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Soulstone Help
Soulstone.Data Namespace
Send Feedback

Soulstone

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

## **Classes**

	Class	Description
<	<u>DataLayerBase</u>	Abstract class base class for every DataLayer.
<	<u>DataLayerFactory</u>	Allow create an instance of DataLayer objects.
<	<u>DBConstants</u>	Names that match directly with DB components.
4	\$\frac{SqlServerDataLayer}{}	An implementation of the DataLayerBase class for MS SQL Server.

### **Enumerations**

#### **Enumeration**

### **Description**

<u>DataLayerType</u> Define the different types of available data layers.

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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

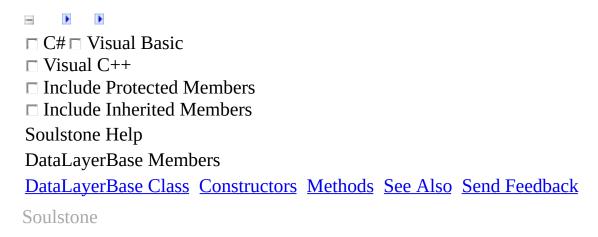
# **Inheritance Hierarchy**

System..::.Object

Soulstone.Data..::.DataLayerBase
Soulstone.Data..::.SqlServerDataLayer

DataLayerBase Members
Soulstone.Data Namespace

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The <u>DataLayerBase</u> type exposes the following members.

### **Constructors**

Name

### Description

<u>DataLayerBase</u> Initializes a new instance of the <u>DataLayerBase</u> class

# $\blacksquare$ Methods

	Name	Description
<b>≡</b>	CreateHost	Create a host with the given name.
<b>≡</b>	<u>CreateOrUpdateMusicTrac</u>	k Create or update the Music Track info.
<b>≡</b>	<u>DeleteObsoleteEntries</u>	Overloaded.
<b>≟</b>	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
ē	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
<b>≡</b>	<u>GetAllHosts</u>	Get all hosts stored into the database.
<b>≡</b>	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
<b>≡</b>	<u>GetMusicTrack</u>	Get all the info to create a MusicTrack object.
<b>≡</b>	<u>GetTotalFileCount</u>	Get the total file count and file fonts.
<b>≅</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
<b>≡</b>	<u>HostExists</u>	Check if a particular hosts exists.
<u></u>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
<b>≡</b>	<u>Search</u>	Search for a file in the database.
<b>≡</b>	<u>TestConnection</u>	Test the underlying connection.
<b>≡</b>	ToString	Returns a String that represents the current Object. (Inherited from Object.)

<u>DataLayerBase Class</u> <u>Soulstone.Data Namespace</u>

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□ Visual C++

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DataLayerBase Constructor

DataLayerBase Class See Also Send Feedback

Soulstone

Initializes a new instance of the <a href="DataLayerBase">DataLayerBase</a> class

Namespace: Soulstone.Data

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

# $\blacksquare Syntax$

**C**#

protected DataLayerBase()

### **Visual Basic (Declaration)**

Protected Sub New

Visual C++

protected:
DataLayerBase()

<u>DataLayerBase Class</u> <u>Soulstone.Data Namespace</u>

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DataLayerBase Methods
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Soulstone

The <u>DataLayerBase</u> type exposes the following members.

# $\blacksquare$ Methods

	Name	Description
<b>≡</b>	CreateHost	Create a host with the given name.
<b>≡</b>	<u>CreateOrUpdateMusicTrac</u>	k Create or update the Music Track info.
<b>≡</b>	<u>DeleteObsoleteEntries</u>	Overloaded.
<b>≟</b>	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
ē	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
<b>≡</b>	<u>GetAllHosts</u>	Get all hosts stored into the database.
<b>≡</b>	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
<b>≡</b>	<u>GetMusicTrack</u>	Get all the info to create a MusicTrack object.
<b>≡</b>	<u>GetTotalFileCount</u>	Get the total file count and file fonts.
<b>≅</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
<b>≡</b>	<u>HostExists</u>	Check if a particular hosts exists.
<u></u>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
<b>≡</b>	<u>Search</u>	Search for a file in the database.
<b>≡</b>	<u>TestConnection</u>	Test the underlying connection.
<b>≡</b>	ToString	Returns a String that represents the current Object. (Inherited from Object.)

