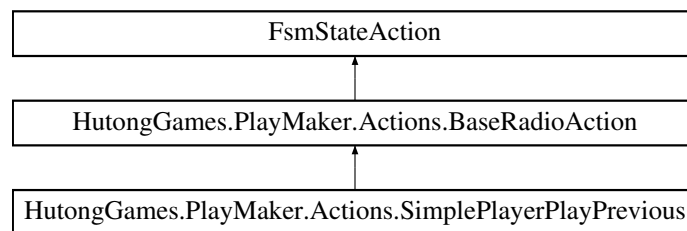
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/Scripts/SimplePlayerPlayNext.cs`

5.231 HutongGames.PlayMaker.Actions.SimplePlayerPlayPrevious Class Reference

PlayPrevious-action for SimplePlayer in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.SimplePlayerPlayPrevious:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- [Crosstales.Radio.SimplePlayer SimplePlayer](#)
Add a RadioManager (default: random manager in scene).
- FsmBool **PlayRandom** = false
Play previous radio station in random order (default: false).

5.231.1 Detailed Description

PlayPrevious-action for SimplePlayer in [PlayMaker](#).

5.231.2 Member Data Documentation

5.231.2.1 PlayRandom

```
FsmBool HutongGames.PlayMaker.Actions.SimplePlayerPlayPrevious.PlayRandom = false
```

Play previous radio station in random order (default: false).

5.231.2.2 SimplePlayer

```
Crosstales.Radio.SimplePlayer HutongGames.PlayMaker.Actions.SimplePlayerPlayPrevious.SimplePlayer
```

Add a RadioManager (default: random manager in scene).

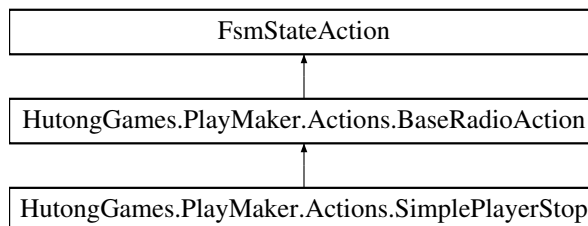
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/Scripts/SimplePlayerPlayPrevious.cs

5.232 HutongGames.PlayMaker.Actions.SimplePlayerStop Class Reference

Stop-action for SimplePlayer in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.SimplePlayerStop:



Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Public Attributes

- [Crosstales.Radio.SimplePlayer SimplePlayer](#)
Add a RadioManager (default: random manager in scene).

5.232.1 Detailed Description

Stop-action for SimplePlayer in [PlayMaker](#).

5.232.2 Member Data Documentation

5.232.2.1 SimplePlayer

[Crosstales.Radio.SimplePlayer](#) HutongGames.PlayMaker.Actions.SimplePlayerStop.SimplePlayer

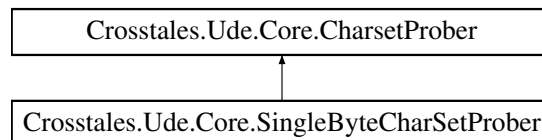
Add a RadioManager (default: random manager in scene).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/PlayMaker/Scripts/SimplePlayerStop.cs

5.233 Crosstales.Ude.Core.SingleByteCharSetProber Class Reference

Inheritance diagram for Crosstales.Ude.Core.SingleByteCharSetProber:



Public Member Functions

- **SingleByteCharSetProber** ([SequenceModel](#) model)
- **SingleByteCharSetProber** ([SequenceModel](#) model, bool reversed, [CharsetProber](#) nameProber)
- override ProbingState **HandleData** (byte[] buf, int offset, int len)
 - Feed data to the prober*
- override void **DumpStatus** ()
- override float **GetConfidence** ()
- override void **Reset** ()
 - Reset prober state*
- override string **GetCharsetName** ()

Protected Attributes

- [SequenceModel](#) model

Additional Inherited Members

5.233.1 Member Function Documentation

5.233.1.1 HandleData()

```
override ProbingState Crosstales.Ude.Core.SingleByteCharSetProber.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.233.1.2 Reset()

```
override void Crosstales.Ude.Core.SingleByteCharSetProber.Reset ( ) [virtual]
```

Reset prober state

Implements [Crosstales.Ude.Core.CharsetProber](#).

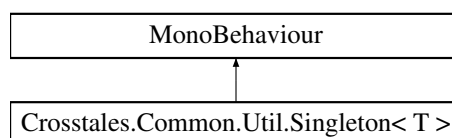
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/SB↔
CharsetProber.cs

5.234 Crosstales.Common.Util.Singleton< T > Class Template Reference

Base-class for all singletons.

Inheritance diagram for Crosstales.Common.Util.Singleton< T >:



Static Public Member Functions

- static void [CreateInstance](#) (bool searchExistingGameObject=true, bool deleteExistingInstance=false)
Creates an instance of this object.
- static void [DeleteInstance](#) ()
Deletes the instance of this object.

Static Public Attributes

- static string [PrefabPath](#)
Fully qualified prefab path.
- static string [GameObjectName](#) = typeof(T).Name
Name of the gameobject in the scene.

Protected Member Functions

- virtual void **Awake** ()
- virtual void **OnDestroy** ()
- virtual void **OnApplicationQuit** ()

Static Protected Attributes

- static T **instance**

Properties

- static T [Instance](#) [get, protected set]
Returns the singleton instance of this class.
- bool [DontDestroy](#) [get, set]
Don't destroy gameobject during scene switches.

5.234.1 Detailed Description

Base-class for all singletons.

Type Constraints

T: [Singleton](#)<T>

5.234.2 Member Function Documentation

5.234.2.1 CreateInstance()

```
static void Crosstales.Common.Util.Singleton< T >.CreateInstance (  
    bool searchExistingGameObject = true,  
    bool deleteExistingInstance = false ) [static]
```

Creates an instance of this object.

Parameters

<code>searchExistingGameObject</code>	Search for existing GameObjects of this object (default: true, optional)
<code>deleteExistingInstance</code>	Delete existing instance of this object (default: false, optional)

5.234.2.2 DeleteInstance()

```
static void Crosstales.Common.Util.Singleton< T >.DeleteInstance ( ) [static]
```

Deletes the instance of this object.

5.234.3 Member Data Documentation

5.234.3.1 GameObjectName

```
string Crosstales.Common.Util.Singleton< T >.GameObjectName = typeof(T).Name [static]
```

Name of the gameobject in the scene.

5.234.3.2 PrefabPath

```
string Crosstales.Common.Util.Singleton< T >.PrefabPath [static]
```

Fully qualified prefab path.

5.234.4 Property Documentation

5.234.4.1 DontDestroy

```
bool Crosstales.Common.Util.Singleton< T >.DontDestroy [get], [set]
```

Don't destroy gameobject during scene switches.

5.234.4.2 Instance

`T Crosstales.Common.Util.Singleton< T >.Instance` [static], [get], [protected set]

Returns the singleton instance of this class.

Returns

[Singleton](#) instance of this class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/Singleton.cs

5.235 Crosstales.Common.Util.SingletonHelper Class Reference

Helper-class for singletons.

Properties

- static bool **isQuitting** = false [get, set]

5.235.1 Detailed Description

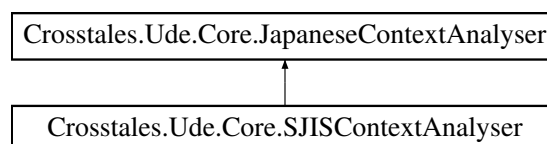
Helper-class for singletons.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/Singleton.cs

5.236 Crosstales.Ude.Core.SJISContextAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.SJISContextAnalyser:



Protected Member Functions

- override int **GetOrder** (byte[] buf, int offset, out int charLen)
- override int **GetOrder** (byte[] buf, int offset)

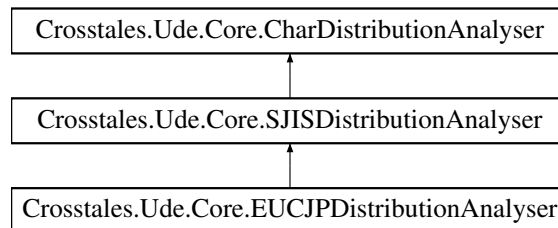
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Japanese↔ ContextAnalyser.cs

5.237 Crosstales.Ude.Core.SJISDistributionAnalyser Class Reference

Inheritance diagram for Crosstales.Ude.Core.SJISDistributionAnalyser:



Public Member Functions

- override int [GetOrder](#) (byte[] buf, int offset)
first byte range: 0x81 – 0x9f, 0xe0 – 0xfe second byte range: 0x40 – 0x7e, 0x81 – 0xfe no validation needed here. State machine has done that

Static Protected Attributes

- static float **SJIS_TYPICAL_DISTRIBUTION_RATIO** = 3.0f
- static int[] **SJIS_CHAR2FREQ_ORDER**

Additional Inherited Members

5.237.1 Member Function Documentation

5.237.1.1 GetOrder()

```

override int Crosstales.Ude.Core.SJISDistributionAnalyser.GetOrder (
    byte[] buf,
    int offset ) [virtual]
  
```

first byte range: 0x81 – 0x9f, 0xe0 – 0xfe second byte range: 0x40 – 0x7e, 0x81 – 0xfe no validation needed here. State machine has done that

Implements [Crosstales.Ude.Core.CharDistributionAnalyser](#).

Reimplemented in [Crosstales.Ude.Core.EUCJPDistributionAnalyser](#).

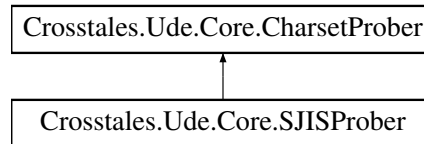
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Char↔ DistributionAnalyser.cs

5.238 Crosstales.Ude.Core.SJISProber Class Reference

for S-JIS encoding, observe characteristic: 1, kana character (or hankaku?) often have high frequency of appearance 2, kana character often exist in group 3, certain combination of kana is never used in Japanese language

Inheritance diagram for Crosstales.Ude.Core.SJISProber:



Public Member Functions

- override string **GetCharsetName** ()
- override ProbingState **HandleData** (byte[] buf, int offset, int len)
 - Feed data to the prober*
- override void **Reset** ()
 - Reset prober state*
- override float **GetConfidence** ()

Additional Inherited Members

5.238.1 Detailed Description

for S-JIS encoding, observe characteristic: 1, kana character (or hankaku?) often have high frequency of appearance 2, kana character often exist in group 3, certain combination of kana is never used in Japanese language

5.238.2 Member Function Documentation

5.238.2.1 HandleData()

```

override ProbingState Crosstales.Ude.Core.SJISProber.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
  
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.238.2.2 Reset()

```
override void Crosstales.Ude.Core.SJISProber.Reset ( ) [virtual]
```

Reset prober state

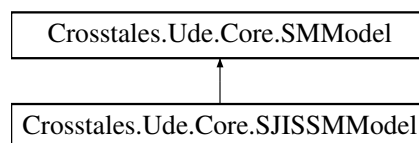
Implements [Crosstales.Ude.Core.CharsetProber](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/SJISProber.cs

5.239 Crosstales.Ude.Core.SJISSMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.SJISSMModel:

**Additional Inherited Members**

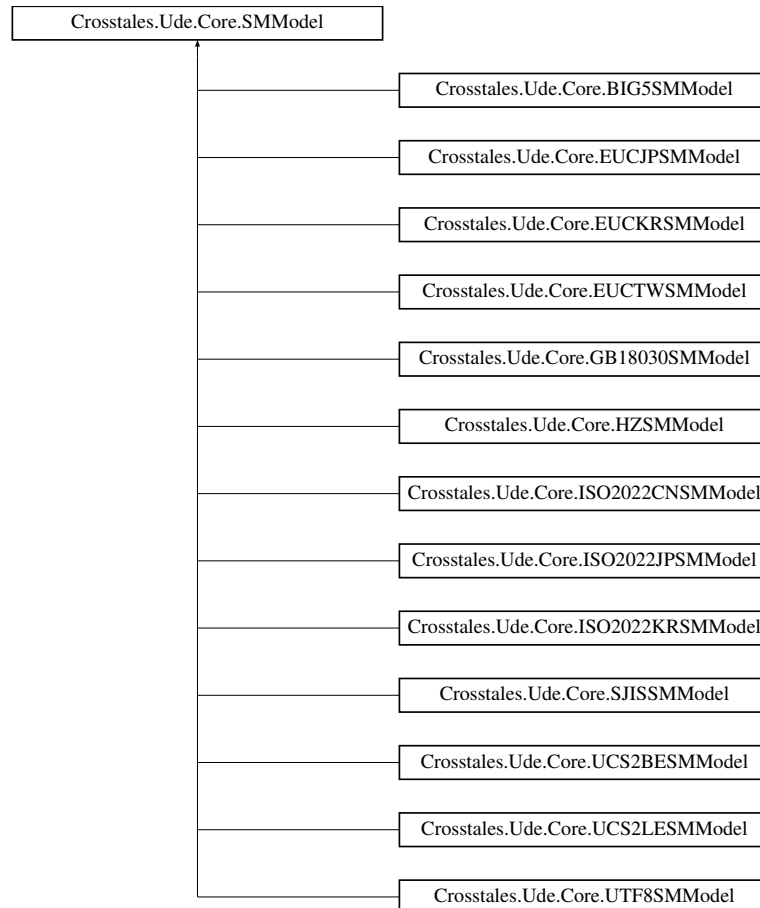
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/MBCSSM.cs

5.240 Crosstales.Ude.Core.SMModel Class Reference

State machine model

Inheritance diagram for Crosstales.Ude.Core.SMModel:



Public Member Functions

- **SMModel** ([BitPackage](#) classTable, int classFactor, [BitPackage](#) stateTable, int[] charLenTable, String name)
- int **GetClass** (byte b)

Public Attributes

- [BitPackage](#) classTable
- [BitPackage](#) stateTable
- int[] charLenTable

Static Public Attributes

- const int **START** = 0
- const int **ERROR** = 1
- const int **ITSME** = 2

Properties

- string **Name** [get]
- int **ClassFactor** [get]

5.240.1 Detailed Description

State machine model

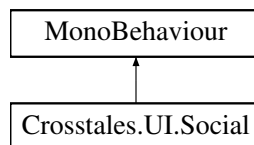
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/SM↔ Model.cs

5.241 Crosstales.UI.Social Class Reference

[Crosstales](#) social media links.

Inheritance diagram for Crosstales.UI.Social:



Public Member Functions

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Youtube** ()
- void **Discord** ()

5.241.1 Detailed Description

[Crosstales](#) social media links.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Social.cs

5.242 Crosstales.Radio.OnRadio.Model.Song Class Reference

[Model](#) of a song.

Public Member Functions

- override string **ToString** ()

Properties

- string **Songartist** [get, set]
- string **Songtitle** [get, set]
- string **Currently_playing** [get, set]
- string **Callsign** [get, set]
- string **Station_id** [get, set]
- string **Band** [get, set]
- [Playlist](#) **Playlist** [get, set]
- [Uberurl](#) **Uberurl** [get, set]

5.242.1 Detailed Description

[Model](#) of a song.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Model/Song.cs

5.243 Crosstales.Radio.OnRadio.Model.Songart.Song Class Reference

[Model](#) of a song.

Public Member Functions

- override string **ToString** ()

Properties

- string **Arturl** [get, set]
- string **Artist** [get, set]
- string **Title** [get, set]
- string **Album** [get, set]
- string **Size** [get, set]

5.243.1 Detailed Description

[Model](#) of a song.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Model/Songart/Song.cs

5.244 Crosstales.Radio.OnRadio.Model.Songs Class Reference

[Model](#) of a song holder.

Public Member Functions

- override string **ToString** ()

Properties

- List< [Song](#) > **Song** [get, set]

5.244.1 Detailed Description

[Model](#) of a song holder.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Model/Songs.cs

5.245 Crosstales.Radio.OnRadio.Model.Songart.Songs Class Reference

[Model](#) of a song holder.

Public Member Functions

- override string **ToString** ()

Properties

- [Song](#) **Song** [get, set]

5.245.1 Detailed Description

[Model](#) of a song holder.

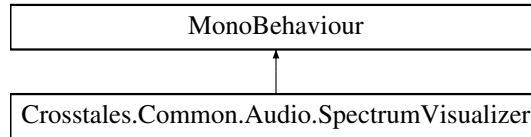
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Model/Songart/Songs.cs

5.246 Crosstales.Common.Audio.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for Crosstales.Common.Audio.SpectrumVisualizer:



Public Attributes

- [FFTAnalyzer Analyzer](#)
FFT-analyzer with the spectrum data.
- [GameObject VisualPrefab](#)
summary> Width per prefab.
- float [Width](#) = 0.075f
summary> Gain-power for the frequency.
- float [Gain](#) = 70f
summary> Frequency band from left-to-right (default: true).
- bool [LeftToRight](#) = true
summary> Opacity of the material of the prefab (default: 1).
- float [Opacity](#) = 1f

5.246.1 Detailed Description

Simple spectrum visualizer.

5.246.2 Member Data Documentation

5.246.2.1 Analyzer

[FFTAnalyzer](#) Crosstales.Common.Audio.SpectrumVisualizer.Analyzer

FFT-analyzer with the spectrum data.

*summary>*Prefab for the frequency representation.

5.246.2.2 Gain

float Crosstales.Common.Audio.SpectrumVisualizer.Gain = 70f

*summary>*Frequency band from left-to-right (default: true).

5.246.2.3 LeftToRight

```
bool Crosstales.Common.Audio.SpectrumVisualizer.LeftToRight = true
```

summary>Opacity of the material of the prefab (default: 1).

5.246.2.4 VisualPrefab

```
GameObject Crosstales.Common.Audio.SpectrumVisualizer.VisualPrefab
```

summary>Width per prefab.

5.246.2.5 Width

```
float Crosstales.Common.Audio.SpectrumVisualizer.Width = 0.075f
```

summary>Gain-power for the frequency.

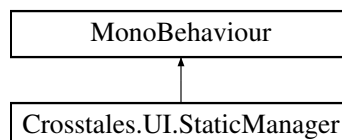
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/Audio/Scripts/SpectrumVisualizer.cs

5.247 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

- void **OpenAssetstore** ()

5.247.1 Detailed Description

Static Button Manager.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Static↔
Manager.cs

5.248 Crosstales.Radio.OnRadio.Model.DARStations.Station Class Reference

[Model](#) of a station.

Public Member Functions

- override string **ToString** ()

Properties

- string **Station_id** [get, set]
- string **Callsign** [get, set]
- string **Dial** [get, set]
- string **Band** [get, set]
- string **Address1** [get, set]
- string **Address2** [get, set]
- string **City** [get, set]
- string **State** [get, set]
- string **Country** [get, set]
- string **Zipcode** [get, set]
- string **Slogan** [get, set]
- string **Phone** [get, set]
- string **Email** [get, set]
- string **Ubergenre** [get, set]
- string **Genre** [get, set]
- string **Language** [get, set]
- string **Websiteurl** [get, set]
- string **Imageurl** [get, set]
- string **Description** [get, set]
- string **Encoding** [get, set]
- string **Bitrate** [get, set]
- string **Status** [get, set]

5.248.1 Detailed Description

[Model](#) of a station.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔
Model/darstations/Station.cs

5.249 Crosstales.Radio.OnRadio.Model.Play.Station Class Reference

Model of a station.

Public Member Functions

- override string **ToString** ()

Properties

- string **Callsign** [get, set]
- string **Genre** [get, set]
- string **Band** [get, set]
- string **Artist** [get, set]
- string **Title** [get, set]
- string **Songstamp** [get, set]
- string **Seconds_remaining** [get, set]
- string **Station_id** [get, set]

5.249.1 Detailed Description

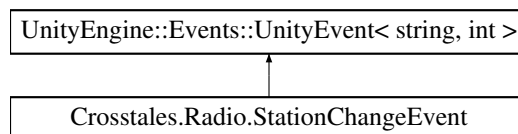
Model of a station.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Model/Play/Station.cs

5.250 Crosstales.Radio.StationChangeEvent Class Reference

Inheritance diagram for Crosstales.Radio.StationChangeEvent:



The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.251 Crosstales.Radio.OnRadio.Model.DARStations.Stations Class Reference

Model of a station holder.

Public Member Functions

- override string **ToString** ()

Properties

- [Station](#) **Station** [get, set]

5.251.1 Detailed Description

[Model](#) of a station holder.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔
Model/darstations/Stations.cs

5.252 Crosstales.Radio.OnRadio.Model.Stations Class Reference

[Model](#) of a station.

Public Member Functions

- override string **ToString** ()

Properties

- string **Url** [get, set]
- string **Encoding** [get, set]
- string **Callsign** [get, set]
- string **Websiteurl** [get, set]

5.252.1 Detailed Description

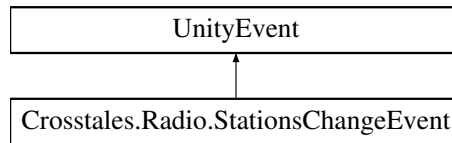
[Model](#) of a station.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔
Model/Stations.cs

5.253 Crosstales.Radio.StationsChangeEvent Class Reference

Inheritance diagram for Crosstales.Radio.StationsChangeEvent:



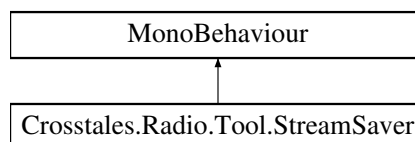
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Delegates.cs

5.254 Crosstales.Radio.Tool.StreamSaver Class Reference

Saves the streams of a player as audio files in the WAV-format. NOTE: Copyright laws for music are VERY STRICT and MUST BE respected! If you save music, make sure YOU have the RIGHT to do so! crosstales LLC denies any responsibility for YOUR actions with this tool - use it at your OWN RISK! For more, see https://en.wikipedia.org/wiki/Radio_music_ripping and the rights applying to your country.

Inheritance diagram for Crosstales.Radio.Tool.StreamSaver:



Properties

- `BasePlayer Player` [get, set]
Origin Player.
- `bool SilenceSource` [get, set]
Silence the origin.
- `string OutputPath` [get, set]
Output path for the audio files.
- `float RecordStartDelay` [get, set]
Record delay in seconds before start saving the audio (range 0-20).
- `float RecordStopDelay` [get, set]
Record delay in seconds before stop saving the audio (range 0-20).
- `bool AddStationName` [get, set]
Add the station name to the audio files.
- `bool AddTimestamp` [get, set]
Add the current timestamp to the audio files.

5.254.1 Detailed Description

Saves the streams of a player as audio files in the WAV-format. NOTE: Copyright laws for music are VERY STRICT and MUST BE respected! If you save music, make sure YOU have the RIGHT to do so! crosstales LLC denies any responsibility for YOUR actions with this tool - use it at your OWN RISK! For more, see https://en.wikipedia.org/wiki/Radio_music_ripping and the rights applying to your country.

5.254.2 Property Documentation

5.254.2.1 AddStationName

```
bool Crosstales.Radio.Tool.StreamSaver.AddStationName [get], [set], [add]
```

Add the station name to the audio files.

5.254.2.2 AddTimestamp

```
bool Crosstales.Radio.Tool.StreamSaver.AddTimestamp [get], [set], [add]
```

Add the current timestamp to the audio files.

5.254.2.3 OutputPath

```
string Crosstales.Radio.Tool.StreamSaver.OutputPath [get], [set]
```

Output path for the audio files.

5.254.2.4 Player

```
BasePlayer Crosstales.Radio.Tool.StreamSaver.Player [get], [set]
```

Origin Player.

5.254.2.5 RecordStartDelay

```
float Crosstales.Radio.Tool.StreamSaver.RecordStartDelay [get], [set]
```

Record delay in seconds before start saving the audio (range 0-20).

5.254.2.6 RecordStopDelay

```
float Crosstales.Radio.Tool.StreamSaver.RecordStopDelay [get], [set]
```

Record delay in seconds before stop saving the audio (range 0-20).

5.254.2.7 SilenceSource

```
bool Crosstales.Radio.Tool.StreamSaver.SilenceSource [get], [set]
```

Silence the origin.

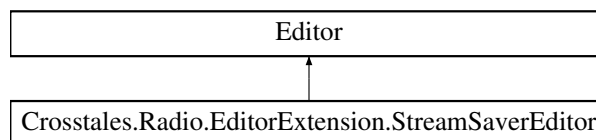
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/StreamSaver/←Scripts/StreamSaver.cs

5.255 Crosstales.Radio.EditorExtension.StreamSaverEditor Class Reference

Custom editor for the 'StreamSaver'-class.

Inheritance diagram for Crosstales.Radio.EditorExtension.StreamSaverEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.255.1 Detailed Description

Custom editor for the 'StreamSaver'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/StreamSaver/←Scripts/Editor/StreamSaverEditor.cs

5.256 Crosstales.Radio.EditorIntegration.StreamSaverGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.256.1 Detailed Description

Editor component for the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/StreamSaver/↔ Scripts/Editor/StreamSaverGameObject.cs

5.257 Crosstales.Radio.EditorIntegration.StreamSaverMenu Class Reference

Editor component for the "Tools"-menu.

5.257.1 Detailed Description

Editor component for the "Tools"-menu.

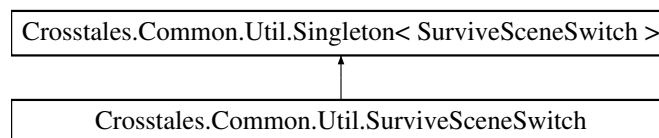
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/StreamSaver/↔ Scripts/Editor/StreamSaverMenu.cs

5.258 Crosstales.Common.Util.SurviveSceneSwitch Class Reference

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

Inheritance diagram for Crosstales.Common.Util.SurviveSceneSwitch:



Public Attributes

- `GameObject[]` [Survivors](#)
Objects which have to survive a scene switch.

Additional Inherited Members

5.258.1 Detailed Description

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

5.258.2 Member Data Documentation

5.258.2.1 Survivors

```
GameObject [] Crosstales.Common.Util.SurviveSceneSwitch.Survivors
```

Objects which have to survive a scene switch.

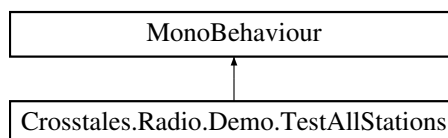
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/SurviveSceneSwitch/Scripts/SurviveSceneSwitch.cs

5.259 Crosstales.Radio.Demo.TestAllStations Class Reference

Test all stations of a given [RadioManager](#).

Inheritance diagram for Crosstales.Radio.Demo.TestAllStations:



Public Member Functions

- void **OnDestroy** ()
- void **Verify** ()
- void **Stop** ()

Public Attributes

- [BasePlayer](#) **Player**
- [Provider.BaseRadioProvider](#) **Provider**
- [OnRadio.Service.BaseService](#) **Service**
- [Crosstales.Radio.Model.Enum.AudioCodec](#) **Codec** = [Crosstales.Radio.Model.Enum.AudioCodec.MP3_N](#)↔
Layer
- int **StartIndex** = 0
- int **AutoSaveInterval** = 10
- bool **RemoveDefectiveStations** = false
- bool **ChangeCodecOfDefectiveStations** = true
- bool **UseService** = false
- bool **UpdateInfo** = true
- bool **Silent** = true
- float **PlayTime** = 2f
- float **CleanupTime** = 1f
- bool **VerifyAtStart** = false
- string **ErrorFilePath**

5.259.1 Detailed Description

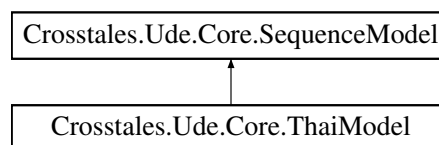
Test all stations of a given [RadioManager](#).

The documentation for this class was generated from the following file:

- [C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/TestAllStations.cs](#)↔

5.260 Crosstales.Ude.Core.ThaiModel Class Reference

Inheritance diagram for [Crosstales.Ude.Core.ThaiModel](#):



Public Member Functions

- **ThaiModel** (byte[] charToOrderMap, string name)

Additional Inherited Members

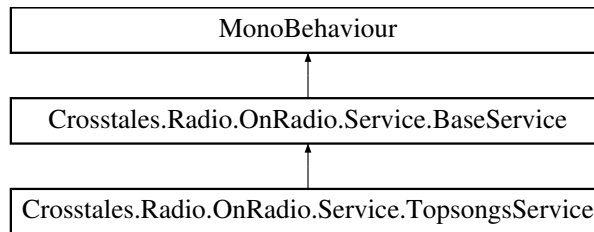
The documentation for this class was generated from the following file:

- [C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/LangThaiModel.cs](#)↔

5.261 Crosstales.Radio.OnRadio.Service.TopsongsService Class Reference

Topsongs service implementation.

