[Missing <summary> documentation for "N:Soulstone.Data"]
## Classes

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</tr>
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Soulstone Help

DataLayerBase Class

Members  See Also  Send Feedback

Soulstone

Abstract class base class for every DataLayer.

Namespace:  Soulstone.Data
Assembly:  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

**C#**

public abstract class DataLayerBase

**Visual Basic (Declaration)**

Public MustInherit Class DataLayerBase

**Visual C++**

public ref class DataLayerBase abstract
Inheritance Hierarchy

System:::Object
Soulstone.Data:::DataLayerBase
   Soulstone.Data:::SqlServerDataLayer
See Also

DataLayerBase Members
Soulstone.Data Namespace

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The `DataLayerBase` type exposes the following members.
## Constructors

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<td>Create a host with the given name.</td>
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<tr>
<td><strong>CreateOrUpdateMusicTrack</strong></td>
<td>Create or update the Music Track info.</td>
</tr>
<tr>
<td><strong>DeleteObsoleteEntries</strong></td>
<td>Overloaded.</td>
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<td><strong>Equals</strong></td>
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<td>Get all hosts stored into the database.</td>
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</tr>
<tr>
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<td>Get all the info to create a MusicTrack object.</td>
</tr>
<tr>
<td><strong>GetTotalFileCount</strong></td>
<td>Get the total file count and file fonts.</td>
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<tr>
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</tr>
<tr>
<td><strong>Search</strong></td>
<td>Search for a file in the database.</td>
</tr>
<tr>
<td><strong>TestConnection</strong></td>
<td>Test the underlying connection.</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a String that represents the current Object.</td>
</tr>
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</tr>
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</table>
See Also

DataLayerBase Class
Soulstone.Data Namespace

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Initializes a new instance of the `DataLayerBase` class

**Namespace:** Soulstone.Data
**Assembly:** Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

**C#**

protected DataLayerBase()

**Visual Basic (Declaration)**

Protected Sub New

**Visual C++**

protected:
DataLayerBase()
See Also

DataLayerBase Class
Soulstone.Data Namespace

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The `DataLayerBase` type exposes the following members.
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See Also

DataLayerBase Class
Soulstone.Data Namespace

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Create a host with the given name.

**Namespace:**  [Soulstone.Data](#)  
**Assembly:**  Soulstone.Data (in Soulstone.Data.dll)  
Version: 1.0.0.0 (1.0.0.0)
Syntax

**C#**

```csharp
public abstract void CreateHost(
    string hostName
)
```

**Visual Basic (Declaration)**

```vbnet
Public MustOverride Sub CreateHost ( _
    hostName As String _
)
```

**Visual C++**

```cpp
public:
virtual void CreateHost(
    String^ hostName
) abstract
```

**Parameters**

`hostName`
- **Type:** System::String
- The name of the host.
See Also

DataLayerBase Class
Soulstone.Data Namespace

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DataLayerBase..::.CreateOrUpdateMusicTrack Method

DataLayerBase Class  See Also  Send Feedback

Soulstone
Create or update the Music Track info.

**Namespace:**  [Soulstone.Data](#)

**Assembly:**  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public abstract void CreateOrUpdateMusicTrack(
    string hostName,
    string filePath,
    string album,
    string artist,
    string title,
    int year,
    string genre
)

Visual Basic (Declaration)

Public MustOverride Sub CreateOrUpdateMusicTrack ( _
    hostName As String, _
    filePath As String, _
    album As String, _
    artist As String, _
    title As String, _
    year As Integer, _
    genre As String _
)

Visual C++

public:
    virtual void CreateOrUpdateMusicTrack(
        String^ hostName,
        String^ filePath,
        String^ album,
        String^ artist,
        String^ title,
        int year,
        String^ genre
    ) abstract

Parameters
hostName
   Type: System:::String
   The host name where the Music Track belongs.

filePath
   Type: System:::String
   The path to the song.

album
   Type: System:::String
   The album of the song.

artist
   Type: System:::String
   The artist of the song.

title
   Type: System:::String
   The title of the song.

year
   Type: System:::Int32
   The year of the song.

genre
   Type: System:::String
   The genre.
See Also

DataLayerBase Class
Soulstone.Data Namespace

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DataLayerBase::DeleteObsoleteEntries Method

See Also  Send Feedback
## Overload List

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<th>Description</th>
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<td>Remove obsolete entries from the database.</td>
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See Also

DataLayerBase Class
DataLayerBase Members
Soulstone.Data Namespace

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DataLayerBase..::.DeleteObsoleteEntries Method

DataLayerBase Class

See Also

Send Feedback

Soulstone

Remove obsolete entries from the database.

Namespace: Soulstone.Data

Assembly: Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public abstract void DeleteObsoleteEntries()

Visual Basic (Declaration)

Public MustOverride Sub DeleteObsoleteEntries

Visual C++

public:
virtual void DeleteObsoleteEntries() abstract
See Also

DataLayerBase Class
DeleteObsoleteEntries Overload
Soulstone.Data Namespace

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Soulstone Help
DataLayerBase..::.DeleteObsoleteEntries Method (Int32)
DataLayerBase Class  See Also  Send Feedback

Soulstone
Remove all obsolete entries from the database taking into account the given number of failed updates.

Namespace:  Soulstone.Data
Assembly:  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public abstract void DeleteObsoleteEntries(
    int failedUpdateNumber
)

Visual Basic (Declaration)

Public MustOverride Sub DeleteObsoleteEntries ( _
    failedUpdateNumber As Integer _
)

Visual C++

public:
virtual void DeleteObsoleteEntries(
    int failedUpdateNumber
) abstract

Parameters

failedUpdateNumber
    Type: System::Int32
    Over that number the entries will be removed.
See Also

DataLayerBase Class
DeleteObsoleteEntries Overload
Soulstone.Data Namespace

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DataLayerBase..::.GetAllHosts Method
DataLayerBase Class  See Also  Send Feedback

Soulstone
Get all hosts stored into the database.

Namespace:  Soulstone.Data
Assembly:  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public abstract DataTable GetAllHosts()

Visual Basic (Declaration)

Public MustOverride Function GetAllHosts As DataTable

Visual C++

public:
virtual DataTable^ GetAllHosts() abstract

Return Value

A DataTable with the hosts info.
See Also

DataLayerBase Class
Soulstone.Data Namespace

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Soulstone Help
DataLayerBase..::.GetMusicTrack Method

Soulstone
Get all the info to create a MusicTrack object.