<u>DataLayerBase Class</u> <u>Soulstone.Data Namespace</u>

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□ Visual C++

Soulstone Help

DataLayerBase..::.CreateHost Method

DataLayerBase 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#
```

#### **Parameters**

hostName

Type: System..:.String The name of the host.

<u>DataLayerBase Class</u> <u>Soulstone.Data Namespace</u>

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□ Visual C++

Soulstone Help

 $Data Layer Base..... Create Or Update Music Track\ Method$ 

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.

<u>DataLayerBase Class</u> <u>Soulstone.Data Namespace</u>

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- ☐ Include Protected Members
- ☐ Include Inherited Members

Soulstone Help

DataLayerBase..::.DeleteObsoleteEntries Method

DataLayerBase Class See Also Send Feedback

Soulstone

# **Overload List**

	Name	Description
	<u>DeleteObsoleteEntries()()()</u>	Remove obsolete entries from the database.
-		Remove all obsolete entries from the database taking into account the given number of failed updates.

DataLayerBase Class
DataLayerBase Members
Soulstone.Data Namespace

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

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

<u>DataLayerBase Class</u> <u>DeleteObsoleteEntries Overload</u> <u>Soulstone.Data Namespace</u>

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□ C#□ Visual Basic

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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#

Over that number the entries will be removed.

<u>DataLayerBase Class</u> <u>DeleteObsoleteEntries Overload</u> <u>Soulstone.Data Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

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.

<u>DataLayerBase Class</u> <u>Soulstone.Data Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

DataLayerBase..:..GetMusicTrack Method

DataLayerBase Class See Also Send Feedback

Soulstone

Get all the info to create a MusicTrack object.

Namespace: Soulstone.Data

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.

<u>DataLayerBase Class</u> <u>Soulstone.Data Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

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 $Data Layer Base.....Get Total File Count\ Method$ 

DataLayerBase Class See Also Send Feedback

Soulstone

Get the total file count and file fonts.

Namespace: Soulstone.Data

**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.

<u>DataLayerBase Class</u> <u>Soulstone.Data Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

DataLayerBase..::.HostExists Method

DataLayerBase Class See Also Send Feedback

Soulstone

Check if a particular hosts exists.

Namespace: Soulstone.Data

```
C#
```

## **Visual Basic (Declaration)**

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

## Visual C++

## **Parameters**

hostName

Type: System..:.String

The name of the host to be searched.

## **Return Value**

True or false.

<u>DataLayerBase Class</u> <u>Soulstone.Data Namespace</u>

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□ Visual C++

Soulstone Help

DataLayerBase..::.Search Method

DataLayerBase Class See Also Send Feedback

Soulstone

Search for a file in the database.

Namespace: Soulstone.Data

**C**#

```
public abstract DataTable Search(
        string album,
        string artist,
        string title,
        int year,
        string genre
)
        Visual Basic (Declaration)
Public MustOverride 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
) 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.

<u>DataLayerBase Class</u> <u>Soulstone.Data Namespace</u>

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□ Visual C++

Soulstone Help

DataLayerBase..:.TestConnection Method

DataLayerBase Class See Also Send Feedback

Soulstone

Test the underlying connection.

Namespace: Soulstone.Data

**C**#

public abstract bool TestConnection()

**Visual Basic (Declaration)** 

Public MustOverride Function TestConnection As Boolean

Visual C++

public:

virtual bool TestConnection() abstract

## **Return Value**

true or false.

<u>DataLayerBase Class</u> <u>Soulstone.Data Namespace</u>

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□ Visual C++

Soulstone Help

DataLayerFactory Class

Members See Also Send Feedback

Soulstone

Allow create an instance of DataLayer objects.

Namespace: Soulstone.Data

**C**#

public sealed class DataLayerFactory

## **Visual Basic (Declaration)**

Public NotInheritable Class DataLayerFactory

## Visual C++

public ref class DataLayerFactory sealed

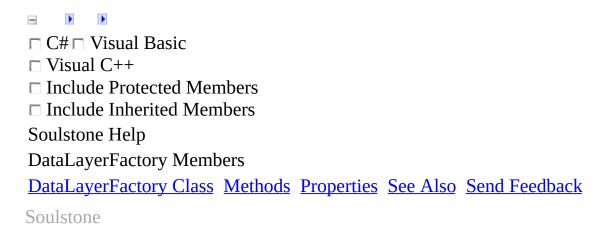
# **Inheritance Hierarchy**

System..::.Object

Soulstone.Data..::.DataLayerFactory

DataLayerFactory Members Soulstone.Data Namespace

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The <u>DataLayerFactory</u> type exposes the following members.

# **Methods**

	Name	Description
<b>≓</b> ∳	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
<u></u>	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
=0	<u>GetDataLayer</u>	Gets a DataLayer object of the specified type.
<b>≡</b>	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
<b>≡</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
<b>Ģ</b> ₩	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
<b>≡</b>	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# $\blacksquare$ Properties

Name

## Description

**7**5

<u>Instance</u> Gets the unique instance of the DataLayerFactory class.

DataLayerFactory Class
Soulstone.Data Namespace

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Soulstone Help
DataLayerFactory Methods

DataLayerFactory Class See Also Send Feedback

Soulstone

The <u>DataLayerFactory</u> type exposes the following members.

# **Methods**

	Name	Description
<b>≓</b> ∳	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
<u></u>	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
=0	<u>GetDataLayer</u>	Gets a DataLayer object of the specified type.
<b>≡</b>	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
<b>≡</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
<b>Ģ</b> ₩	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
<b>≡</b>	ToString	Returns a String that represents the current Object. (Inherited from Object.)

DataLayerFactory Class
Soulstone.Data Namespace

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□ Visual C++

Soulstone Help

DataLayerFactory..::.GetDataLayer Method

DataLayerFactory Class See Also Send Feedback

Soulstone

Gets a DataLayer object of the specified type.