Inheritance diagram for Crosstales.Radio.OnRadio.Service.TopsongsService:



Public Attributes

- [QueryCompleteEvent](#) **OnQueryCompleted**

Protected Member Functions

- override IEnumerator **query** (string id)

Protected Attributes

- override [QueryCompleteEvent](#) **onQueryCompleted** => OnQueryCompleted

Properties

- [Crosstales.Radio.OnRadio.Model.Genre](#) **Genre** [get, set]
Genre for the search. 'All' will lead to 'Hit Music'.
- bool [International](#) [get, set]
Include non-US (international) stations.
- int [Limit](#) [get, set]
Limit the number of results (range 1-50).
- [Crosstales.Radio.OnRadio.Model.Songs](#) **Songs** [get, protected set]

Additional Inherited Members

5.261.1 Detailed Description

Topsongs service implementation.

5.261.2 Property Documentation

5.261.2.1 Genre

`Crosstales.Radio.OnRadio.Model.Genre` `Crosstales.Radio.OnRadio.Service.TopsongsService.Genre`
[get], [set]

Genre for the search. 'All' will lead to 'Hit Music'.

5.261.2.2 International

`bool` `Crosstales.Radio.OnRadio.Service.TopsongsService.International` [get], [set]

Include non-US (international) stations.

5.261.2.3 Limit

`int` `Crosstales.Radio.OnRadio.Service.TopsongsService.Limit` [get], [set]

Limit the number of results (range 1-50).

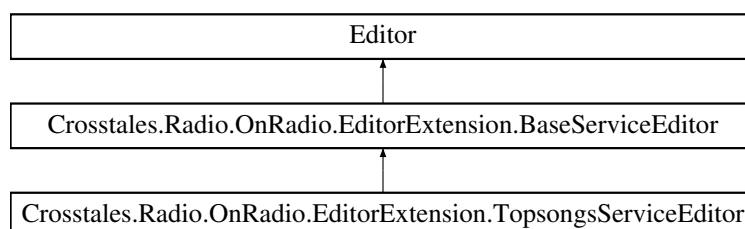
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/Service/TopsongsService.cs`

5.262 Crosstales.Radio.OnRadio.EditorExtension.TopsongsServiceEditor Class Reference

Custom editor for the 'TopsongsService'-class.

Inheritance diagram for `Crosstales.Radio.OnRadio.EditorExtension.TopsongsServiceEditor`:



Additional Inherited Members

5.262.1 Detailed Description

Custom editor for the 'TopsongsService'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Editor/TopsongsServiceEditor.cs

5.263 Crosstales.Radio.OnRadio.Model.Uberurl Class Reference

Model of a [Uberurl](#).

Public Member Functions

- override string **ToString** ()

Properties

- string **Url** [get, set]
- string **Encoding** [get, set]
- string **Callsign** [get, set]
- string **Websiteurl** [get, set]
- string **Station_id** [get, set]

5.263.1 Detailed Description

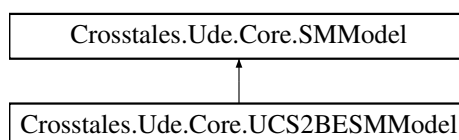
Model of a [Uberurl](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/↔ Model/Uberurl.cs

5.264 Crosstales.Ude.Core.UCS2BESMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.UCS2BESMModel:



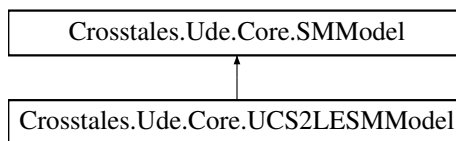
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/MB↔CSSM.cs

5.265 Crosstales.Ude.Core.UCS2LESMMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.UCS2LESMMModel:



Additional Inherited Members

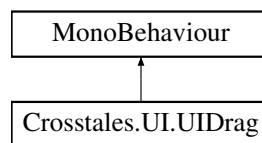
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/MB↔CSSM.cs

5.266 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:



Public Member Functions

- void **OnDrag** ()

5.266.1 Detailed Description

Allow to Drag the Windows around.

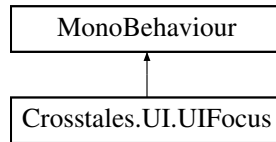
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UI↔Drag.cs

5.267 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



Public Member Functions

- void `OnPanelEnter` ()
Panel entered.

Public Attributes

- string `ManagerName` = "Canvas"
Name of the gameobject containing the `UIWindowManager`.

5.267.1 Detailed Description

Change the Focus on from a Window.

5.267.2 Member Function Documentation

5.267.2.1 OnPanelEnter()

```
void Crosstales.UI.UIFocus.OnPanelEnter ( )
```

Panel entered.

5.267.3 Member Data Documentation

5.267.3.1 ManagerName

```
string Crosstales.UI.UIFocus.ManagerName = "Canvas"
```

Name of the gameobject containing the [UIWindowManager](#).

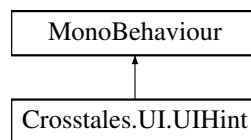
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UI↔Focus.cs

5.268 Crosstales.UI.UIHint Class Reference

Controls a [UI](#) group (hint).

Inheritance diagram for Crosstales.UI.UIHint:



Public Member Functions

- void **FadeUp** ()
- void **FadeDown** ()

Public Attributes

- CanvasGroup [Group](#)
Group to fade.
- float [Delay](#) = 2f
Delay in seconds before fading (default: 2).
- float [FadeTime](#) = 2f
Fade time in seconds (default: 2).
- bool [Disable](#) = true
Disable UI element after the fade (default: true).
- bool [FadeAtStart](#) = true
Fade at Start (default: true).

5.268.1 Detailed Description

Controls a [UI](#) group (hint).

5.268.2 Member Data Documentation

5.268.2.1 Delay

```
float Crosstales.UI.UIHint.Delay = 2f
```

Delay in seconds before fading (default: 2).

5.268.2.2 Disable

```
bool Crosstales.UI.UIHint.Disable = true
```

Disable [UI](#) element after the fade (default: true).

5.268.2.3 FadeAtStart

```
bool Crosstales.UI.UIHint.FadeAtStart = true
```

Fade at Start (default: true).

5.268.2.4 FadeTime

```
float Crosstales.UI.UIHint.FadeTime = 2f
```

Fade time in seconds (default: 2).

5.268.2.5 Group

```
CanvasGroup Crosstales.UI.UIHint.Group
```

Group to fade.

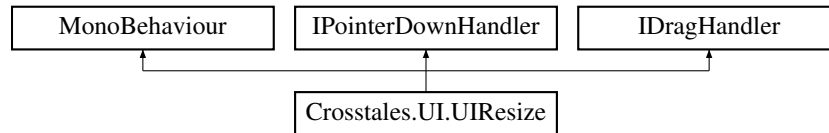
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UIHint.cs

5.269 Crosstales.UI.UIResize Class Reference

Resize a [UI](#) element.

Inheritance diagram for Crosstales.UI.UIResize:



Public Member Functions

- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

Public Attributes

- Vector2 **MinSize** = new Vector2(300, 160)
Minimum size of the [UI](#) element.
- Vector2 **MaxSize** = new Vector2(800, 600)
Maximum size of the [UI](#) element.
- bool **IgnoreMaxSize** = false
Ignore maximum size of the [UI](#) element (default: false).
- float **SpeedFactor** = 2
Resize speed (default: 2).

5.269.1 Detailed Description

Resize a [UI](#) element.

5.269.2 Member Data Documentation

5.269.2.1 IgnoreMaxSize

```
bool Crosstales.UI.UIResize.IgnoreMaxSize = false
```

Ignore maximum size of the [UI](#) element (default: false).

5.269.2.2 MaxSize

```
Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)
```

Maximum size of the [UI](#) element.

5.269.2.3 MinSize

```
Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)
```

Minimum size of the [UI](#) element.

5.269.2.4 SpeedFactor

```
float Crosstales.UI.UIResize.SpeedFactor = 2
```

Resize speed (default: 2).

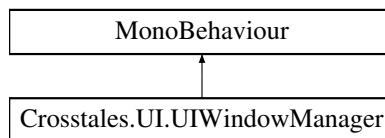
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UI↔
Resize.cs

5.270 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



Public Member Functions

- void [ChangeState](#) (GameObject active)
Change the state of all windows.

Public Attributes

- GameObject[] [Windows](#)
All Windows of the scene.

5.270.1 Detailed Description

Change the state of all Window panels.

5.270.2 Member Function Documentation

5.270.2.1 ChangeState()

```
void Crosstales.UI.UIWindowManager.ChangeState (
    GameObject active )
```

Change the state of all windows.

Parameters

<i>active</i>	Active window.
---------------	----------------

5.270.3 Member Data Documentation

5.270.3.1 Windows

```
GameObject [] Crosstales.UI.UIWindowManager.Windows
```

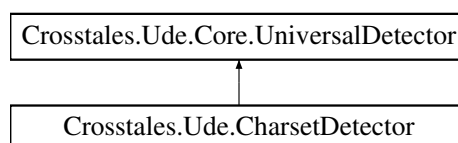
All Windows of the scene.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UI↔WindowManager.cs

5.271 Crosstales.Ude.Core.UniversalDetector Class Reference

Inheritance diagram for Crosstales.Ude.Core.UniversalDetector:



Public Member Functions

- **UniversalDetector** (int languageFilter)
- virtual void **Feed** (byte[] buf, int offset, int len)
- virtual void **DataEnd** ()
Notify detector that no further data is available.
- virtual void **Reset** ()
Clear internal state of charset detector. In the original interface this method is protected.

Protected Member Functions

- abstract void **Report** (string charset, float confidence)

Protected Attributes

- bool **start**
- bool **gotData**
- bool **done**
- byte **lastChar**
- int **bestGuess**
- int **languageFilter**
- **CharsetProber**[] **charsetProbers** = new **CharsetProber**[PROBERS_NUM]
- **CharsetProber** **escCharsetProber**
- string **detectedCharset**

Static Protected Attributes

- const int **FILTER_CHINESE_SIMPLIFIED** = 1
- const int **FILTER_CHINESE_TRADITIONAL** = 2
- const int **FILTER_JAPANESE** = 4
- const int **FILTER_KOREAN** = 8
- const int **FILTER_NON_CJK** = 16
- const int **FILTER_ALL** = 31
- static int **FILTER_CHINESE**
- static int **FILTER_CJK**
- const float **SHORTCUT_THRESHOLD** = 0.95f
- const float **MINIMUM_THRESHOLD** = 0.20f
- const int **PROBERS_NUM** = 3

5.271.1 Member Function Documentation

5.271.1.1 DataEnd()

```
virtual void Crosstales.Ude.Core.UniversalDetector.DataEnd ( ) [virtual]
```

Notify detector that no further data is available.

5.271.1.2 Reset()

```
virtual void Crosstales.Ude.Core.UniversalDetector.Reset ( ) [virtual]
```

Clear internal state of charset detector. In the original interface this method is protected.

Reimplemented in [Crosstales.Ude.CharsetDetector](#).

5.271.2 Member Data Documentation

5.271.2.1 FILTER_CHINESE

```
int Crosstales.Ude.Core.UniversalDetector.FILTER_CHINESE [static], [protected]
```

Initial value:

```
=  
    FILTER_CHINESE_SIMPLIFIED | FILTER_CHINESE_TRADITIONAL
```

5.271.2.2 FILTER_CJK

```
int Crosstales.Ude.Core.UniversalDetector.FILTER_CJK [static], [protected]
```

Initial value:

```
=  
    FILTER_JAPANESE | FILTER_KOREAN | FILTER_CHINESE_SIMPLIFIED  
    | FILTER_CHINESE_TRADITIONAL
```

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/UniversalDetector.cs

5.272 Crosstales.Radio.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out [UpdateStatus](#) st)
- static void **UpdateCheckWithDialog** ()

Static Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

5.272.1 Detailed Description

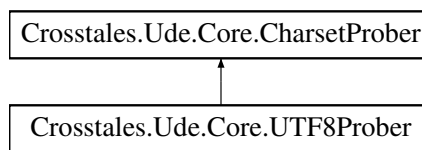
Checks for updates of the asset.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Scripts/Editor/Task/Update↔
Check.cs

5.273 Crosstales.Ude.Core.UTF8Prober Class Reference

Inheritance diagram for Crosstales.Ude.Core.UTF8Prober:



Public Member Functions

- override string **GetCharsetName** ()
- override void **Reset** ()
Reset prober state
- override ProbingState **HandleData** (byte[] buf, int offset, int len)
Feed data to the prober
- override float **GetConfidence** ()

Additional Inherited Members

5.273.1 Member Function Documentation

5.273.1.1 HandleData()

```

override ProbingState Crosstales.Ude.Core.UTF8Prober.HandleData (
    byte[] buf,
    int offset,
    int len ) [virtual]
  
```

Feed data to the prober

Parameters

<i>buf</i>	a buffer
<i>offset</i>	offset into buffer
<i>len</i>	number of bytes available into buffer

Returns

A ProbingState

Implements [Crosstales.Ude.Core.CharsetProber](#).

5.273.1.2 Reset()

```
override void Crosstales.Ude.Core.UTF8Prober.Reset ( ) [virtual]
```

Reset prober state

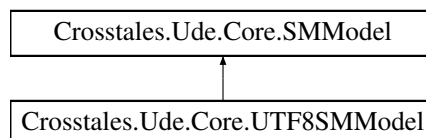
Implements [Crosstales.Ude.Core.CharsetProber](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/UTF8Prober.cs

5.274 Crosstales.Ude.Core.UTF8SMMModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.UTF8SMMModel:



Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/MBCSSM.cs

5.275 Crosstales.NVorbis.Utils Class Reference

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Utils.cs

5.276 Crosstales.NLayer.Decoder.VBRInfo Class Reference

The documentation for this class was generated from the following file:

- [C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NLayer/Decoder/VBRInfo.cs](#)

5.277 Crosstales.NVorbis.VorbisCodebook Class Reference

The documentation for this class was generated from the following file:

- [C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/VorbisCodebook.cs](#)

5.278 Crosstales.NVorbis.VorbisFloor Class Reference

Classes

- class **PacketData**

Protected Member Functions

- **VorbisFloor** ([VorbisStreamDecoder](#) vorbis)
- abstract void **Init** ([DataPacket](#) packet)

The documentation for this class was generated from the following file:

- [C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/VorbisFloor.cs](#)

5.279 Crosstales.NVorbis.VorbisMapping Class Reference

Classes

- class **CouplingStep**
- class **Submap**

Protected Member Functions

- **VorbisMapping** ([VorbisStreamDecoder](#) vorbis)
- abstract void **Init** ([DataPacket](#) packet)

The documentation for this class was generated from the following file:

- [C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/VorbisMapping.cs](#)

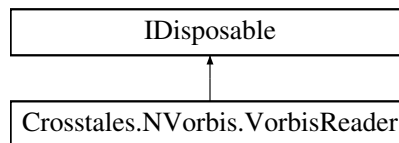
5.280 Crosstales.NVorbis.VorbisMode Class Reference

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/VorbisMode.cs

5.281 Crosstales.NVorbis.VorbisReader Class Reference

Inheritance diagram for Crosstales.NVorbis.VorbisReader:



Public Member Functions

- **VorbisReader** (string fileName)
- **VorbisReader** (Stream stream, bool closeStreamOnDispose)
- **VorbisReader** (IContainerReader containerReader)
- **VorbisReader** (IPacketProvider packetProvider)
- void **Dispose** ()
- int **ReadSamples** (float[] buffer, int offset, int count)
Reads decoded samples from the current logical stream
- void **ClearParameterChange** ()
Clears the parameter change flag so further samples can be requested.
- bool **FindNextStream** ()
Searches for the next stream in a concatenated file
- bool **SwitchStreams** (int index)
Switches to an alternate logical stream.

Properties

- int **Channels** [get]
Gets the number of channels in the current selected Vorbis stream
- int **SampleRate** [get]
Gets the sample rate of the current selected Vorbis stream
- int **UpperBitrate** [get]
Gets the encoder's upper bitrate of the current selected Vorbis stream
- int **NominalBitrate** [get]
Gets the encoder's nominal bitrate of the current selected Vorbis stream
- int **LowerBitrate** [get]
Gets the encoder's lower bitrate of the current selected Vorbis stream
- string **Vendor** [get]
Gets the encoder's vendor string for the current selected Vorbis stream

- string[] [Comments](#) [get]
Gets the comments in the current selected Vorbis stream
- bool [IsParameterChange](#) [get]
Gets whether the previous short sample count was due to a parameter change in the stream.
- long [ContainerOverheadBits](#) [get]
Gets the number of bits read that are related to framing and transport alone
- bool [ClipSamples](#) [get, set]
Gets or sets whether to automatically apply clipping to samples returned by [VorbisReader.ReadSamples](#).
- [IVorbisStreamStatus\[\] Stats](#) [get]
Gets stats from each decoder stream available
- int [StreamIndex](#) [get]
Gets the currently-selected stream's index
- int [StreamCount](#) [get]
Returns the number of logical streams found so far in the physical container
- TimeSpan [DecodedTime](#) [get, set]
Gets or Sets the current timestamp of the decoder. Is the timestamp before the next sample to be decoded
- long [DecodedPosition](#) [get, set]
Gets or Sets the current position of the next sample to be decoded.
- TimeSpan [TotalTime](#) [get]
Gets the total length of the current logical stream
- long [TotalSamples](#) [get]

5.281.1 Member Function Documentation

5.281.1.1 ClearParameterChange()

```
void Crosstales.NVorbis.VorbisReader.ClearParameterChange ( )
```

Clears the parameter change flag so further samples can be requested.

5.281.1.2 FindNextStream()

```
bool Crosstales.NVorbis.VorbisReader.FindNextStream ( )
```

Searches for the next stream in a concatenated file

Returns

True if a new stream was found, otherwise false.

5.281.1.3 ReadSamples()

```
int Crosstales.NVorbis.VorbisReader.ReadSamples (
    float[] buffer,
    int offset,
    int count )
```

Reads decoded samples from the current logical stream

Parameters

<i>buffer</i>	The buffer to write the samples to
<i>offset</i>	The offset into the buffer to write the samples to
<i>count</i>	The number of samples to write

Returns

The number of samples written

5.281.1.4 SwitchStreams()

```
bool Crosstales.NVorbis.VorbisReader.SwitchStreams (
    int index )
```

Switches to an alternate logical stream.

Parameters

<i>index</i>	The logical stream index to switch to
--------------	---------------------------------------

Returns

True if the properties of the logical stream differ from those of the one previously being decoded. Otherwise, False.

5.281.2 Property Documentation**5.281.2.1 Channels**

```
int Crosstales.NVorbis.VorbisReader.Channels [get]
```

Gets the number of channels in the current selected Vorbis stream

5.281.2.2 ClipSamples

```
bool Crosstales.NVorbis.VorbisReader.ClipSamples [get], [set]
```

Gets or sets whether to automatically apply clipping to samples returned by [VorbisReader.ReadSamples](#).

5.281.2.3 Comments

```
string [] Crosstales.NVorbis.VorbisReader.Comments [get]
```

Gets the comments in the current selected Vorbis stream

5.281.2.4 ContainerOverheadBits

```
long Crosstales.NVorbis.VorbisReader.ContainerOverheadBits [get]
```

Gets the number of bits read that are related to framing and transport alone

5.281.2.5 DecodedPosition

```
long Crosstales.NVorbis.VorbisReader.DecodedPosition [get], [set]
```

Gets or Sets the current position of the next sample to be decoded.

5.281.2.6 DecodedTime

```
TimeSpan Crosstales.NVorbis.VorbisReader.DecodedTime [get], [set]
```

Gets or Sets the current timestamp of the decoder. Is the timestamp before the next sample to be decoded

5.281.2.7 IsParameterChange

```
bool Crosstales.NVorbis.VorbisReader.IsParameterChange [get]
```

Gets whether the previous short sample count was due to a parameter change in the stream.

5.281.2.8 LowerBitrate

```
int Crosstales.NVorbis.VorbisReader.LowerBitrate [get]
```

Gets the encoder's lower bitrate of the current selected Vorbis stream

5.281.2.9 NominalBitrate

```
int Crosstales.NVorbis.VorbisReader.NominalBitrate [get]
```

Gets the encoder's nominal bitrate of the current selected Vorbis stream

5.281.2.10 SampleRate

```
int Crosstales.NVorbis.VorbisReader.SampleRate [get]
```

Gets the sample rate of the current selected Vorbis stream

5.281.2.11 Stats

```
IVorbisStreamStatus [] Crosstales.NVorbis.VorbisReader.Stats [get]
```

Gets stats from each decoder stream available

5.281.2.12 StreamCount

```
int Crosstales.NVorbis.VorbisReader.StreamCount [get]
```

Returns the number of logical streams found so far in the physical container

5.281.2.13 StreamIndex

```
int Crosstales.NVorbis.VorbisReader.StreamIndex [get]
```

Gets the currently-selected stream's index

5.281.2.14 TotalTime

```
TimeSpan Crosstales.NVorbis.VorbisReader.TotalTime [get]
```

Gets the total length of the current logical stream

5.281.2.15 UpperBitrate

```
int Crosstales.NVorbis.VorbisReader.UpperBitrate [get]
```

Gets the encoder's upper bitrate of the current selected Vorbis stream

5.281.2.16 Vendor

```
string Crosstales.NVorbis.VorbisReader.Vendor [get]
```

Gets the encoder's vendor string for the current selected Vorbis stream

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/VorbisReader.cs

5.282 Crosstales.NVorbis.VorbisResidue Class Reference

Protected Member Functions

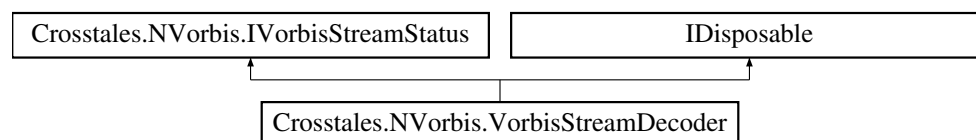
- **VorbisResidue** ([VorbisStreamDecoder](#) vorbis)
- float[][] **GetResidueBuffer** (int channels)
- abstract void **Init** ([DataPacket](#) packet)

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/VorbisResidue.cs

5.283 Crosstales.NVorbis.VorbisStreamDecoder Class Reference

Inheritance diagram for Crosstales.NVorbis.VorbisStreamDecoder:



Public Member Functions

- void **Dispose** ()
- void **ResetStats** ()

Gets the counters for latency and bitrate calculations, as well as overall bit counts

Properties

- int **EffectiveBitRate** [get]
- int **InstantBitRate** [get]
- TimeSpan **PageLatency** [get]
- TimeSpan **PacketLatency** [get]
- TimeSpan **SecondLatency** [get]
- long **OverheadBits** [get]
- long **AudioBits** [get]
- int **PagesRead** [get]
- int **TotalPages** [get]
- bool **Clipped** [get]

5.283.1 Member Function Documentation

5.283.1.1 ResetStats()

```
void Crosstales.NVorbis.VorbisStreamDecoder.ResetStats ( )
```

Gets the counters for latency and bitrate calculations, as well as overall bit counts

Implements [Crosstales.NVorbis.IVorbisStreamStatus](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Vorbis↔StreamDecoder.cs

5.284 Crosstales.NVorbis.VorbisTime Class Reference

Protected Member Functions

- **VorbisTime** ([VorbisStreamDecoder](#) vorbis)
- abstract void **Init** ([DataPacket](#) packet)

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/NVorbis/Vorbis↔Time.cs

5.285 Crosstales.Common.Audio.WavMaster Class Reference

WAV utility for recording and audio playback functions in Unity.

Static Public Member Functions

- static AudioClip [ToAudioClip](#) (string filePath, string name="wav")
*Load PCM format *.wav audio file and convert to AudioClip.*
- static AudioClip [ToAudioClip](#) (System.IO.Stream stream, string name="wav")
*Load PCM format *.wav audio stream and convert to AudioClip.*
- static AudioClip [ToAudioClip](#) (byte[] fileBytes, string name="wav")
Load PCM format byte-array and convert to AudioClip.
- static byte[] [FromAudioClip](#) (AudioClip audioClip)
Convert an AudioClip to a byte-array.
- static byte[] [FromAudioClip](#) (AudioClip audioClip, string filepath, bool saveAsFile=true)
Convert an AudioClip to a byte-array and save it to a file.
- static ushort [BitDepth](#) (AudioClip audioClip)
Calculates the bit depth of an AudioClip.

5.285.1 Detailed Description

WAV utility for recording and audio playback functions in Unity.

- Use "ToAudioClip" method for loading wav file / bytes. Loads .wav (PCM uncompressed) files at 8,16,24 and 32 bits and converts data to Unity's AudioClip.
- Use "FromAudioClip" method for saving wav file / bytes. Converts an AudioClip's float data into wav byte array at 16 bit.

Partially based on: <https://github.com/deadlyfingers/UnityWav>

5.285.2 Member Function Documentation

5.285.2.1 BitDepth()

```
static ushort Crosstales.Common.Audio.WavMaster.BitDepth (  
    AudioClip audioClip ) [static]
```

Calculates the bit depth of an AudioClip.

Parameters

<i>audioClip</i>	Audio clip.
------------------	-------------

Returns

The bit depth. Should be 8 or 16 or 32 bit.

5.285.2.2 FromAudioClip() [1/2]

```
static byte [] Crosstales.Common.Audio.WavMaster.FromAudioClip (
    AudioClip audioClip ) [static]
```

Convert an AudioClip to a byte-array.

Parameters

<i>audioClip</i>	AudioClip to convert
------------------	----------------------

Returns

AudioClip as byte-array.

5.285.2.3 FromAudioClip() [2/2]

```
static byte [] Crosstales.Common.Audio.WavMaster.FromAudioClip (
    AudioClip audioClip,
    string filepath,
    bool saveAsFile = true ) [static]
```

Convert an AudioClip to a byte-array and save it to a file.

Parameters

<i>audioClip</i>	AudioClip to save
<i>filepath</i>	File path
<i>saveAsFile</i>	Save the file (optional, default: true)

Returns

AudioClip as byte-array.

5.285.2.4 ToAudioClip() [1/3]

```
static AudioClip Crosstales.Common.Audio.WavMaster.ToAudioClip (
    byte[] fileBytes,
    string name = "wav" ) [static]
```

Load PCM format byte-array and convert to AudioClip.

Parameters

<i>fileBytes</i>	Byte array with the PCM data
<i>name</i>	Name of the AudioClip (optional, default: wav)

Returns

AudioClip from the byte-array.

5.285.2.5 ToAudioClip() [2/3]

```
static AudioClip Crosstales.Common.Audio.WavMaster.ToAudioClip (  
    string filePath,  
    string name = "wav" ) [static]
```

Load PCM format *.wav audio file and convert to AudioClip.

Parameters

<i>filePath</i>	Local file path to .wav file
<i>name</i>	Name of the AudioClip (optional, default: wav)

Returns

AudioClip from the byte-array.

5.285.2.6 ToAudioClip() [3/3]

```
static AudioClip Crosstales.Common.Audio.WavMaster.ToAudioClip (  
    System.IO.Stream stream,  
    string name = "wav" ) [static]
```

Load PCM format *.wav audio stream and convert to AudioClip.

Parameters

<i>stream</i>	Local file path to .wav file
<i>name</i>	Name of the AudioClip (optional, default: wav)

Returns

AudioClip from the byte-array.

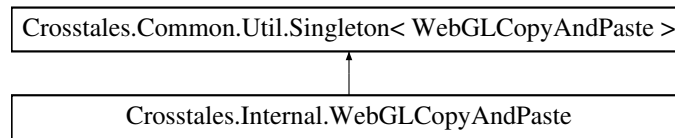
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/Audio/Scripts/Wav↔Master.cs

5.286 Crosstales.Internal.WebGLCopyAndPaste Class Reference

Allows copy and paste in WebGL.

Inheritance diagram for Crosstales.Internal.WebGLCopyAndPaste:



Public Member Functions

- delegate void **StringCallback** (string content)

Static Public Member Functions

- static void **GetClipboard** (string key)
- static void **ReceivePaste** (string str)

Additional Inherited Members

5.286.1 Detailed Description

Allows copy and paste in WebGL.