**Namespace:** Soulstone.Data
**Assembly:** Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public abstract DataRow GetMusicTrack(
    Guid musicTrackId
)

Visual Basic (Declaration)

Public MustOverride Function GetMusicTrack ( _
    musicTrackId As Guid _
) As DataRow

Visual C++

public:
virtual DataRow^ GetMusicTrack(
    Guid musicTrackId
) abstract

Parameters

musicTrackId
    Type: System::guid
    The id of the MusicTrack.

Return Value

A DataRow with the info.
See Also

DataLayerBase Class
Soulstone.Data Namespace

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DataLayerBase..::.GetTotalFileCount Method

DataLayerBase Class  See Also  Send Feedback

Soulstone

Get the total file count and file fonts.

Namespace:  Soulstone.Data

Assembly:  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public abstract DataRow GetTotalFileCount()

Visual Basic (Declaration)

Public MustOverride Function GetTotalFileCount As DataRow

Visual C++

public:
virtual DataRow^ GetTotalFileCount() abstract

Return Value

A DataRow with the two values.
See Also

DataLayerBase Class
Soulstone.Data Namespace

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DataLayerBase..::.HostExists Method

DataLayerBase Class  See Also  Send Feedback

Soulstone

Check if a particular host exists.

Namespace:  Soulstone.Data
Assembly:  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
### Syntax

**C#**

```csharp
public abstract bool HostExists(
    string hostName
)
```

**Visual Basic (Declaration)**

```vbnet
Public MustOverride Function HostExists ( _
    hostName As String _
) As Boolean
```

**Visual C++**

```cpp
public:
virtual bool HostExists(
    String^ hostName
) abstract
```

### Parameters

**hostName**

- **Type:** System::String
- The name of the host to be searched.

### Return Value

True or false.
See Also

DataLayerBase Class
Soulstone.Data Namespace

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Soulstone Help
DataLayerBase..::..Search Method

DataLayerBase Class  See Also  Send Feedback

Soulstone
Search for a file in the database.

Namespace:  Soulstone.Data
Assembly:  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
## Syntax

### C#

```csharp
public abstract DataTable Search(
    string album,
    string artist,
    string title,
    int year,
    string genre
)
```

### Visual Basic (Declaration)

```vbnet
Public MustOverride Function Search(
    _
    album As String, _
    artist As String, _
    title As String, _
    year As Integer, _
    genre As String _
) As DataTable
```

### Visual C++

```cpp
public:
    virtual DataTable^ Search(
        String^ album,
        String^ artist,
        String^ title,
        int year,
        String^ genre
    ) abstract
```

## Parameters

**album**

Type: System:::String  
The album to be searched. Can be empty.
artist
   Type: System::String
   The artist to be searched. Can be empty.

title
   Type: System::String
   The title to be searched. Can be empty.

year
   Type: System::Int32
   The year to be searched. 0 for nothing.

genre
   Type: System::String
   The genre to be searched. Can be empty.

**Return Value**

A datatable with the result.
See Also

DataLayerBase Class
Soulstone.Data Namespace

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DataLayerBase..::..TestConnection Method

DataLayerBase Class  See Also  Send Feedback

Soulstone
Test the underlying connection.

Namespace:  Soulstone.Data
Assembly:  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

**C#**

```csharp
public abstract bool TestConnection()
```

**Visual Basic (Declaration)**

```vbnet
Public MustOverride Function TestConnection As Boolean
```

**Visual C++**

```cpp
public:
virtual bool TestConnection() abstract
```

**Return Value**

true or false.
See Also

DataLayerBase Class
Soulstone.Data Namespace

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DataLayerFactory Class

Members  See Also  Send Feedback

Soulstone

Allow create an instance of DataLayer objects.

Namespace:  Soulstone.Data
Assembly:  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public sealed class DataLayerFactory

Visual Basic (Declaration)

Public NotInheritable Class DataLayerFactory

Visual C++

public ref class DataLayerFactory sealed
Inheritance Hierarchy

System...Object
Soulstone.Data...DataLayerFactory
See Also

DataLayerFactory Members
Soulstone.Data Namespace

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The `DataLayerFactory` type exposes the following members.
## Methods

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<tr>
<th>Name</th>
<th>Description</th>
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<tbody>
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</tr>
<tr>
<td>GetDataLayer</td>
<td>Gets a DataLayer object of the specified type.</td>
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<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from Object.)</td>
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## Properties

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<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Instance</td>
<td>Gets the unique instance of the DataLayerFactory class.</td>
</tr>
</tbody>
</table>
See Also

DataLayerFactory Class
Soulstone.Data Namespace

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The **DataLayerFactory** type exposes the following members.
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See Also

[DataLayerFactory Class]
[Soulstone.Data Namespace]

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DataLayerFactory...::GetDataLayer Method

Soulstone

Gets a DataLayer object of the specified type.

**Namespace:** Soulstone.Data

**Assembly:** Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

```csharp
public DataLayerBase GetDataLayer(DataLayerType type)
```

Visual Basic (Declaration)

```vbnet
Public Function GetDataLayer ( _
    type As DataLayerType _
) As DataLayerBase
```

Visual C++

```cpp
public:
DataLayerBase^ GetDataLayer(
    DataLayerType type
)
```

Parameters

type

Type: `Soulstone.Data...DataLayerType`
The type of the DataLayer.

Return Value

A DataLayer.
See Also

DataLayerFactory Class
Soulstone.Data Namespace

Send comments on this topic to Mario Moreno

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The `DataLayerFactory` type exposes the following members.
## Properties

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<td>Gets the unique instance of the DataLayerFactory class.</td>
</tr>
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</table>
See Also

DataLayerFactory Class
Soulstone.Data Namespace

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DataLayerFactory...:::Instance Property

**DataLayerFactory Class**  **See Also**  **Send Feedback**

Soulstone

Gets the unique instance of the DataLayerFactory class.

**Namespace:**  **Soulstone.Data**

**Assembly:**  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
## Syntax

### C#

public static DataLayerFactory Instance { get; }

### Visual Basic (Declaration)

Public Shared ReadOnly Property Instance As DataLayerFactory

### Visual C++

public:
static property DataLayerFactory^ Instance {
    DataLayerFactory^ get ();
}
See Also

DataLayerFactory Class
Soulstone.Data Namespace

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DataLayerType Enumeration

**See Also**  [Send Feedback](#)

**Soulstone**
Define the different types of available data layers.

**Namespace:**  [Soulstone.Data](#)

**Assembly:**  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public enum DataLayerType

Visual Basic (Declaration)

Public Enumeration DataLayerType

Visual C++

public enum class DataLayerType
# Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SqlServer</td>
<td>Represents a Sql Server DataLayer.</td>
</tr>
</tbody>
</table>
See Also

Soulstone.Data Namespace

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Names that match directly with DB components.