Namespace: Soulstone.Data

## **Parameters**

type

Type: <u>Soulstone.Data..:.DataLayerType</u> The type of the DataLayer.

## **Return Value**

A DataLayer.

DataLayerFactory Class
Soulstone.Data Namespace

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Soulstone Help
DataLayerFactory Properties

DataLayerFactory Class See Also Send Feedback

Soulstone

The <u>DataLayerFactory</u> type exposes the following members.

# $\blacksquare$ Properties

Name

## Description

**7**5

<u>Instance</u> Gets the unique instance of the DataLayerFactory class.

DataLayerFactory Class
Soulstone.Data Namespace

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□ Visual C++

Soulstone Help

DataLayerFactory..::.Instance Property

DataLayerFactory Class See Also Send Feedback

Soulstone

Gets the unique instance of the DataLayerFactory class.

Namespace: Soulstone.Data

**C**#

DataLayerFactory Class
Soulstone.Data Namespace

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□ Visual C++

Soulstone Help

DataLayerType Enumeration

See Also Send Feedback

Soulstone

Define the different types of available data layers.

Namespace: Soulstone.Data

# $\blacksquare$ Syntax

**C**#

public enum DataLayerType

### **Visual Basic (Declaration)**

Public Enumeration DataLayerType

Visual C++

public enum class DataLayerType

# **Members**

Member name Description

SqlServer Represents a Sql Server DataLayer.

Soulstone.Data Namespace

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□ Visual C++

Soulstone Help

**DBConstants Class** 

Members See Also Send Feedback

Soulstone

Names that match directly with DB components.

Namespace: <u>Soulstone.Data</u>

# $\blacksquare$ 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

DBConstants Members
Soulstone.Data Namespace

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Soulstone Help
DBConstants Members

DBConstants Class Constructors Methods Properties See Also Send Feedback

Soulstone

The **DBConstants** type exposes the following members.

## **Constructors**

### Name Description

DBConstants Initializes a new instance of the DBConstants class

# **Methods**

	Name	Description
<b>≡</b>	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
<b>Ģ</b> ₩	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
=•	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
=•	GetType	Gets the Type of the current instance. (Inherited from Object.)
Ģ <b>©</b>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
=•	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# Properties

	Name	Description
<b>≅</b> S	<u>Album</u>	Gets the album name.
<b>S</b>	<u>Artist</u>	Gets the artist name.
<b>S</b>	<u>Genre</u>	Gets the genre name.
<b>S</b>	<u>HostId</u>	Gets the Host Id string name.
S	<b>MusicTrackId</b>	Gets the Music Track Id string name.
s s	<u>Path</u>	Gets the path string name.
s s	<u>Title</u>	Gets the title name.
<b>≅</b> S	<u>Year</u>	Gets the year name.

DBConstants Class
Soulstone.Data Namespace

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Soulstone Help

**DBConstants Constructor** 

DBConstants Class See Also Send Feedback

Soulstone

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

Namespace: Soulstone.Data

# **Syntax**

**C**#

public DBConstants()

### **Visual Basic (Declaration)**

Public Sub New

Visual C++

public: DBConstants()

DBConstants Class
Soulstone.Data Namespace

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Soulstone Help
DBConstants Methods
DBConstants Class See Also Send Feedback
Soulstone

The **DBConstants** type exposes the following members.

# **Methods**

	Name	Description
<b>≡</b>	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
<b>Ģ</b> ₩	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
=•	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
=•	GetType	Gets the Type of the current instance. (Inherited from Object.)
Ģ <b>©</b>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
=•	ToString	Returns a String that represents the current Object. (Inherited from Object.)

DBConstants Class
Soulstone.Data Namespace

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DBConstants Properties

DBConstants Class See Also Send Feedback

Soulstone

The **DBConstants** type exposes the following members.

# Properties

	Name	Description
≝°s	<u>Album</u>	Gets the album name.
≝°s	<u>Artist</u>	Gets the artist name.
<b>≅</b> S	<u>Genre</u>	Gets the genre name.
<b>≅</b> S	<u>HostId</u>	Gets the Host Id string name.
<b>₽</b> S	<u>MusicTrackId</u>	Gets the Music Track Id string name.
<b>≅</b> S	<u>Path</u>	Gets the path string name.
≝°s	<u>Title</u>	Gets the title name.
≝°S	<u>Year</u>	Gets the year name.

DBConstants Class
Soulstone.Data Namespace

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Soulstone Help

DBConstants..::.Album Property

DBConstants Class See Also Send Feedback

Soulstone

Gets the album name.

Namespace: Soulstone.Data

# **Syntax**

**C**#

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

### **Visual Basic (Declaration)**

Public Shared ReadOnly Property Album As String

#### Visual C++

DBConstants Class
Soulstone.Data Namespace

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□ Visual C++

Soulstone Help

DBConstants..:..Artist Property

DBConstants Class See Also Send Feedback

Soulstone

Gets the artist name.