Based on <https://github.com/greggman/unity-webgl-copy-and-paste>

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/WebGLCopyAndPaste/Scripts/WebGLCopyAndPaste.cs

5.287 Crosstales.Internal.WebGLCopyAndPasteAPI Class Reference

Static Public Member Functions

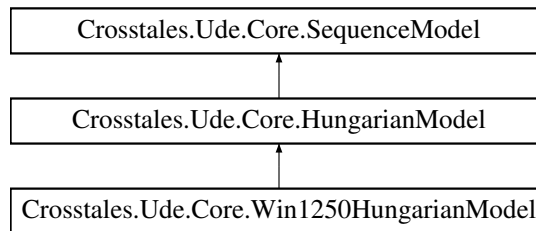
- static void **Init** ()
- static void **PassCopyToBrowser** (string str)

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/WebGLCopyAndPaste/Scripts/WebGLCopyAndPaste.cs

5.288 Crosstales.Ude.Core.Win1250HungarianModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.Win1250HungarianModel:



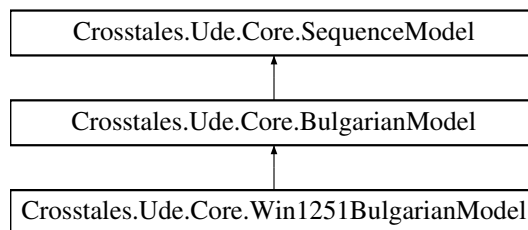
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔ HungarianModel.cs

5.289 Crosstales.Ude.Core.Win1251BulgarianModel Class Reference

Inheritance diagram for Crosstales.Ude.Core.Win1251BulgarianModel:



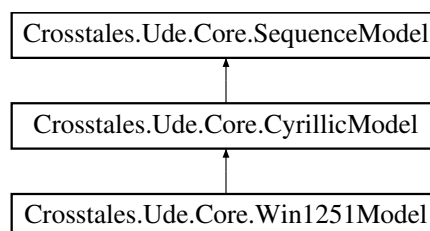
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔ BulgarianModel.cs

5.290 Crosstales.Ude.Core.Win1251Model Class Reference

Inheritance diagram for Crosstales.Ude.Core.Win1251Model:



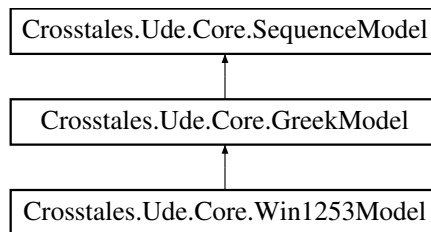
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔CyrillicModel.cs

5.291 Crosstales.Ude.Core.Win1253Model Class Reference

Inheritance diagram for Crosstales.Ude.Core.Win1253Model:



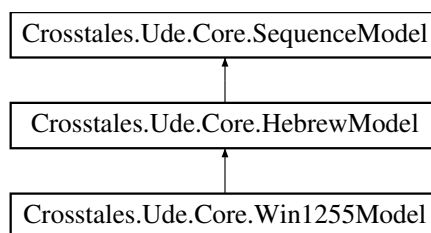
Additional Inherited Members

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔GreekModel.cs

5.292 Crosstales.Ude.Core.Win1255Model Class Reference

Inheritance diagram for Crosstales.Ude.Core.Win1255Model:



Additional Inherited Members

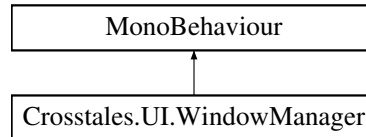
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Libraries/UDE/Core/Lang↔HebrewModel.cs

5.293 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



Public Member Functions

- void **ClosePanel** ()

Public Attributes

- float **Speed** = 3f
Window movement speed (default: 3).
- GameObject[] **Dependencies**
Dependent GameObjects (active == open).
- bool **ClosedAtStart** = true
Close the window at Start (default: true).

5.293.1 Detailed Description

Manager for a Window.

5.293.2 Member Data Documentation

5.293.2.1 ClosedAtStart

```
bool Crosstales.UI.WindowManager.ClosedAtStart = true
```

Close the window at Start (default: true).

5.293.2.2 Dependencies

```
GameObject [] Crosstales.UI.WindowManager.Dependencies
```

Dependent GameObjects (active == open).

5.293.2.3 Speed

```
float Crosstales.UI.WindowManager.Speed = 3f
```

Window movement speed (default: 3).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Window↔
Manager.cs

5.294 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

Static Public Member Functions

- static void [SerializeToFile< T >](#) (T obj, string filename)
Serialize an object to a XML-file.
- static string [SerializeToString< T >](#) (T obj)
Serialize an object to a XML-string.
- static byte[] [SerializeToByteArray< T >](#) (T obj)
Serialize an object to a XML byte-array.
- static T [DeserializeFromFile< T >](#) (string filename, bool skipBOM=false)
Deserialize a XML-file to an object.
- static T [DeserializeFromString< T >](#) (string xmlAsString, bool skipBOM=true)
Deserialize a XML-string to an object.
- static T [DeserializeFromByteArray< T >](#) (byte[] data)
Deserialize a XML byte-array to an object.
- static T [DeserializeFromResource< T >](#) (string resourceName, bool skipBOM=true)
Deserialize a Unity XML resource (TextAsset) to an object.

5.294.1 Detailed Description

Helper-class for XML.

5.294.2 Member Function Documentation

5.294.2.1 DeserializeFromByteArray< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromByteArray< T > (  
    byte[] data ) [static]
```

Deserialize a XML byte-array to an object.

Parameters

<i>data</i>	XML of the object
-------------	-------------------

Returns

Object

5.294.2.2 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (  
    string filename,  
    bool skipBOM = false ) [static]
```

Deserialize a XML-file to an object.

Parameters

<i>filename</i>	XML-file of the object
<i>skipBOM</i>	Skip BOM (optional, default: false)

Returns

Object

5.294.2.3 DeserializeFromResource< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (  
    string resourceName,  
    bool skipBOM = true ) [static]
```

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

<i>resourceName</i>	Name of the resource
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.294.2.4 DeserializeFromString< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (  
    string xmlAsString,  
    bool skipBOM = true ) [static]
```

Deserialize a XML-string to an object.

Parameters

<i>xmlAsString</i>	XML of the object
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.294.2.5 SerializeToByteArray< T >()

```
static byte [] Crosstales.Common.Util.XmlHelper.SerializeToByteArray< T > (  
    T obj ) [static]
```

Serialize an object to a XML byte-array.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Object as byte-array

5.294.2.6 SerializeToFile< T >()

```
static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (  
    T obj,  
    string filename ) [static]
```

Serialize an object to a XML-file.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	File name of the XML.

5.294.2.7 SerializeToString< T >()

```
static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (  
    T obj ) [static]
```

Serialize an object to a XML-string.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Object as XML-string

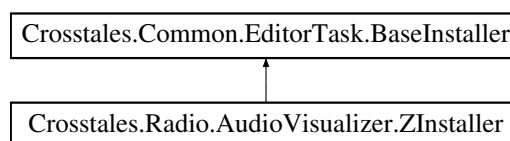
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Common/Scripts/Util/XmlHelper.cs

5.295 Crosstales.Radio.AudioVisualizer.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.Radio.AudioVisualizer.ZInstaller:



Additional Inherited Members

5.295.1 Detailed Description

Installs the Demos-package.

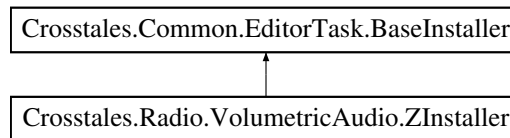
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/Audio Visualizer/Scripts/Editor/ZInstaller.cs

5.296 Crosstales.Radio.VolumetricAudio.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.Radio.VolumetricAudio.ZInstaller:



Additional Inherited Members

5.296.1 Detailed Description

Installs the Demos-package.

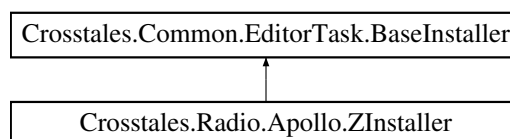
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/Volumetric Audio/Scripts/Editor/ZInstaller.cs

5.297 Crosstales.Radio.Apollo.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.Radio.Apollo.ZInstaller:



Additional Inherited Members

5.297.1 Detailed Description

Installs the Demos-package.

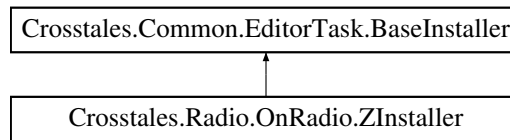
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/Apollo Visualizer Kit/Scripts/Editor/ZInstaller.cs

5.298 Crosstales.Radio.OnRadio.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.Radio.OnRadio.ZInstaller:



Additional Inherited Members

5.298.1 Detailed Description

Installs the Demos-package.

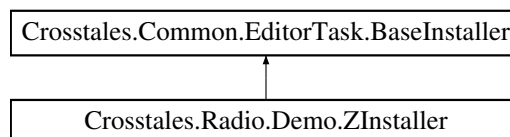
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/OnRadio/Scripts/Editor/ZInstaller.cs`

5.299 Crosstales.Radio.Demo.ZInstaller Class Reference

Installs the packages from [Common](#) and [OnRadio](#).

Inheritance diagram for Crosstales.Radio.Demo.ZInstaller:



Additional Inherited Members

5.299.1 Detailed Description

Installs the packages from [Common](#) and [OnRadio](#).

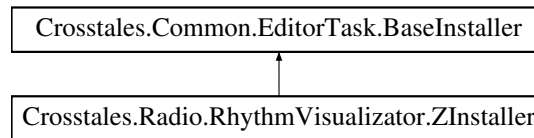
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Demos/Scripts/Editor/ZInstaller.cs`

5.300 Crosstales.Radio.RhythmVisualizator.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.Radio.RhythmVisualizator.ZInstaller:



Additional Inherited Members

5.300.1 Detailed Description

Installs the Demos-package.

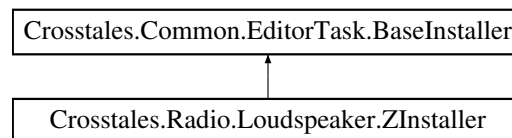
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/3rd party/Rhythm Visualizator/←Scripts/Editor/ZInstaller.cs`

5.301 Crosstales.Radio.Loudspeaker.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.Radio.Loudspeaker.ZInstaller:



Additional Inherited Members

5.301.1 Detailed Description

Installs the Demos-package.

The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/Radio/RadioPro/Assets/Plugins/crosstales/Radio/Extras/Loudspeaker/Scripts/←Editor/ZInstaller.cs`

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/en/portfolio/radio/>

6.2 AssetStore

<https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT>

6.3 Forum

<https://forum.unity3d.com/threads/radio-mp3-and-ogg-streaming-solution.334604/>

6.4 Documentation

<https://www.crosstales.com/media/data/assets/radio/Radio-doc.pdf>

6.5 Discord

<https://discord.gg/ZbZ2sh4>

6.6 Demos

6.6.1 Windows

<https://drive.google.com/file/d/1uvfqDe2dWVGiVjaBqP2mwUvXgZUFIPQP/view?usp=sharing>

6.6.2 macOS

<https://drive.google.com/file/d/1v0-KA2Xik0cat35destgOn8qwoe3xyKS/view?usp=sharing>

6.6.3 Linux

<https://drive.google.com/file/d/1v5VMKx1VrobPtzxRmWuL14yGrpyVreyi/view?usp=sharing>

6.6.4 Android

https://drive.google.com/file/d/1vA4cTEr17N33djUpw9zeHBso4wR_0qvX/view?usp=sharing

6.7 Videos

<https://www.youtube.com/c/Crosstales>

6.7.1 Promotion

<https://youtu.be/1ZsxY788w-w?list=PLgtonIO6Tb41XTMeeZ836tjH1Kg0084S>

6.7.2 Tutorial

<https://youtu.be/E0s0NVRX-ec?list=PLgtonIO6Tb41XTMeeZ836tjH1Kg0084S>

Index

- Active
 - Crosstales.Common.Util.PlatformController, [401](#)
- AddStationName
 - Crosstales.Radio.Tool.StreamSaver, [556](#)
- AddSymbolsToAllTargets
 - Crosstales.Common.EditorTask.BaseCompileDefines, [51](#)
- AddTimestamp
 - Crosstales.Radio.Tool.StreamSaver, [556](#)
- AllowOnlyHTTPS
 - Crosstales.Radio.Provider.BaseRadioProvider, [101](#)
- AllPlayedRecords
 - Crosstales.Radio.Util.Context, [150](#)
- AlphaRange
 - Crosstales.Common.Util.RandomColor, [494](#)
- Analyzer
 - Crosstales.Common.Audio.SpectrumVisualizer, [550](#)
- AndroidAPILevel
 - Crosstales.Common.Util.BaseHelper, [80](#)
- APPLICATION_PATH
 - Crosstales.Common.Util.BaseConstants, [55](#)
- ApplicationDataPath
 - Crosstales.Common.Util.FileHelper, [291](#)
- ApplicationPersistentPath
 - Crosstales.Common.Util.FileHelper, [292](#)
- ApplicationTempPath
 - Crosstales.Common.Util.FileHelper, [292](#)
- Arguments
 - Crosstales.Common.Util.CTPProcessStartInfo, [174](#)
- Artist
 - Crosstales.Radio.Model.RecordInfo, [504](#)
 - Crosstales.Radio.OnRadio.Service.PlaylistService, [405](#)
 - Crosstales.Radio.OnRadio.Service.Reco2Service, [500](#)
- ASSET_3P_APOLLO_VISUALIZER
 - Crosstales.Radio.Util.Constants, [138](#)
- ASSET_3P_AUDIO_VISUALIZER
 - Crosstales.Radio.Util.Constants, [138](#)
- ASSET_3P_PLAYMAKER
 - Crosstales.Common.Util.BaseConstants, [55](#)
- ASSET_3P_RHYTHM_VISUALIZATOR
 - Crosstales.Radio.Util.Constants, [138](#)
- ASSET_3P_ROCKTOMATE
 - Crosstales.Common.Util.BaseConstants, [55](#)
- ASSET_3P_RTFB
 - Crosstales.Common.Util.BaseConstants, [55](#)
- ASSET_3P_SOUND_SUITE
 - Crosstales.Radio.Util.Constants, [138](#)
- ASSET_3P_URL
 - Crosstales.Radio.Util.Constants, [139](#)
- ASSET_3P_VISUALIZER_STUDIO
 - Crosstales.Radio.Util.Constants, [139](#)
- ASSET_3P_VOLUMETRIC_AUDIO
 - Crosstales.Common.Util.BaseConstants, [56](#)
- ASSET_API_URL
 - Crosstales.Radio.Util.Constants, [139](#)
- ASSET_AUTHOR
 - Crosstales.Common.Util.BaseConstants, [56](#)
- ASSET_AUTHOR_URL
 - Crosstales.Common.Util.BaseConstants, [56](#)
- ASSET_BUILD
 - Crosstales.Radio.Util.Constants, [139](#)
- ASSET_BWF
 - Crosstales.Common.Util.BaseConstants, [56](#)
- ASSET_CHANGED
 - Crosstales.Radio.Util.Constants, [139](#)
- ASSET_CONTACT
 - Crosstales.Radio.Util.Constants, [139](#)
- ASSET_CREATED
 - Crosstales.Radio.Util.Constants, [140](#)
- ASSET_CT_URL
 - Crosstales.Common.Util.BaseConstants, [56](#)
- ASSET_DJ
 - Crosstales.Common.Util.BaseConstants, [56](#)
- ASSET_FB
 - Crosstales.Common.Util.BaseConstants, [57](#)
- ASSET_FORUM_URL
 - Crosstales.Radio.Util.Constants, [140](#)
- ASSET_ID
 - Crosstales.Radio.EditorUtil.EditorConstants, [192](#)
- ASSET_MANUAL_URL
 - Crosstales.Radio.Util.Constants, [140](#)
- ASSET_NAME
 - Crosstales.Radio.Util.Constants, [140](#)
- ASSET_OC
 - Crosstales.Common.Util.BaseConstants, [57](#)
- ASSET_PATH
 - Crosstales.Radio.EditorUtil.EditorConfig, [191](#)
- ASSET_PRO_URL
 - Crosstales.Radio.Util.Constants, [140](#)
- ASSET_RADIO
 - Crosstales.Common.Util.BaseConstants, [57](#)
- ASSET_RTV
 - Crosstales.Common.Util.BaseConstants, [57](#)
- ASSET_SOCIAL_DISCORD

- Crosstales.Common.Util.BaseConstants, [57](#)
- ASSET_SOCIAL_FACEBOOK
 - Crosstales.Common.Util.BaseConstants, [57](#)
- ASSET_SOCIAL_LINKEDIN
 - Crosstales.Common.Util.BaseConstants, [58](#)
- ASSET_SOCIAL_TWITTER
 - Crosstales.Common.Util.BaseConstants, [58](#)
- ASSET_SOCIAL_YOUTUBE
 - Crosstales.Common.Util.BaseConstants, [58](#)
- ASSET_TB
 - Crosstales.Common.Util.BaseConstants, [58](#)
- ASSET_TPB
 - Crosstales.Common.Util.BaseConstants, [58](#)
- ASSET_TPS
 - Crosstales.Common.Util.BaseConstants, [58](#)
- ASSET_TR
 - Crosstales.Common.Util.BaseConstants, [59](#)
- ASSET_UID
 - Crosstales.Radio.EditorUtil.EditorConstants, [192](#)
- ASSET_UPDATE_CHECK_URL
 - Crosstales.Radio.Util.Constants, [140](#)
- ASSET_URL
 - Crosstales.Radio.EditorUtil.EditorConstants, [192](#)
- ASSET_VERSION
 - Crosstales.Radio.Util.Constants, [141](#)
- ASSET_VIDEO_PROMO
 - Crosstales.Radio.Util.Constants, [141](#)
- ASSET_VIDEO_TUTORIAL
 - Crosstales.Radio.Util.Constants, [141](#)
- ASSET_WEB_URL
 - Crosstales.Radio.Util.Constants, [141](#)
- AudioBits
 - Crosstales.NVorbis.IVorbisStreamStatus, [365](#)
- AudioCodec
 - Crosstales.Radio.Model.Enum, [31](#)
- AudioCodecForAudioFormat
 - Crosstales.Radio.Util.Helper, [318](#)
- AudioCodecFromString
 - Crosstales.Radio.Util.Helper, [319](#)
- AudioFormat
 - Crosstales.Radio.Model.Enum, [31](#)
- AudioFormatFromString
 - Crosstales.Radio.Util.Helper, [319](#)
- AudioSources
 - Crosstales.UI.Audio.AudioSourceController, [48](#)
- AwaitDARStationQuery
 - Crosstales.Radio.OnRadio.Service.BaseService, [110](#)
- AwaitSongArtQuery
 - Crosstales.Radio.OnRadio.Service.BaseService, [110](#)
- AwaitStationQuery
 - Crosstales.Radio.OnRadio.Service.BaseService, [110](#)
- BannerDJ
 - Crosstales.Radio.EditorUtil.EditorHelper, [194](#)
- BannerOC
 - Crosstales.Radio.EditorUtil.EditorHelper, [194](#)
- BaseCulture
 - Crosstales.Common.Util.BaseHelper, [80](#)
- BaseRadioEntry
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [95](#)
- BIG5
 - Crosstales.Ude.Charsets, [126](#)
- BitDepth
 - Crosstales.Common.Audio.WavMaster, [583](#)
- BitRate
 - Crosstales.NLayer.IMpegFrame, [334](#)
- Bitrate
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [96](#)
 - Crosstales.Radio.Model.RadioStation, [487](#)
 - HutongGames.PlayMaker.Actions.RadioPlay, [449](#)
- BitRateIndex
 - Crosstales.NLayer.IMpegFrame, [334](#)
- BitrateMax
 - Crosstales.Radio.Model.RadioFilter, [424](#)
- BitrateMin
 - Crosstales.Radio.Model.RadioFilter, [424](#)
- BitsRead
 - Crosstales.NVorbis.DataPacket, [187](#)
- BufferProgress
 - Crosstales.Radio.IPlayer, [345](#)
- BufferSize
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [96](#)
 - Crosstales.Radio.Model.RadioStation, [487](#)
 - HutongGames.PlayMaker.Actions.RadioPlay, [450](#)
- CacheStreamSize
 - Crosstales.Radio.IPlayer, [345](#)
 - HutongGames.PlayMaker.Actions.RadioPlay, [450](#)
- Callsign
 - Crosstales.Radio.OnRadio.Service.PlaylistService, [405](#)
- CanRead
 - Crosstales.Common.Util.MemoryCacheStream, [381](#)
- CanSeek
 - Crosstales.Common.Util.MemoryCacheStream, [381](#)
 - Crosstales.NVorbis.IContainerReader, [331](#)
 - Crosstales.NVorbis.IPacketProvider, [340](#)
 - Crosstales.NVorbis.Ogg.ContainerReader, [149](#)
- CanWrite
 - Crosstales.Common.Util.MemoryCacheStream, [381](#)
- Capture
 - Crosstales.Common.Util.CTScreenshot, [176](#)
- CaptureDataStream
 - Crosstales.Radio.IPlayer, [345](#)
- ChangeInterval
 - Crosstales.Common.Util.RandomColor, [494](#)
 - Crosstales.Common.Util.RandomRotator, [496](#)
 - Crosstales.Common.Util.RandomScaler, [498](#)
- ChangeState
 - Crosstales.UI.UIWindowManager, [570](#)
- Channel
 - Crosstales.Common.Audio.FFTAnalyzer, [270](#)

- ChannelMode
 - Crosstales.NLayer.IMpegFrame, [335](#)
- ChannelModeExtension
 - Crosstales.NLayer.IMpegFrame, [335](#)
- Channels
 - Crosstales.NVorbis.VorbisReader, [578](#)
 - Crosstales.Radio.IPlayer, [345](#)
 - Crosstales.Radio.Model.RadioStation, [488](#)
- Charset
 - Crosstales.Ude.ICharsetDetector, [328](#)
- ChunkSize
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [97](#)
 - Crosstales.Radio.Model.RadioStation, [488](#)
 - HutongGames.PlayMaker.Actions.RadioPlay, [450](#)
- Cities
 - Crosstales.Radio.Model.RadioFilter, [422](#)
- City
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [97](#)
 - Crosstales.Radio.Model.RadioStation, [488](#)
 - Crosstales.Radio.OnRadio.Service.PlaylistService, [405](#)
 - HutongGames.PlayMaker.Actions.RadioPlay, [450](#)
- CleanUrl
 - Crosstales.Common.Util.NetworkHelper, [386](#)
- ClearParameterChange
 - Crosstales.NVorbis.VorbisReader, [577](#)
- ClearStationsOnLoad
 - Crosstales.Radio.Provider.BaseRadioProvider, [102](#)
- Clipped
 - Crosstales.NVorbis.IVorbisStreamStatus, [365](#)
- ClipSamples
 - Crosstales.NVorbis.VorbisReader, [578](#)
- ClosedAtStart
 - Crosstales.UI.WindowManager, [589](#)
- CMD_WINDOWS_PATH
 - Crosstales.Common.Util.BaseConstants, [59](#)
- Codec
 - Crosstales.Radio.IPlayer, [345](#)
- Comments
 - Crosstales.NVorbis.VorbisReader, [578](#)
- COMMON_BUILD
 - Crosstales.Common.Util.BaseConstants, [59](#)
- COMMON_CHANGED
 - Crosstales.Common.Util.BaseConstants, [59](#)
- COMMON_VERSION
 - Crosstales.Common.Util.BaseConstants, [59](#)
- COMPILE_DEFINES
 - Crosstales.Radio.EditorUtil.EditorConfig, [190](#)
- Confidence
 - Crosstales.Ude.ICharsetDetector, [329](#)
- ConnectionLimit
 - Crosstales.Common.Util.CTWebClient, [178](#)
- ContainerBits
 - Crosstales.NVorbis.IPacketProvider, [340](#)
- ContainerOverheadBits
 - Crosstales.NVorbis.VorbisReader, [579](#)
- ContainerReader
 - Crosstales.NVorbis.Ogg.ContainerReader, [145](#)
- CopyDirectory
 - Crosstales.Common.Util.FileHelper, [273](#)
- CopyFile
 - Crosstales.Common.Util.FileHelper, [273](#)
- CopyPath
 - Crosstales.Common.Util.FileHelper, [274](#)
- CountPlayers
 - Crosstales.Radio.RadioManager, [428](#)
- Countries
 - Crosstales.Radio.Model.RadioFilter, [422](#)
- Country
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [97](#)
 - Crosstales.Radio.Model.RadioStation, [488](#)
 - Crosstales.Radio.OnRadio.Service.PlaylistService, [405](#)
 - HutongGames.PlayMaker.Actions.RadioPlay, [450](#)
- CountStations
 - Crosstales.Radio.RadioManager, [428](#)
 - Crosstales.Radio.Set.ISet, [354](#)
 - Crosstales.Radio.Set.RadioSet, [472](#)
 - Crosstales.Radio.SimplePlayer, [520](#)
- CreateAsset< T >
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [65](#)
- Created
 - Crosstales.Radio.Model.RecordInfo, [505](#)
- CreateDirectory
 - Crosstales.Common.Util.FileHelper, [274](#), [275](#)
- CreateFile
 - Crosstales.Common.Util.FileHelper, [275](#)
- CreateInstance
 - Crosstales.Common.Util.Singleton< T >, [540](#)
- CreateNoWindow
 - Crosstales.Common.Util.CTProcessStartInfo, [174](#)
- CreateString
 - Crosstales.Common.Util.BaseHelper, [73](#)
- Crosstales, [21](#)
- Crosstales.Common, [21](#)
- Crosstales.Common.Audio, [21](#)
- Crosstales.Common.Audio.FFTAnalyzer, [269](#)
- Channel, [270](#)
- Samples, [270](#)
- Crosstales.Common.Audio.SpectrumVisualizer, [550](#)
- Analyzer, [550](#)
- Gain, [550](#)
- LeftToRight, [550](#)
- VisualPrefab, [551](#)
- Width, [551](#)
- Crosstales.Common.Audio.WavMaster, [582](#)
- BitDepth, [583](#)
- FromAudioClip, [583](#), [584](#)
- ToAudioClip, [584](#), [585](#)
- Crosstales.Common.EditorTask, [21](#)
- Crosstales.Common.EditorTask.BaseCompileDefines, [50](#)
- AddSymbolsToAllTargets, [51](#)
- RemoveSymbolsFromAllTargets, [51](#)