**Namespace:** [Soulstone.Data](https://example.com/Soulstone.Data)

**Assembly:** Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#
public sealed class DBConstants

Visual Basic (Declaration)
Public NotInheritable Class DBConstants

Visual C++
public ref class DBConstants sealed
Inheritance Hierarchy

System..::..Object
Soulstone.Data..::..DBConstants
See Also

DBConstants Members
Soulstone.Data Namespace

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The **DBConstants** type exposes the following members.
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</tr>
<tr>
<td></td>
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</tr>
<tr>
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</tr>
<tr>
<td>ToString</td>
<td>Returns a String that represents the current Object.</td>
</tr>
<tr>
<td></td>
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</tr>
</tbody>
</table>
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Album</td>
<td>Gets the album name.</td>
</tr>
<tr>
<td>Artist</td>
<td>Gets the artist name.</td>
</tr>
<tr>
<td>Genre</td>
<td>Gets the genre name.</td>
</tr>
<tr>
<td>HostId</td>
<td>Gets the Host Id string name.</td>
</tr>
<tr>
<td>MusicTrackId</td>
<td>Gets the Music Track Id string name.</td>
</tr>
<tr>
<td>Path</td>
<td>Gets the path string name.</td>
</tr>
<tr>
<td>Title</td>
<td>Gets the title name.</td>
</tr>
<tr>
<td>Year</td>
<td>Gets the year name.</td>
</tr>
</tbody>
</table>
See Also

DBConstants Class
Soulstone.Data Namespace

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DBConstants Constructor

**DBConstants Class**  **See Also**  **Send Feedback**

Soulstone

Initializes a new instance of the **DBConstants** class

**Namespace:**  **Soulstone.Data**

**Assembly:**  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public DBConstants()

Visual Basic (Declaration)

Public Sub New

Visual C++

public:
DBConstants()
See Also

DBConstants Class
Soulstone.Data Namespace

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DBConstants Methods

[DBConstants Class] [See Also] [Send Feedback]

The [DBConstants] type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from Object.)</td>
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<td>Returns a String that represents the current Object. (Inherited from Object.)</td>
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</table>
See Also

DBConstants Class
Soulstone.Data Namespace

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The DBConstants type exposes the following members.
# Properties

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<th>Description</th>
</tr>
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<tbody>
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</tr>
<tr>
<td>Artist</td>
<td>Gets the artist name.</td>
</tr>
<tr>
<td>Genre</td>
<td>Gets the genre name.</td>
</tr>
<tr>
<td>HostId</td>
<td>Gets the Host Id string name.</td>
</tr>
<tr>
<td>MusicTrackId</td>
<td>Gets the Music Track Id string name.</td>
</tr>
<tr>
<td>Path</td>
<td>Gets the path string name.</td>
</tr>
<tr>
<td>Title</td>
<td>Gets the title name.</td>
</tr>
<tr>
<td>Year</td>
<td>Gets the year name.</td>
</tr>
</tbody>
</table>
See Also

DBConstants Class
Soulstone.Data Namespace

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DBConstants..::..Album Property

**DBConstants Class**  **See Also**  **Send Feedback**

Soulstone

Gets the album name.

**Namespace:**  [Soulstone.Data](#)  
**Assembly:**  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
## Syntax

**C#**

```csharp
public static string Album { get; }
```

**Visual Basic (Declaration)**

```vbnet
Public Shared ReadOnly Property Album As String
```

**Visual C++**

```csharp
public:
static property String^ Album {
    String^ get ();
}
```
See Also

DBConstants Class
Soulstone.Data Namespace

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DBConstants...:::Artist Property

**DBConstants Class**  **See Also**  **Send Feedback**

Soulstone

Gets the artist name.

**Namespace:**  [Soulstone.Data](#)

**Assembly:**  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public static string Artist { get; }

Visual Basic (Declaration)

Public Shared ReadOnly Property Artist As String

Visual C++

public:
static property String^ Artist {
    String^ get ();
}

See Also

DBConstants Class
Soulstone.Data Namespace

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DBConstants..::.Genre Property

Soulstone

Gets the genre name.

**Namespace:** Soulstone/Data

**Assembly:** Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public static string Genre { get; }

Visual Basic (Declaration)

Public Shared ReadOnly Property Genre As String

Visual C++

public:
static property String^ Genre {
    String^ get ();
}
}
See Also

DBConstants Class
Soulstone.Data Namespace

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DBConstants..::.HostId Property

**DBConstants Class**  **See Also**  **Send Feedback**

Soulstone

Gets the Host Id string name.

**Namespace:**  Soulstone.Data

**Assembly:**  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

**C#**

```csharp
public static string HostId { get; }
```

**Visual Basic (Declaration)**

```vbnet
Public Shared ReadOnly Property HostId As String
```

**Visual C++**

```cpp
public:
static property String^ HostId {
    String^ get ();
}
```
See Also

DBConstants Class
Soulstone.Data Namespace

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Soulstone

Gets the Music Track Id string name.

Namespace: Soulstone.Data
Assembly: Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
**Syntax**

**C#**

```csharp
public static string MusicTrackId { get; }
```

**Visual Basic (Declaration)**

```vbnet
Public Shared ReadOnly Property MusicTrackId As String
```

**Visual C++**

```cpp
public:
static property String^ MusicTrackId {
    String^ get ()
};
```
See Also

DBConstants Class
Soulstone.Data Namespace

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**DBConstants..::..Path Property**

**Namespace:** Soulstone.Data

**Assembly:** Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)

Soulstone

Gets the path string name.
Syntax

C#

public static string Path { get; }

Visual Basic (Declaration)

Public Shared ReadOnly Property Path As String

Visual C++

public:
static property String^ Path {
    String^ get ();
}

See Also

DBConstants Class
Soulstone.Data Namespace

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DBConstants...:::Title Property

**DBConstants Class**  **See Also**  **Send Feedback**

Soulstone

Gets the title name.