Namespace: Soulstone.Data

# **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 ();
}

DBConstants Class
Soulstone.Data Namespace

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□ Visual C++

Soulstone Help

DBConstants..::.Genre Property

DBConstants Class See Also Send Feedback

Soulstone

Gets the genre name.

Namespace: Soulstone.Data

# **Syntax**

**C**#

```
public static string Genre { get; }
```

### **Visual Basic (Declaration)**

Public Shared ReadOnly Property Genre As String

#### Visual C++

DBConstants Class
Soulstone.Data Namespace

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

DBConstants..::.HostId Property

DBConstants Class See Also Send Feedback

Soulstone

Gets the Host Id string name.

Namespace: Soulstone.Data

# **Syntax**

C#

public static string HostId { get; }

Visual Basic (Declaration)

Public Shared ReadOnly Property HostId As String

Visual C++

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

DBConstants Class
Soulstone.Data Namespace

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□ Visual C++

Soulstone Help

DBConstants..::.MusicTrackId Property

DBConstants Class See Also Send Feedback

Soulstone

Gets the Music Track Id string name.

Namespace: <u>Soulstone.Data</u>

## **Syntax**

}

**C**#

```
public static string MusicTrackId { get; }

Visual Basic (Declaration)

Public Shared ReadOnly Property MusicTrackId As String

Visual C++

public:
static property String^ MusicTrackId {
String^ get ();
```

DBConstants Class
Soulstone.Data Namespace

Send comments on this topic to Mario Moreno

-

□ C#□ Visual Basic

□ Visual C++

Soulstone Help

DBConstants..:..Path Property

DBConstants Class See Also Send Feedback

Soulstone

Gets the path string 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 Path { get; }

Visual Basic (Declaration)

Public Shared ReadOnly Property Path As String

Visual C++

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

DBConstants Class
Soulstone.Data Namespace

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-

□ C#□ Visual Basic

□ Visual C++

Soulstone Help

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**#

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

#### **Visual Basic (Declaration)**

Public Shared ReadOnly Property Title As String

#### Visual C++

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

DBConstants Class
Soulstone.Data Namespace

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

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#

public static string Year { get; }

Visual Basic (Declaration)

Public Shared ReadOnly Property Year As String

Visual C++

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

DBConstants Class
Soulstone.Data Namespace

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

SqlServerDataLayer Class

Members See Also Send Feedback

Soulstone

An implementation of the DataLayerBase class for MS SQL Server.

Namespace: <u>Soulstone.Data</u>

**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 <u>DataLayerBase</u>

#### Visual C++

public ref class SqlServerDataLayer sealed : public <u>DataLayerBase</u>

# **Inheritance Hierarchy**

System..::.Object

Soulstone.Data..::.DataLayerBase
Soulstone.Data..::.SqlServerDataLayer

SqlServerDataLayer Members Soulstone.Data Namespace

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The <u>SqlServerDataLayer</u> type exposes the following members.

# $\blacksquare$ Methods

Name	Description
•• CreateHost	Create a host with the given name.
Createriost	(Overrides <u>DataLayerBase::.CreateHost(String</u> ).
•• CreateOrUpdateMusicTrack	Create or update the Music Track info. (Overrides  DataLayerBase::.CreateOrUpdateMusicTrack(S  String, String, String, Int32, String).)
DeleteObsoleteEntries	Overloaded.
■ Equals	Determines whether the specified Object is equal the current Object. (Inherited from Object.)
<sup></sup> Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Obje reclaimed by garbage collection. (Inherited from Object.)
•• GetAllHosts	Get all hosts stored into the database. (Overrides <a href="mailto:DataLayerBase:GetAllHosts()()().">DataLayerBase:GetAllHosts()()().</a> )
● GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
■ GetMusicTrack	Get all the info to create a MusicTrack object. (Overrides <a href="DataLayerBase:GetMusicTrack(Gu">DataLayerBase::.GetMusicTrack(Gu</a>
•• GetTotalFileCount	Get the total file count and file fonts.  (Overrides <a href="DataLayerBase:GetTotalFileCount(">DataLayerBase::.GetTotalFileCount("O.")</a> .)
■ GetType	Gets the Type of the current instance. (Inherited from Object.)
•• HostExists	Check if a particular hosts exists. (Overrides <a href="DataLayerBase:.HostExists(String">DataLayerBase::.HostExists(String)</a> .
MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
<b>Search</b>	Search for a file in the database. (Overrides <a href="DataLayerBase:.Search(String, Strirg">DataLayerBase::.Search(String, Strirg)</a>

**№** TestConnection

■ ToString

String, Int32, String).)

Test the underlying connection.

(Overrides <u>DataLayerBase..::.TestConnection()()</u>|

Returns a String that represents the current Objec

(Inherited from Object.)

# Properties

Name

Description

**ConnString** Gets or sets the connection string.

SqlServerDataLayer Class Soulstone.Data Namespace

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☐ C#☐ Visual Basic
☐ Visual C++
☐ Include Protected Members
☐ Include Inherited Members
Soulstone Help
SqlServerDataLayer Methods
SqlServerDataLayer Class See Also Send Feedback
Soulstone

The <u>SqlServerDataLayer</u> type exposes the following members.