- Crosstales.Common.EditorTask.BaseInstaller, [85](#)
- Crosstales.Common.EditorTask.BaseSetupResources, [113](#)
- Crosstales.Common.EditorTask.NYCheck, [392](#)
- Crosstales.Common.EditorTask.RTFBCheck, [508](#)
- Crosstales.Common.EditorTask.SetupResources, [513](#)
- Crosstales.Common.EditorUtil, [22](#)
- Crosstales.Common.EditorUtil.BaseEditorHelper, [64](#)
 - CreateAsset< T >, [65](#)
 - FindAssetsByType< T >, [66](#)
 - GetBuildNameFromBuildTarget, [66](#)
 - GetBuildTargetForBuildName, [66](#)
 - InstantiatePrefab, [67](#)
 - IsValidBuildTarget, [67](#)
 - ReadOnlyTextField, [67](#)
 - RefreshAssetDatabase, [67](#)
 - RestartUnity, [68](#)
 - SeparatorUI, [68](#)
- Crosstales.Common.Model, [22](#)
- Crosstales.Common.Model.Enum, [22](#)
 - Platform, [22](#)
 - SampleRate, [22](#)
- Crosstales.Common.Util, [23](#)
- Crosstales.Common.Util.BackgroundController, [50](#)
 - Objects, [50](#)
- Crosstales.Common.Util.BaseConstants, [52](#)
 - APPLICATION_PATH, [55](#)
 - ASSET_3P_PLAYMAKER, [55](#)
 - ASSET_3P_ROCKTOMATE, [55](#)
 - ASSET_3P_RTFB, [55](#)
 - ASSET_3P_VOLUMETRIC_AUDIO, [56](#)
 - ASSET_AUTHOR, [56](#)
 - ASSET_AUTHOR_URL, [56](#)
 - ASSET_BWF, [56](#)
 - ASSET_CT_URL, [56](#)
 - ASSET_DJ, [56](#)
 - ASSET_FB, [57](#)
 - ASSET_OC, [57](#)
 - ASSET_RADIO, [57](#)
 - ASSET_RTV, [57](#)
 - ASSET_SOCIAL_DISCORD, [57](#)
 - ASSET_SOCIAL_FACEBOOK, [57](#)
 - ASSET_SOCIAL_LINKEDIN, [58](#)
 - ASSET_SOCIAL_TWITTER, [58](#)
 - ASSET_SOCIAL_YOUTUBE, [58](#)
 - ASSET_TB, [58](#)
 - ASSET_TPB, [58](#)
 - ASSET_TPS, [58](#)
 - ASSET_TR, [59](#)
 - CMD_WINDOWS_PATH, [59](#)
 - COMMON_BUILD, [59](#)
 - COMMON_CHANGED, [59](#)
 - COMMON_VERSION, [59](#)
 - DEV_DEBUG, [59](#)
 - FACTOR_GB, [60](#)
 - FACTOR_KB, [60](#)
 - FACTOR_MB, [60](#)
 - FLOAT_32768, [60](#)
 - FLOAT_TOLERANCE, [60](#)
 - FORMAT_NO_DECIMAL_PLACES, [60](#)
 - FORMAT_PERCENT, [61](#)
 - FORMAT_TWO_DECIMAL_PLACES, [61](#)
 - PATH_DELIMITER_UNIX, [61](#)
 - PATH_DELIMITER_WINDOWS, [61](#)
 - PREFIX_FILE, [63](#)
 - PROCESS_KILL_TIME, [61](#)
 - SHOW_BWF_BANNER, [61](#)
 - SHOW_DJ_BANNER, [62](#)
 - SHOW_FB_BANNER, [62](#)
 - SHOW_OC_BANNER, [62](#)
 - SHOW_RADIO_BANNER, [62](#)
 - SHOW_RTV_BANNER, [62](#)
 - SHOW_TB_BANNER, [62](#)
 - SHOW_TPB_BANNER, [63](#)
 - SHOW_TPS_BANNER, [63](#)
 - SHOW_TR_BANNER, [63](#)
- Crosstales.Common.Util.BaseHelper, [71](#)
 - AndroidAPILevel, [80](#)
 - BaseCulture, [80](#)
 - CreateString, [73](#)
 - CurrentPlatform, [81](#)
 - FormatBytesToHRF, [74](#)
 - FormatSecondsToHRF, [74](#)
 - GenerateLoremIpsum, [74](#)
 - GetArgument, [75](#)
 - GetArguments, [75](#)
 - HSVToRGB, [75](#)
 - InvokeMethod, [76](#)
 - IsAndroidPlatform, [81](#)
 - IsAppleBasedPlatform, [78](#)
 - IsEditor, [78](#)
 - IsEditorMode, [78](#)
 - IsLL2CPP, [81](#)
 - IsIOSBasedPlatform, [79](#)
 - IsIOSPlatform, [81](#)
 - IsLinuxEditor, [82](#)
 - IsLinuxPlatform, [82](#)
 - IsMacOSEditor, [82](#)
 - IsMacOSPlatform, [82](#)
 - IsMobilePlatform, [79](#)
 - ISO639ToLanguage, [76](#)
 - IsPS4Platform, [83](#)
 - IsStandalonePlatform, [79](#)
 - IsTvOSPlatform, [83](#)
 - IsWebGLPlatform, [83](#)
 - IsWebPlatform, [79](#)
 - IsWindowsBasedPlatform, [80](#)
 - IsWindowsEditor, [83](#)
 - IsWindowsPlatform, [84](#)
 - IsWSABasedPlatform, [80](#)
 - IsWSAPlatform, [84](#)
 - IsXboxOnePlatform, [84](#)
 - LanguageToISO639, [77](#)
 - ParseJSON, [77](#)
 - SplitStringToLines, [77](#)
- Crosstales.Common.Util.CTHelper, [154](#)

- Crosstales.Common.Util.CTHelperEditor, [154](#)
- Crosstales.Common.Util.CTOWCompileDefines, [155](#)
- Crosstales.Common.Util.CTPCompileDefines, [155](#)
- Crosstales.Common.Util.CTPlayerPrefs, [156](#)
 - DeleteAll, [157](#)
 - DeleteKey, [157](#)
 - GetBool, [157](#)
 - GetColor, [158](#)
 - GetDate, [158](#)
 - GetFloat, [158](#)
 - GetInt, [160](#)
 - GetLanguage, [160](#)
 - GetQuaternion, [160](#)
 - GetString, [162](#)
 - GetVector2, [162](#)
 - GetVector3, [162](#)
 - GetVector4, [164](#)
 - HasKey, [164](#)
 - Save, [164](#)
 - SetBool, [165](#)
 - SetColor, [165](#)
 - SetDate, [165](#)
 - SetFloat, [165](#)
 - SetInt, [166](#)
 - SetLanguage, [166](#)
 - SetQuaternion, [166](#)
 - GetString, [167](#)
 - SetVector2, [167](#)
 - SetVector3, [167](#)
 - SetVector4, [168](#)
- Crosstales.Common.Util.CTPMacOSPostProcessor, [168](#)
- Crosstales.Common.Util.CTPProcess, [169](#)
 - ExitCode, [171](#)
 - ExitTime, [171](#)
 - Handle, [171](#)
 - HasExited, [171](#)
 - Id, [172](#)
 - isBusy, [172](#)
 - Kill, [170](#)
 - StandardError, [172](#)
 - StandardOutput, [172](#)
 - Start, [170](#), [171](#)
 - StartInfo, [172](#)
 - StartTime, [172](#)
- Crosstales.Common.Util.CTPProcessStartInfo, [173](#)
 - Arguments, [174](#)
 - CreateNoWindow, [174](#)
 - FileName, [174](#)
 - RedirectStandardError, [174](#)
 - RedirectStandardOutput, [174](#)
 - StandardErrorEncoding, [174](#)
 - StandardOutputEncoding, [175](#)
 - UseCmdExecute, [175](#)
 - UseShellExecute, [175](#)
 - UseThread, [175](#)
 - WorkingDirectory, [175](#)
- Crosstales.Common.Util.CTScreenshot, [176](#)
 - Capture, [176](#)
 - KeyCode, [177](#)
 - Prefix, [177](#)
 - Scale, [177](#)
- Crosstales.Common.Util.CTWebClient, [177](#)
 - ConnectionLimit, [178](#)
 - Timeout, [178](#)
- Crosstales.Common.Util.FileHelper, [270](#)
 - ApplicationDataPath, [291](#)
 - ApplicationPersistentPath, [292](#)
 - ApplicationTempPath, [292](#)
 - CopyDirectory, [273](#)
 - CopyFile, [273](#)
 - CopyPath, [274](#)
 - CreateDirectory, [274](#), [275](#)
 - CreateFile, [275](#)
 - DeleteDirectory, [276](#)
 - DeleteFile, [276](#)
 - ExistsDirectory, [276](#)
 - ExistsFile, [277](#)
 - FileHasInvalidChars, [277](#)
 - GetCurrentDirectoryName, [277](#)
 - GetDirectories, [278](#)
 - GetDirectoryName, [278](#)
 - GetDrives, [278](#)
 - GetExtension, [278](#)
 - GetFileName, [279](#)
 - GetFiles, [279](#)
 - GetFilesForName, [280](#)
 - GetFilesize, [280](#)
 - GetLastModifiedDate, [280](#)
 - HasFileInvalidChars, [282](#)
 - HasPathInvalidChars, [282](#)
 - isDirectory, [282](#)
 - isFile, [283](#)
 - isRoot, [283](#)
 - isUNCPath, [284](#)
 - isUnixPath, [284](#)
 - isURL, [284](#)
 - isWindowsPath, [285](#)
 - MoveDirectory, [285](#)
 - MoveFile, [285](#)
 - MovePath, [286](#)
 - OpenFile, [286](#)
 - PathHasInvalidChars, [287](#)
 - ReadAllBytes, [287](#)
 - ReadAllLines, [287](#)
 - ReadAllText, [288](#)
 - RenameDirectory, [288](#)
 - RenameFile, [288](#)
 - ShowFile, [289](#)
 - ShowPath, [289](#)
 - StreamingAssetsPath, [293](#)
 - TempFile, [292](#)
 - TempPath, [292](#)
 - ValidateFile, [289](#)
 - ValidatePath, [290](#)
 - WriteAllBytes, [290](#)

- WriteAllLines, [291](#)
- WriteAllText, [291](#)
- Crosstales.Common.Util.MemoryCacheStream, [380](#)
 - CanRead, [381](#)
 - CanSeek, [381](#)
 - CanWrite, [381](#)
 - Length, [382](#)
 - MemoryCacheStream, [381](#)
 - Position, [382](#)
- Crosstales.Common.Util.NetworkHelper, [385](#)
 - CleanUrl, [386](#)
 - GetIP, [386](#)
 - GetURLFromFile, [387](#)
 - isInternetAvailable, [390](#)
 - isIPv4, [387](#)
 - isURL, [387](#)
 - isValidURL, [389](#)
 - OpenURL, [389](#)
 - RemoteCertificateValidationCallback, [389](#)
 - ValidateURL, [390](#)
 - ValidURLFromFilePath, [390](#)
- Crosstales.Common.Util.PlatformController, [400](#)
 - Active, [401](#)
 - Objects, [401](#)
 - Platforms, [401](#)
- Crosstales.Common.Util.RandomColor, [494](#)
 - AlphaRange, [494](#)
 - ChangeInterval, [494](#)
 - GrayScale, [495](#)
 - HueRange, [495](#)
 - Material, [495](#)
 - SaturationRange, [495](#)
 - UseInterval, [495](#)
 - ValueRange, [495](#)
- Crosstales.Common.Util.RandomRotator, [496](#)
 - ChangeInterval, [496](#)
 - RandomChangeIntervalPerAxis, [497](#)
 - RandomRotationAtStart, [497](#)
 - SpeedMax, [497](#)
 - SpeedMin, [497](#)
 - UseInterval, [497](#)
- Crosstales.Common.Util.RandomScaler, [498](#)
 - ChangeInterval, [498](#)
 - ScaleMax, [498](#)
 - ScaleMin, [498](#)
 - Uniform, [499](#)
 - UseInterval, [499](#)
- Crosstales.Common.Util.Singleton< T >, [539](#)
 - CreateInstance, [540](#)
 - DeleteInstance, [541](#)
 - DontDestroy, [541](#)
 - GameObjectName, [541](#)
 - Instance, [541](#)
 - PrefabPath, [541](#)
- Crosstales.Common.Util.SingletonHelper, [542](#)
- Crosstales.Common.Util.SurviveSceneSwitch, [558](#)
 - Survivors, [559](#)
- Crosstales.Common.Util.XmlHelper, [590](#)
 - DeserializeFromByteArray< T >, [590](#)
 - DeserializeFromFile< T >, [591](#)
 - DeserializeFromResource< T >, [591](#)
 - DeserializeFromString< T >, [591](#)
 - SerializeToByteArray< T >, [592](#)
 - SerializeToFile< T >, [592](#)
 - SerializeToString< T >, [593](#)
- Crosstales.ExtensionMethods, [205](#)
 - CTAbort, [211](#)
 - CTAddNewLines, [212](#)
 - CTAddRange< K, V >, [212](#)
 - CTClearLineEndings, [212](#)
 - CTClearSpaces, [214](#)
 - CTClearTags, [214](#)
 - CTColorRGB, [214](#)
 - CTColorRGBA, [215](#)
 - CTContains, [215](#)
 - CTContainsAll, [216](#)
 - CTContainsAny, [216](#)
 - CTCorrectLossyScale, [216](#)
 - CTDump, [217](#), [219](#), [221](#)
 - CTDump< K, V >, [221](#)
 - CTDump< T >, [222](#)
 - CTEndsWith, [223](#)
 - CTEquals, [223](#)
 - CTFind, [224](#), [225](#)
 - CTFind< T >, [225](#), [226](#)
 - CTFindAll, [226](#)
 - CTFindAll< T >, [227](#)
 - CTFlatten, [227](#)
 - CTFlipHorizontal, [227](#)
 - CTFlipVertical, [228](#)
 - CTFromBase64, [228](#)
 - CTFromBase64ToByteArray, [228](#)
 - CTGetBottom, [229](#)
 - CTGetBounds, [229](#)
 - CTGetLeft, [230](#)
 - CTGetLocalCorners, [230](#), [231](#)
 - CTGetLRTB, [231](#)
 - CTGetRight, [231](#)
 - CTGetScreenCorners, [232](#)
 - CTGetTop, [233](#)
 - CTHasActiveClip, [233](#)
 - CTHasInvalidChars, [234](#)
 - CTHasInvalidChars, [233](#)
 - CTHasLineEndings, [234](#)
 - CTHasLineEndings, [234](#)
 - CTHexToColor, [235](#)
 - CTHexToColor32, [235](#)
 - CTHexToString, [235](#)
 - CTIndexOf, [237](#)
 - CTIsAlphanumeric, [238](#)
 - CTIsAlphanumeric, [238](#)
 - CTIsCreditcard, [239](#)
 - CTIsCreditcard, [238](#)
 - CTIsEmail, [239](#)
 - CTIsEmail, [239](#)
 - CTIsInteger, [241](#)

- CTIsInteger, [241](#)
- CTIsIPv4, [243](#)
- CTIsIPv4, [241](#)
- CTIsNumeric, [243](#)
- CTIsNumeric, [243](#)
- CTIsVisibleFrom, [245](#)
- CTIsWebsite, [245](#)
- CTIsWebsite, [245](#)
- CTLastIndexOf, [246](#)
- CTMultiply, [246](#), [247](#)
- CTQuaternion, [247](#), [248](#)
- CTReadFully, [248](#)
- CTRemoveChars, [248](#)
- CTRemoveNewLines, [249](#)
- CTReplace, [249](#)
- CTReverse, [250](#)
- CTRotate180, [250](#)
- CTRotate270, [250](#)
- CTRotate90, [251](#)
- CTSetBottom, [251](#)
- CTSetLeft, [251](#)
- CTSetLRTB, [253](#)
- CTSetRight, [253](#)
- CTSetTop, [253](#)
- CTShuffle< T >, [254](#)
- CTStartsWith, [254](#)
- CTToBase64, [255](#)
- CTToByteArray, [255](#), [256](#)
- CTToEXR, [256](#)
- CTToFloatArray, [257](#)
- CTToHex, [257](#)
- CTToHexRGB, [258](#)
- CTToHexRGBA, [258](#), [259](#)
- CTToJPG, [259](#)
- CTToPNG, [261](#)
- CTToSprite, [261](#), [262](#)
- CTToString, [262](#)
- CTToString< T >, [263](#)
- CTToStringArray< T >, [263](#)
- CTToTexture, [263](#)
- CTToTexture2D, [264](#)
- CTToTGA, [264](#), [265](#)
- CTToTitleCase, [265](#)
- CTVector3, [265](#), [267](#)
- CTVector4, [267](#), [268](#)
- GetColumn< T >, [268](#)
- GetRow< T >, [269](#)
- Crosstales.Internal, [24](#)
- Crosstales.Internal.WebGLCopyAndPaste, [586](#)
- Crosstales.Internal.WebGLCopyAndPasteAPI, [586](#)
- Crosstales.NLayer, [24](#)
- Crosstales.NLayer.Decoder, [24](#)
- Crosstales.NLayer.Decoder.BitReservoir, [116](#)
- Crosstales.NLayer.Decoder.FrameBase, [295](#)
 - Validate, [295](#)
- Crosstales.NLayer.Decoder.Huffman, [324](#)
- Crosstales.NLayer.Decoder.ID3Frame, [332](#)
 - Validate, [332](#)
- Crosstales.NLayer.Decoder.LayerDecoderBase, [372](#)
- Crosstales.NLayer.Decoder.LayerIDecoder, [372](#)
- Crosstales.NLayer.Decoder.LayerIIDecoder, [373](#)
- Crosstales.NLayer.Decoder.LayerIIDecoderBase, [373](#)
- Crosstales.NLayer.Decoder.LayerIIIDecoder, [374](#)
- Crosstales.NLayer.Decoder.MpegFrame, [383](#)
 - ReadBits, [384](#)
 - Reset, [384](#)
 - Validate, [384](#)
- Crosstales.NLayer.Decoder.MpegStreamReader, [385](#)
- Crosstales.NLayer.Decoder.RiffHeaderFrame, [507](#)
 - Validate, [508](#)
- Crosstales.NLayer.Decoder.VBRInfo, [575](#)
- Crosstales.NLayer.IMpegFrame, [333](#)
 - BitRate, [334](#)
 - BitRateIndex, [334](#)
 - ChannelMode, [335](#)
 - ChannelModeExtension, [335](#)
 - FrameLength, [335](#)
 - HasCrc, [335](#)
 - IsCopyrighted, [335](#)
 - IsCorrupted, [335](#)
 - Layer, [336](#)
 - ReadBits, [334](#)
 - Reset, [334](#)
 - SampleCount, [336](#)
 - SampleRate, [336](#)
 - SampleRateIndex, [336](#)
 - Version, [336](#)
- Crosstales.NLayer.MpegFile, [382](#)
- Crosstales.NLayer.MpegFrameDecoder, [385](#)
- Crosstales.NVorbis, [25](#)
- Crosstales.NVorbis.DataPacket, [179](#)
 - BitsRead, [187](#)
 - DataPacket, [181](#)
 - Done, [181](#)
 - GetFlag, [182](#)
 - GranuleCount, [187](#)
 - GranulePosition, [187](#)
 - HasGranuleCount, [181](#)
 - IsEndOfStream, [181](#), [187](#)
 - IsResync, [181](#), [188](#)
 - IsShort, [181](#)
 - Length, [188](#)
 - PacketFlags, [181](#)
 - PageGranulePosition, [188](#)
 - PeekByte, [182](#)
 - Read, [182](#)
 - ReadBit, [183](#)
 - ReadBits, [183](#)
 - ReadByte, [183](#)
 - ReadBytes, [183](#)
 - ReadInt16, [184](#)
 - ReadInt32, [184](#)
 - ReadInt64, [184](#)
 - ReadNextByte, [184](#)
 - ReadUInt16, [185](#)
 - ReadUInt32, [185](#)

- ReadUInt64, [185](#)
- ResetBitReader, [185](#)
- SetFlag, [186](#)
- SkipBits, [186](#)
- SkipBytes, [186](#)
- TryPeekBits, [186](#)
- User1, [181](#)
- User2, [181](#)
- User3, [181](#)
- User4, [181](#)
- Crosstales.NVorbis.Huffman, [324](#)
- Crosstales.NVorbis.HuffmanListNode, [324](#)
- Crosstales.NVorbis.IContainerReader, [329](#)
 - CanSeek, [331](#)
 - FindNextStream, [330](#)
 - GetTotalPageCount, [330](#)
 - Init, [331](#)
 - NewStream, [332](#)
 - PagesRead, [331](#)
 - StreamSerials, [331](#)
 - WasteBits, [331](#)
- Crosstales.NVorbis.IPacketProvider, [337](#)
 - CanSeek, [340](#)
 - ContainerBits, [340](#)
 - FindPacket, [338](#)
 - GetGranuleCount, [338](#)
 - GetNextPacket, [338](#)
 - GetPacket, [339](#)
 - GetTotalPageCount, [339](#)
 - ParameterChange, [341](#)
 - PeekNextPacket, [340](#)
 - SeekToPacket, [340](#)
 - StreamSerial, [341](#)
- Crosstales.NVorbis.IVorbisStreamStatus, [364](#)
 - AudioBits, [365](#)
 - Clipped, [365](#)
 - EffectiveBitRate, [365](#)
 - InstantBitRate, [365](#)
 - OverheadBits, [365](#)
 - PacketLatency, [365](#)
 - PageLatency, [366](#)
 - PagesRead, [366](#)
 - ResetStats, [364](#)
 - SecondLatency, [366](#)
 - TotalPages, [366](#)
- Crosstales.NVorbis.Mdct, [380](#)
- Crosstales.NVorbis.NewStreamEventArgs, [391](#)
 - IgnoreStream, [392](#)
 - NewStreamEventArgs, [391](#)
 - PacketProvider, [392](#)
- Crosstales.NVorbis.Ogg, [25](#)
- Crosstales.NVorbis.Ogg.ContainerReader, [144](#)
 - CanSeek, [149](#)
 - ContainerReader, [145](#)
 - Dispose, [147](#)
 - FindNextStream, [147](#)
 - GetStream, [147](#)
 - GetTotalPageCount, [148](#)
 - Init, [148](#)
 - NewStream, [149](#)
 - PagesRead, [149](#)
 - StreamSerials, [148](#)
 - WasteBits, [149](#)
- Crosstales.NVorbis.Ogg.Crc, [151](#)
- Crosstales.NVorbis.Ogg.Packet, [394](#)
 - Done, [395](#)
 - ReadNextByte, [395](#)
- Crosstales.NVorbis.Ogg.PacketReader, [395](#)
 - FindPacket, [396](#)
 - GetGranuleCount, [397](#)
 - GetNextPacket, [397](#)
 - GetPacket, [397](#)
 - GetTotalPageCount, [398](#)
 - PeekNextPacket, [398](#)
 - SeekToPacket, [398](#)
- Crosstales.NVorbis.ParameterChangeEventArgs, [399](#)
 - FirstPacket, [400](#)
 - ParameterChangeEventArgs, [400](#)
- Crosstales.NVorbis.RingBuffer, [508](#)
- Crosstales.NVorbis.Utils, [574](#)
- Crosstales.NVorbis.VorbisCodebook, [575](#)
- Crosstales.NVorbis.VorbisFloor, [575](#)
- Crosstales.NVorbis.VorbisMapping, [575](#)
- Crosstales.NVorbis.VorbisMode, [576](#)
- Crosstales.NVorbis.VorbisReader, [576](#)
 - Channels, [578](#)
 - ClearParameterChange, [577](#)
 - ClipSamples, [578](#)
 - Comments, [578](#)
 - ContainerOverheadBits, [579](#)
 - DecodedPosition, [579](#)
 - DecodedTime, [579](#)
 - FindNextStream, [577](#)
 - IsParameterChange, [579](#)
 - LowerBitrate, [579](#)
 - NominalBitrate, [579](#)
 - ReadSamples, [577](#)
 - SampleRate, [580](#)
 - Stats, [580](#)
 - StreamCount, [580](#)
 - StreamIndex, [580](#)
 - SwitchStreams, [578](#)
 - TotalTime, [580](#)
 - UpperBitrate, [580](#)
 - Vendor, [581](#)
- Crosstales.NVorbis.VorbisResidue, [581](#)
- Crosstales.NVorbis.VorbisStreamDecoder, [581](#)
 - ResetStats, [582](#)
- Crosstales.NVorbis.VorbisTime, [582](#)
- Crosstales.Radio, [26](#)
 - Crosstales.Radio.Apollo, [27](#)
 - Crosstales.Radio.Apollo.ShowMore, [514](#)
 - Crosstales.Radio.Apollo.ZInstaller, [594](#)
 - Crosstales.Radio.AudioEndEvent, [44](#)
 - Crosstales.Radio.AudioStartEvent, [49](#)
 - Crosstales.Radio.AudioVisualizer, [27](#)

- Crosstales.Radio.AudioVisualizer.ShowMore, [514](#)
- Crosstales.Radio.AudioVisualizer.ZInstaller, [593](#)
- Crosstales.Radio.BasePlayer, [85](#)
 - isAnyAudioPlaying, [90](#)
 - isAnyPlayback, [90](#)
 - Mute, [88](#)
 - MuteOrUnMute, [88](#)
 - OnAudioEnd, [91](#)
 - OnAudioPlayTimeUpdate, [91](#)
 - OnAudioStart, [91](#)
 - OnBufferingEnd, [91](#)
 - OnBufferingProgressUpdate, [91](#)
 - OnBufferingStart, [92](#)
 - OnErrorInfo, [92](#)
 - OnNextRecordChange, [92](#)
 - OnNextRecordDelayUpdate, [92](#)
 - OnPlaybackEnd, [92](#)
 - OnPlaybackStart, [92](#)
 - OnRecordChange, [93](#)
 - OnRecordPlayTimeUpdate, [93](#)
 - Play, [88](#)
 - PlayOrStop, [88](#)
 - Restart, [89](#)
 - Stop, [90](#)
 - UnMute, [90](#)
- Crosstales.Radio.BufferingEndEvent, [117](#)
- Crosstales.Radio.BufferingStartEvent, [117](#)
- Crosstales.Radio.Demo, [27](#)
- Crosstales.Radio.Demo.ComplexObject< T >, [131](#)
- Crosstales.Radio.Demo.EventTester, [205](#)
- Crosstales.Radio.Demo.GUIMain, [298](#)
- Crosstales.Radio.Demo.GUIPlayOwnRadio, [301](#)
 - PlayColor, [302](#)
 - Player, [302](#)
 - Retries, [302](#)
- Crosstales.Radio.Demo.GUIPlayRadio, [303](#)
 - PlayColor, [304](#)
 - Player, [304](#)
- Crosstales.Radio.Demo.GUIPlayStation, [304](#)
 - PlayColor, [305](#)
 - Player, [305](#)
 - RowLength, [306](#)
 - Service, [306](#)
- Crosstales.Radio.Demo.GUIRadioplayer, [306](#)
 - ItemPrefab, [307](#)
 - Manager, [308](#)
- Crosstales.Radio.Demo.GUIRadioStatic, [308](#)
 - PlayColor, [309](#)
 - Player, [309](#)
 - Retries, [309](#)
- Crosstales.Radio.Demo.GUIStationList, [310](#)
 - ItemPrefab, [311](#)
 - Player, [311](#)
 - Service, [312](#)
- Crosstales.Radio.Demo.GUIStationStatic, [313](#)
 - Index, [314](#)
 - PlayColor, [314](#)
 - Player, [314](#)
 - Retries, [314](#)
 - Station, [315](#)
- Crosstales.Radio.Demo.KeyboardController, [367](#)
- Crosstales.Radio.Demo.SceneSwitcher, [510](#)
 - Switch, [511](#)
- Crosstales.Radio.Demo.TestAllStations, [559](#)
- Crosstales.Radio.Demo.ZInstaller, [595](#)
- Crosstales.Radio.EditorBuild, [28](#)
- Crosstales.Radio.EditorBuild.SetAndroid, [512](#)
- Crosstales.Radio.EditorExtension, [28](#)
- Crosstales.Radio.EditorExtension.BaseRadioProviderEditor, [103](#)
- Crosstales.Radio.EditorExtension.CrossFaderEditor, [152](#)
- Crosstales.Radio.EditorExtension.LoudspeakerEditor, [377](#)
- Crosstales.Radio.EditorExtension.RadioManagerEditor, [444](#)
- Crosstales.Radio.EditorExtension.RadioPlayerEditor, [457](#)
- Crosstales.Radio.EditorExtension.RadioProviderResourceEditor, [463](#)
- Crosstales.Radio.EditorExtension.RadioProviderShoutcastEditor, [465](#)
- Crosstales.Radio.EditorExtension.RadioProviderURLEditor, [467](#)
- Crosstales.Radio.EditorExtension.RadioProviderUserEditor, [470](#)
- Crosstales.Radio.EditorExtension.RadioSetEditor, [481](#)
- Crosstales.Radio.EditorExtension.SimplePlayerEditor, [533](#)
- Crosstales.Radio.EditorExtension.StreamSaverEditor, [557](#)
- Crosstales.Radio.EditorIntegration, [28](#)
- Crosstales.Radio.EditorIntegration.ConfigBase, [134](#)
- Crosstales.Radio.EditorIntegration.ConfigWindow, [135](#)
- Crosstales.Radio.EditorIntegration.CrossFaderGameObject, [153](#)
- Crosstales.Radio.EditorIntegration.CrossFaderMenu, [153](#)
- Crosstales.Radio.EditorIntegration.LoudspeakerGameObject, [377](#)
- Crosstales.Radio.EditorIntegration.LoudspeakerMenu, [377](#)
- Crosstales.Radio.EditorIntegration.RadioGameObject, [425](#)
- Crosstales.Radio.EditorIntegration.RadioMenu, [448](#)
- Crosstales.Radio.EditorIntegration.StreamSaverGameObject, [558](#)
- Crosstales.Radio.EditorIntegration.StreamSaverMenu, [558](#)
- Crosstales.Radio.EditorTask, [29](#)
 - UpdateStatus, [29](#)
- Crosstales.Radio.EditorTask.AAACConfigLoader, [43](#)
- Crosstales.Radio.EditorTask.CompileDefines, [129](#)
- Crosstales.Radio.EditorTask.Launch, [371](#)
- Crosstales.Radio.EditorTask.SetupResources, [513](#)
- Crosstales.Radio.EditorTask.UpdateCheck, [572](#)