**Namespace:**  [Soulstone.Data](#)

**Assembly:**  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

```csharp
public static string Title { get; }
```

Visual Basic (Declaration)

```vbnet
Public Shared ReadOnly Property Title As String
```

Visual C++

```cpp
public:
static property String^ Title {
    String^ get ();
}
```
See Also

DBConstants Class  
Soulstone.Data Namespace  

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DBConstants...:: Year Property

**DBConstants Class**  **See Also**  **Send Feedback**

Soulstone

Gets the year name.

**Namespace:**  [Soulstone.Data](#)

**Assembly:**  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

```csharp
public static string Year { get; }
```

**Visual Basic (Declaration)**

```vbnet
Public Shared ReadOnly Property Year As String
```

**Visual C++**

```cpp
public:
static property String^ Year {
    String^ get ();
}
```
See Also

DBConstants Class  
Soulstone.Data Namespace

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SqlServerDataLayer Class

Members  See Also  Send Feedback

Soulstone

An implementation of the DataLayerBase class for MS SQL Server.

**Namespace:**  [Soulstone.Data](#)

**Assembly:**  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public sealed class SqlServerDataLayer : DataLayerBase

Visual Basic (Declaration)

Public NotInheritable Class SqlServerDataLayer _
  Inherits DataLayerBase

Visual C++

public ref class SqlServerDataLayer sealed : public DataLayerBase
Inheritance Hierarchy

System::Object
  Soulstone.Data::DataLayerBase
  Soulstone.Data::SqlServerDataLayer
See Also

SqlServerDataLayer Members
Soulstone.Data Namespace

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The `SqlServerDataLayer` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CreateHost</strong></td>
<td>Create a host with the given name.</td>
</tr>
<tr>
<td></td>
<td>(Overrides DataLayerBase::&lt;~&gt;.CreateHost(String).)</td>
</tr>
<tr>
<td></td>
<td>Create or update the Music Track info.</td>
</tr>
<tr>
<td></td>
<td>(Overrides DataLayerBase::&lt;~&gt;.CreateOrUpdateMusicTrack(String, String, String, String, Int32, String).)</td>
</tr>
<tr>
<td><strong>DeleteObsoleteEntries</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified Object is equal to the current Object.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an Object to attempt to free resources and perform other cleanup</td>
</tr>
<tr>
<td></td>
<td>operations before the Object is reclaimed by garbage collection.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td><strong>GetAllHosts</strong></td>
<td>Get all hosts stored into the database.</td>
</tr>
<tr>
<td></td>
<td>(Overrides DataLayerBase::&lt;~&gt;.GetAllHosts().)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td><strong>GetMusicTrack</strong></td>
<td>Get all the info to create a MusicTrack object.</td>
</tr>
<tr>
<td></td>
<td>(Overrides DataLayerBase::&lt;~&gt;.GetMusicTrack(Guid).)</td>
</tr>
<tr>
<td><strong>GetTotalFileCount</strong></td>
<td>Get the total file count and file fonts.</td>
</tr>
<tr>
<td></td>
<td>(Overrides DataLayerBase::&lt;~&gt;.GetTotalFileCount().)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the Type of the current instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td><strong>HostExists</strong></td>
<td>Check if a particular hosts exists.</td>
</tr>
<tr>
<td></td>
<td>(Overrides DataLayerBase::&lt;~&gt;.HostExists(String).)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current Object.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td><strong>Search</strong></td>
<td>Search for a file in the database.</td>
</tr>
</tbody>
</table>
|                               | (Overrides DataLayerBase::<~>.Search(String, Stri
- **TestConnection**

  Test the underlying connection.
  (Overrides `DataLayerBase:::TestConnection()`)

- **ToString**

  Returns a String that represents the current Object
  (Inherited from Object.)
# Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ConnString</td>
<td>Gets or sets the connection string.</td>
</tr>
</tbody>
</table>
See Also

SqlConnection Class
Soulstone.Data Namespace

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The **SqlServerDataLayer** type exposes the following members.
## Methods

<table>
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<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
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<td><strong>CreateHost</strong></td>
<td>Create a host with the given name. (Overrides <code>DataLayerBase...CreateHost(String)</code>.)</td>
</tr>
<tr>
<td><strong>CreateOrUpdateMusicTrack</strong></td>
<td>Create or update the Music Track info. (Overrides <code>DataLayerBase...CreateOrUpdateMusicTrack(String, String, String, String, Int32, String)</code>.)</td>
</tr>
<tr>
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<tr>
<td><strong>GetAllHosts</strong></td>
<td>Get all hosts stored into the database. (Overrides <code>DataLayerBase...GetAllHosts()</code>.)</td>
</tr>
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<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. (Inherited from Object.)</td>
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<tr>
<td><strong>GetMusicTrack</strong></td>
<td>Get all the info to create a MusicTrack object. (Overides <code>DataLayerBase...GetMusicTrack(Guid)</code>.)</td>
</tr>
<tr>
<td><strong>GetTotalFileCount</strong></td>
<td>Get the total file count and file fonts. (Overrides <code>DataLayerBase...GetTotalFileCount()</code>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the Type of the current instance. (Inherited from Object.)</td>
</tr>
<tr>
<td><strong>HostExists</strong></td>
<td>Check if a particular hosts exists. (Overides <code>DataLayerBase...HostExists(String)</code>.)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current Object. (Inherited from Object.)</td>
</tr>
</tbody>
</table>
| **Search**                  | Search for a file in the database. (Overides `DataLayerBase...Search(String, Stri`)}
- **TestConnection**
  Test the underlying connection.
  (Overrides `DataLayerBase::: TestConnection()`)

- **ToString**
  Returns a String that represents the current Object.
  (Inherited from Object.)
See Also

SqlServerDataLayer Class  
Soulstone.Data Namespace

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SqlServerDataLayer..::.CreateHost Method

SqlServerDataLayer Class  See Also  Send Feedback

Soulstone
Create a host with the given name.

**Namespace:** Soulstone.Data

**Assembly:** Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public override void CreateHost(
    string hostName
)

Visual Basic (Declaration)

Public Overrides Sub CreateHost (_
    hostName As String _
)

Visual C++

public:
virtual void CreateHost(   
    String^ hostName   
) override

Parameters

hostName
    Type: System...::String
    The name of the host.
See Also

SqlServerDataLayer Class
Soulstone.Data Namespace

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SqlServerDataLayer..::..CreateOrUpdateMusicTrack Method

SqlServerDataLayer Class  See Also  Send Feedback

Soulstone
Create or update the Music Track info.

