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LocalGPT 2.4.5

A cozy, complete guide to LocalGPT product behavior, architecture, operations, and XML-generated API details.

🐾 905 HTML reference pages Â· carefully arranged in 2026 Â· generated 2026-08-08 23:16:38Z

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TacosPortal.Services

LocalGPT documentation

Version 2.4.5

LocalGPT is a local-first AI workbench for direct chat, configurable AI Councils, project maintenance, persistent knowledge, provider-qualified model routing, embedded planning, game runtimes, and guarded local execution.

This site is the maintained product and architecture documentation. It deliberately separates stable design from historical experiments, so you can understand *what LocalGPT is now* without walking through every learning step that shaped it. 🐾

Choose a path

🌸 Use LocalGPT

Start with the application concepts, common workflows, and the boundaries around actions that can change files, run tools, or operate hardware.

Open the user guide

🧠 Understand the architecture

Follow the modular-monolith boundaries from Blazor UI through services, provider adapters, persistence, the AI Host control plane, Council orchestration, and 1-Wire transports.

Explore the architecture

🛠️ Build and maintain it

Read the compilation truth, diagnostics policy, documentation pipeline, release checks, and the rules that keep generated work reviewable.

Open engineering guidance

📚 Look up details

Use the capability map, design evolution notes, documentation migration map, or the complete XML-generated API reference.

Browse reference material

Architecture at a glance

```
flowchart LR
    U[Human user] --> UI[Blazor + DevExpress UI]
    UI --> APP[Application services]
```

```
    APP --> COUNCIL[Chat and Council runtime]
    APP --> PROJECTS[Projects, workspaces and knowledge]
    APP --> HOST[Provider-qualified AI Host control plane]
    APP --> WIRE[Organic 1-Wire boundary]
    COUNCIL --> PROVIDERS[Ollama / OpenAI-compatible / cloud providers]
    PROJECTS --> DB[(SQLite + EF Core)]
    HOST --> PROVIDERS
    WIRE --> PEERS[Approved peers, publishers and devices]
```

The human request remains the authority. Model output, uploaded content, repository text, remote peers, and generated artifacts are data—not permission.

Complete documentation set

The conceptual pages are built together with compiler-generated XML documentation for public types and members. The same themed HTML site is shipped inside LocalGPT and published to GitHub Pages.

The packaged PDF is rendered from the same reviewed Kawaii HTML tree as the website. It contains every maintained guide, architecture, engineering, and reference chapter together with every generated API page; a tiny source-only or fallback PDF is rejected by the release and Pages gates.

🐾 Download the Kawaii handbook

User guide

Welcome to the practical side of LocalGPT. The interface is playful; the operational boundaries are not. A tiny bit kawaii, a lot of explicit control. 🌸

Start here

1. Getting started — application shape, providers, storage, and approval boundaries.
2. Chat and AI Council — direct conversations, teams, roles, provider-qualified models, benchmarks, and human participation.
3. Projects and workspaces — durable projects, revisions, tracked files, toolchains, and permission assessment.
4. Embedded planning and games — firmware plans, logical telemetry, GameDirector, ASCII play surfaces, and Minecraft generation.
5. Documentation inside LocalGPT — HTML, API reference, PDF, GitHub Pages, search, and theme persistence.

What LocalGPT does not do silently

LocalGPT does not treat an AI answer as authorization. Consequential actions—writes, builds, native commands, serial access, flashing, actuator control, or protected peer operations—must cross an explicit application policy and, where required, a fresh user approval.

The application may prepare plans, drafts, diffs, firmware layouts, Council proposals, and capability reports without pretending those artifacts have already been executed.

Tip

Begin with one provider and one project. Add Council members, runtime classes, and toolchains after the basic route works. Cute complexity is still complexity.

Getting started

Application shape

LocalGPT is one local application with several cooperating surfaces:

- **Chat** for ordinary provider-backed conversation.
- **AI Council** for role-based multi-model work.
- **Projects** and **Project Maintenance** for durable requirements, revisions, artifacts, workspaces, and toolchains.
- **SQLite Database** for inspected local data and persistent configuration.
- **DX Functions & 1-Wire** for bounded callable functions and peer/device operations.
- **Embedded workbench**, **Minecraft Mod Builder**, **Test Lab**, and other focused tools.
- **Help** for the generated DocFX site and API reference.