- Crosstales.Radio.EditorUtil, [30](#)
- Crosstales.Radio.EditorUtil.EditorConfig, [188](#)
 - ASSET_PATH, [191](#)
 - COMPILE_DEFINES, [190](#)
 - HIERARCHY_ICON, [190](#)
 - isLoading, [190](#)
 - Load, [189](#)
 - PREFAB_AUTOLOAD, [190](#)
 - PREFAB_PATH, [190](#)
 - Reset, [189](#)
 - Save, [189](#)
 - UPDATE_CHECK, [191](#)
- Crosstales.Radio.EditorUtil.EditorConstants, [191](#)
 - ASSET_ID, [192](#)
 - ASSET_UID, [192](#)
 - ASSET_URL, [192](#)
 - PREFAB_SUBPATH, [193](#)
- Crosstales.Radio.EditorUtil.EditorHelper, [193](#)
 - BannerDJ, [194](#)
 - BannerOC, [194](#)
 - GO_ID, [195](#)
 - InstantiatePrefab, [194](#)
 - MENU_ID, [195](#)
- Crosstales.Radio.ErrorEvent, [195](#)
- Crosstales.Radio.FilterChangeEvent, [293](#)
- Crosstales.Radio.IPlayer, [341](#)
 - BufferProgress, [345](#)
 - CacheStreamSize, [345](#)
 - CaptureDataStream, [345](#)
 - Channels, [345](#)
 - Codec, [345](#)
 - CurrentBufferSize, [345](#)
 - CurrentDownloadSpeed, [346](#)
 - DataStream, [346](#)
 - HandleFocus, [346](#)
 - isAudioPlaying, [346](#)
 - isBuffering, [347](#)
 - isMuted, [347](#)
 - isPlayback, [347](#)
 - LegacyMode, [347](#)
 - Mute, [343](#)
 - MuteOrUnMute, [343](#)
 - NextRecordDelay, [347](#)
 - NextRecordInfo, [348](#)
 - Pitch, [348](#)
 - Play, [343](#)
 - PlayOrStop, [344](#)
 - PlayTime, [348](#)
 - RecordInfo, [348](#)
 - RecordPlayTime, [349](#)
 - Restart, [344](#)
 - SampleRate, [349](#)
 - SkipPreBuffering, [349](#)
 - Source, [349](#)
 - Station, [349](#)
 - StereoPan, [350](#)
 - Stop, [344](#)
 - UnMute, [344](#)
 - Volume, [350](#)
- Crosstales.Radio.Loudspeaker, [30](#)
- Crosstales.Radio.Loudspeaker.ZInstaller, [596](#)
- Crosstales.Radio.Model, [30](#)
- Crosstales.Radio.Model.Entry, [30](#)
- Crosstales.Radio.Model.Entry.BaseRadioEntry, [94](#)
 - BaseRadioEntry, [95](#)
 - Bitrate, [96](#)
 - BufferSize, [96](#)
 - ChunkSize, [97](#)
 - City, [97](#)
 - Country, [97](#)
 - Description, [97](#)
 - EnableSource, [97](#)
 - ExcludedCodec, [97](#)
 - ForceName, [98](#)
 - Format, [98](#)
 - Genres, [98](#)
 - Icon, [98](#)
 - IconUrl, [98](#)
 - isInitialized, [98](#)
 - Language, [99](#)
 - Name, [99](#)
 - Rating, [99](#)
 - Station, [99](#)
- Crosstales.Radio.Model.Entry.RadioEntryResource, [411](#)
 - DataFormat, [412](#)
 - RadioEntryResource, [411](#)
 - ReadNumberOfStations, [412](#)
 - Resource, [412](#)
- Crosstales.Radio.Model.Entry.RadioEntryShoutcast, [412](#)
 - RadioEntryShoutcast, [413](#)
 - ShoutcastID, [413](#)
- Crosstales.Radio.Model.Entry.RadioEntryURL, [414](#)
 - DataFormat, [415](#)
 - FinalURL, [416](#)
 - Prefix, [415](#)
 - RadioEntryURL, [414](#), [415](#)
 - ReadNumberOfStations, [416](#)
 - URL, [416](#)
- Crosstales.Radio.Model.Entry.RadioEntryUser, [417](#)
 - DataFormat, [419](#)
 - FinalPath, [420](#)
 - LoadOnlyOnce, [419](#)
 - Path, [419](#)
 - Prefix, [419](#)
 - RadioEntryUser, [417](#)
 - ReadNumberOfStations, [419](#)
 - Resource, [419](#)
- Crosstales.Radio.Model.Enum, [31](#)
 - AudioCodec, [31](#)
 - AudioFormat, [31](#)
 - DataFormatResource, [31](#)
 - DataFormatURL, [31](#)
 - PathPrefix, [32](#)
 - URLPrefix, [32](#)

- Crosstales.Radio.Model.RadioFilter, [420](#)
 - BitrateMax, [424](#)
 - BitrateMin, [424](#)
 - Cities, [422](#)
 - Countries, [422](#)
 - ExcludeUnsupportedCodecs, [422](#)
 - Format, [422](#)
 - Genres, [422](#)
 - isFiltering, [423](#)
 - Languages, [423](#)
 - Limit, [423](#)
 - Names, [423](#)
 - RadioFilter, [421](#), [422](#)
 - RatingMax, [424](#)
 - RatingMin, [424](#)
 - Stations, [424](#)
 - Urls, [424](#)
- Crosstales.Radio.Model.RadioStation, [481](#)
 - Bitrate, [487](#)
 - BufferSize, [487](#)
 - Channels, [488](#)
 - ChunkSize, [488](#)
 - City, [488](#)
 - Country, [488](#)
 - Description, [488](#)
 - ExcludedCodec, [488](#)
 - Format, [489](#)
 - Genres, [489](#)
 - Icon, [489](#)
 - IconUrl, [489](#)
 - Language, [489](#)
 - Name, [489](#)
 - PlayedRecords, [490](#)
 - RadioStation, [483](#), [485](#)
 - Rating, [490](#)
 - RequestHeaders, [490](#)
 - SampleRate, [490](#)
 - ServerInfo, [490](#)
 - Station, [490](#)
 - StationInfo, [486](#)
 - StationInfoLabels, [486](#)
 - ToShortString, [487](#)
 - TotalDataRequests, [491](#)
 - TotalDataSize, [491](#)
 - TotalPlayTime, [491](#)
 - ToTextLine, [487](#)
 - UpdateDataAtPlay, [491](#)
 - Url, [491](#)
- Crosstales.Radio.Model.RecordInfo, [502](#)
 - Artist, [504](#)
 - Created, [505](#)
 - Duration, [503](#)
 - Icon, [504](#)
 - IconUrl, [504](#)
 - Info, [504](#)
 - LyricsUrl, [505](#)
 - Rating, [504](#)
 - RecordInfo, [503](#)
 - SpotifyUrl, [505](#)
 - StreamTitle, [505](#)
 - StreamUrl, [506](#)
 - Title, [506](#)
 - ToShortString, [503](#)
- Crosstales.Radio.Model.RequestHeaderTuple, [507](#)
- Crosstales.Radio.OnRadio, [32](#)
- Crosstales.Radio.OnRadio.CompileDefines, [130](#)
- Crosstales.Radio.OnRadio.Demo, [32](#)
- Crosstales.Radio.OnRadio.Demo.AccessSettings, [43](#)
- Crosstales.Radio.OnRadio.Demo.BaseGUIStatic, [68](#)
 - PlayColor, [70](#)
 - Player, [70](#)
 - Record, [70](#)
 - Retries, [70](#)
 - Service, [70](#)
- Crosstales.Radio.OnRadio.Demo.GUIOnRadio, [299](#)
 - ItemPrefab, [300](#)
 - Player, [300](#)
 - Provider, [300](#)
 - QueryOnStart, [301](#)
 - Service, [301](#)
- Crosstales.Radio.OnRadio.Demo.GUIRecordStatic, [310](#)
- Crosstales.Radio.OnRadio.Demo.GUIStationStatic, [312](#)
- Crosstales.Radio.OnRadio.Demo.OrderManager, [393](#)
 - GuiOnRadio, [394](#)
 - RecordPrefab, [394](#)
 - StationPrefab, [394](#)
- Crosstales.Radio.OnRadio.Demo.QueryPlaylist, [408](#)
 - Service, [408](#)
- Crosstales.Radio.OnRadio.Demo.QueryReco2, [409](#)
 - Service, [409](#)
- Crosstales.Radio.OnRadio.Demo.QueryTopsongs, [410](#)
 - Service, [410](#)
- Crosstales.Radio.OnRadio.Demo.ShowMore, [515](#)
- Crosstales.Radio.OnRadio.EditorExtension, [33](#)
- Crosstales.Radio.OnRadio.EditorExtension.BaseServiceEditor, [112](#)
- Crosstales.Radio.OnRadio.EditorExtension.OnRadioGameObject, [392](#)
- Crosstales.Radio.OnRadio.EditorExtension.OnRadioMenu, [393](#)
- Crosstales.Radio.OnRadio.EditorExtension.PlaylistServiceEditor, [406](#)
- Crosstales.Radio.OnRadio.EditorExtension.RadioProviderOnRadioEditor, [461](#)
- Crosstales.Radio.OnRadio.EditorExtension.Reco2ServiceEditor, [501](#)
- Crosstales.Radio.OnRadio.EditorExtension.TopsongsServiceEditor, [562](#)
- Crosstales.Radio.OnRadio.Model, [33](#)
 - Genre, [34](#)
 - ImageResolution, [34](#)
- Crosstales.Radio.OnRadio.Model.DARStations, [34](#)
- Crosstales.Radio.OnRadio.Model.DARStations.Station, [552](#)
- Crosstales.Radio.OnRadio.Model.DARStations.Stations, [553](#)

- Crosstales.Radio.OnRadio.Model.Play, [34](#)
- Crosstales.Radio.OnRadio.Model.Play.Playlist, [402](#)
- Crosstales.Radio.OnRadio.Model.Play.Station, [553](#)
- Crosstales.Radio.OnRadio.Model.Playlist, [403](#)
- Crosstales.Radio.OnRadio.Model.RadioStationExt, [492](#)
- Crosstales.Radio.OnRadio.Model.RecordInfoExt, [506](#)
- Crosstales.Radio.OnRadio.Model.Song, [547](#)
- Crosstales.Radio.OnRadio.Model.Songart, [34](#)
- Crosstales.Radio.OnRadio.Model.Songart.Song, [548](#)
- Crosstales.Radio.OnRadio.Model.Songart.Songs, [549](#)
- Crosstales.Radio.OnRadio.Model.Songs, [549](#)
- Crosstales.Radio.OnRadio.Model.Stations, [554](#)
- Crosstales.Radio.OnRadio.Model.Uberurl, [563](#)
- Crosstales.Radio.OnRadio.Provider, [35](#)
- Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio, [459](#)
 - Load, [460](#)
 - Services, [460](#)
- Crosstales.Radio.OnRadio.Service, [35](#)
- Crosstales.Radio.OnRadio.Service.BaseService, [104](#)
 - AwaitDARStationQuery, [110](#)
 - AwaitSongArtQuery, [110](#)
 - AwaitStationQuery, [110](#)
 - DARStationService, [106](#)
 - DefaultSongIcon, [110](#)
 - DefaultStationIcon, [110](#)
 - EnableDARStation, [110](#)
 - EnableSongArt, [111](#)
 - EnableStation, [111](#)
 - isValidToken, [109](#)
 - LoadRecordIcon, [111](#)
 - LoadStationIcon, [111](#)
 - OnQueryComplete, [112](#)
 - Query, [106](#)
 - QueryOnStart, [111](#)
 - RecordsByArtist, [107](#)
 - RecordsByStationName, [107](#)
 - RecordsByTitle, [107](#)
 - SongArtService, [108](#)
 - StationsByName, [108](#)
 - StationService, [109](#)
 - Token, [111](#)
 - TotalRequests, [109](#)
- Crosstales.Radio.OnRadio.Service.PlaylistService, [404](#)
 - Artist, [405](#)
 - Callsign, [405](#)
 - City, [405](#)
 - Country, [405](#)
 - Genre, [405](#)
 - International, [405](#)
 - Language, [406](#)
 - Limit, [406](#)
 - Title, [406](#)
- Crosstales.Radio.OnRadio.Service.QueryCompleteEvent, [407](#)
- Crosstales.Radio.OnRadio.Service.Reco2Service, [499](#)
 - Artist, [500](#)
 - International, [500](#)
 - Limit, [500](#)
- Crosstales.Radio.OnRadio.Service.TopsongsService, [561](#)
 - Genre, [561](#)
 - International, [562](#)
 - Limit, [562](#)
- Crosstales.Radio.OnRadio.Util, [35](#)
- Crosstales.Radio.OnRadio.Util.Constants, [144](#)
- Crosstales.Radio.OnRadio.Util.Helper, [324](#)
- Crosstales.Radio.OnRadio.ZInstaller, [595](#)
- Crosstales.Radio.PlaybackEndEvent, [402](#)
- Crosstales.Radio.PlaybackStartEvent, [402](#)
- Crosstales.Radio.Provider, [35](#)
- Crosstales.Radio.Provider.BaseRadioProvider, [99](#)
 - AllowOnlyHTTPS, [101](#)
 - ClearStationsOnLoad, [102](#)
 - Load, [101](#)
 - LoadOnStart, [102](#)
 - LoadOnStartInEditor, [102](#)
 - OnProviderReady, [102](#)
 - OnStationsChange, [102](#)
 - Save, [101](#)
- Crosstales.Radio.Provider.IRadioProvider, [350](#)
 - isReady, [351](#)
 - Load, [351](#)
 - RadioEntries, [352](#)
 - Save, [351](#)
 - Stations, [352](#)
- Crosstales.Radio.Provider.RadioProviderResource, [461](#)
 - Entries, [462](#)
- Crosstales.Radio.Provider.RadioProviderShoutcast, [463](#)
 - Entries, [464](#)
- Crosstales.Radio.Provider.RadioProviderURL, [465](#)
 - Entries, [466](#)
- Crosstales.Radio.Provider.RadioProviderUser, [467](#)
 - Delete, [468](#)
 - EditFile, [469](#)
 - Entry, [469](#)
 - SaveOnDisable, [469](#)
 - ShowFile, [469](#)
- Crosstales.Radio.ProviderReadyEvent, [407](#)
- Crosstales.Radio.RadioManager, [425](#)
 - CountPlayers, [428](#)
 - CountStations, [428](#)
 - Filter, [441](#)
 - GetPlayers, [429](#)
 - GetStations, [429](#)
 - InstantiateRadioPlayers, [442](#)
 - isAudioPlaying, [443](#)
 - isBuffering, [443](#)
 - isPlayback, [443](#)
 - Load, [430](#)
 - LoadOnStart, [442](#)
 - LoadOnStartInEditor, [442](#)
 - Next, [430](#)
 - NextStation, [430](#)
 - OnFilterChange, [443](#)
 - OnProviderReady, [443](#)

- OnStationsChange, [444](#)
- PlayAll, [431](#)
- PlayerFromIndex, [431](#)
- Players, [442](#)
- PlayersByBitrate, [431](#)
- PlayersByFormat, [432](#)
- PlayersByGenres, [432](#)
- PlayersByName, [432](#)
- PlayersByRating, [433](#)
- PlayersByStation, [433](#)
- PlayersByURL, [434](#)
- Previous, [434](#)
- PreviousStation, [434](#)
- RadioPrefab, [442](#)
- RandomizePlayers, [435](#)
- RandomizeStations, [435](#)
- Save, [435](#)
- Set, [442](#)
- StationFromHashCode, [436](#)
- StationFromIndex, [436](#)
- StationsByBitrate, [437](#)
- StationsByCities, [437](#)
- StationsByCountries, [437](#)
- StationsByFormat, [438](#)
- StationsByGenres, [438](#)
- StationsByLanguages, [439](#)
- StationsByName, [439](#)
- StationsByRating, [440](#)
- StationsByStation, [440](#)
- StationsByURL, [440](#)
- StopAll, [441](#)
- Crosstales.Radio.RadioPlayer, [452](#)
 - Delay, [456](#)
 - Instance, [456](#)
 - Load, [454](#)
 - Mute, [455](#)
 - Play, [455](#)
 - PlayInEditor, [455](#)
 - PlayOnStart, [457](#)
 - Restart, [455](#)
 - Save, [456](#)
 - Stop, [456](#)
 - UnMute, [456](#)
- Crosstales.Radio.RecordChangeEvent, [501](#)
- Crosstales.Radio.RhythmVisualizator, [36](#)
- Crosstales.Radio.RhythmVisualizator.ShowMore, [515](#)
- Crosstales.Radio.RhythmVisualizator.ZInstaller, [596](#)
- Crosstales.Radio.Set, [36](#)
- Crosstales.Radio.Set.ISet, [352](#)
 - CountStations, [354](#)
 - CurrentRandomStationIndex, [361](#)
 - CurrentStationIndex, [361](#)
 - GetStations, [354](#)
 - isReady, [362](#)
 - Load, [354](#)
 - NextStation, [355](#)
 - PreviousStation, [355](#)
 - RandomizeStations, [355](#)
 - RandomStations, [362](#)
 - Save, [356](#)
 - StationFromHashCode, [356](#)
 - StationFromIndex, [356](#)
 - Stations, [362](#)
 - StationsByBitrate, [357](#)
 - StationsByCities, [357](#)
 - StationsByCountries, [358](#)
 - StationsByFormat, [358](#)
 - StationsByGenres, [359](#)
 - StationsByLanguages, [359](#)
 - StationsByName, [359](#)
 - StationsByRating, [360](#)
 - StationsByStation, [360](#)
 - StationsByURL, [361](#)
- Crosstales.Radio.Set.RadioSet, [470](#)
 - CountStations, [472](#)
 - Filter, [480](#)
 - GetStations, [472](#)
 - Load, [473](#)
 - NextStation, [473](#)
 - OnFilterChange, [480](#)
 - OnProviderReady, [480](#)
 - OnStationsChange, [480](#)
 - PreviousStation, [473](#)
 - Providers, [480](#)
 - RandomizeStations, [474](#)
 - Save, [474](#)
 - StationFromHashCode, [475](#)
 - StationFromIndex, [475](#)
 - StationsByBitrate, [475](#)
 - StationsByCities, [476](#)
 - StationsByCountries, [476](#)
 - StationsByFormat, [477](#)
 - StationsByGenres, [477](#)
 - StationsByLanguages, [478](#)
 - StationsByName, [478](#)
 - StationsByRating, [478](#)
 - StationsByStation, [479](#)
 - StationsByURL, [479](#)
- Crosstales.Radio.SimplePlayer, [516](#)
 - CountStations, [520](#)
 - Filter, [531](#)
 - FollowDirection, [531](#)
 - GetStations, [520](#)
 - Load, [521](#)
 - Mute, [521](#)
 - Next, [521](#)
 - NextStation, [522](#)
 - OnFilterChange, [532](#)
 - OnProviderReady, [532](#)
 - OnStationChange, [532](#)
 - OnStationsChange, [533](#)
 - Play, [522](#)
 - PlayEndless, [531](#)
 - Player, [531](#)
 - PlayOnStart, [531](#)
 - PlayRandom, [531](#)

- Previous, [522](#)
- PreviousStation, [524](#)
- RandomizeStations, [524](#)
- Restart, [524](#)
- Retries, [532](#)
- RetryOnError, [532](#)
- Save, [525](#)
- Set, [532](#)
- StationFromHashCode, [525](#)
- StationFromIndex, [525](#)
- StationsByBitrate, [526](#)
- StationsByCities, [526](#)
- StationsByCountries, [527](#)
- StationsByFormat, [527](#)
- StationsByGenres, [528](#)
- StationsByLanguages, [528](#)
- StationsByName, [528](#)
- StationsByRating, [529](#)
- StationsByStation, [529](#)
- StationsByURL, [530](#)
- Stop, [530](#)
- UnMute, [530](#)
- Crosstales.Radio.StationChangeEvent, [553](#)
- Crosstales.Radio.StationsChangeEvent, [555](#)
- Crosstales.Radio.Tool, [36](#)
- Crosstales.Radio.Tool.ChangeAudioCodec, [118](#)
- Crosstales.Radio.Tool.CrossFader, [151](#)
 - FaderPosition, [152](#)
 - SourceA, [152](#)
 - SourceB, [152](#)
- Crosstales.Radio.Tool.LoadIcon, [374](#)
 - Load, [375](#)
- Crosstales.Radio.Tool.Loudspeaker, [376](#)
 - Player, [376](#)
 - SilenceSource, [376](#)
- Crosstales.Radio.Tool.StreamSaver, [555](#)
 - AddStationName, [556](#)
 - AddTimestamp, [556](#)
 - OutputPath, [556](#)
 - Player, [556](#)
 - RecordStartDelay, [556](#)
 - RecordStopDelay, [556](#)
 - SilenceSource, [557](#)
- Crosstales.Radio.Util, [36](#)
- Crosstales.Radio.Util.Config, [131](#)
 - DEBUG, [133](#)
 - DEFAULT_BITRATE, [133](#)
 - DEFAULT_BUFFER_SIZE, [133](#)
 - DEFAULT_CACHESTREAMSIZE, [133](#)
 - DEFAULT_CHUNKSIZE, [133](#)
 - isLoaded, [134](#)
 - Load, [132](#)
 - MAX_CACHESTREAMSIZE, [134](#)
 - Reset, [132](#)
 - Save, [132](#)
- Crosstales.Radio.Util.Constants, [136](#)
 - ASSET_3P_APOLLO_VISUALIZER, [138](#)
 - ASSET_3P_AUDIO_VISUALIZER, [138](#)
 - ASSET_3P_RHYTHM_VISUALIZATOR, [138](#)
 - ASSET_3P_SOUND_SUITE, [138](#)
 - ASSET_3P_URL, [139](#)
 - ASSET_3P_VISUALIZER_STUDIO, [139](#)
 - ASSET_API_URL, [139](#)
 - ASSET_BUILD, [139](#)
 - ASSET_CHANGED, [139](#)
 - ASSET_CONTACT, [139](#)
 - ASSET_CREATED, [140](#)
 - ASSET_FORUM_URL, [140](#)
 - ASSET_MANUAL_URL, [140](#)
 - ASSET_NAME, [140](#)
 - ASSET_PRO_URL, [140](#)
 - ASSET_UPDATE_CHECK_URL, [140](#)
 - ASSET_VERSION, [141](#)
 - ASSET_VIDEO_PROMO, [141](#)
 - ASSET_VIDEO_TUTORIAL, [141](#)
 - ASSET_WEB_URL, [141](#)
 - DEFAULT_CODEC_MP3, [141](#)
 - DEFAULT_CODEC_MP3_WINDOWS, [141](#)
 - INITIAL_LIST_SIZE, [142](#)
 - INVOKE_DELAY, [142](#)
 - MAX_LOAD_WAIT_TIME, [142](#)
 - MAX_SHOUTCAST_LOAD_WAIT_TIME, [142](#)
 - MAX_WEB_LOAD_WAIT_TIME, [142](#)
 - MIN_OGG_BUFFER_SIZE, [142](#)
 - OGG_CLEAN_INTERVAL_MAX, [143](#)
 - OGG_CLEAN_INTERVAL_MIN, [143](#)
 - PLAY_CALL_SPEED, [143](#)
 - SHOUTCAST, [143](#)
 - WFS_BUFFER, [143](#)
- Crosstales.Radio.Util.Context, [149](#)
 - AllPlayedRecords, [150](#)
 - TotalDataRequests, [150](#)
 - TotalDataSize, [150](#)
 - TotalPlayTime, [150](#)
- Crosstales.Radio.Util.Helper, [317](#)
 - AudioCodecForAudioFormat, [318](#)
 - AudioCodecFromString, [319](#)
 - AudioFormatFromString, [319](#)
 - isSane, [319](#)
 - isSupportedPlatform, [323](#)
 - isValidBitrate, [320](#)
 - isValidFormat, [320](#)
 - isValidMP3Bitrate, [320](#)
 - isValidOGGBitrate, [321](#)
 - NearestBitrate, [321](#)
 - NearestMP3Bitrate, [321](#)
 - NearestOGGBitrate, [322](#)
 - SaveAsM3U, [322](#)
 - SaveAsPLS, [322](#)
 - SaveAsXSPF, [323](#)
- Crosstales.Radio.VolumetricAudio, [37](#)
- Crosstales.Radio.VolumetricAudio.ShowMore, [516](#)
- Crosstales.Radio.VolumetricAudio.ZInstaller, [594](#)
- Crosstales.Ude, [37](#)
 - DetectionConfidence, [37](#)
- Crosstales.Ude.CharsetDetector, [120](#)

- Feed, [121](#)
- IsDone, [122](#)
- Reset, [122](#)
- Crosstales.Ude.Charsets, [125](#)
 - BIG5, [126](#)
 - GB18030, [126](#)
 - HZ_GB_2312, [127](#)
 - ISO8859_2, [127](#)
 - ISO8859_5, [127](#)
 - ISO8859_8, [127](#)
 - ISO_8859_7, [127](#)
 - TIS620, [127](#)
 - UCS4_2413, [128](#)
 - UCS4_3412, [128](#)
 - WIN1251, [128](#)
 - WIN1252, [128](#)
 - WIN1253, [128](#)
 - WIN1255, [128](#)
- Crosstales.Ude.Core, [38](#)
- Crosstales.Ude.Core.BIG5DistributionAnalyser, [113](#)
 - GetOrder, [114](#)
- Crosstales.Ude.Core.Big5Prober, [114](#)
 - HandleData, [115](#)
 - Reset, [115](#)
- Crosstales.Ude.Core.BIG5SMMModel, [115](#)
- Crosstales.Ude.Core.BitPackage, [116](#)
- Crosstales.Ude.Core.BulgarianModel, [117](#)
- Crosstales.Ude.Core.CharDistributionAnalyser, [118](#)
 - GetConfidence, [119](#)
 - GetOrder, [119](#)
 - HandleOneChar, [120](#)
- Crosstales.Ude.Core.CharsetProber, [123](#)
 - FilterWithEnglishLetters, [124](#)
 - FilterWithoutEnglishLetters, [124](#)
 - HandleData, [124](#)
 - Reset, [125](#)
- Crosstales.Ude.Core.CodingStateMachine, [129](#)
- Crosstales.Ude.Core.CyrillicModel, [178](#)
- Crosstales.Ude.Core.EscCharsetProber, [196](#)
 - HandleData, [196](#)
 - Reset, [196](#)
- Crosstales.Ude.Core.EUCJPCContextAnalyser, [197](#)
- Crosstales.Ude.Core.EUCJPDistributionAnalyser, [197](#)
 - GetOrder, [198](#)
- Crosstales.Ude.Core.EUCJPProber, [198](#)
 - HandleData, [199](#)
 - Reset, [199](#)
- Crosstales.Ude.Core.EUCJPSMMModel, [199](#)
- Crosstales.Ude.Core.EUCKRDistributionAnalyser, [200](#)
 - GetOrder, [200](#)
- Crosstales.Ude.Core.EUCKRProber, [201](#)
 - HandleData, [201](#)
 - Reset, [201](#)
- Crosstales.Ude.Core.EUCKRSMMModel, [202](#)
- Crosstales.Ude.Core.EUCTWDistributionAnalyser, [202](#)
 - GetOrder, [203](#)
- Crosstales.Ude.Core.EUCTWProber, [203](#)
 - HandleData, [203](#)
- Reset, [204](#)
- Crosstales.Ude.Core.EUCTWSMMModel, [204](#)
- Crosstales.Ude.Core.GB18030DistributionAnalyser, [295](#)
 - GetOrder, [296](#)
- Crosstales.Ude.Core.GB18030Prober, [296](#)
 - HandleData, [297](#)
 - Reset, [297](#)
- Crosstales.Ude.Core.GB18030SMMModel, [297](#)
- Crosstales.Ude.Core.GreekModel, [298](#)
- Crosstales.Ude.Core.HebrewModel, [315](#)
- Crosstales.Ude.Core.HebrewProber, [316](#)
 - HandleData, [316](#)
 - Reset, [317](#)
- Crosstales.Ude.Core.HungarianModel, [325](#)
- Crosstales.Ude.Core.HZSMMModel, [325](#)
- Crosstales.Ude.Core.Ibm855Model, [326](#)
- Crosstales.Ude.Core.Ibm866Model, [326](#)
- Crosstales.Ude.Core.ISO2022CNSMMModel, [362](#)
- Crosstales.Ude.Core.ISO2022JPSMMModel, [363](#)
- Crosstales.Ude.Core.ISO2022KRSMMModel, [363](#)
- Crosstales.Ude.Core.JapaneseContextAnalyser, [367](#)
- Crosstales.Ude.Core.Koi8rModel, [368](#)
- Crosstales.Ude.Core.Latin1Prober, [368](#)
 - HandleData, [369](#)
 - Reset, [369](#)
- Crosstales.Ude.Core.Latin2HungarianModel, [370](#)
- Crosstales.Ude.Core.Latin5BulgarianModel, [370](#)
- Crosstales.Ude.Core.Latin5Model, [370](#)
- Crosstales.Ude.Core.Latin7Model, [371](#)
- Crosstales.Ude.Core.MacCyrillicModel, [378](#)
- Crosstales.Ude.Core.MBCSGroupProber, [378](#)
 - HandleData, [379](#)
 - Reset, [379](#)
- Crosstales.Ude.Core.SBCSGroupProber, [509](#)
 - HandleData, [509](#)
 - Reset, [510](#)
- Crosstales.Ude.Core.SequenceModel, [512](#)
- Crosstales.Ude.Core.SingleByteCharSetProber, [538](#)
 - HandleData, [539](#)
 - Reset, [539](#)
- Crosstales.Ude.Core.SJISContextAnalyser, [542](#)
- Crosstales.Ude.Core.SJISDistributionAnalyser, [543](#)
 - GetOrder, [543](#)
- Crosstales.Ude.Core.SJISProber, [544](#)
 - HandleData, [544](#)
 - Reset, [545](#)
- Crosstales.Ude.Core.SJISSMMModel, [545](#)
- Crosstales.Ude.Core.SMMModel, [546](#)
- Crosstales.Ude.Core.ThaiModel, [560](#)
- Crosstales.Ude.Core.UCS2BESMMModel, [563](#)
- Crosstales.Ude.Core.UCS2LESMMModel, [564](#)
- Crosstales.Ude.Core.UniversalDetector, [570](#)
 - DataEnd, [571](#)
 - FILTER_CHINESE, [572](#)
 - FILTER_CJK, [572](#)
 - Reset, [571](#)
- Crosstales.Ude.Core.UTF8Prober, [573](#)