**Namespace:**  Soulstone.Data

**Assembly:**  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public override void CreateOrUpdateMusicTrack(
    string hostName,
    string filePath,
    string album,
    string artist,
    string title,
    int year,
    string genre
)

Visual Basic (Declaration)

Public Overrides Sub CreateOrUpdateMusicTrack (_
    hostName As String, _
    filePath As String, _
    album As String, _
    artist As String, _
    title As String, _
    year As Integer, _
    genre As String _
)

Visual C++

public:
    virtual void CreateOrUpdateMusicTrack(
        String^ hostName,
        String^ filePath,
        String^ album,
        String^ artist,
        String^ title,
        int year,
        String^ genre
    ) override

Parameters
hostName
    Type: System:::String
    The host name where the Music Track belongs.

filePath
    Type: System:::String
    The path to the song.

album
    Type: System:::String
    The album of the song.

artist
    Type: System:::String
    The artist of the song.

title
    Type: System:::String
    The title of the song.

year
    Type: System:::Int32
    The year of the song.

genre
    Type: System:::String
    The genre.
See Also

SqlServerDataLayer Class
Soulstone.Data Namespace

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C#  Visual Basic
Visual C++
Include Protected Members
Include Inherited Members
Soulstone Help
SqlServerDataLayer..:..DeleteObsoleteEntries Method
SqlServerDataLayer Class  See Also  Send Feedback
Soulstone
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DeleteObsoleteEntries()</code></td>
<td>Remove obsolete entries from the database. (Overrides <code>DataLayerBase..::DeleteObsoleteEntries()</code>.)</td>
</tr>
<tr>
<td><code>DeleteObsoleteEntries(Int32)</code></td>
<td>Remove all obsolete entries from the database taking into account the given number of failed updates. (Overrides <code>DataLayerBase..::DeleteObsoleteEntries(Int32)</code>.)</td>
</tr>
</tbody>
</table>
See Also

SqlServerDataLayer Class
SqlServerDataLayer Members
Soulstone.Data Namespace

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Soulstone Help
SqlServerDataLayer..::.DeleteObsoleteEntries Method
SqlServerDataLayer Class  See Also  Send Feedback

Soulstone

Remove obsolete entries from the database.

**Namespace:**  [Soulstone.Data](#)

**Assembly:**  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public override void DeleteObsoleteEntries()

Visual Basic (Declaration)

Public Overrides Sub DeleteObsoleteEntries

Visual C++

public:
virtual void DeleteObsoleteEntries() override
See Also

SqlServerDataLayer Class
DeleteObsoleteEntries Overload
Soulstone.Data Namespace

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SqlServerDataLayer.DeleteObsoleteEntries Method (Int32)

SqlServerDataLayer Class  See Also  Send Feedback

Soulstone
Remove all obsolete entries from the database taking into account the given number of failed updates.

Namespace:  Soulstone.Data
Assembly:  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public override void DeleteObsoleteEntries(
    int failedUpdateNumber
)

Visual Basic (Declaration)

Public Overrides Sub DeleteObsoleteEntries ( _
    failedUpdateNumber As Integer _
)

Visual C++

public:
virtual void DeleteObsoleteEntries(
    int failedUpdateNumber
) override

Parameters

failedUpdateNumber
    Type: System::::Int32
    Over that number the entries will be removed.
See Also

SqlServerDataLayer Class
DeleteObsoleteEntries Overload
Soulstone.Data Namespace

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SqlServerDataLayer...:::GetAllHosts Method

SqlServerDataLayer Class  See Also  Send Feedback

Soulstone

Get all hosts stored into the database.

**Namespace:**  [Soulstone.Data](#)

**Assembly:**  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
### Syntax

**C#**

```csharp
public override DataTable GetAllHosts()
```

**Visual Basic (Declaration)**

```vbnet
Public Overrides Function GetAllHosts As DataTable
```

**Visual C++**

```cpp
public:
virtual DataTable^ GetAllHosts() override
```

### Return Value

A DataTable with the hosts info.
See Also

SqlServerDataLayer Class
Soulstone.Data Namespace

Send comments on this topic to Mario Moreno

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Get all the info to create a MusicTrack object.

**Namespace:** Soulstone.Data

**Assembly:** Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

```csharp
public override DataRow GetMusicTrack(
    Guid musicTrackId
)
```

Visual Basic (Declaration)

```vbnet
Public Overrides Function GetMusicTrack ( _
    musicTrackId As Guid _
) As DataRow
```

Visual C++

```cpp
public:
virtual DataRow^ GetMusicTrack(
    Guid musicTrackId
) override
```

Parameters

musicTrackId
   Type: System:::Guid
   The id of the MusicTrack.

Return Value

A DataRow with the info.
See Also

SqlServerDataLayer Class
Soulstone.Data Namespace

Send comments on this topic to Mario Moreno

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Get the total file count and file fonts.

**Namespace:** Soulstone.Data  
**Assembly:** Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
**Syntax**

**C#**

```csharp
public override DataRow GetTotalFileCount()
```

**Visual Basic (Declaration)**

```vbnet
Public Overrides Function GetTotalFileCount As DataRow
```

**Visual C++**

```cpp
public:
virtual DataRow^ GetTotalFileCount() override
```

**Return Value**

A DataRow with the two values.
See Also

SqlServerDataLayer Class
Soulstone.Data Namespace

Send comments on this topic to Mario Moreno

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Check if a particular host exists.

**Namespace:**  [Soulstone.Data](#)

**Assembly:**  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
**Syntax**

**C#**

```csharp
public override bool HostExists(
    string hostName
)
```

**Visual Basic (Declaration)**

```vbnet
Public Overrides Function HostExists ( _
    hostName As String _
) As Boolean
```

**Visual C++**

```cpp
public:
virtual bool HostExists(
    String^ hostName
) override
```

**Parameters**

`hostName`

Type: System::String

The name of the host to be searched.

**Return Value**

True or false.
See Also

SqlServerDataLayer Class
Soulstone.Data Namespace

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Soulstone Help

SqlServerDataLayer..:::Search Method

SqlServerDataLayer Class  See Also  Send Feedback

Soulstone
Search for a file in the database.

Namespace:  Soulstone.Data
Assembly:  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public override DataTable Search(
    string album,
    string artist,
    string title,
    int year,
    string genre
)

Visual Basic (Declaration)

Public Overrides Function Search ( _
    album As String, _
    artist As String, _
    title As String, _
    year As Integer, _
    genre As String _
) As DataTable

Visual C++

public:
    virtual DataTable^ Search(
        String^ album,
        String^ artist,
        String^ title,
        int year,
        String^ genre
    ) override

Parameters

album
    Type: System:::String
    The album to be searched. Can be empty.
artist
  Type: System::String
  The artist to be searched. Can be empty.

title
  Type: System::String
  The title to be searched. Can be empty.

year
  Type: System::Int32
  The year to be searched. 0 for nothing.

geno
  Type: System::String
  The genre to be searched. Can be empty.