The desktop wrapper and web host expose the same backend application. The wrapper is a host, not a second architecture.

Configure a model provider

Provider identity is more than a model name. LocalGPT addresses a model using:

```
provider kind + provider name + endpoint + provider-native model name
```

This prevents an Ollama model and an LM Studio/OpenAI-compatible model with the same visible name from being merged accidentally.

A practical first setup is:

1. Configure or discover one local provider.
2. Test its endpoint.
3. Select one discovered model for Chat.
4. Send a harmless request before enabling Council or tool workflows.
5. Add credentials only to the exact endpoint that requires them.

Credentials are not copied to fallback endpoints and are not displayed in documentation or diagnostics.

Understand local data

LocalGPT stores durable application state in SQLite through EF Core. Depending on the enabled features, this includes projects, revisions, requirements, Council configuration, reviewed knowledge, runtime policies, presets, collaboration requests, and bounded operational records.

The database is not an authority source by itself. A stored row can describe a prior approval or preference, but it cannot manufacture a new approval for a consequential action.

Read-only work versus execution

LocalGPT separates four stages:

1. **Inspect** — read bounded files, metadata, provider catalogs, logs, or project state.
2. **Plan** — create a reviewable proposal, command plan, firmware plan, or change set.
3. **Approve** — collect the required user decision for the exact target and scope.
4. **Execute** — perform the bounded operation and record a sanitized result.

A failure at any stage remains visible. The application should report the missing dependency, source, permission, compiler, provider, or capability rather than claiming success.

Theme and documentation preference

The documentation theme selector supports **Light**, **Dark**, and **Auto**. The selection is stored in both browser storage and a first-party cookie named `localgpt-docs-theme`, so it persists when revisiting the GitHub Pages site or the documentation hosted by the local application. The two hosts keep their own preference because browsers isolate storage by origin.

Next step

Continue with Chat and AI Council, or jump to Projects and workspaces when your goal is code, documents, firmware, or another maintained artifact.

Chat and AI Council

Direct chat

The Chat page is the primary conversation surface. One provider-qualified model answers ordinary requests while configuration remains collapsible so the transcript keeps the available viewport.

A chat session owns its selected provider route, protocol profile, formatter, bounded context, and feedback state. Protocol-specific control tokens are normalized by the matching profile instead of being scattered through the UI.

Supported protocol families include Harmony-style channels, DeepSeek/R1 thinking markers, Gemma turn markers, Apple/OpenELM-style roles, and generic think-tag formats. The formatter boundary keeps these families isolated.

Council teams

A Council team turns one request into an explicit workflow. Each member has a role, provider-qualified model route, optional runtime class, and bounded task. The team configuration is durable; the active run state is not replaced by whichever model speaks last.

Typical roles include:

- coordinator or leader;
- implementation specialist;
- architecture or safety reviewer;
- verifier;
- domain specialist;
- world actor for GameDirector sessions;
- human participant when invited.

The Council spooler and preflight services prepare work, validate routes, and track steps. A model can propose a result, but deterministic application rules still decide whether a step is complete, failed, recoverable, or waiting for a human.

Provider-qualified routing

The visible address follows this shape:

```
Provider — model @ endpoint
```

A bare model name is accepted only when it resolves to one provider route. Ambiguous or stale selections fail clearly instead of falling back to an arbitrary endpoint.

Mixed-provider Councils can combine Ollama, LM Studio or another OpenAI-compatible endpoint, OpenAI, and Azure OpenAI. The correct client is created immediately before each call. Provider-specific settings—such as Ollama GPU options—stay with the provider that understands them.

Benchmark Council

A bounded benchmark measures one or more selected routes using deterministic tasks and explicit limits for context, output, count, and timeout. Other selected models can review the recommendation; when no independent reviewer is available, a bounded self-review may be used.