# $\blacksquare$ Methods

Name	Description
•• CreateHost	Create a host with the given name.
Createriost	(Overrides <u>DataLayerBase::.CreateHost(String</u> ).
•• CreateOrUpdateMusicTrack	Create or update the Music Track info. (Overrides  DataLayerBase::.CreateOrUpdateMusicTrack(S  String, String, String, Int32, String).)
DeleteObsoleteEntries	Overloaded.
■ Equals	Determines whether the specified Object is equal the current Object. (Inherited from Object.)
<sup></sup> Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Obje reclaimed by garbage collection. (Inherited from Object.)
•• GetAllHosts	Get all hosts stored into the database. (Overrides <a href="mailto:DataLayerBase:GetAllHosts()()().">DataLayerBase:GetAllHosts()()().</a> )
● GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
■ GetMusicTrack	Get all the info to create a MusicTrack object. (Overrides <a href="DataLayerBase:GetMusicTrack(Gu">DataLayerBase::.GetMusicTrack(Gu</a>
•• GetTotalFileCount	Get the total file count and file fonts.  (Overrides <a href="DataLayerBase:GetTotalFileCount(">DataLayerBase::.GetTotalFileCount("O.")</a> .)
■ GetType	Gets the Type of the current instance. (Inherited from Object.)
•• HostExists	Check if a particular hosts exists. (Overrides <a href="DataLayerBase:.HostExists(String">DataLayerBase::.HostExists(String)</a> .
MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
<b>Search</b>	Search for a file in the database. (Overrides <a href="DataLayerBase:.Search(String, Strirg">DataLayerBase::.Search(String, Strirg)</a>

**№** TestConnection

■ ToString

String, Int32, String).)

Test the underlying connection.

(Overrides <u>DataLayerBase..::.TestConnection()()</u>|

Returns a String that represents the current Objec

(Inherited from Object.)

SqlServerDataLayer Class Soulstone.Data Namespace

Send comments on this topic to Mario Moreno

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

 $SqlServerDataLayer...:.CreateHost\ Method$ 

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#

#### **Parameters**

hostName

Type: System..:.String The name of the host.

SqlServerDataLayer Class Soulstone.Data Namespace

Send comments on this topic to Mario Moreno

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

 $Sql Server Data Layer...:. Create Or Update Music Track\ Method$ 

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.

SqlServerDataLayer Class Soulstone.Data Namespace

Send comments on this topic to Mario Moreno

□ 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**

Name	Description
	Remove obsolete entries from the database.
DeleteObsoleteEntries()()()	(Overrides
	<pre>DataLayerBase:.DeleteObsoleteEntries()()().)</pre>
	Remove all obsolete entries from the database
	taking into account the given number of failed
DeleteObsoleteEntries(Int32)	updates.
	(Overrides
	<pre>DataLayerBase::.DeleteObsoleteEntries(Int32)</pre>

SqlServerDataLayer Class SqlServerDataLayer Members Soulstone.Data Namespace

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

 $Sql Server Data Layer..... Delete Obsolete Entries\ Method$ 

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

SqlServerDataLayer Class
DeleteObsoleteEntries Overload
Soulstone.Data Namespace

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

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

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
```

failed Update Number

Type: System..::.Int32

Over that number the entries will be removed.

SqlServerDataLayer Class
DeleteObsoleteEntries Overload
Soulstone.Data Namespace

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-

□ C#□ Visual Basic

□ Visual C++

Soulstone Help

SqlServerDataLayer..::.GetAllHosts Method

SqlServerDataLayer Class See Also Send Feedback

Soulstone

Get all hosts stored into the database.

Namespace: Soulstone.Data

**C**#

public override DataTable GetAllHosts()

#### **Visual Basic (Declaration)**

Public Overrides Function GetAllHosts As DataTable

Visual C++

public:

virtual DataTable^ GetAllHosts() override

#### **Return Value**

A DataTable with the hosts info.

SqlServerDataLayer Class Soulstone.Data Namespace

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

 $Sql Server Data Layer...:. Get Music Track\ Method$ 

SqlServerDataLayer Class See Also Send Feedback

Soulstone

Get all the info to create a MusicTrack object.

Namespace: Soulstone.Data

C#

#### **Parameters**

) override

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

#### **Return Value**

A DataRow with the info.

SqlServerDataLayer Class Soulstone.Data Namespace

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

 $Sql Server Data Layer...:. Get Total File Count\ Method$ 

SqlServerDataLayer Class See Also Send Feedback

Soulstone

Get the total file count and file fonts.

Namespace: Soulstone.Data

**C**#

public override DataRow GetTotalFileCount()

**Visual Basic (Declaration)** 

Public Overrides Function GetTotalFileCount As DataRow

Visual C++

public:

virtual DataRow^ GetTotalFileCount() override

#### **Return Value**

A DataRow with the two values.

SqlServerDataLayer Class Soulstone.Data Namespace

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

 $SqlServerDataLayer...:.HostExists\ Method$ 

SqlServerDataLayer Class See Also Send Feedback

Soulstone

Check if a particular hosts exists.

Namespace: Soulstone.Data