Return Value

A datatable with the result.
See Also

SqlServerDataLayer Class
Soulstone.Data Namespace

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Soulstone Help

SqlServerDataLayer...::TestConnection Method

SqlServerDataLayer Class  See Also  Send Feedback

Soulstone
Test the underlying connection.

Namespace:  Soulstone.Data
Assembly:  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public override bool TestConnection()

Visual Basic (Declaration)

Public Overrides Function TestConnection As Boolean

Visual C++

public:
virtual bool TestConnection() override

Return Value

true or false.
See Also

SqlServerDataLayer Class
Soulstone.Data Namespace

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The **SqlServerDataLayer** type exposes the following members.
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ConnString</td>
<td>Gets or sets the connection string.</td>
</tr>
</tbody>
</table>
See Also

SqlServerDataLayer Class
Soulstone.Data Namespace

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SqlServerDataLayer..::.ConnString Property

SqlServerDataLayer Class  See Also  Send Feedback

Soulstone

Gets or sets the connection string.

**Namespace:**  Soulstone.Data

**Assembly:**  Soulstone.Data (in Soulstone.Data.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public string ConnString { get; set; }

Visual Basic (Declaration)

Public Property ConnString As String

Visual C++

public:
property String^ ConnString {
    String^ get ();
    void set (String^ value);
}
See Also

SqlServerDataLayer Class
Soulstone.Data Namespace

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[Missing <summary> documentation for "N:Soulstone.Mp3" ]
## Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Id3Reader</strong></td>
<td>Allow scan a file for it's Id3 information.</td>
</tr>
<tr>
<td><strong>MusicTrack</strong></td>
<td>Represents a link to a file, with some other information collected from the ID3 Tag.</td>
</tr>
<tr>
<td><strong>MusicTrackManager</strong></td>
<td>Allow make searches and obtain a specific MusicTrack.</td>
</tr>
</tbody>
</table>

Send comments on this topic to [Mario Moreno](mailto:Mario.Moreno@example.com)

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Soulstone Help
Id3Reader Class

Members  See Also  Send Feedback

Soulstone
Allow scan a file for its Id3 information.

**Namespace:** Soulstone.Mp3

**Assembly:** Soulstone.Mp3 (in Soulstone.Mp3.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public sealed class Id3Reader

Visual Basic (Declaration)

Public NotInheritable Class Id3Reader

Visual C++

public ref class Id3Reader sealed
Inheritance Hierarchy

System...:::Object
Soulstone.Mp3...:::Id3Reader
See Also

Id3Reader Members
Soulstone.Mp3 Namespace

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The **Id3Reader** type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Equals</code></td>
<td>Determines whether the specified Object is equal to the current Object.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td><code>Finalize</code></td>
<td>Allows an Object to attempt to free resources and perform other cleanup</td>
</tr>
<tr>
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<td>operations before the Object is reclaimed by garbage collection.</td>
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<tr>
<td><code>GetHashCode</code></td>
<td>Serves as a hash function for a particular type.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td><code>GetMusicTrackFromID3</code></td>
<td>Scan the Id3 Tag of the file on fullPath Path, load and return an Mp3FileLink object.</td>
</tr>
<tr>
<td><code>GetType</code></td>
<td>Gets the Type of the current instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td><code>MemberwiseClone</code></td>
<td>Creates a shallow copy of the current Object.</td>
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<tr>
<td><code>ToString</code></td>
<td>Returns a String that represents the current Object.</td>
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</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
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<tbody>
<tr>
<td>Instance</td>
<td>Gets an instance of the ID3Reader class.</td>
</tr>
</tbody>
</table>
See Also

Id3Reader Class
Soulstone.Mp3 Namespace

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The `Id3Reader` type exposes the following members.
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```
See Also

Id3Reader Class
Soulstone.Mp3 Namespace

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Soulstone Help

Id3Reader...::GetMusicTrackFromID3 Method

**Id3Reader Class**  **See Also**  **Send Feedback**

Soulstone

Scan the Id3 Tag of the file on fullPath Path, load and return an Mp3FileLink object.

**Namespace:**  [Soulstone.Mp3](#)
**Assembly:**  Soulstone.Mp3 (in Soulstone.Mp3.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public MusicTrack GetMusicTrackFromID3(
    string fullPath
)

Visual Basic (Declaration)

Public Function GetMusicTrackFromID3 ( _
    fullPath As String _
) As MusicTrack

Visual C++

public:
MusicTrack^ GetMusicTrackFromID3(
    String^ fullPath
)

Parameters

fullPath
    Type: System::String
    The path of the file to create the MusicTrack.

Return Value

Mp3FileLink object.
See Also

Id3Reader Class
Soulstone.Mp3 Namespace

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The **Id3Reader** type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Instance</td>
<td>Gets an instance of the ID3Reader class.</td>
</tr>
</tbody>
</table>
See Also

Id3Reader Class
Soulstone.Mp3 Namespace

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Id3Reader:::Instance Property

**Id3Reader Class**  See Also  Send Feedback

Soulstone

Gets an instance of the ID3Reader class.

**Namespace:**  [Soulstone.Mp3](#)

**Assembly:**  Soulstone.Mp3 (in Soulstone.Mp3.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public static Id3Reader Instance { get; }

Visual Basic (Declaration)

Public Shared ReadOnly Property Instance As Id3Reader

Visual C++

public:
static property Id3Reader^ Instance {
    Id3Reader^ get ();
}
See Also

Id3Reader Class
Soulstone.Mp3 Namespace

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Soulstone

Represents a link to a file, with some other information collected from the ID3 Tag.