Every benchmark run is registered as a detachable live Council session. Its current target, profile, task, timeout, review, and recommendation progress can be opened from the benchmark panel or rejoined from **Chat → Running session tools**. Stopping that live session cancels the owned benchmark run. Automatic DXFunctions are disabled during benchmark calls so tool negotiation does not distort the measured route.

Recommendations are never applied automatically. The user chooses whether to save or apply a preset. Applying a preset changes future LocalGPT routing; it does not rewrite provider-global server configuration.

Result integrity

A step that produces thinking but no substantive final answer receives at most one bounded final-only recovery request. If the result is still empty, the step is failed rather than counted as success.

Peer verification is advisory. A failed verifier can be recorded as a warning while a valid result remains available, but the UI must not relabel unrelated notices as successful verification.

Human participation

A human can join a running Council, answer a question, approve a proposed boundary, or provide a correction. Human participation does not turn every human message into unrestricted authority; the application still binds decisions to the current request, action, target, and approval scope.

DX functions and change reviews

DX functions expose bounded application capabilities through typed parameters and explicit handlers. Generated changes can be stored as review records with proposed files, findings, execution status, and human decisions. The function catalog describes what can be requested; it does not bypass the service that owns the real operation.

Note

Council output is a structured proposal pipeline, not a magic quorum. The boring deterministic parts are what keep the fun parts usable.

Projects and workspaces

Durable project model

A LocalGPT project is language-neutral. It can describe a .NET solution, firmware workspace, game content, documentation set, or another technical/creative structure.

The durable model separates:

- project identity and purpose;
- versions and revisions;
- requirements and requirement links;
- named artifacts;
- topics and reviewed knowledge;
- tracked files and file-pattern rules;
- workspace roots and environment profiles;
- compiler installations and build evidence.

A filesystem path helps locate a checkout; it is not the identity of the project. Stable database identifiers survive moves and alternate workspaces.

Revisions and tracked files

A revision records ancestry, status, structure metadata, and build evidence. A tracked file uses a normalized relative path and stable identity. Hashes provide evidence that the file being reviewed is the file that was assessed; they do not grant permission to overwrite it.

The typical flow is:

1. register or select a project;
2. resolve an allowed workspace root;
3. scan expected files using maintained patterns;
4. create or select a revision;
5. inspect and propose changes;
6. save a review record;
7. approve the exact revision for testing;
8. run bounded verification through the configured toolchain.

Workspace permission assessment

A workspace contains rules for allowed paths, expected structure, compiler profiles, and environment variables. Findings are grouped as:

- **Approved** — the required operation is inside the allowed boundary;
- **Warning** — the operation may proceed only after visible review;
- **Danger** — the operation is blocked until the boundary is corrected.

Compiler execution requires a fresh assessment with proven access and no unresolved danger finding. A prior successful build does not automatically approve a later command against changed files or another path.

Toolchains

Compiler installations are records, not guessed commands. A toolchain can describe executable path, version, environment, supported project types, and validation state. Native execution goes through the command runner and approval policy rather than direct `cmd.exe` composition.

Collaboration and knowledge

Projects can link reviewed Council knowledge to topics and versions. Knowledge entries keep provenance, review state, archival state, and optional expiration. Automatic context should use only entries that remain current and explicitly eligible.

Artifacts

Generated source, documents, firmware, reports, and other outputs belong to reviewable artifact workspaces. Saving an artifact is separate from compiling, flashing, publishing, or replacing a project file.

Continue with Project and data architecture for the service and persistence boundaries.

Embedded planning, GameDirector, and creative runtimes

Embedded firmware planning

LocalGPT can turn a board description, pin layout, sensor/actuator roles, transport requirements, and policy constraints into a reviewable firmware plan.

The planner is transport-neutral. GPIO, ADC, PWM, I²C, SPI, UART, CAN, RS-485, physical 1-Wire, and LocalGPT logical telemetry are capabilities—not assumptions.

A plan can include:

- board and pin assignments;
- electrical or protocol findings;
- firmware module layout;
- telemetry contract;
- generated source artifacts;
- compiler and flashing prerequisites.

Planning, compilation, serial access, flashing, and actuator control are distinct operations. The later stages require the matching workspace and approval checks.