- HandleData, [573](#)
- Reset, [574](#)
- Crosstales.Ude.Core.UTF8SMMModel, [574](#)
- Crosstales.Ude.Core.Win1250HungarianModel, [587](#)
- Crosstales.Ude.Core.Win1251BulgarianModel, [587](#)
- Crosstales.Ude.Core.Win1251Model, [587](#)
- Crosstales.Ude.Core.Win1253Model, [588](#)
- Crosstales.Ude.Core.Win1255Model, [588](#)
- Crosstales.Ude.ICharsetDetector, [326](#)
 - Charset, [328](#)
 - Confidence, [329](#)
 - DataEnd, [327](#)
 - Feed, [327](#), [328](#)
 - IsDone, [328](#)
 - Reset, [328](#)
- Crosstales.UI, [40](#)
- Crosstales.UI.Audio, [41](#)
- Crosstales.UI.Audio.AudioFilterController, [44](#)
 - FindAllAudioFilters, [45](#)
 - FindAllAudioFiltersOnStart, [46](#)
 - ResetAudioFilters, [46](#)
- Crosstales.UI.Audio.AudioSourceController, [46](#)
 - AudioSources, [48](#)
 - FindAllAudioSources, [47](#)
 - FindAllAudioSourcesOnStart, [48](#)
 - Loop, [48](#)
 - Mute, [48](#)
 - Pitch, [48](#)
 - ResetAllAudioSources, [47](#)
 - ResetAudioSourcesOnStart, [48](#)
 - StereoPan, [49](#)
 - Volume, [49](#)
- Crosstales.UI.CompileDefines, [130](#)
- Crosstales.UI.Social, [547](#)
- Crosstales.UI.StaticManager, [551](#)
- Crosstales.UI.UIDrag, [564](#)
- Crosstales.UI.UIFocus, [565](#)
 - ManagerName, [565](#)
 - OnPanelEnter, [565](#)
- Crosstales.UI.UIHint, [566](#)
 - Delay, [567](#)
 - Disable, [567](#)
 - FadeAtStart, [567](#)
 - FadeTime, [567](#)
 - Group, [567](#)
- Crosstales.UI.UIResize, [568](#)
 - IgnoreMaxSize, [568](#)
 - MaxSize, [568](#)
 - MinSize, [569](#)
 - SpeedFactor, [569](#)
- Crosstales.UI.UIWindowManager, [569](#)
 - ChangeState, [570](#)
 - Windows, [570](#)
- Crosstales.UI.Util, [41](#)
- Crosstales.UI.Util.FPSDisplay, [294](#)
 - FPS, [294](#)
 - FrameUpdate, [294](#)
- Crosstales.UI.Util.ScrollRectHandler, [511](#)
- Crosstales.UI.WindowManager, [589](#)
 - ClosedAtStart, [589](#)
 - Dependencies, [589](#)
 - Speed, [589](#)
- CTAbort
 - Crosstales.ExtensionMethods, [211](#)
- CTAddNewLines
 - Crosstales.ExtensionMethods, [212](#)
- CTAddRange< K, V >
 - Crosstales.ExtensionMethods, [212](#)
- CTClearLineEndings
 - Crosstales.ExtensionMethods, [212](#)
- CTClearSpaces
 - Crosstales.ExtensionMethods, [214](#)
- CTClearTags
 - Crosstales.ExtensionMethods, [214](#)
- CTColorRGB
 - Crosstales.ExtensionMethods, [214](#)
- CTColorRGBA
 - Crosstales.ExtensionMethods, [215](#)
- CTContains
 - Crosstales.ExtensionMethods, [215](#)
- CTContainsAll
 - Crosstales.ExtensionMethods, [216](#)
- CTContainsAny
 - Crosstales.ExtensionMethods, [216](#)
- CTCorrectLossyScale
 - Crosstales.ExtensionMethods, [216](#)
- CTDump
 - Crosstales.ExtensionMethods, [217](#), [219](#), [221](#)
- CTDump< K, V >
 - Crosstales.ExtensionMethods, [221](#)
- CTDump< T >
 - Crosstales.ExtensionMethods, [222](#)
- CTEndsWith
 - Crosstales.ExtensionMethods, [223](#)
- CTEquals
 - Crosstales.ExtensionMethods, [223](#)
- CTFind
 - Crosstales.ExtensionMethods, [224](#), [225](#)
- CTFind< T >
 - Crosstales.ExtensionMethods, [225](#), [226](#)
- CTFindAll
 - Crosstales.ExtensionMethods, [226](#)
- CTFindAll< T >
 - Crosstales.ExtensionMethods, [227](#)
- CTFlatten
 - Crosstales.ExtensionMethods, [227](#)
- CTFlipHorizontal
 - Crosstales.ExtensionMethods, [227](#)
- CTFlipVertical
 - Crosstales.ExtensionMethods, [228](#)
- CTFromBase64
 - Crosstales.ExtensionMethods, [228](#)
- CTFromBase64ToByteArray
 - Crosstales.ExtensionMethods, [228](#)
- CTGetBottom
 - Crosstales.ExtensionMethods, [229](#)

- CTGetBounds
 - Crosstales.ExtensionMethods, [229](#)
- CTGetLeft
 - Crosstales.ExtensionMethods, [230](#)
- CTGetLocalCorners
 - Crosstales.ExtensionMethods, [230](#), [231](#)
- CTGetLRTB
 - Crosstales.ExtensionMethods, [231](#)
- CTGetRight
 - Crosstales.ExtensionMethods, [231](#)
- CTGetScreenCorners
 - Crosstales.ExtensionMethods, [232](#)
- CTGetTop
 - Crosstales.ExtensionMethods, [233](#)
- CTHasActiveClip
 - Crosstales.ExtensionMethods, [233](#)
- CTHasInvalidChars
 - Crosstales.ExtensionMethods, [234](#)
- CTHasInvalidChars
 - Crosstales.ExtensionMethods, [233](#)
- CTHasLineEndings
 - Crosstales.ExtensionMethods, [234](#)
- CTHasLineEndings
 - Crosstales.ExtensionMethods, [234](#)
- CTHexToColor
 - Crosstales.ExtensionMethods, [235](#)
- CTHexToColor32
 - Crosstales.ExtensionMethods, [235](#)
- CTHexToString
 - Crosstales.ExtensionMethods, [235](#)
- CTIndexOf
 - Crosstales.ExtensionMethods, [237](#)
- CTIsAlphanumeric
 - Crosstales.ExtensionMethods, [238](#)
- CTIsAlphanumeric
 - Crosstales.ExtensionMethods, [238](#)
- CTIsCreditcard
 - Crosstales.ExtensionMethods, [239](#)
- CTIsCreditcard
 - Crosstales.ExtensionMethods, [238](#)
- CTIsEmail
 - Crosstales.ExtensionMethods, [239](#)
- CTIsEmail
 - Crosstales.ExtensionMethods, [239](#)
- CTIsInteger
 - Crosstales.ExtensionMethods, [241](#)
- CTIsInteger
 - Crosstales.ExtensionMethods, [241](#)
- CTIsIPv4
 - Crosstales.ExtensionMethods, [243](#)
- CTIsIPv4
 - Crosstales.ExtensionMethods, [241](#)
- CTIsNumeric
 - Crosstales.ExtensionMethods, [243](#)
- CTIsNumeric
 - Crosstales.ExtensionMethods, [243](#)
- CTIsVisibleFrom
 - Crosstales.ExtensionMethods, [245](#)
- CTIsWebsite
 - Crosstales.ExtensionMethods, [245](#)
- CTIsWebsite
 - Crosstales.ExtensionMethods, [245](#)
- CTLastIndexOf
 - Crosstales.ExtensionMethods, [246](#)
- CTMultiply
 - Crosstales.ExtensionMethods, [246](#), [247](#)
- CTQuaternion
 - Crosstales.ExtensionMethods, [247](#), [248](#)
- CTReadFully
 - Crosstales.ExtensionMethods, [248](#)
- CTRemoveChars
 - Crosstales.ExtensionMethods, [248](#)
- CTRemoveNewLines
 - Crosstales.ExtensionMethods, [249](#)
- CTReplace
 - Crosstales.ExtensionMethods, [249](#)
- CTReverse
 - Crosstales.ExtensionMethods, [250](#)
- CTRotate180
 - Crosstales.ExtensionMethods, [250](#)
- CTRotate270
 - Crosstales.ExtensionMethods, [250](#)
- CTRotate90
 - Crosstales.ExtensionMethods, [251](#)
- CTSetBottom
 - Crosstales.ExtensionMethods, [251](#)
- CTSetLeft
 - Crosstales.ExtensionMethods, [251](#)
- CTSetLRTB
 - Crosstales.ExtensionMethods, [253](#)
- CTSetRight
 - Crosstales.ExtensionMethods, [253](#)
- CTSetTop
 - Crosstales.ExtensionMethods, [253](#)
- CTShuffle< T >
 - Crosstales.ExtensionMethods, [254](#)
- CTStartsWith
 - Crosstales.ExtensionMethods, [254](#)
- CTToBase64
 - Crosstales.ExtensionMethods, [255](#)
- CTToByteArray
 - Crosstales.ExtensionMethods, [255](#), [256](#)
- CTToEXR
 - Crosstales.ExtensionMethods, [256](#)
- CTToFloatArray
 - Crosstales.ExtensionMethods, [257](#)
- CTToHex
 - Crosstales.ExtensionMethods, [257](#)
- CTToHexRGB
 - Crosstales.ExtensionMethods, [258](#)
- CTToHexRGBA
 - Crosstales.ExtensionMethods, [258](#), [259](#)
- CTToJPG
 - Crosstales.ExtensionMethods, [259](#)
- CTToPNG
 - Crosstales.ExtensionMethods, [261](#)

- CTToSprite
 - Crosstales.ExtensionMethods, [261](#), [262](#)
- CTToString
 - Crosstales.ExtensionMethods, [262](#)
- CTToString< T >
 - Crosstales.ExtensionMethods, [263](#)
- CTToStringArray< T >
 - Crosstales.ExtensionMethods, [263](#)
- CTToTexture
 - Crosstales.ExtensionMethods, [263](#)
- CTToTexture2D
 - Crosstales.ExtensionMethods, [264](#)
- CTToTGA
 - Crosstales.ExtensionMethods, [264](#), [265](#)
- CTToTitleCase
 - Crosstales.ExtensionMethods, [265](#)
- CTVector3
 - Crosstales.ExtensionMethods, [265](#), [267](#)
- CTVector4
 - Crosstales.ExtensionMethods, [267](#), [268](#)
- CurrentBufferSize
 - Crosstales.Radio.IPlayer, [345](#)
- CurrentDownloadSpeed
 - Crosstales.Radio.IPlayer, [346](#)
- CurrentPlatform
 - Crosstales.Common.Util.BaseHelper, [81](#)
- CurrentRandomStationIndex
 - Crosstales.Radio.Set.ISet, [361](#)
- CurrentStationIndex
 - Crosstales.Radio.Set.ISet, [361](#)
- DARStationService
 - Crosstales.Radio.OnRadio.Service.BaseService, [106](#)
- DataEnd
 - Crosstales.Ude.Core.UniversalDetector, [571](#)
 - Crosstales.Ude.ICharsetDetector, [327](#)
- DataFormat
 - Crosstales.Radio.Model.Entry.RadioEntryResource, [412](#)
 - Crosstales.Radio.Model.Entry.RadioEntryURL, [415](#)
 - Crosstales.Radio.Model.Entry.RadioEntryUser, [419](#)
- DataFormatResource
 - Crosstales.Radio.Model.Enum, [31](#)
- DataFormatURL
 - Crosstales.Radio.Model.Enum, [31](#)
- DataPacket
 - Crosstales.NVorbis.DataPacket, [181](#)
- DataStream
 - Crosstales.Radio.IPlayer, [346](#)
- DEBUG
 - Crosstales.Radio.Util.Config, [133](#)
- DecodedPosition
 - Crosstales.NVorbis.VorbisReader, [579](#)
- DecodedTime
 - Crosstales.NVorbis.VorbisReader, [579](#)
- DEFAULT_BITRATE
 - Crosstales.Radio.Util.Config, [133](#)
- DEFAULT_BUFFERSIZE
 - Crosstales.Radio.Util.Config, [133](#)
- DEFAULT_CACHESTREAMSIZE
 - Crosstales.Radio.Util.Config, [133](#)
- DEFAULT_CHUNKSIZE
 - Crosstales.Radio.Util.Config, [133](#)
- DEFAULT_CODEC_MP3
 - Crosstales.Radio.Util.Constants, [141](#)
- DEFAULT_CODEC_MP3_WINDOWS
 - Crosstales.Radio.Util.Constants, [141](#)
- DefaultSongIcon
 - Crosstales.Radio.OnRadio.Service.BaseService, [110](#)
- DefaultStationIcon
 - Crosstales.Radio.OnRadio.Service.BaseService, [110](#)
- Delay
 - Crosstales.Radio.RadioPlayer, [456](#)
 - Crosstales.UI.UIHint, [567](#)
- Delete
 - Crosstales.Radio.Provider.RadioProviderUser, [468](#)
- DeleteAll
 - Crosstales.Common.Util.CTPlayerPrefs, [157](#)
- DeleteDirectory
 - Crosstales.Common.Util.FileHelper, [276](#)
- DeleteFile
 - Crosstales.Common.Util.FileHelper, [276](#)
- DeleteInstance
 - Crosstales.Common.Util.Singleton< T >, [541](#)
- DeleteKey
 - Crosstales.Common.Util.CTPlayerPrefs, [157](#)
- Dependencies
 - Crosstales.UI.WindowManager, [589](#)
- Description
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [97](#)
 - Crosstales.Radio.Model.RadioStation, [488](#)
 - HutongGames.PlayMaker.Actions.RadioPlay, [450](#)
- DeserializeFromByteArray< T >
 - Crosstales.Common.Util.XmlHelper, [590](#)
- DeserializeFromFile< T >
 - Crosstales.Common.Util.XmlHelper, [591](#)
- DeserializeFromResource< T >
 - Crosstales.Common.Util.XmlHelper, [591](#)
- DeserializeFromString< T >
 - Crosstales.Common.Util.XmlHelper, [591](#)
- DetectionConfidence
 - Crosstales.Ude, [37](#)
- DEV_DEBUG
 - Crosstales.Common.Util.BaseConstants, [59](#)
- Disable
 - Crosstales.UI.UIHint, [567](#)
- Dispose
 - Crosstales.NVorbis.Ogg.ContainerReader, [147](#)
- Done
 - Crosstales.NVorbis.DataPacket, [181](#)
 - Crosstales.NVorbis.Ogg.Packet, [395](#)
- DontDestroy
 - Crosstales.Common.Util.Singleton< T >, [541](#)

- Duration
 - Crosstales.Radio.Model.RecordInfo, [503](#)
- EditFile
 - Crosstales.Radio.Provider.RadioProviderUser, [469](#)
- EffectiveBitRate
 - Crosstales.NVorbis.IVorbisStreamStatus, [365](#)
- EnableDARStation
 - Crosstales.Radio.OnRadio.Service.BaseService, [110](#)
- EnableSongArt
 - Crosstales.Radio.OnRadio.Service.BaseService, [111](#)
- EnableSource
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [97](#)
- EnableStation
 - Crosstales.Radio.OnRadio.Service.BaseService, [111](#)
- Entries
 - Crosstales.Radio.Provider.RadioProviderResource, [462](#)
 - Crosstales.Radio.Provider.RadioProviderShoutcast, [464](#)
 - Crosstales.Radio.Provider.RadioProviderURL, [466](#)
- Entry
 - Crosstales.Radio.Provider.RadioProviderUser, [469](#)
- ExcludedCodec
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [97](#)
 - Crosstales.Radio.Model.RadioStation, [488](#)
- ExcludeUnsupportedCodecs
 - Crosstales.Radio.Model.RadioFilter, [422](#)
- ExistsDirectory
 - Crosstales.Common.Util.FileHelper, [276](#)
- ExistsFile
 - Crosstales.Common.Util.FileHelper, [277](#)
- ExitCode
 - Crosstales.Common.Util.CTProcess, [171](#)
- ExitTime
 - Crosstales.Common.Util.CTProcess, [171](#)
- FACTOR_GB
 - Crosstales.Common.Util.BaseConstants, [60](#)
- FACTOR_KB
 - Crosstales.Common.Util.BaseConstants, [60](#)
- FACTOR_MB
 - Crosstales.Common.Util.BaseConstants, [60](#)
- FadeAtStart
 - Crosstales.UI.UIHint, [567](#)
- FaderPosition
 - Crosstales.Radio.Tool.CrossFader, [152](#)
- FadeTime
 - Crosstales.UI.UIHint, [567](#)
- Feed
 - Crosstales.Ude.CharsetDetector, [121](#)
 - Crosstales.Ude.ICharsetDetector, [327](#), [328](#)
- FileHasInvalidChars
 - Crosstales.Common.Util.FileHelper, [277](#)
- FileName
 - Crosstales.Common.Util.CTProcessStartInfo, [174](#)
- Filter
 - Crosstales.Radio.RadioManager, [441](#)
 - Crosstales.Radio.Set.RadioSet, [480](#)
 - Crosstales.Radio.SimplePlayer, [531](#)
- FILTER_CHINESE
 - Crosstales.Ude.Core.UniversalDetector, [572](#)
- FILTER_CJK
 - Crosstales.Ude.Core.UniversalDetector, [572](#)
- FilterWithEnglishLetters
 - Crosstales.Ude.Core.CharsetProber, [124](#)
- FilterWithoutEnglishLetters
 - Crosstales.Ude.Core.CharsetProber, [124](#)
- FinalPath
 - Crosstales.Radio.Model.Entry.RadioEntryUser, [420](#)
- FinalURL
 - Crosstales.Radio.Model.Entry.RadioEntryURL, [416](#)
- FindAllAudioFilters
 - Crosstales.UI.Audio.AudioFilterController, [45](#)
- FindAllAudioFiltersOnStart
 - Crosstales.UI.Audio.AudioFilterController, [46](#)
- FindAllAudioSources
 - Crosstales.UI.Audio.AudioSourceController, [47](#)
- FindAllAudioSourcesOnStart
 - Crosstales.UI.Audio.AudioSourceController, [48](#)
- FindAssetsByType< T >
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [66](#)
- FindNextStream
 - Crosstales.NVorbis.IContainerReader, [330](#)
 - Crosstales.NVorbis.Ogg.ContainerReader, [147](#)
 - Crosstales.NVorbis.VorbisReader, [577](#)
- FindPacket
 - Crosstales.NVorbis.IPacketProvider, [338](#)
 - Crosstales.NVorbis.Ogg.PacketReader, [396](#)
- FirstPacket
 - Crosstales.NVorbis.ParameterChangeEventArgs, [400](#)
- FLOAT_32768
 - Crosstales.Common.Util.BaseConstants, [60](#)
- FLOAT_TOLERANCE
 - Crosstales.Common.Util.BaseConstants, [60](#)
- FollowDirection
 - Crosstales.Radio.SimplePlayer, [531](#)
- ForceName
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [98](#)
- Format
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [98](#)
 - Crosstales.Radio.Model.RadioFilter, [422](#)
 - Crosstales.Radio.Model.RadioStation, [489](#)
- FORMAT_NO_DECIMAL_PLACES
 - Crosstales.Common.Util.BaseConstants, [60](#)
- FORMAT_PERCENT
 - Crosstales.Common.Util.BaseConstants, [61](#)
- FORMAT_TWO_DECIMAL_PLACES
 - Crosstales.Common.Util.BaseConstants, [61](#)
- FormatBytesToHRF
 - Crosstales.Common.Util.BaseHelper, [74](#)

- FormatSecondsToHRF
 - Crosstales.Common.Util.BaseHelper, [74](#)
- FPS
 - Crosstales.UI.Util.FPSDisplay, [294](#)
- FrameLength
 - Crosstales.NLayer.IMpegFrame, [335](#)
- FrameUpdate
 - Crosstales.UI.Util.FPSDisplay, [294](#)
- FromAudioClip
 - Crosstales.Common.Audio.WavMaster, [583](#), [584](#)
- Gain
 - Crosstales.Common.Audio.SpectrumVisualizer, [550](#)
- GameObjectName
 - Crosstales.Common.Util.Singleton< T >, [541](#)
- GB18030
 - Crosstales.Ude.Charsets, [126](#)
- GenerateLoremIpsum
 - Crosstales.Common.Util.BaseHelper, [74](#)
- Genre
 - Crosstales.Radio.OnRadio.Model, [34](#)
 - Crosstales.Radio.OnRadio.Service.PlaylistService, [405](#)
 - Crosstales.Radio.OnRadio.Service.TopsongsService, [561](#)
- Genres
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [98](#)
 - Crosstales.Radio.Model.RadioFilter, [422](#)
 - Crosstales.Radio.Model.RadioStation, [489](#)
 - HutongGames.PlayMaker.Actions.RadioPlay, [451](#)
- GetArgument
 - Crosstales.Common.Util.BaseHelper, [75](#)
- GetArguments
 - Crosstales.Common.Util.BaseHelper, [75](#)
- GetBool
 - Crosstales.Common.Util.CTPlayerPrefs, [157](#)
- GetBuildNameFromBuildTarget
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [66](#)
- GetBuildTargetForBuildName
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [66](#)
- GetColor
 - Crosstales.Common.Util.CTPlayerPrefs, [158](#)
- GetColumn< T >
 - Crosstales.ExtensionMethods, [268](#)
- GetConfidence
 - Crosstales.Ude.Core.CharDistributionAnalyser, [119](#)
- GetCurrentDirectoryName
 - Crosstales.Common.Util.FileHelper, [277](#)
- GetDate
 - Crosstales.Common.Util.CTPlayerPrefs, [158](#)
- GetDirectories
 - Crosstales.Common.Util.FileHelper, [278](#)
- GetDirectoryName
 - Crosstales.Common.Util.FileHelper, [278](#)
- GetDrives
 - Crosstales.Common.Util.FileHelper, [278](#)
- Crosstales.Common.Util.FileHelper, [278](#)
- GetExtension
 - Crosstales.Common.Util.FileHelper, [278](#)
- GetFileName
 - Crosstales.Common.Util.FileHelper, [279](#)
- GetFiles
 - Crosstales.Common.Util.FileHelper, [279](#)
- GetFilesForName
 - Crosstales.Common.Util.FileHelper, [280](#)
- GetFileSize
 - Crosstales.Common.Util.FileHelper, [280](#)
- GetFlag
 - Crosstales.NVorbis.DataPacket, [182](#)
- GetFloat
 - Crosstales.Common.Util.CTPlayerPrefs, [158](#)
- GetGranuleCount
 - Crosstales.NVorbis.IPacketProvider, [338](#)
 - Crosstales.NVorbis.Ogg.PacketReader, [397](#)
- GetInt
 - Crosstales.Common.Util.CTPlayerPrefs, [160](#)
- GetIP
 - Crosstales.Common.Util.NetworkHelper, [386](#)
- GetLanguage
 - Crosstales.Common.Util.CTPlayerPrefs, [160](#)
- GetLastModifiedDate
 - Crosstales.Common.Util.FileHelper, [280](#)
- GetNextPacket
 - Crosstales.NVorbis.IPacketProvider, [338](#)
 - Crosstales.NVorbis.Ogg.PacketReader, [397](#)
- GetOrder
 - Crosstales.Ude.Core.BIG5DistributionAnalyser, [114](#)
 - Crosstales.Ude.Core.CharDistributionAnalyser, [119](#)
 - Crosstales.Ude.Core.EUCJPDistributionAnalyser, [198](#)
 - Crosstales.Ude.Core.EUCKRDistributionAnalyser, [200](#)
 - Crosstales.Ude.Core.EUCTWDistributionAnalyser, [203](#)
 - Crosstales.Ude.Core.GB18030DistributionAnalyser, [296](#)
 - Crosstales.Ude.Core.SJISDistributionAnalyser, [543](#)
- GetPacket
 - Crosstales.NVorbis.IPacketProvider, [339](#)
 - Crosstales.NVorbis.Ogg.PacketReader, [397](#)
- GetPlayers
 - Crosstales.Radio.RadioManager, [429](#)
- GetQuaternion
 - Crosstales.Common.Util.CTPlayerPrefs, [160](#)
- GetRow< T >
 - Crosstales.ExtensionMethods, [269](#)
- GetStations
 - Crosstales.Radio.RadioManager, [429](#)
 - Crosstales.Radio.Set.ISet, [354](#)
 - Crosstales.Radio.Set.RadioSet, [472](#)
 - Crosstales.Radio.SimplePlayer, [520](#)