```
C#
```

#### **Parameters**

) override

hostName

Type: System..:.String

String^ hostName

The name of the host to be searched.

#### **Return Value**

True or false.

SqlServerDataLayer Class Soulstone.Data Namespace

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

 $Sql Server Data Layer...:. Search\ Method$ 

SqlServerDataLayer Class See Also Send Feedback

Soulstone

Search for a file in the database.

Namespace: Soulstone.Data

**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.

genre

Type: System..:.String

The genre to be searched. Can be empty.

#### **Return Value**

A datatable with the result.

SqlServerDataLayer Class Soulstone.Data Namespace

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**I** 

□ C#□ Visual Basic

□ Visual C++

Soulstone Help

 $Sql Server Data Layer...:. Test Connection\ Method$ 

SqlServerDataLayer Class See Also Send Feedback

Soulstone

Test the underlying connection.

Namespace: Soulstone.Data

**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.

SqlServerDataLayer Class Soulstone.Data Namespace

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☐ C#☐ Visual Basic
☐ Visual C++
☐ Include Protected Members
☐ Include Inherited Members
Soulstone Help
SqlServerDataLayer Properties
SqlServerDataLayer Class See Also Send Feedback
Soulstone

The <u>SqlServerDataLayer</u> type exposes the following members.

# Properties

Name

Description

**ConnString** Gets or sets the connection string.

SqlServerDataLayer Class Soulstone.Data Namespace

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

SqlServerDataLayer..::.ConnString Property

SqlServerDataLayer Class See Also Send Feedback

Soulstone

Gets or sets the connection string.

Namespace: Soulstone.Data

**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);
}
```

SqlServerDataLayer Class Soulstone.Data Namespace

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☐ C#☐ Visual Basic☐ Visual C++
Soulstone Help
Soulstone.Mp3 Namespace
Send Feedback

Soulstone

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

# **Classes**

Class	Description
⁴\$ <u>Id3Reader</u>	Allow scan a file for it's Id3 information.
<b>MusicTrack</b> MusicTrack	Represents a link to a file, with some other information collected from the ID3 Tag.
⁴     MusicTrackManaş	Allow make searchs and obtain a specific MusicTrack.

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

Id3Reader Class

Members See Also Send Feedback

Soulstone

Allow scan a file for it's Id3 information.

Namespace: Soulstone.Mp3

# $\blacksquare$ 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

<u>Id3Reader Members</u> <u>Soulstone.Mp3 Namespace</u>

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The <u>Id3Reader</u> type exposes the following members.

# **Methods**

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

# Properties

Name

Description

<u>Id3Reader Class</u> <u>Soulstone.Mp3 Namespace</u>

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☐ C#☐ Visual Basic
☐ Visual C++
☐ Include Protected Members
☐ Include Inherited Members
Soulstone Help
Id3Reader Methods
Id3Reader Class See Also Send Feedback
Soulstone

The <u>Id3Reader</u> type exposes the following members.

## **Methods**

	Name	Description
<b>=</b>	Equals	Determines whether the specified Object is equal to the current Object.  (Inherited from Object.)
<b>Ģ</b>	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
=0	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
=•	GetMusicTrackFromID3	Scan the Id3 Tag of the file on fullPath Path, load and return an Mp3FileLink object.
=•	GetType	Gets the Type of the current instance. (Inherited from Object.)
·	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
<b>≡</b>	ToString	Returns a String that represents the current Object. (Inherited from Object.)

<u>Id3Reader Class</u> <u>Soulstone.Mp3 Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

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**

#### **Parameters**

fullPath

)

Type: System..:.String

The path of the file to create the MusicTrack.

#### **Return Value**

Mp3FileLink object.

<u>Id3Reader Class</u> <u>Soulstone.Mp3 Namespace</u>

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☐ C#☐ Visual Basic
☐ Visual C++
☐ Include Protected Members
☐ Include Inherited Members
Soulstone Help
Id3Reader Properties
Id3Reader Class See Also Send Feedback
Soulstone

The <u>Id3Reader</u> type exposes the following members.

# Properties

Name

Description

<u>Id3Reader Class</u> <u>Soulstone.Mp3 Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

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**

<u>Id3Reader Class</u> <u>Soulstone.Mp3 Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

MusicTrack Class

Members See Also Send Feedback

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)

### $\blacksquare$ Syntax

**C**#

public sealed class MusicTrack

#### **Visual Basic (Declaration)**

Public NotInheritable Class MusicTrack

Visual C++

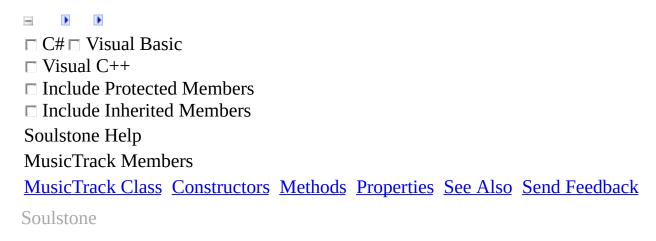
public ref class MusicTrack sealed

# **Inheritance Hierarchy**

System..:.Object
Soulstone.Mp3..:..MusicTrack

MusicTrack Members
Soulstone.Mp3 Namespace

Send comments on this topic to Mario Moreno



The MusicTrack type exposes the following members.