Organic 1-Wire

LocalGPT's “organic 1-Wire” is an application protocol for approved peers, publishers, add-ons, and devices. It is not limited to the Dallas/Maxim physical bus. Transport adapters can use TCP, HTTP/JSON, or a gateway while the application contract keeps identity, replay protection, approval, and capability routing explicit.

GameDirector

GameDirector is the authoritative game engine. Player controllers, creature Councils, and reactive map objects submit proposals; they do not mutate world state directly.

The deterministic resolver validates legality, turn order, movement, and state transitions. A configured model can enrich narration or predict consequences without owning the authoritative frame.

Runtime classes describe sessions, maps, players, directors, creatures, objects, and frames. Council roles can be assigned to world actors while the actual transition remains inside GameDirector.

ASCII play surface

The Chat ASCII console presents a stable 80×25 authoritative frame with responsive Fit, Width, and Native modes. It can be mounted or closed without deleting the underlying session. Fullscreen exit occurs before the component is removed so the normal conversation layout is restored correctly.

Minecraft Mod AI Builder

The Minecraft builder applies the same project principles: source knowledge is versioned, generated artifacts are reviewable, dependencies are explicit, and a generated mod/datapack is not presented as tested until the correct toolchain has actually built or validated it.

Historical source comparisons and early game presets are retained as internal notes, while this page describes the maintained runtime contract.

Documentation inside LocalGPT

One documentation tree

The conceptual documentation and compiler-generated API reference are built into one DocFX site. That exact static tree is:

- copied into `wwwroot/help-docs` for the running application;
- packaged inside release ZIPs;
- extracted by the GitHub Pages workflow;
- used to generate the versioned PDF or packaged handbook.

GitHub Pages does not rebuild LocalGPT or require DevExpress packages. It publishes the already reviewed documentation shipped in a release.

Important routes

- `/help-docs/index.html` — documentation home in the local application.
- `/help-docs/api/index.html` — generated API reference.
- `/api/documentation/status` — build mode, counts, PDF state, and theme hashes.
- `/api/documentation/comments` — bounded XML-comment search.
- `/api/documentation/pdf` — current versioned PDF.

On GitHub Pages, the equivalent root is `/LocalGPT/`.

Theme selector

The navigation theme menu supports **Light**, **Dark**, and **Auto**. The selected value is written to:

- DocFX's `theme` local-storage key for compatibility;
- LocalGPT's `localgpt-docs-theme` local-storage key;
- the first-party `localgpt-docs-theme` cookie.

The cookie uses `Path=/`, `SameSite=Lax`, and a one-year lifetime. HTTPS pages add the `Secure` attribute. A tiny bootstrap script applies the stored value in the document head before the body is painted, reducing light/dark flicker.

The GitHub Pages origin and the local application origin have separate browser storage. A selection persists on each host, but browsers correctly do not share it across those origins.

Kawaii shell

The Kawaii layer is deliberately separate from DocFX's generated content. It provides the gradient shell, paw/cat branding, cards, subtle motion, cursor trail on fine pointers, and light/dark palettes. Reduced-motion and coarse-pointer users keep normal cursor and animation behavior.

PDF

The owner-side documentation build can assemble a complete PDF from generated conceptual and API HTML pages. It requires meaningful source-page and API-page counts and rejects a tiny fallback shell. Website-only motion and navigation are removed in print styles.

A prebuilt source package may include a curated handbook: all maintained conceptual chapters are printed in full, followed by a linked inventory of every generated API page. The full API reference remains available in HTML, and the regular LocalGPT build can regenerate the complete HTML-backed PDF when .NET, DocFX, and a supported browser are present.

Publishing verification

The Pages extractor verifies:

- `index.html` and `api/index.html`;
- current Kawaii CSS and JavaScript markers;
- `documentation-status.json` (including UTF-8 BOM compatibility);
- project-relative assets;
- a nonzero API count;
- the versioned PDF when available.

The Node deprecation messages emitted by GitHub's own actions are warnings; deployment success is determined by artifact upload and the Pages deployment result.