**Namespace:** Soulstone.Mp3  
**Assembly:** Soulstone.Mp3 (in Soulstone.Mp3.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public sealed class MusicTrack

Visual Basic (Declaration)

Public NotInheritable Class MusicTrack

Visual C++

public ref class MusicTrack sealed
Inheritance Hierarchy

System...:::Object
Soulstone.Mp3...:::MusicTrack
See Also

MusicTrack Members
Soulstone.Mp3 Namespace

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The `MusicTrack` type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MusicTrack</td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Name</strong></td>
<td><strong>Description</strong></td>
</tr>
<tr>
<td>---------------</td>
<td>---------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><code>Equals</code></td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from Object.)</td>
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<td><code>ToString</code></td>
<td>Returns a String that represents the current Object. (Inherited from Object.)</td>
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# Properties

<table>
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<tr>
<th>Name</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>Album</td>
<td>Gets or sets the album title of the MusicTrack.</td>
</tr>
<tr>
<td>Artist</td>
<td>Gets or sets the artist name of the MusicTrack.</td>
</tr>
<tr>
<td>Genre</td>
<td>Gets or sets the genre of the MusicTrack.</td>
</tr>
<tr>
<td>Title</td>
<td>Gets or sets the title of the MusicTrack.</td>
</tr>
<tr>
<td>Year</td>
<td>Gets or sets the year of the MusicTrack.</td>
</tr>
</tbody>
</table>
See Also

MusicTrack Class
Soulstone.Mp3 Namespace

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MusicTrack Constructor

See Also  Send Feedback

Soulstone
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MusicTrack()()</td>
<td>Initializes a new instance of the MusicTrack class.</td>
</tr>
<tr>
<td>MusicTrack(String, String, String, Int32, String)</td>
<td>Initializes a new instance of the MusicTrack class.</td>
</tr>
</tbody>
</table>
See Also

MusicTrack Class
MusicTrack Members
Soulstone.Mp3 Namespace

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MusicTrack Constructor

**MusicTrack Class**  [See Also]  [Send Feedback]

Soulstone

Initializes a new instance of the MusicTrack class.

**Namespace:**  [Soulstone.Mp3]

**Assembly:**  Soulstone.Mp3 (in Soulstone.Mp3.dll) Version: 1.0.0.0 (1.0.0.0)
**Syntax**

**C#**

```csharp
public MusicTrack()
```

**Visual Basic (Declaration)**

```vbnet
Public Sub New
```

**Visual C++**

```c++
public:
MusicTrack()
```
See Also

MusicTrack Class
MusicTrack Overload
Soulstone.Mp3 Namespace

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MusicTrack Constructor (String, String, String, Int32, String)

MusicTrack Class  See Also  Send Feedback

Soulstone
Initializes a new instance of the MusicTrack class.

Namespace:  Soulstone.Mp3
Assembly:  Soulstone.Mp3 (in Soulstone.Mp3.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public MusicTrack(
    string title,
    string album,
    string artist,
    int year,
    string genre
)

Visual Basic (Declaration)

Public Sub New (_
    title As String, _
    album As String, _
    artist As String, _
    year As Integer, _
    genre As String _
)

Visual C++

public:
MusicTrack(
    String^ title,
    String^ album,
    String^ artist,
    int year,
    String^ genre
)

Parameters

title
  Type: System:::String
  The title.
album
   Type: System.String
   The album.

artist
   Type: System.String
   The artist.

year
   Type: System.Int32
   The year 0 (for nothing).

genre
   Type: System.String
   The genre.
See Also

MusicTrack Class
MusicTrack Overload
Soulstone.Mp3 Namespace

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The **MusicTrack** type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
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<tbody>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object.</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Finalize</td>
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<tr>
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<td>Returns a String that represents the current Object.</td>
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See Also

MusicTrack Class
Soulstone.Mp3 Namespace

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The **MusicTrack** type exposes the following members.
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Album</td>
<td>Gets or sets the album title of the MusicTrack.</td>
</tr>
<tr>
<td>Artist</td>
<td>Gets or sets the artist name of the MusicTrack.</td>
</tr>
<tr>
<td>Genre</td>
<td>Gets or sets the genre of the MusicTrack.</td>
</tr>
<tr>
<td>Title</td>
<td>Gets or sets the title of the MusicTrack.</td>
</tr>
<tr>
<td>Year</td>
<td>Gets or sets the year of the MusicTrack.</td>
</tr>
</tbody>
</table>
See Also

MusicTrack Class
Soulstone.Mp3 Namespace

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MusicTrack..::..Album Property

MusicTrack Class  See Also  Send Feedback

Soulstone

Gets or sets the album title of the MusicTrack.

Namespace:  Soulstone.Mp3
Assembly:  Soulstone.Mp3 (in Soulstone.Mp3.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public string Album { get; set; }

Visual Basic (Declaration)

Public Property Album As String

Visual C++

public:
property String^ Album {
    String^ get ();
    void set (String^ value);
}
See Also

MusicTrack Class
Soulstone.Mp3 Namespace

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MusicTrack..::.Artist Property

MusicTrack Class  See Also  Send Feedback

Soulstone

Gets or sets the artist name of the MusicTrack.

Namespace:  Soulstone.Mp3
Assembly:  Soulstone.Mp3 (in Soulstone.Mp3.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public string Artist { get; set; }

Visual Basic (Declaration)

Public Property Artist As String

Visual C++

public:
property String^ Artist {
    String^ get ();
    void set (String^ value);
}
See Also

MusicTrack Class
Soulstone.Mp3 Namespace

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MusicTrack.G:::Genre Property

MusicTrack Class  See Also  Send Feedback

Soulstone

Gets or sets the genre of the MusicTrack.

Namespace:  Soulstone.Mp3

Assembly:  Soulstone.Mp3 (in Soulstone.Mp3.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public string Genre { get; set; }

Visual Basic (Declaration)

Public Property Genre As String

Visual C++

public:
property String^ Genre {
   String^ get();
   void set(String^ value);
}
See Also

MusicTrack Class
Soulstone.Mp3 Namespace

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Soulstone

Gets or sets the title of the MusicTrack.

**Namespace:** Soulstone.Mp3  
**Assembly:** Soulstone.Mp3 (in Soulstone.Mp3.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public string Title { get; set; }

Visual Basic (Declaration)

Public Property Title As String

Visual C++

public:
    property String^ Title {
        String^ get ();
        void set (String^ value);
    }

See Also

MusicTrack Class
Soulstone.Mp3 Namespace

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Soulstone Help
MusicTrack...: Year Property

MusicTrack Class  See Also  Send Feedback

Soulstone
Gets or sets the year of the MusicTrack.

Namespace:  Soulstone.Mp3
Assembly:  Soulstone.Mp3 (in Soulstone.Mp3.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public int Year { get; set; }

Visual Basic (Declaration)

Public Property Year As Integer

Visual C++

public:
property int Year {
    int get (){
        void set (int value);
    }
}
See Also

MusicTrack Class
Soulstone.Mp3 Namespace

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Soulstone Help

MusicTrackManager Class

Members  See Also  Send Feedback

Soulstone

Allow make searches and obtain a specific MusicTrack.