## **Constructors**

Name Description

MusicTrack Overloaded.

## **Methods**

	Name	Description
<b>≡</b>	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
<b>Ģ</b> ₩	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
=•	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
=•	GetType	Gets the Type of the current instance. (Inherited from Object.)
Ģ <b>©</b>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
=•	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# Properties

Name	Description
<u>Album</u>	Gets or sets the album title of the MusicTrack.
<u>Artist</u>	Gets or sets the artist name of the MusicTrack.
<u>Genre</u>	Gets or sets the genre of the MusicTrack.
<u>Title</u>	Gets or sets the title of the MusicTrack.
<u>Year</u>	Gets or sets the year of the MusicTrack.

MusicTrack Class
Soulstone.Mp3 Namespace

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- □ C#□ Visual Basic
- □ Visual C++
- □ Include Protected Members
- ☐ Include Inherited Members

Soulstone Help

MusicTrack Constructor

MusicTrack Class See Also Send Feedback

Soulstone

### **Overload List**

Name

MusicTrack()()()

MusicTrack(String, String, String, Initializes a new instance of the MusicTrack class.

MusicTrack(String, String, String, Initializes a new instance of the MusicTrack class.

MusicTrack Class MusicTrack Members Soulstone.Mp3 Namespace

Send comments on this topic to Mario Moreno

-

□ C#□ Visual Basic

□ Visual C++

Soulstone Help

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**#

public MusicTrack()

#### **Visual Basic (Declaration)**

Public Sub New

Visual C++

public: MusicTrack()

MusicTrack Class
MusicTrack Overload
Soulstone.Mp3 Namespace

Send comments on this topic to Mario Moreno

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

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**#

#### **Visual Basic (Declaration)**

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

#### Visual C++

#### **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.

MusicTrack Class
MusicTrack Overload
Soulstone.Mp3 Namespace

Send comments on this topic to Mario Moreno

☐ C#☐ Visual Basic
☐ Visual C++
☐ Include Protected Members
☐ Include Inherited Members
Soulstone Help
MusicTrack Methods
MusicTrack Class See Also Send Feedback
Soulstone

The MusicTrack type exposes the following members.

## **Methods**

	Name	Description
<b>≡</b>	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
<b>Ģ</b> ₩	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
=•	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
=•	GetType	Gets the Type of the current instance. (Inherited from Object.)
Ģ <b>©</b>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
=•	ToString	Returns a String that represents the current Object. (Inherited from Object.)

MusicTrack Class
Soulstone.Mp3 Namespace

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☐ C#☐ Visual Basic
☐ Visual C++
☐ Include Protected Members
☐ Include Inherited Members
Soulstone Help
MusicTrack Properties
MusicTrack Class See Also Send Feedback
Soulstone

The MusicTrack type exposes the following members.

# Properties

Name	Description
<u>Album</u>	Gets or sets the album title of the MusicTrack.
<u>Artist</u>	Gets or sets the artist name of the MusicTrack.
<u>Genre</u>	Gets or sets the genre of the MusicTrack.
<u>Title</u>	Gets or sets the title of the MusicTrack.
<u>Year</u>	Gets or sets the year of the MusicTrack.

MusicTrack Class
Soulstone.Mp3 Namespace

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□ Visual C++

Soulstone Help

MusicTrack..::.Album Property

MusicTrack Class See Also Send Feedback

Soulstone

Gets or sets the album title of the MusicTrack.

Namespace: Soulstone.Mp3

**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);
}
```

MusicTrack Class
Soulstone.Mp3 Namespace

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

MusicTrack..::.Artist Property

MusicTrack Class See Also Send Feedback

Soulstone

Gets or sets the artist name of the MusicTrack.

Namespace: Soulstone.Mp3

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);
}

MusicTrack Class
Soulstone.Mp3 Namespace

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Soulstone Help

MusicTrack..::.Genre Property

MusicTrack Class See Also Send Feedback

Soulstone

Gets or sets the genre of the MusicTrack.

Namespace: Soulstone.Mp3

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);
}

MusicTrack Class
Soulstone.Mp3 Namespace

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

MusicTrack..::.Title Property

MusicTrack Class See Also Send Feedback

Soulstone

Gets or sets the title of the MusicTrack.

Namespace: Soulstone.Mp3

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);
}

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