LocalGPT API reference

This reference is generated from LocalGPT.dll and its side-by-side LocalGPT.xml compiler documentation for version 2.4.5.

The namespace, type, and member pages below are generated by DocFX and are included in the complete versioned PDF.

Use the grouped API navigation to browse namespaces, types, properties, methods, events, and the other generated member sections.

Namespace LocalGPT

Neko & Puppy namespace shelf Â· Types are grouped by kind, so every interface, class, and helper lands in a cozy little home, nya~ woof!

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Namespaces

LocalGPT.BusinessObjects
LocalGPT.Components
LocalGPT.Controller
LocalGPT.Diagnostics
LocalGPT.Endpoints
LocalGPT.Extensions
LocalGPT.Helper
LocalGPT.Hubs
LocalGPT.Interfaces
LocalGPT.Logging
LocalGPT.Migrations
LocalGPT.Security
LocalGPT.Services

Classes

Program

Namespace LocalGPT.BusinessObjects

Neko & Puppy namespace shelf Â· Types are grouped by kind, so every interface, class, and helper lands in a cozy little home, nya~ woof!

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Namespaces

LocalGPT.BusinessObjects.EFCore

LocalGPT.BusinessObjects.Enums

LocalGPT.BusinessObjects.Models

Classes

AICoreOptions

AdaptiveOllamaBenchmarkModelResult

AdaptiveOllamaBenchmarkOptions

AdaptiveOllamaBenchmarkProfileResult

AdaptiveOllamaBenchmarkReport

AdaptiveOllamaBenchmarkTask

AdaptiveOllamaBenchmarkTaskResult

AdaptiveOllamaTuningProfile

AddLocalGptProjectTopicRequest

AddLocalGptProjectVersionRequest

AmbientLocalGptContextSnapshot

AnalyzedUploadFile

ApplicationLogEntry

ApplicationLogSummary

ApproveRevisionReadyForTestRequest

ArtifactBuildExecutionResult	
ArtifactBuildOptions	
ArtifactContractReport	
ArtifactWorkspaceFileResponse	
ArtifactWorkspaceFileSaveRequest	
ArtifactWorkspaceFileSummary	
ArtifactWorkspaceFilesResponse	
ArtifactWorkspaceListResponse	
ArtifactWorkspaceSummary	
BenchmarkTaskDefinition	
BuildDebugFileSummary	
BuildDebugInventory	
CatalogEntry	
ChatFeedbackTarget	Identifies an assistant message that can receive user feedback in Chat.
ChatGPTLocalCoreOptions	
ChatMemoryConversation	
ChatMemoryConversationListParameters	
ChatMemoryConversationSnapshot	
ChatMemoryConversationSummary	
ChatMemoryMessage	
ChatMemoryThought	
ChatMessageFeedbackSnapshot	
ChatSessionContextSnapshot	
ChatUploadWorkspaceFileReadResult	