Namespace:  Soulstone.Mp3
Assembly:  Soulstone.Mp3 (in Soulstone.Mp3.dll) Version: 1.0.0.0 (1.0.0.0)
### Syntax

**C#**

```csharp
public sealed class MusicTrackManager
```

**Visual Basic (Declaration)**

```vbnet
Public NotInheritable Class MusicTrackManager
```

**Visual C++**

```cpp
public ref class MusicTrackManager sealed
```
Inheritance Hierarchy

System...:::Object
Soulstone.Mp3...:::MusicTrackManager
See Also

MusicTrackManager Members
Soulstone.Mp3 Namespace

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The **MusicTrackManager** type exposes the following members.
### Methods

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<td>Serves as a hash function for a particular type. (Inherited from Object.)</td>
</tr>
<tr>
<td>GetMusicTrack</td>
<td>Returns a specific MusicTrack.</td>
</tr>
<tr>
<td>GetTotalFileCount</td>
<td>Returns the total file and font count.</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the Type of the current instance. (Inherited from Object.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td>Search</td>
<td>Make a search in the underlying DataLayer.</td>
</tr>
<tr>
<td>StartupCheck</td>
<td>Calls the DataLayer TestConnection method to test the underlying connection.</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a String that represents the current Object. (Inherited from Object.)</td>
</tr>
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</table>
### Properties

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<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Instance</td>
<td>Gets the unique instance of the MusicTrackManager class.</td>
</tr>
</tbody>
</table>
See Also

MusicTrackManager Class
Soulstone.Mp3 Namespace

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The `MusicTrackManager` type exposes the following members.
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</tr>
<tr>
<td>StartupCheck</td>
<td>Calls the DataLayer TestConnection method to test the underlying connection.</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a String that represents the current Object.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

MusicTrackManager Class
Soulstone.Mp3 Namespace

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Soulstone Help
MusicTrackManager::GetMusicTrack Method
MusicTrackManager Class  See Also  Send Feedback

Soulstone
Returns a specific MusicTrack.

Namespace:  Soulstone.Mp3
Assembly:  Soulstone.Mp3 (in Soulstone.Mp3.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

**C#**

```csharp
public DataRow GetMusicTrack(
    Guid musicTrackId
)
```

**Visual Basic (Declaration)**

```vbnet
Public Function GetMusicTrack ( _
    musicTrackId As Guid _
) As DataRow
```

**Visual C++**

```cpp
public:
    DataRow^ GetMusicTrack(
        Guid musicTrackId
    )
```

**Parameters**

musicTrackId
Type: System::Guid
The music track id.

**Return Value**

A DataRow with the info.
See Also

MusicTrackManager Class
Soulstone.Mp3 Namespace

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MusicTrackManager...::.GetTotalFileCount Method

MusicTrackManager Class  See Also  Send Feedback

Soulstone Help

Soulstone Help

Soulstone

Returns the total file and font count.

Namespace:  Soulstone.Mp3
Assembly:  Soulstone.Mp3 (in Soulstone.Mp3.dll) Version: 1.0.0.0 (1.0.0.0)
Syntax

C#

public DataRow GetTotalFileCount()

Visual Basic (Declaration)

Public Function GetTotalFileCount As DataRow

Visual C++

public:
DataRow^ GetTotalFileCount()

Return Value

A DataRow with the info.
See Also

MusicTrackManager Class
Soulstone.Mp3 Namespace

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MusicTrackManager...:::Search Method

MusicTrackManager Class  See Also  Send Feedback

Soulstone

Make a search in the underlying DataLayer.

Namespace: Soulstone.Mp3
Assembly: Soulstone.Mp3 (in Soulstone.Mp3.dll) Version: 1.0.0.0 (1.0.0.0)
### Syntax

**C#**

```csharp
public DataTable Search(
    string album,
    string artist,
    string title,
    int year,
    string genre
)
```

**Visual Basic (Declaration)**

```vbnet
Public Function Search (_
    album As String, _
    artist As String, _
    title As String, _
    year As Integer, _
    genre As String _
) As DataTable
```

**Visual C++**

```cpp
public:
DataTable^ Search(
    String^ album,  
    String^ artist,  
    String^ title,   
    int year,        
    String^ genre
)
```

### Parameters

**album**

Type: System::String
The album to be searched. Can be empty.
artist
  Type: System::String
  The artist to be searched. Can be empty.

title
  Type: System::String
  The title to be searched. Can be empty.

year
  Type: System::Int32
  The year to be searched. 0 for nothing.

genre
  Type: System::String
  The genre to be searched. Can be empty.

Return Value

A datatable with the result.
See Also

MusicTrackManager Class
Soulstone.Mp3 Namespace

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Soulstone Help

MusicTrackManager:::StartupCheck Method

MusicTrackManager Class  See Also  Send Feedback

Soulstone

Calls the DataLayer TestConnection method to test the underlying connection.

Namespace:  Soulstone.Mp3
Assembly:  Soulstone.Mp3 (in Soulstone.Mp3.dll) Version: 1.0.0.0 (1.0.0.0)
**Syntax**

**C#**

```csharp
public bool StartupCheck()
```

**Visual Basic (Declaration)**

```vbnet
Public Function StartupCheck As Boolean
```

**Visual C++**

```cpp
public:
bool StartupCheck()
```

**Return Value**

True or false.
See Also

MusicTrackManager Class
Soulstone.Mp3 Namespace

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The **MusicTrackManager** type exposes the following members.
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Instance</td>
<td>Gets the unique instance of the MusicTrackManager class.</td>
</tr>
</tbody>
</table>
See Also

MusicTrackManager Class
Soulstone.Mp3 Namespace

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Soulstone

Gets the unique instance of the MusicTrackManager class.

**Namespace:** Soulstone.Mp3  
**Assembly:** Soulstone.Mp3 (in Soulstone.Mp3.dll) Version: 1.0.0.0 (1.0.0.0)
**Syntax**

**C#**

```csharp
public static MusicTrackManager Instance { get; }
```

**Visual Basic (Declaration)**

```vbnet
Public Shared ReadOnly Property Instance As MusicTrackManager
```

**Visual C++**

```cpp
public:
static property MusicTrackManager^ Instance {
    MusicTrackManager^ get ();
}
```
See Also

MusicTrackManager Class
Soulstone.Mp3 Namespace

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