- GetStream
 - Crosstales.NVorbis.Ogg.ContainerReader, [147](#)
- GetString
 - Crosstales.Common.Util.CTPlayerPrefs, [162](#)
- GetTotalPageCount
 - Crosstales.NVorbis.IContainerReader, [330](#)
 - Crosstales.NVorbis.IPacketProvider, [339](#)
 - Crosstales.NVorbis.Ogg.ContainerReader, [148](#)
 - Crosstales.NVorbis.Ogg.PacketReader, [398](#)
- GetURLFromFile
 - Crosstales.Common.Util.NetworkHelper, [387](#)
- GetVector2
 - Crosstales.Common.Util.CTPlayerPrefs, [162](#)
- GetVector3
 - Crosstales.Common.Util.CTPlayerPrefs, [162](#)
- GetVector4
 - Crosstales.Common.Util.CTPlayerPrefs, [164](#)
- GO_ID
 - Crosstales.Radio.EditorUtil.EditorHelper, [195](#)
- GranuleCount
 - Crosstales.NVorbis.DataPacket, [187](#)
- GranulePosition
 - Crosstales.NVorbis.DataPacket, [187](#)
- GrayScale
 - Crosstales.Common.Util.RandomColor, [495](#)
- Group
 - Crosstales.UI.UIHint, [567](#)
- GuiOnRadio
 - Crosstales.Radio.OnRadio.Demo.OrderManager, [394](#)
- Handle
 - Crosstales.Common.Util.CTProcess, [171](#)
- HandleData
 - Crosstales.Ude.Core.Big5Prober, [115](#)
 - Crosstales.Ude.Core.CharsetProber, [124](#)
 - Crosstales.Ude.Core.EscCharsetProber, [196](#)
 - Crosstales.Ude.Core.EUCJPProber, [199](#)
 - Crosstales.Ude.Core.EUCKRProber, [201](#)
 - Crosstales.Ude.Core.EUCTWProber, [203](#)
 - Crosstales.Ude.Core.GB18030Prober, [297](#)
 - Crosstales.Ude.Core.HebrewProber, [316](#)
 - Crosstales.Ude.Core.Latin1Prober, [369](#)
 - Crosstales.Ude.Core.MBCSGroupProber, [379](#)
 - Crosstales.Ude.Core.SBCSGroupProber, [509](#)
 - Crosstales.Ude.Core.SingleByteCharSetProber, [539](#)
 - Crosstales.Ude.Core.SJISProber, [544](#)
 - Crosstales.Ude.Core.UTF8Prober, [573](#)
- HandleFocus
 - Crosstales.Radio.IPlayer, [346](#)
- HandleOneChar
 - Crosstales.Ude.Core.CharDistributionAnalyser, [120](#)
- HasCrc
 - Crosstales.NLayer.IMpegFrame, [335](#)
- HasExited
 - Crosstales.Common.Util.CTProcess, [171](#)
- HasFileInvalidChars
 - Crosstales.Common.Util.FileHelper, [282](#)
- HasGranuleCount
 - Crosstales.NVorbis.DataPacket, [181](#)
- HasKey
 - Crosstales.Common.Util.CTPlayerPrefs, [164](#)
- HasPathInvalidChars
 - Crosstales.Common.Util.FileHelper, [282](#)
- HIERARCHY_ICON
 - Crosstales.Radio.EditorUtil.EditorConfig, [190](#)
- HSVToRGB
 - Crosstales.Common.Util.BaseHelper, [75](#)
- HueRange
 - Crosstales.Common.Util.RandomColor, [495](#)
- HutongGames, [41](#)
- HutongGames.PlayMaker, [41](#)
- HutongGames.PlayMaker.Actions, [41](#)
- HutongGames.PlayMaker.Actions.BaseRadioAction, [93](#)
- HutongGames.PlayMaker.Actions.RadioManagerPlayNext, [445](#)
- PlayRandom, [445](#)
- RadioManager, [445](#)
- HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious, [446](#)
- PlayRandom, [446](#)
- RadioManager, [447](#)
- HutongGames.PlayMaker.Actions.RadioManagerStopAll, [447](#)
- RadioManager, [448](#)
- HutongGames.PlayMaker.Actions.RadioPlay, [448](#)
- Bitrate, [449](#)
- BufferSize, [450](#)
- CacheStreamSize, [450](#)
- ChunkSize, [450](#)
- City, [450](#)
- Country, [450](#)
- Description, [450](#)
- Genres, [451](#)
- IconUrl, [451](#)
- Language, [451](#)
- RadioName, [451](#)
- RadioPlayer, [451](#)
- Rating, [451](#)
- Station, [452](#)
- Url, [452](#)
- HutongGames.PlayMaker.Actions.RadioPlayUI, [458](#)
- RadioName, [458](#)
- RadioPlayer, [459](#)
- Station, [459](#)
- Url, [459](#)
- HutongGames.PlayMaker.Actions.RadioStop, [492](#)
- OnUpdate, [493](#)
- RadioPlayer, [493](#)
- HutongGames.PlayMaker.Actions.SimplePlayerPlay, [534](#)
- SimplePlayer, [534](#)
- HutongGames.PlayMaker.Actions.SimplePlayerPlayNext, [535](#)
- PlayRandom, [535](#)

- SimplePlayer, [535](#)
- HutongGames.PlayMaker.Actions.SimplePlayerPlayPrevious, [536](#)
- PlayRandom, [536](#)
- SimplePlayer, [537](#)
- HutongGames.PlayMaker.Actions.SimplePlayerStop, [537](#)
- SimplePlayer, [538](#)
- HZ_GB_2312
 - Crosstales.Ude.Charsets, [127](#)
- Icon
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [98](#)
 - Crosstales.Radio.Model.RadioStation, [489](#)
 - Crosstales.Radio.Model.RecordInfo, [504](#)
- IconUrl
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [98](#)
 - Crosstales.Radio.Model.RadioStation, [489](#)
 - Crosstales.Radio.Model.RecordInfo, [504](#)
 - HutongGames.PlayMaker.Actions.RadioPlay, [451](#)
- Id
 - Crosstales.Common.Util.CTProcess, [172](#)
- IgnoreMaxSize
 - Crosstales.UI.UIResize, [568](#)
- IgnoreStream
 - Crosstales.NVorbis.NewStreamEventArgs, [392](#)
- ImageResolution
 - Crosstales.Radio.OnRadio.Model, [34](#)
- Index
 - Crosstales.Radio.Demo.GUIStationStatic, [314](#)
- Info
 - Crosstales.Radio.Model.RecordInfo, [504](#)
- Init
 - Crosstales.NVorbis.IContainerReader, [331](#)
 - Crosstales.NVorbis.Ogg.ContainerReader, [148](#)
- INITIAL_LIST_SIZE
 - Crosstales.Radio.Util.Constants, [142](#)
- Instance
 - Crosstales.Common.Util.Singleton< T >, [541](#)
 - Crosstales.Radio.RadioPlayer, [456](#)
- InstantBitRate
 - Crosstales.NVorbis.IVorbisStreamStatus, [365](#)
- InstantiatePrefab
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [67](#)
 - Crosstales.Radio.EditorUtil.EditorHelper, [194](#)
- InstantiateRadioPlayers
 - Crosstales.Radio.RadioManager, [442](#)
- International
 - Crosstales.Radio.OnRadio.Service.PlaylistService, [405](#)
 - Crosstales.Radio.OnRadio.Service.Reco2Service, [500](#)
 - Crosstales.Radio.OnRadio.Service.TopsongsService, [562](#)
- INVOKE_DELAY
 - Crosstales.Radio.Util.Constants, [142](#)
- InvokeMethod
 - Crosstales.Common.Util.BaseHelper, [76](#)
- isAndroidPlatform
 - Crosstales.Common.Util.BaseHelper, [81](#)
- isAnyAudioPlaying
 - Crosstales.Radio.BasePlayer, [90](#)
- isAnyPlayback
 - Crosstales.Radio.BasePlayer, [90](#)
- isAppleBasedPlatform
 - Crosstales.Common.Util.BaseHelper, [78](#)
- isAudioPlaying
 - Crosstales.Radio.IPlayer, [346](#)
 - Crosstales.Radio.RadioManager, [443](#)
- isBuffering
 - Crosstales.Radio.IPlayer, [347](#)
 - Crosstales.Radio.RadioManager, [443](#)
- isBusy
 - Crosstales.Common.Util.CTProcess, [172](#)
- IsCopyrighted
 - Crosstales.NLayer.IMpegFrame, [335](#)
- IsCorrupted
 - Crosstales.NLayer.IMpegFrame, [335](#)
- isDirectory
 - Crosstales.Common.Util.FileHelper, [282](#)
- IsDone
 - Crosstales.Ude.CharsetDetector, [122](#)
 - Crosstales.Ude.ICharsetDetector, [328](#)
- isEditor
 - Crosstales.Common.Util.BaseHelper, [78](#)
- isEditorMode
 - Crosstales.Common.Util.BaseHelper, [78](#)
- IsEndOfStream
 - Crosstales.NVorbis.DataPacket, [181](#), [187](#)
- isFile
 - Crosstales.Common.Util.FileHelper, [283](#)
- isFiltering
 - Crosstales.Radio.Model.RadioFilter, [423](#)
- isIL2CPP
 - Crosstales.Common.Util.BaseHelper, [81](#)
- isInitialized
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [98](#)
- isInternetAvailable
 - Crosstales.Common.Util.NetworkHelper, [390](#)
- isIOSBasedPlatform
 - Crosstales.Common.Util.BaseHelper, [79](#)
- isIOSPlatform
 - Crosstales.Common.Util.BaseHelper, [81](#)
- isIPv4
 - Crosstales.Common.Util.NetworkHelper, [387](#)
- isLinuxEditor
 - Crosstales.Common.Util.BaseHelper, [82](#)
- isLinuxPlatform
 - Crosstales.Common.Util.BaseHelper, [82](#)
- isLoaded
 - Crosstales.Radio.EditorUtil.EditorConfig, [190](#)
 - Crosstales.Radio.Util.Config, [134](#)
- isMacOSEditor
 - Crosstales.Common.Util.BaseHelper, [82](#)
- isMacOSPlatform
 - Crosstales.Common.Util.BaseHelper, [82](#)

- isMobilePlatform
 - Crosstales.Common.Util.BaseHelper, [79](#)
- isMuted
 - Crosstales.Radio.IPlayer, [347](#)
- ISO639ToLanguage
 - Crosstales.Common.Util.BaseHelper, [76](#)
- ISO8859_2
 - Crosstales.Ude.Charsets, [127](#)
- ISO8859_5
 - Crosstales.Ude.Charsets, [127](#)
- ISO8859_8
 - Crosstales.Ude.Charsets, [127](#)
- ISO_8859_7
 - Crosstales.Ude.Charsets, [127](#)
- IsParameterChange
 - Crosstales.NVorbis.VorbisReader, [579](#)
- isPlayback
 - Crosstales.Radio.IPlayer, [347](#)
 - Crosstales.Radio.RadioManager, [443](#)
- isPS4Platform
 - Crosstales.Common.Util.BaseHelper, [83](#)
- isReady
 - Crosstales.Radio.Provider.IRadioProvider, [351](#)
 - Crosstales.Radio.Set.ISet, [362](#)
- IsResync
 - Crosstales.NVorbis.DataPacket, [181](#), [188](#)
- isRoot
 - Crosstales.Common.Util.FileHelper, [283](#)
- isSane
 - Crosstales.Radio.Util.Helper, [319](#)
- IsShort
 - Crosstales.NVorbis.DataPacket, [181](#)
- isStandalonePlatform
 - Crosstales.Common.Util.BaseHelper, [79](#)
- isSupportedPlatform
 - Crosstales.Radio.Util.Helper, [323](#)
- isTvOSPlatform
 - Crosstales.Common.Util.BaseHelper, [83](#)
- isUNCPATH
 - Crosstales.Common.Util.FileHelper, [284](#)
- isUnixPath
 - Crosstales.Common.Util.FileHelper, [284](#)
- isURL
 - Crosstales.Common.Util.FileHelper, [284](#)
 - Crosstales.Common.Util.NetworkHelper, [387](#)
- isValidBitrate
 - Crosstales.Radio.Util.Helper, [320](#)
- isValidBuildTarget
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [67](#)
- isValidFormat
 - Crosstales.Radio.Util.Helper, [320](#)
- isValidMP3Bitrate
 - Crosstales.Radio.Util.Helper, [320](#)
- isValidOGGBitrate
 - Crosstales.Radio.Util.Helper, [321](#)
- isValidToken
 - Crosstales.Radio.OnRadio.Service.BaseService, [109](#)
- isValidURL
 - Crosstales.Common.Util.NetworkHelper, [389](#)
- isWebGLPlatform
 - Crosstales.Common.Util.BaseHelper, [83](#)
- isWebPlatform
 - Crosstales.Common.Util.BaseHelper, [79](#)
- isWindowsBasedPlatform
 - Crosstales.Common.Util.BaseHelper, [80](#)
- isWindowsEditor
 - Crosstales.Common.Util.BaseHelper, [83](#)
- isWindowsPath
 - Crosstales.Common.Util.FileHelper, [285](#)
- isWindowsPlatform
 - Crosstales.Common.Util.BaseHelper, [84](#)
- isWSABasedPlatform
 - Crosstales.Common.Util.BaseHelper, [80](#)
- isWSAPlatform
 - Crosstales.Common.Util.BaseHelper, [84](#)
- isXboxOnePlatform
 - Crosstales.Common.Util.BaseHelper, [84](#)
- ItemPrefab
 - Crosstales.Radio.Demo.GUIRadioplayer, [307](#)
 - Crosstales.Radio.Demo.GUIStationList, [311](#)
 - Crosstales.Radio.OnRadio.Demo.GUIOnRadio, [300](#)
- KeyCode
 - Crosstales.Common.Util.CTScreenshot, [177](#)
- Kill
 - Crosstales.Common.Util.CTProcess, [170](#)
- Language
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [99](#)
 - Crosstales.Radio.Model.RadioStation, [489](#)
 - Crosstales.Radio.OnRadio.Service.PlaylistService, [406](#)
 - HutongGames.PlayMaker.Actions.RadioPlay, [451](#)
- Languages
 - Crosstales.Radio.Model.RadioFilter, [423](#)
- LanguageToISO639
 - Crosstales.Common.Util.BaseHelper, [77](#)
- Layer
 - Crosstales.NLayer.IMpegFrame, [336](#)
- LeftToRight
 - Crosstales.Common.Audio.SpectrumVisualizer, [550](#)
- LegacyMode
 - Crosstales.Radio.IPlayer, [347](#)
- Length
 - Crosstales.Common.Util.MemoryCacheStream, [382](#)
 - Crosstales.NVorbis.DataPacket, [188](#)
- Limit
 - Crosstales.Radio.Model.RadioFilter, [423](#)
 - Crosstales.Radio.OnRadio.Service.PlaylistService, [406](#)

- Crosstales.Radio.OnRadio.Service.Reco2Service, [500](#)
- Crosstales.Radio.OnRadio.Service.TopsongsService, MENU_ID [562](#)
- Load
 - Crosstales.Radio.EditorUtil.EditorConfig, [189](#)
 - Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadioSize [460](#)
 - Crosstales.Radio.Provider.BaseRadioProvider, [101](#)
 - Crosstales.Radio.Provider.IRadioProvider, [351](#)
 - Crosstales.Radio.RadioManager, [430](#)
 - Crosstales.Radio.RadioPlayer, [454](#)
 - Crosstales.Radio.Set.ISet, [354](#)
 - Crosstales.Radio.Set.RadioSet, [473](#)
 - Crosstales.Radio.SimplePlayer, [521](#)
 - Crosstales.Radio.Tool.LoadIcon, [375](#)
 - Crosstales.Radio.Util.Config, [132](#)
- LoadOnlyOnce
 - Crosstales.Radio.Model.Entry.RadioEntryUser, [419](#)
- LoadOnStart
 - Crosstales.Radio.Provider.BaseRadioProvider, [102](#)
 - Crosstales.Radio.RadioManager, [442](#)
- LoadOnStartInEditor
 - Crosstales.Radio.Provider.BaseRadioProvider, [102](#)
 - Crosstales.Radio.RadioManager, [442](#)
- LoadRecordIcon
 - Crosstales.Radio.OnRadio.Service.BaseService, [111](#)
- LoadStationIcon
 - Crosstales.Radio.OnRadio.Service.BaseService, [111](#)
- Loop
 - Crosstales.UI.Audio.AudioSourceController, [48](#)
- LowerBitrate
 - Crosstales.NVorbis.VorbisReader, [579](#)
- LyricsUrl
 - Crosstales.Radio.Model.RecordInfo, [505](#)
- Manager
 - Crosstales.Radio.Demo.GUIRadioplayer, [308](#)
- ManagerName
 - Crosstales.UI.UIFocus, [565](#)
- Material
 - Crosstales.Common.Util.RandomColor, [495](#)
- MAX_CACHESTREAMSIZE
 - Crosstales.Radio.Util.Config, [134](#)
- MAX_LOAD_WAIT_TIME
 - Crosstales.Radio.Util.Constants, [142](#)
- MAX_SHOUTCAST_LOAD_WAIT_TIME
 - Crosstales.Radio.Util.Constants, [142](#)
- MAX_WEB_LOAD_WAIT_TIME
 - Crosstales.Radio.Util.Constants, [142](#)
- MaxSize
 - Crosstales.UI.UIResize, [568](#)
- MemoryCacheStream
 - Crosstales.Common.Util.MemoryCacheStream, [381](#)
- MIN_OGG_BUFFER_SIZE
 - Crosstales.Radio.EditorUtil.EditorHelper, [195](#)
 - Crosstales.Radio.Util.Constants, [142](#)
- MoveDirectory
 - Crosstales.Common.Util.FileHelper, [285](#)
- MoveFile
 - Crosstales.Common.Util.FileHelper, [285](#)
- MovePath
 - Crosstales.Common.Util.FileHelper, [286](#)
- Mute
 - Crosstales.Radio.BasePlayer, [88](#)
 - Crosstales.Radio.IPlayer, [343](#)
 - Crosstales.Radio.RadioPlayer, [455](#)
 - Crosstales.Radio.SimplePlayer, [521](#)
 - Crosstales.UI.Audio.AudioSourceController, [48](#)
- MuteOrUnMute
 - Crosstales.Radio.BasePlayer, [88](#)
 - Crosstales.Radio.IPlayer, [343](#)
- Name
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [99](#)
 - Crosstales.Radio.Model.RadioStation, [489](#)
- Names
 - Crosstales.Radio.Model.RadioFilter, [423](#)
- NearestBitrate
 - Crosstales.Radio.Util.Helper, [321](#)
- NearestMP3Bitrate
 - Crosstales.Radio.Util.Helper, [321](#)
- NearestOGGBitrate
 - Crosstales.Radio.Util.Helper, [322](#)
- NewStream
 - Crosstales.NVorbis.IContainerReader, [332](#)
 - Crosstales.NVorbis.Ogg.ContainerReader, [149](#)
- NewStreamEventArgs
 - Crosstales.NVorbis.NewStreamEventArgs, [391](#)
- Next
 - Crosstales.Radio.RadioManager, [430](#)
 - Crosstales.Radio.SimplePlayer, [521](#)
- NextRecordDelay
 - Crosstales.Radio.IPlayer, [347](#)
- NextRecordInfo
 - Crosstales.Radio.IPlayer, [348](#)
- NextStation
 - Crosstales.Radio.RadioManager, [430](#)
 - Crosstales.Radio.Set.ISet, [355](#)
 - Crosstales.Radio.Set.RadioSet, [473](#)
 - Crosstales.Radio.SimplePlayer, [522](#)
- NominalBitrate
 - Crosstales.NVorbis.VorbisReader, [579](#)
- Objects
 - Crosstales.Common.Util.BackgroundController, [50](#)
 - Crosstales.Common.Util.PlatformController, [401](#)
- OGG_CLEAN_INTERVAL_MAX

- Crosstales.Radio.Util.Constants, [143](#)
- OGG_CLEAN_INTERVAL_MIN
 - Crosstales.Radio.Util.Constants, [143](#)
- OnAudioEnd
 - Crosstales.Radio.BasePlayer, [91](#)
- OnAudioPlayTimeUpdate
 - Crosstales.Radio.BasePlayer, [91](#)
- OnAudioStart
 - Crosstales.Radio.BasePlayer, [91](#)
- OnBufferingEnd
 - Crosstales.Radio.BasePlayer, [91](#)
- OnBufferingProgressUpdate
 - Crosstales.Radio.BasePlayer, [91](#)
- OnBufferingStart
 - Crosstales.Radio.BasePlayer, [92](#)
- OnErrorInfo
 - Crosstales.Radio.BasePlayer, [92](#)
- OnFilterChange
 - Crosstales.Radio.RadioManager, [443](#)
 - Crosstales.Radio.Set.RadioSet, [480](#)
 - Crosstales.Radio.SimplePlayer, [532](#)
- OnNextRecordChange
 - Crosstales.Radio.BasePlayer, [92](#)
- OnNextRecordDelayUpdate
 - Crosstales.Radio.BasePlayer, [92](#)
- OnPanelEnter
 - Crosstales.UI.UIFocus, [565](#)
- OnPlaybackEnd
 - Crosstales.Radio.BasePlayer, [92](#)
- OnPlaybackStart
 - Crosstales.Radio.BasePlayer, [92](#)
- OnProviderReady
 - Crosstales.Radio.Provider.BaseRadioProvider, [102](#)
 - Crosstales.Radio.RadioManager, [443](#)
 - Crosstales.Radio.Set.RadioSet, [480](#)
 - Crosstales.Radio.SimplePlayer, [532](#)
- OnQueryComplete
 - Crosstales.Radio.OnRadio.Service.BaseService, [112](#)
- OnRecordChange
 - Crosstales.Radio.BasePlayer, [93](#)
- OnRecordPlayTimeUpdate
 - Crosstales.Radio.BasePlayer, [93](#)
- OnStationChange
 - Crosstales.Radio.SimplePlayer, [532](#)
- OnStationsChange
 - Crosstales.Radio.Provider.BaseRadioProvider, [102](#)
 - Crosstales.Radio.RadioManager, [444](#)
 - Crosstales.Radio.Set.RadioSet, [480](#)
 - Crosstales.Radio.SimplePlayer, [533](#)
- OnUpdate
 - HutongGames.PlayMaker.Actions.RadioStop, [493](#)
- OpenFile
 - Crosstales.Common.Util.FileHelper, [286](#)
- OpenURL
 - Crosstales.Common.Util.NetworkHelper, [389](#)
- OutputPath
 - Crosstales.Radio.Tool.StreamSaver, [556](#)
- OverheadBits
 - Crosstales.NVorbis.IVorbisStreamStatus, [365](#)
- PacketFlags
 - Crosstales.NVorbis.DataPacket, [181](#)
- PacketLatency
 - Crosstales.NVorbis.IVorbisStreamStatus, [365](#)
- PacketProvider
 - Crosstales.NVorbis.NewStreamEventArgs, [392](#)
- PageGranulePosition
 - Crosstales.NVorbis.DataPacket, [188](#)
- PageLatency
 - Crosstales.NVorbis.IVorbisStreamStatus, [366](#)
- PagesRead
 - Crosstales.NVorbis.IContainerReader, [331](#)
 - Crosstales.NVorbis.IVorbisStreamStatus, [366](#)
 - Crosstales.NVorbis.Ogg.ContainerReader, [149](#)
- ParameterChange
 - Crosstales.NVorbis.IPacketProvider, [341](#)
- ParameterChangeEventArgs
 - Crosstales.NVorbis.ParameterChangeEventArgs, [400](#)
- ParseJSON
 - Crosstales.Common.Util.BaseHelper, [77](#)
- Path
 - Crosstales.Radio.Model.Entry.RadioEntryUser, [419](#)
- PATH_DELIMITER_UNIX
 - Crosstales.Common.Util.BaseConstants, [61](#)
- PATH_DELIMITER_WINDOWS
 - Crosstales.Common.Util.BaseConstants, [61](#)
- PathHasInvalidChars
 - Crosstales.Common.Util.FileHelper, [287](#)
- PathPrefix
 - Crosstales.Radio.Model.Enum, [32](#)
- PeekByte
 - Crosstales.NVorbis.DataPacket, [182](#)
- PeekNextPacket
 - Crosstales.NVorbis.IPacketProvider, [340](#)
 - Crosstales.NVorbis.Ogg.PacketReader, [398](#)
- Pitch
 - Crosstales.Radio.IPlayer, [348](#)
 - Crosstales.UI.Audio.AudioSourceController, [48](#)
- Platform
 - Crosstales.Common.Model.Enum, [22](#)
- Platforms
 - Crosstales.Common.Util.PlatformController, [401](#)
- Play
 - Crosstales.Radio.BasePlayer, [88](#)
 - Crosstales.Radio.IPlayer, [343](#)
 - Crosstales.Radio.RadioPlayer, [455](#)
 - Crosstales.Radio.SimplePlayer, [522](#)
- PLAY_CALL_SPEED
 - Crosstales.Radio.Util.Constants, [143](#)
- PlayAll
 - Crosstales.Radio.RadioManager, [431](#)
- PlayColor

- Crosstales.Radio.Demo.GUIPlayOwnRadio, [302](#)
- Crosstales.Radio.Demo.GUIPlayRadio, [304](#)
- Crosstales.Radio.Demo.GUIPlayStation, [305](#)
- Crosstales.Radio.Demo.GUIRadioStatic, [309](#)
- Crosstales.Radio.Demo.GUIStationStatic, [314](#)
- Crosstales.Radio.OnRadio.Demo.BaseGUIStatic, [70](#)
- PlayedRecords
 - Crosstales.Radio.Model.RadioStation, [490](#)
- PlayEndless
 - Crosstales.Radio.SimplePlayer, [531](#)
- Player
 - Crosstales.Radio.Demo.GUIPlayOwnRadio, [302](#)
 - Crosstales.Radio.Demo.GUIPlayRadio, [304](#)
 - Crosstales.Radio.Demo.GUIPlayStation, [305](#)
 - Crosstales.Radio.Demo.GUIRadioStatic, [309](#)
 - Crosstales.Radio.Demo.GUIStationList, [311](#)
 - Crosstales.Radio.Demo.GUIStationStatic, [314](#)
 - Crosstales.Radio.OnRadio.Demo.BaseGUIStatic, [70](#)
 - Crosstales.Radio.OnRadio.Demo.GUIOnRadio, [300](#)
 - Crosstales.Radio.SimplePlayer, [531](#)
 - Crosstales.Radio.Tool.Loudspeaker, [376](#)
 - Crosstales.Radio.Tool.StreamSaver, [556](#)
- PlayerFromIndex
 - Crosstales.Radio.RadioManager, [431](#)
- Players
 - Crosstales.Radio.RadioManager, [442](#)
- PlayersByBitrate
 - Crosstales.Radio.RadioManager, [431](#)
- PlayersByFormat
 - Crosstales.Radio.RadioManager, [432](#)
- PlayersByGenres
 - Crosstales.Radio.RadioManager, [432](#)
- PlayersByName
 - Crosstales.Radio.RadioManager, [432](#)
- PlayersByRating
 - Crosstales.Radio.RadioManager, [433](#)
- PlayersByStation
 - Crosstales.Radio.RadioManager, [433](#)
- PlayersByURL
 - Crosstales.Radio.RadioManager, [434](#)
- PlayInEditor
 - Crosstales.Radio.RadioPlayer, [455](#)
- PlayOnStart
 - Crosstales.Radio.RadioPlayer, [457](#)
 - Crosstales.Radio.SimplePlayer, [531](#)
- PlayOrStop
 - Crosstales.Radio.BasePlayer, [88](#)
 - Crosstales.Radio.IPlayer, [344](#)
- PlayRandom
 - Crosstales.Radio.SimplePlayer, [531](#)
 - HutongGames.PlayMaker.Actions.RadioManagerPlayNext, [445](#)
 - HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious, [446](#)
- HutongGames.PlayMaker.Actions.SimplePlayerPlayNext, [535](#)
- HutongGames.PlayMaker.Actions.SimplePlayerPlayPrevious, [536](#)
- PlayTime
 - Crosstales.Radio.IPlayer, [348](#)
- Position
 - Crosstales.Common.Util.MemoryCacheStream, [382](#)
- PREFAB_AUTOLOAD
 - Crosstales.Radio.EditorUtil.EditorConfig, [190](#)
- PREFAB_PATH
 - Crosstales.Radio.EditorUtil.EditorConfig, [190](#)
- PREFAB_SUBPATH
 - Crosstales.Radio.EditorUtil.EditorConstants, [193](#)
- PrefabPath
 - Crosstales.Common.Util.Singleton< T >, [541](#)
- Prefix
 - Crosstales.Common.Util.CTScreenshot, [177](#)
 - Crosstales.Radio.Model.Entry.RadioEntryURL, [415](#)
 - Crosstales.Radio.Model.Entry.RadioEntryUser, [419](#)
- PREFIX_FILE
 - Crosstales.Common.Util.BaseConstants, [63](#)
- Previous
 - Crosstales.Radio.RadioManager, [434](#)
 - Crosstales.Radio.SimplePlayer, [522](#)
- PreviousStation
 - Crosstales.Radio.RadioManager, [434](#)
 - Crosstales.Radio.Set.ISet, [355](#)
 - Crosstales.Radio.Set.RadioSet, [473](#)
 - Crosstales.Radio.SimplePlayer, [524](#)
- PROCESS_KILL_TIME
 - Crosstales.Common.Util.BaseConstants, [61](#)
- Provider
 - Crosstales.Radio.OnRadio.Demo.GUIOnRadio, [300](#)
- Providers
 - Crosstales.Radio.Set.RadioSet, [480](#)
- Query
 - Crosstales.Radio.OnRadio.Service.BaseService, [106](#)
- QueryOnStart
 - Crosstales.Radio.OnRadio.Demo.GUIOnRadio, [301](#)
 - Crosstales.Radio.OnRadio.Service.BaseService, [111](#)
- RadioEntries
 - Crosstales.Radio.Provider.IRadioProvider, [352](#)
- RadioEntryResource
 - Crosstales.Radio.Model.Entry.RadioEntryResource, [411](#)
- RadioEntryShoutcast
 - Crosstales.Radio.Model.Entry.RadioEntryShoutcast, [411](#)
- RadioEntryURL