ChatUploadWorkspaceFileSummary

ChatUploadWorkspaceInputFile

ChatUploadWorkspaceResult

ChatUploadWorkspaceSummary

CodeDomTypeSpec

CodeGenerationChangeReview

CodeGenerationExecutionResult

CodeGenerationFileReview

CodeGenerationFileSpec

CodeGenerationOutputKinds

CodeGenerationOutputSpec

CodeGenerationReviewExecuteParameters

CodeGenerationReviewGetParameters

CodeGenerationReviewListParameters

CodeGenerationReviewPayload

CodeGenerationReviewRejectParameters

CodeGenerationReviewSnapshot

CodeGenerationReviewStatuses

CommandExecutionResult

CommandPolicyDecision

ComponentActivitySnapshot

ConfigurationRoot

ConnectionStringsCoreOptions

CouncilArtifact

CouncilCodeGenerationPlanResult	
CouncilDxFunctionCallRequest	
CouncilDxFunctionPolicy	
CouncilGameActorRuntimeDescriptor	Describes one factory-created actor instance and its Council assignment slot.
CouncilGameControlRequest	
CouncilGameDirectorContext	Provides the immutable input used by the authoritative GameDirector for one proposed action.
CouncilGameDirectorDecision	Records the GameDirector decision that authorizes or rejects one state transition.
CouncilGameSessionRecord	Persistent envelope for an authoritative GameDirector runtime session.
CouncilGameSessionSnapshot	
CouncilGameSessionState	Internal authoritative state for one in-chat Council game session. It is deliberately data-only so the session service owns orchestration, rendering and synchronization policy.
CouncilGameSubdirectorPrediction	Represents one bounded prediction from a creature or reactive-object subdirector.
CouncilHardwareRoadPlan	Immutable execution limits selected for one model on one CPU/GPU road.
CouncilKnowledgeEntry	
CouncilKnowledgeListParameters	
CouncilKnowledgeUserRating	
CouncilLiveSessionSnapshot	
CouncilLiveSessionSummary	
CouncilMemberOrganicSkillLink	
CouncilMemberReadiness	Readiness facts for one council member and its selected hardware road.
CouncilModelPreset	
CouncilPreflightReport	Database, function, skill, project and hardware readiness report created before every council run.

CouncilPreparationConfiguration	
CouncilPromptStarterConfiguration	Persistent configuration for one visible chat prompt that can start an AI Council run.
CouncilQuickStart	Describes a direct route into a seeded LocalGPT team and model-preset combination.
CouncilRunConfigurationSnapshot	
CouncilRuntimeClassConfiguration	
CouncilRuntimeClassDefinition	
CouncilSpoolerSnapshot	
CouncilTeamConfiguration	Represents the persisted SQLite row for one Council team configuration.
CouncilUserPoll	
CouncilUserPollOption	
CouncilWorkflowStepDefinition	Defines one ordered Council round and its execution, loop, function and ASCII-frame policies.
CreateCodeGenerationReviewRequest	
CustomVersion	
DatabaseLoggerCoreOptions	
DatapackReferenceComparison	
DebugArtifactInspectionResult	
DeferredDxAiExecutionOutcome	
DeferredDxAiInvocation	
DiscoverProjectCompilersRequest	Describes one approval-gated compiler and runtime discovery request.
DocumentationBuildRecord	Persistent evidence for one documentation build or fallback generation.
DocumentationUpdatedAttribute	Marks a documented type with the LocalGPT version in which its maintained XML documentation was last reviewed.

DxAiFunctionCatalogEntry	Database-backed, user-editable policy and discovery record for a DX function or public application service method. Descriptor metadata is refreshed from the running application while user policy fields are preserved.
DxAiFunctionCatalogSaveRequest	
DxAiFunctionInvocationRequest	
DxAiFunctionInvocationResult	
DxAiFunctionParameterBinding<T>	
DxAiFunctionTextRecoveryRequest	
DxAiFunctionTextRecoveryResult	
DxaichatFunctionInfo	
DxaichatSmokeRequest	
EmailLoggerCoreOptions	
EmbeddedBoardCatalog	
EmbeddedBoardPinProfile	
EmbeddedBoardProfile	
EmbeddedFirmwareArtifactResult	
EmbeddedFirmwarePlan	
EmbeddedFirmwarePlanRecord	Persistent envelope for an embedded firmware plan and its generated artifacts.
EmbeddedFirmwarePlanRequest	
EmbeddedOneWireContract	
EmbeddedPinAssignment	
EmbeddedPinRequirement	
EmbeddedPlanFinding	
EmbeddedProtocolBinding	