```
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);
}
```

MusicTrack Class
Soulstone.Mp3 Namespace

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

MusicTrackManager Class

Members See Also Send Feedback

Soulstone

Allow make searchs and obtain a specific MusicTrack.

Namespace: Soulstone.Mp3

**C**#

public sealed class MusicTrackManager

#### **Visual Basic (Declaration)**

Public NotInheritable Class MusicTrackManager

Visual C++

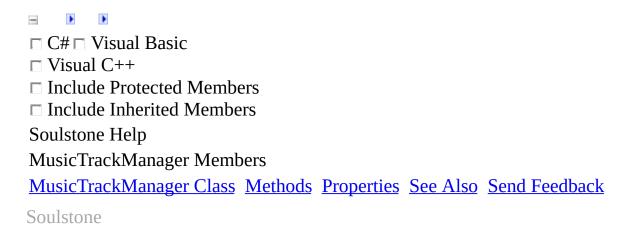
public ref class MusicTrackManager sealed

# **Inheritance Hierarchy**

System..::.Object
Soulstone.Mp3..::.MusicTrackManager

MusicTrackManager Members Soulstone.Mp3 Namespace

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The MusicTrackManager type exposes the following members.

## **Methods**

	Name	Description
<b>=</b>	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
<b>Ģ</b>	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
=0	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
<b>≡</b>	<u>GetMusicTrack</u>	Returns a specific MusicTrack.
<b>≡</b>	<u>GetTotalFileCount</u>	Returns the total file and font count.
=•	GetType	Gets the Type of the current instance. (Inherited from Object.)
<b>Ģ</b>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
<b>=♦</b>	Search	Make a search in the underlying DataLayer.
<b>=</b>	<u>StartupCheck</u>	Calls the DataLayer TestConnection method to test the underlying connection.
<b>≟</b>	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# $\blacksquare$ Properties

Name

#### Description

**F**S

<u>Instance</u> Gets the unique instance of the MusicTrackManager class.

MusicTrackManager Class Soulstone.Mp3 Namespace

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☐ C#☐ Visual Basic
☐ Visual C++
☐ Include Protected Members
☐ Include Inherited Members
Soulstone Help
MusicTrackManager Methods
MusicTrackManager Class See Also Send Feedback
Soulstone

The MusicTrackManager type exposes the following members.

## **Methods**

	Name	Description
<b>=</b>	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
<b>Ģ</b>	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
=0	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
<b>≡</b>	<u>GetMusicTrack</u>	Returns a specific MusicTrack.
<b>≡</b>	<u>GetTotalFileCount</u>	Returns the total file and font count.
=•	GetType	Gets the Type of the current instance. (Inherited from Object.)
<b>Ģ</b>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
<b>=♦</b>	Search	Make a search in the underlying DataLayer.
<b>=</b>	<u>StartupCheck</u>	Calls the DataLayer TestConnection method to test the underlying connection.
<b>≟</b>	ToString	Returns a String that represents the current Object. (Inherited from Object.)

MusicTrackManager Class Soulstone.Mp3 Namespace

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

MusicTrackManager..::.GetMusicTrack Method

MusicTrackManager Class See Also Send Feedback

Soulstone

Returns a specific MusicTrack.

Namespace: Soulstone.Mp3

#### **C**#

Guid musicTrackId

#### **Parameters**

)

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

#### **Return Value**

A DataRow with the info.

MusicTrackManager Class Soulstone.Mp3 Namespace

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

 $Music Track Manager.....Get Total File Count\ Method$ 

MusicTrackManager Class See Also Send Feedback

Soulstone

Returns the total file and font count.

Namespace: Soulstone.Mp3

C#

public DataRow GetTotalFileCount()

**Visual Basic (Declaration)** 

Public Function GetTotalFileCount As DataRow

Visual C++

public: DataRow^ GetTotalFileCount()

#### **Return Value**

A DataRow with the info.

MusicTrackManager Class Soulstone.Mp3 Namespace

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

MusicTrackManager..::.Search Method

MusicTrackManager Class See Also Send Feedback

Soulstone

Make a search in the underlying DataLayer.

Namespace: Soulstone.Mp3

### **Syntax**

C#

#### **Visual Basic (Declaration)**

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

As DataTable
```

#### Visual C++

#### **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.

MusicTrackManager Class Soulstone.Mp3 Namespace

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□ Visual C++

Soulstone Help

 $Music Track Manager..... Start up Check\ Method$ 

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)

## $\blacksquare$ Syntax

C#

public bool StartupCheck()

**Visual Basic (Declaration)** 

Public Function StartupCheck As Boolean

Visual C++

public: bool StartupCheck()

#### **Return Value**

True or false.

MusicTrackManager Class Soulstone.Mp3 Namespace

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☐ C#☐ Visual Basic
☐ Visual C++
☐ Include Protected Members
☐ Include Inherited Members
Soulstone Help
MusicTrackManager Properties

MusicTrackManager Class See Also Send Feedback
Soulstone

The MusicTrackManager type exposes the following members.

# $\blacksquare$ Properties

Name

### Description

**8**5

<u>Instance</u> Gets the unique instance of the MusicTrackManager class.

MusicTrackManager Class Soulstone.Mp3 Namespace

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□ C#□ Visual Basic

□ Visual C++

Soulstone Help

MusicTrackManager..:..Instance Property

MusicTrackManager Class See Also Send Feedback

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**#

```
public static MusicTrackManager Instance { get; }

Visual Basic (Declaration)

Public Shared ReadOnly Property Instance As MusicTrackManager

Visual C++

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

MusicTrackManager Class Soulstone.Mp3 Namespace

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