- Crosstales.Radio.Model.Entry.RadioEntryURL, [414](#), [415](#)
- RadioEntryUser
 - Crosstales.Radio.Model.Entry.RadioEntryUser, [417](#)
- RadioFilter
 - Crosstales.Radio.Model.RadioFilter, [421](#), [422](#)
- RadioManager
 - HutongGames.PlayMaker.Actions.RadioManagerPlayNext, [445](#)
 - HutongGames.PlayMaker.Actions.RadioManagerPlayPrevious, [447](#)
 - HutongGames.PlayMaker.Actions.RadioManagerStopAll, [448](#)
- RadioName
 - HutongGames.PlayMaker.Actions.RadioPlay, [451](#)
 - HutongGames.PlayMaker.Actions.RadioPlayUI, [458](#)
- RadioPlayer
 - HutongGames.PlayMaker.Actions.RadioPlay, [451](#)
 - HutongGames.PlayMaker.Actions.RadioPlayUI, [459](#)
 - HutongGames.PlayMaker.Actions.RadioStop, [493](#)
- RadioPrefab
 - Crosstales.Radio.RadioManager, [442](#)
- RadioStation
 - Crosstales.Radio.Model.RadioStation, [483](#), [485](#)
- RandomChangeIntervalPerAxis
 - Crosstales.Common.Util.RandomRotator, [497](#)
- RandomizePlayers
 - Crosstales.Radio.RadioManager, [435](#)
- RandomizeStations
 - Crosstales.Radio.RadioManager, [435](#)
 - Crosstales.Radio.Set.ISet, [355](#)
 - Crosstales.Radio.Set.RadioSet, [474](#)
 - Crosstales.Radio.SimplePlayer, [524](#)
- RandomRotationAtStart
 - Crosstales.Common.Util.RandomRotator, [497](#)
- RandomStations
 - Crosstales.Radio.Set.ISet, [362](#)
- Rating
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [99](#)
 - Crosstales.Radio.Model.RadioStation, [490](#)
 - Crosstales.Radio.Model.RecordInfo, [504](#)
 - HutongGames.PlayMaker.Actions.RadioPlay, [451](#)
- RatingMax
 - Crosstales.Radio.Model.RadioFilter, [424](#)
- RatingMin
 - Crosstales.Radio.Model.RadioFilter, [424](#)
- Read
 - Crosstales.NVorbis.DataPacket, [182](#)
- ReadAllBytes
 - Crosstales.Common.Util.FileHelper, [287](#)
- ReadAllLines
 - Crosstales.Common.Util.FileHelper, [287](#)
- ReadAllText
 - Crosstales.Common.Util.FileHelper, [288](#)
- ReadBit
 - Crosstales.NVorbis.DataPacket, [183](#)
- ReadBits
 - Crosstales.NLayer.Decoder.MpegFrame, [384](#)
 - Crosstales.NLayer.IMpegFrame, [334](#)
 - Crosstales.NVorbis.DataPacket, [183](#)
- ReadByte
 - Crosstales.NVorbis.DataPacket, [183](#)
- ReadBytes
 - Crosstales.NVorbis.DataPacket, [183](#)
- ReadInt16
 - Crosstales.NVorbis.DataPacket, [184](#)
- ReadInt32
 - Crosstales.NVorbis.DataPacket, [184](#)
- ReadInt64
 - Crosstales.NVorbis.DataPacket, [184](#)
- ReadNextByte
 - Crosstales.NVorbis.DataPacket, [184](#)
 - Crosstales.NVorbis.Ogg.Packet, [395](#)
- ReadNumberOfStations
 - Crosstales.Radio.Model.Entry.RadioEntryResource, [412](#)
 - Crosstales.Radio.Model.Entry.RadioEntryURL, [416](#)
 - Crosstales.Radio.Model.Entry.RadioEntryUser, [419](#)
- ReadOnlyTextField
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [67](#)
- ReadSamples
 - Crosstales.NVorbis.VorbisReader, [577](#)
- ReadUInt16
 - Crosstales.NVorbis.DataPacket, [185](#)
- ReadUInt32
 - Crosstales.NVorbis.DataPacket, [185](#)
- ReadUInt64
 - Crosstales.NVorbis.DataPacket, [185](#)
- Record
 - Crosstales.Radio.OnRadio.Demo.BaseGUIStatic, [70](#)
- RecordInfo
 - Crosstales.Radio.IPlayer, [348](#)
 - Crosstales.Radio.Model.RecordInfo, [503](#)
- RecordPlayTime
 - Crosstales.Radio.IPlayer, [349](#)
- RecordPrefab
 - Crosstales.Radio.OnRadio.Demo.OrderManager, [394](#)
- RecordsByArtist
 - Crosstales.Radio.OnRadio.Service.BaseService, [107](#)
- RecordsByStationName
 - Crosstales.Radio.OnRadio.Service.BaseService, [107](#)
- RecordsByTitle
 - Crosstales.Radio.OnRadio.Service.BaseService, [107](#)
- RecordStartDelay
 - Crosstales.Radio.Tool.StreamSaver, [556](#)
- RecordStopDelay

- Crosstales.Radio.Tool.StreamSaver, [556](#)
- RedirectStandardError
 - Crosstales.Common.Util.CTProcessStartInfo, [174](#)
- RedirectStandardOutput
 - Crosstales.Common.Util.CTProcessStartInfo, [174](#)
- RefreshAssetDatabase
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [67](#)
- RemoteCertificateValidationCallback
 - Crosstales.Common.Util.NetworkHelper, [389](#)
- RemoveSymbolsFromAllTargets
 - Crosstales.Common.EditorTask.BaseCompileDefines, [51](#)
- RenameDirectory
 - Crosstales.Common.Util.FileHelper, [288](#)
- RenameFile
 - Crosstales.Common.Util.FileHelper, [288](#)
- RequestHeaders
 - Crosstales.Radio.Model.RadioStation, [490](#)
- Reset
 - Crosstales.NLayer.Decoder.MpegFrame, [384](#)
 - Crosstales.NLayer.IMpegFrame, [334](#)
 - Crosstales.Radio.EditorUtil.EditorConfig, [189](#)
 - Crosstales.Radio.Util.Config, [132](#)
 - Crosstales.Ude.CharsetDetector, [122](#)
 - Crosstales.Ude.Core.Big5Prober, [115](#)
 - Crosstales.Ude.Core.CharsetProber, [125](#)
 - Crosstales.Ude.Core.EscCharsetProber, [196](#)
 - Crosstales.Ude.Core.EUCJProber, [199](#)
 - Crosstales.Ude.Core.EUCKRProber, [201](#)
 - Crosstales.Ude.Core.EUCTWProber, [204](#)
 - Crosstales.Ude.Core.GB18030Prober, [297](#)
 - Crosstales.Ude.Core.HebrewProber, [317](#)
 - Crosstales.Ude.Core.Latin1Prober, [369](#)
 - Crosstales.Ude.Core.MBCSGroupProber, [379](#)
 - Crosstales.Ude.Core.SBCSGroupProber, [510](#)
 - Crosstales.Ude.Core.SingleByteCharSetProber, [539](#)
 - Crosstales.Ude.Core.SJISProber, [545](#)
 - Crosstales.Ude.Core.UniversalDetector, [571](#)
 - Crosstales.Ude.Core.UTF8Prober, [574](#)
 - Crosstales.Ude.ICharsetDetector, [328](#)
- ResetAllAudioSources
 - Crosstales.UI.Audio.AudioSourceController, [47](#)
- ResetAudioFilters
 - Crosstales.UI.Audio.AudioFilterController, [46](#)
- ResetAudioSourcesOnStart
 - Crosstales.UI.Audio.AudioSourceController, [48](#)
- ResetBitReader
 - Crosstales.NVorbis.DataPacket, [185](#)
- ResetStats
 - Crosstales.NVorbis.IVorbisStreamStatus, [364](#)
 - Crosstales.NVorbis.VorbisStreamDecoder, [582](#)
- Resource
 - Crosstales.Radio.Model.Entry.RadioEntryResource, [412](#)
 - Crosstales.Radio.Model.Entry.RadioEntryUser, [419](#)
- Restart
 - Crosstales.Radio.BasePlayer, [89](#)
 - Crosstales.Radio.IPlayer, [344](#)
 - Crosstales.Radio.RadioPlayer, [455](#)
 - Crosstales.Radio.SimplePlayer, [524](#)
- RestartUnity
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [68](#)
- Retries
 - Crosstales.Radio.Demo.GUIPlayOwnRadio, [302](#)
 - Crosstales.Radio.Demo.GUIRadioStatic, [309](#)
 - Crosstales.Radio.Demo.GUIStationStatic, [314](#)
 - Crosstales.Radio.OnRadio.Demo.BaseGUIStatic, [70](#)
 - Crosstales.Radio.SimplePlayer, [532](#)
- RetryOnError
 - Crosstales.Radio.SimplePlayer, [532](#)
- RowLength
 - Crosstales.Radio.Demo.GUIPlayStation, [306](#)
- SampleCount
 - Crosstales.NLayer.IMpegFrame, [336](#)
- SampleRate
 - Crosstales.Common.Model.Enum, [22](#)
 - Crosstales.NLayer.IMpegFrame, [336](#)
 - Crosstales.NVorbis.VorbisReader, [580](#)
 - Crosstales.Radio.IPlayer, [349](#)
 - Crosstales.Radio.Model.RadioStation, [490](#)
- SampleRateIndex
 - Crosstales.NLayer.IMpegFrame, [336](#)
- Samples
 - Crosstales.Common.Audio.FFTAnalyzer, [270](#)
- SaturationRange
 - Crosstales.Common.Util.RandomColor, [495](#)
- Save
 - Crosstales.Common.Util.CTPlayerPrefs, [164](#)
 - Crosstales.Radio.EditorUtil.EditorConfig, [189](#)
 - Crosstales.Radio.Provider.BaseRadioProvider, [101](#)
 - Crosstales.Radio.Provider.IRadioProvider, [351](#)
 - Crosstales.Radio.RadioManager, [435](#)
 - Crosstales.Radio.RadioPlayer, [456](#)
 - Crosstales.Radio.Set.ISet, [356](#)
 - Crosstales.Radio.Set.RadioSet, [474](#)
 - Crosstales.Radio.SimplePlayer, [525](#)
 - Crosstales.Radio.Util.Config, [132](#)
- SaveAsM3U
 - Crosstales.Radio.Util.Helper, [322](#)
- SaveAsPLS
 - Crosstales.Radio.Util.Helper, [322](#)
- SaveAsXSPF
 - Crosstales.Radio.Util.Helper, [323](#)
- SaveOnDisable
 - Crosstales.Radio.Provider.RadioProviderUser, [469](#)
- Scale
 - Crosstales.Common.Util.CTScreenshot, [177](#)
- ScaleMax
 - Crosstales.Common.Util.RandomScaler, [498](#)
- ScaleMin

- Crosstales.Common.Util.RandomScaler, [498](#)
- SecondLatency
 - Crosstales.NVorbis.IVorbisStreamStatus, [366](#)
- SeekToPacket
 - Crosstales.NVorbis.IPacketProvider, [340](#)
 - Crosstales.NVorbis.Ogg.PacketReader, [398](#)
- SeparatorUI
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [68](#)
- SerializeToByteArray< T >
 - Crosstales.Common.Util.XmlHelper, [592](#)
- SerializeToFile< T >
 - Crosstales.Common.Util.XmlHelper, [592](#)
- SerializeToString< T >
 - Crosstales.Common.Util.XmlHelper, [593](#)
- ServerInfo
 - Crosstales.Radio.Model.RadioStation, [490](#)
- Service
 - Crosstales.Radio.Demo.GUIPlayStation, [306](#)
 - Crosstales.Radio.Demo.GUIStationList, [312](#)
 - Crosstales.Radio.OnRadio.Demo.BaseGUIStatic, [70](#)
 - Crosstales.Radio.OnRadio.Demo.GUIOnRadio, [301](#)
 - Crosstales.Radio.OnRadio.Demo.QueryPlaylist, [408](#)
 - Crosstales.Radio.OnRadio.Demo.QueryReco2, [409](#)
 - Crosstales.Radio.OnRadio.Demo.QueryTopsongs, [410](#)
- Services
 - Crosstales.Radio.OnRadio.Provider.RadioProviderOnRadio, [460](#)
- Set
 - Crosstales.Radio.RadioManager, [442](#)
 - Crosstales.Radio.SimplePlayer, [532](#)
- SetBool
 - Crosstales.Common.Util.CTPlayerPrefs, [165](#)
- SetColor
 - Crosstales.Common.Util.CTPlayerPrefs, [165](#)
- SetDate
 - Crosstales.Common.Util.CTPlayerPrefs, [165](#)
- SetFlag
 - Crosstales.NVorbis.DataPacket, [186](#)
- SetFloat
 - Crosstales.Common.Util.CTPlayerPrefs, [165](#)
- SetInt
 - Crosstales.Common.Util.CTPlayerPrefs, [166](#)
- SetLanguage
 - Crosstales.Common.Util.CTPlayerPrefs, [166](#)
- SetQuaternion
 - Crosstales.Common.Util.CTPlayerPrefs, [166](#)
- SetString
 - Crosstales.Common.Util.CTPlayerPrefs, [167](#)
- SetVector2
 - Crosstales.Common.Util.CTPlayerPrefs, [167](#)
- SetVector3
 - Crosstales.Common.Util.CTPlayerPrefs, [167](#)
- SetVector4
 - Crosstales.Common.Util.CTPlayerPrefs, [168](#)
- SHOUTCAST
 - Crosstales.Radio.Util.Constants, [143](#)
- ShoutcastID
 - Crosstales.Radio.Model.Entry.RadioEntryShoutcast, [413](#)
- SHOW_BWF_BANNER
 - Crosstales.Common.Util.BaseConstants, [61](#)
- SHOW_DJ_BANNER
 - Crosstales.Common.Util.BaseConstants, [62](#)
- SHOW_FB_BANNER
 - Crosstales.Common.Util.BaseConstants, [62](#)
- SHOW_OC_BANNER
 - Crosstales.Common.Util.BaseConstants, [62](#)
- SHOW_RADIO_BANNER
 - Crosstales.Common.Util.BaseConstants, [62](#)
- SHOW_RTV_BANNER
 - Crosstales.Common.Util.BaseConstants, [62](#)
- SHOW_TB_BANNER
 - Crosstales.Common.Util.BaseConstants, [62](#)
- SHOW_TPB_BANNER
 - Crosstales.Common.Util.BaseConstants, [63](#)
- SHOW_TPS_BANNER
 - Crosstales.Common.Util.BaseConstants, [63](#)
- SHOW_TR_BANNER
 - Crosstales.Common.Util.BaseConstants, [63](#)
- ShowFile
 - Crosstales.Common.Util.FileHelper, [289](#)
 - Crosstales.Radio.Provider.RadioProviderUser, [469](#)
- ShowPath
 - Crosstales.Common.Util.FileHelper, [289](#)
- SilenceSource
 - Crosstales.Radio.Tool.Loudspeaker, [376](#)
 - Crosstales.Radio.Tool.StreamSaver, [557](#)
- SimplePlayer
 - HutongGames.PlayMaker.Actions.SimplePlayerPlay, [534](#)
 - HutongGames.PlayMaker.Actions.SimplePlayerPlayNext, [535](#)
 - HutongGames.PlayMaker.Actions.SimplePlayerPlayPrevious, [537](#)
 - HutongGames.PlayMaker.Actions.SimplePlayerStop, [538](#)
- SkipBits
 - Crosstales.NVorbis.DataPacket, [186](#)
- SkipBytes
 - Crosstales.NVorbis.DataPacket, [186](#)
- SkipPreBuffering
 - Crosstales.Radio.IPlayer, [349](#)
- SongArtService
 - Crosstales.Radio.OnRadio.Service.BaseService, [108](#)
- Source
 - Crosstales.Radio.IPlayer, [349](#)
- SourceA
 - Crosstales.Radio.Tool.CrossFader, [152](#)
- SourceB

- Crosstales.Radio.Tool.CrossFader, [152](#)
- Speed
 - Crosstales.UI.WindowManager, [589](#)
- SpeedFactor
 - Crosstales.UI.UIResize, [569](#)
- SpeedMax
 - Crosstales.Common.Util.RandomRotator, [497](#)
- SpeedMin
 - Crosstales.Common.Util.RandomRotator, [497](#)
- SplitStringToLines
 - Crosstales.Common.Util.BaseHelper, [77](#)
- SpotifyUrl
 - Crosstales.Radio.Model.RecordInfo, [505](#)
- StandardError
 - Crosstales.Common.Util.CTProcess, [172](#)
- StandardErrorEncoding
 - Crosstales.Common.Util.CTProcessStartInfo, [174](#)
- StandardOutput
 - Crosstales.Common.Util.CTProcess, [172](#)
- StandardOutputEncoding
 - Crosstales.Common.Util.CTProcessStartInfo, [175](#)
- Start
 - Crosstales.Common.Util.CTProcess, [170](#), [171](#)
- StartInfo
 - Crosstales.Common.Util.CTProcess, [172](#)
- StartTime
 - Crosstales.Common.Util.CTProcess, [172](#)
- Station
 - Crosstales.Radio.Demo.GUIStationStatic, [315](#)
 - Crosstales.Radio.IPlayer, [349](#)
 - Crosstales.Radio.Model.Entry.BaseRadioEntry, [99](#)
 - Crosstales.Radio.Model.RadioStation, [490](#)
 - HutongGames.PlayMaker.Actions.RadioPlay, [452](#)
 - HutongGames.PlayMaker.Actions.RadioPlayUI, [459](#)
- StationFromHashCode
 - Crosstales.Radio.RadioManager, [436](#)
 - Crosstales.Radio.Set.ISet, [356](#)
 - Crosstales.Radio.Set.RadioSet, [475](#)
 - Crosstales.Radio.SimplePlayer, [525](#)
- StationFromIndex
 - Crosstales.Radio.RadioManager, [436](#)
 - Crosstales.Radio.Set.ISet, [356](#)
 - Crosstales.Radio.Set.RadioSet, [475](#)
 - Crosstales.Radio.SimplePlayer, [525](#)
- StationInfo
 - Crosstales.Radio.Model.RadioStation, [486](#)
- StationInfoLabels
 - Crosstales.Radio.Model.RadioStation, [486](#)
- StationPrefab
 - Crosstales.Radio.OnRadio.Demo.OrderManager, [394](#)
- Stations
 - Crosstales.Radio.Model.RadioFilter, [424](#)
 - Crosstales.Radio.Provider.IRadioProvider, [352](#)
 - Crosstales.Radio.Set.ISet, [362](#)
- StationsByBitrate
 - Crosstales.Radio.RadioManager, [437](#)
- Crosstales.Radio.Set.ISet, [357](#)
- Crosstales.Radio.Set.RadioSet, [475](#)
- Crosstales.Radio.SimplePlayer, [526](#)
- StationsByCities
 - Crosstales.Radio.RadioManager, [437](#)
 - Crosstales.Radio.Set.ISet, [357](#)
 - Crosstales.Radio.Set.RadioSet, [476](#)
 - Crosstales.Radio.SimplePlayer, [526](#)
- StationsByCountries
 - Crosstales.Radio.RadioManager, [437](#)
 - Crosstales.Radio.Set.ISet, [358](#)
 - Crosstales.Radio.Set.RadioSet, [476](#)
 - Crosstales.Radio.SimplePlayer, [527](#)
- StationsByFormat
 - Crosstales.Radio.RadioManager, [438](#)
 - Crosstales.Radio.Set.ISet, [358](#)
 - Crosstales.Radio.Set.RadioSet, [477](#)
 - Crosstales.Radio.SimplePlayer, [527](#)
- StationsByGenres
 - Crosstales.Radio.RadioManager, [438](#)
 - Crosstales.Radio.Set.ISet, [359](#)
 - Crosstales.Radio.Set.RadioSet, [477](#)
 - Crosstales.Radio.SimplePlayer, [528](#)
- StationsByLanguages
 - Crosstales.Radio.RadioManager, [439](#)
 - Crosstales.Radio.Set.ISet, [359](#)
 - Crosstales.Radio.Set.RadioSet, [478](#)
 - Crosstales.Radio.SimplePlayer, [528](#)
- StationsByName
 - Crosstales.Radio.OnRadio.Service.BaseService, [108](#)
 - Crosstales.Radio.RadioManager, [439](#)
 - Crosstales.Radio.Set.ISet, [359](#)
 - Crosstales.Radio.Set.RadioSet, [478](#)
 - Crosstales.Radio.SimplePlayer, [528](#)
- StationsByRating
 - Crosstales.Radio.RadioManager, [440](#)
 - Crosstales.Radio.Set.ISet, [360](#)
 - Crosstales.Radio.Set.RadioSet, [478](#)
 - Crosstales.Radio.SimplePlayer, [529](#)
- StationsByStation
 - Crosstales.Radio.RadioManager, [440](#)
 - Crosstales.Radio.Set.ISet, [360](#)
 - Crosstales.Radio.Set.RadioSet, [479](#)
 - Crosstales.Radio.SimplePlayer, [529](#)
- StationsByURL
 - Crosstales.Radio.RadioManager, [440](#)
 - Crosstales.Radio.Set.ISet, [361](#)
 - Crosstales.Radio.Set.RadioSet, [479](#)
 - Crosstales.Radio.SimplePlayer, [530](#)
- StationService
 - Crosstales.Radio.OnRadio.Service.BaseService, [109](#)
- Stats
 - Crosstales.NVorbis.VorbisReader, [580](#)
- StereoPan
 - Crosstales.Radio.IPlayer, [350](#)
 - Crosstales.UI.Audio.AudioSourceController, [49](#)

- Stop
 - Crosstales.Radio.BasePlayer, [90](#)
 - Crosstales.Radio.IPlayer, [344](#)
 - Crosstales.Radio.RadioPlayer, [456](#)
 - Crosstales.Radio.SimplePlayer, [530](#)
- StopAll
 - Crosstales.Radio.RadioManager, [441](#)
- StreamCount
 - Crosstales.NVorbis.VorbisReader, [580](#)
- StreamIndex
 - Crosstales.NVorbis.VorbisReader, [580](#)
- StreamingAssetsPath
 - Crosstales.Common.Util.FileHelper, [293](#)
- StreamSerial
 - Crosstales.NVorbis.IPacketProvider, [341](#)
- StreamSerials
 - Crosstales.NVorbis.IContainerReader, [331](#)
 - Crosstales.NVorbis.Ogg.ContainerReader, [148](#)
- StreamTitle
 - Crosstales.Radio.Model.RecordInfo, [505](#)
- StreamUrl
 - Crosstales.Radio.Model.RecordInfo, [506](#)
- Survivors
 - Crosstales.Common.Util.SurviveSceneSwitch, [559](#)
- Switch
 - Crosstales.Radio.Demo.SceneSwitcher, [511](#)
- SwitchStreams
 - Crosstales.NVorbis.VorbisReader, [578](#)
- TempFile
 - Crosstales.Common.Util.FileHelper, [292](#)
- TempPath
 - Crosstales.Common.Util.FileHelper, [292](#)
- Timeout
 - Crosstales.Common.Util.CTWebClient, [178](#)
- TIS620
 - Crosstales.Ude.Charsets, [127](#)
- Title
 - Crosstales.Radio.Model.RecordInfo, [506](#)
 - Crosstales.Radio.OnRadio.Service.PlaylistService, [406](#)
- ToAudioClip
 - Crosstales.Common.Audio.WavMaster, [584](#), [585](#)
- Token
 - Crosstales.Radio.OnRadio.Service.BaseService, [111](#)
- ToShortString
 - Crosstales.Radio.Model.RadioStation, [487](#)
 - Crosstales.Radio.Model.RecordInfo, [503](#)
- TotalDataRequests
 - Crosstales.Radio.Model.RadioStation, [491](#)
 - Crosstales.Radio.Util.Context, [150](#)
- TotalDataSize
 - Crosstales.Radio.Model.RadioStation, [491](#)
 - Crosstales.Radio.Util.Context, [150](#)
- TotalPages
 - Crosstales.NVorbis.IVorbisStreamStatus, [366](#)
- TotalPlayTime
 - Crosstales.Radio.Model.RadioStation, [491](#)
- Crosstales.Radio.Util.Context, [150](#)
- TotalRequests
 - Crosstales.Radio.OnRadio.Service.BaseService, [109](#)
- TotalTime
 - Crosstales.NVorbis.VorbisReader, [580](#)
- ToTextLine
 - Crosstales.Radio.Model.RadioStation, [487](#)
- TryPeekBits
 - Crosstales.NVorbis.DataPacket, [186](#)
- UCS4_2413
 - Crosstales.Ude.Charsets, [128](#)
- UCS4_3412
 - Crosstales.Ude.Charsets, [128](#)
- Uniform
 - Crosstales.Common.Util.RandomScaler, [499](#)
- UnMute
 - Crosstales.Radio.BasePlayer, [90](#)
 - Crosstales.Radio.IPlayer, [344](#)
 - Crosstales.Radio.RadioPlayer, [456](#)
 - Crosstales.Radio.SimplePlayer, [530](#)
- UPDATE_CHECK
 - Crosstales.Radio.EditorUtil.EditorConfig, [191](#)
- UpdateDataAtPlay
 - Crosstales.Radio.Model.RadioStation, [491](#)
- UpdateStatus
 - Crosstales.Radio.EditorTask, [29](#)
- UpperBitrate
 - Crosstales.NVorbis.VorbisReader, [580](#)
- URL
 - Crosstales.Radio.Model.Entry.RadioEntryURL, [416](#)
- Url
 - Crosstales.Radio.Model.RadioStation, [491](#)
 - HutongGames.PlayMaker.Actions.RadioPlay, [452](#)
 - HutongGames.PlayMaker.Actions.RadioPlayUI, [459](#)
- URLPrefix
 - Crosstales.Radio.Model.Enum, [32](#)
- Urls
 - Crosstales.Radio.Model.RadioFilter, [424](#)
- UseCmdExecute
 - Crosstales.Common.Util.CTProcessStartInfo, [175](#)
- UseInterval
 - Crosstales.Common.Util.RandomColor, [495](#)
 - Crosstales.Common.Util.RandomRotator, [497](#)
 - Crosstales.Common.Util.RandomScaler, [499](#)
- User1
 - Crosstales.NVorbis.DataPacket, [181](#)
- User2
 - Crosstales.NVorbis.DataPacket, [181](#)
- User3
 - Crosstales.NVorbis.DataPacket, [181](#)
- User4
 - Crosstales.NVorbis.DataPacket, [181](#)
- UseShellExecute
 - Crosstales.Common.Util.CTProcessStartInfo, [175](#)
- UseThread
 - Crosstales.Common.Util.CTProcessStartInfo, [175](#)

- Validate
 - [Crosstales.NLayer.Decoder.FrameBase](#), [295](#)
 - [Crosstales.NLayer.Decoder.ID3Frame](#), [332](#)
 - [Crosstales.NLayer.Decoder.MpegFrame](#), [384](#)
 - [Crosstales.NLayer.Decoder.RiffHeaderFrame](#), [508](#)
- ValidateFile
 - [Crosstales.Common.Util.FileHelper](#), [289](#)
- ValidatePath
 - [Crosstales.Common.Util.FileHelper](#), [290](#)
- ValidateURL
 - [Crosstales.Common.Util.NetworkHelper](#), [390](#)
- ValidURLFromFilePath
 - [Crosstales.Common.Util.NetworkHelper](#), [390](#)
- ValueRange
 - [Crosstales.Common.Util.RandomColor](#), [495](#)
- Vendor
 - [Crosstales.NVorbis.VorbisReader](#), [581](#)
- Version
 - [Crosstales.NLayer.IMpegFrame](#), [336](#)
- VisualPrefab
 - [Crosstales.Common.Audio.SpectrumVisualizer](#), [551](#)
- Volume
 - [Crosstales.Radio.IPlayer](#), [350](#)
 - [Crosstales.UI.Audio.AudioSourceController](#), [49](#)
- WasteBits
 - [Crosstales.NVorbis.IContainerReader](#), [331](#)
 - [Crosstales.NVorbis.Ogg.ContainerReader](#), [149](#)
- WFS_BUFFER
 - [Crosstales.Radio.Util.Constants](#), [143](#)
- Width
 - [Crosstales.Common.Audio.SpectrumVisualizer](#), [551](#)
- WIN1251
 - [Crosstales.Ude.Charsets](#), [128](#)
- WIN1252
 - [Crosstales.Ude.Charsets](#), [128](#)
- WIN1253
 - [Crosstales.Ude.Charsets](#), [128](#)
- WIN1255
 - [Crosstales.Ude.Charsets](#), [128](#)
- Windows
 - [Crosstales.UI.UIWindowManager](#), [570](#)
- WorkingDirectory
 - [Crosstales.Common.Util.CTProcessStartInfo](#), [175](#)
- WriteAllBytes
 - [Crosstales.Common.Util.FileHelper](#), [290](#)
- WriteAllLines
 - [Crosstales.Common.Util.FileHelper](#), [291](#)
- WriteAllText
 - [Crosstales.Common.Util.FileHelper](#), [291](#)