EmbeddedProtocolDescriptor

EmbeddedProtocolKeys

EmbeddedPublisherWorkbenchContract

EmbeddedSensorRequirement

EmbeddedTelemetryBridgeRequest

EmbeddedTelemetryBridgeResult

EmbeddedTelemetryIngressResult

EmbeddedTelemetryReading

EmbeddedTelemetrySnapshot

EmbeddedTransportContract

EmbeddedWiringConnection

EmbeddedWiringDraft

EmbeddedWiringDraftCreateRequest

EmbeddedWiringNode

EmbeddedWiringValidationRequest

EmbeddedWiringValidationResult

EngineeringBenchmarkBuildCheck

EngineeringBenchmarkLaneResult

EngineeringBenchmarkRequest

EngineeringBenchmarkResult

EngineeringBenchmarkTaskResult

ExecuteCodeGenerationReview

Request	
FileLoggerCoreOptions	
FirstRunOnboardingStatus	Represents the bounded first-run setup state shown by LocalGPT before the user starts normal work.
GeneratedArchetypePage	
GeneratedPromiseModule	
GroundedProcessReviewRequest	
HumanApprovalGateResult	
HumanApprovalRequestSpec	
HumanCollaborationGateStatus	
HumanCollaborationRequest	
HumanCollaborationRequestEditor	Mutable draft state for one human-collaboration response editor. Kept in the business-object domain so Razor components contain behavior and rendering only.
HumanCollaborationRequestParameters	
HumanCollaborationSnapshot	
HumanCouncilContribution	
HumanCouncilParticipantProfile	
HumanCouncilRunSnapshot	
HumanDecisionSubmission	
InspectDebugArtifactParameters	
LearnBaseImportRequest	
LearnBaseImportResult	
LearnBasePreset	
LearnBaseProjectSummary	
LearnBaseScanProfile	
LearningFactInput	

LearningMaintenanceRequest	
LearningMaintenanceResult	
LearningRegexInput	
LearningRoundSnapshot	
LinkProjectOrganicSkillRequest	
LinkProjectTopicKnowledgeRequest	
LocalAiHostDiscoveryResult	
LocalAiModelInfo	
LocalGptDatabaseOptions	Immutable runtime settings for the local SQLite store.
LocalGptDocumentationComment	Represents one compiler-generated XML documentation member after localization adaptation and version enrichment.
LocalGptDocumentationProfile	Describes the documentation routes and availability exposed to local controllers and 1-Wire peers.
LocalGptDocumentationStatus	Describes the generated LocalGPT documentation artifacts available to the running application.
LocalGptDocumentationViewerRequest	Describes one safe same-origin documentation view requested by the LocalGPT frontend.
LocalGptDocumentationViewerState	Represents the scoped in-application documentation viewer state for one Blazor circuit.
LocalGptProject	
LocalGptProjectArtifact	
LocalGptProjectDetails	
LocalGptProjectGetParameters	
LocalGptProjectListParameters	
LocalGptProjectRequirement	
LocalGptProjectRequirementLink	
LocalGptProjectRevision	
LocalGptProjectSummary	

LocalGptProjectTopic	
LocalGptProjectTopicKnowledgeLink	
LocalGptProjectTrackedFile	
LocalGptProjectVersion	
LocalGptRuntimeCollectionSeed	
LocalGptRuntimePolicyDefinition	
LocalGptRuntimePolicySeedModel	
LocalGptRuntimePolicySnapshot	
LocalGptRuntimeRegexDefinition	
LocalGptRuntimeRegexSeed	
LocalGptRuntimeSystemVariableSeed	
LocalGptVocabularySnapshot	
LocalPathBrowseRequest	
LocalPathBrowseResult	
LocalPathEntry	
LocalVisionOcrRequest	
LocalVisionOcrResult	
LocalizationCatalogDescriptor	Describes a built-in or user-supplied LocalGPT localization catalog.
LocalizationCatalogImportResult	Reports the durable result of importing a localization catalog.
LocalizationCatalogRegistration	Persistent registration for a built-in or user-imported localization JSON catalog.
LocalizationCatalogValidationResult	Reports the result of validating a user-provided localization JSON catalog.

LoggingCoreOptions

MinecraftDatapackArtifactIdentity

MinecraftDatapackVersionInfo

MinecraftDependencyVersionInfo

MinecraftModBuildRequest

MinecraftModWorkspace

MsLoggingOptions

MultiModelCouncilModelCandidate

MultiModelCouncilRequest

MultiModelCouncilResult

MultiModelCouncilStep

NativeCommandLogEntry

NativeCommandOptions

OllamaBenchmarkGenerateRequest

OllamaBenchmarkGenerateResponse

OllamaBenchmarkModelDetails

OllamaBenchmarkModelInfo

OllamaBenchmarkTagsResponse

OllamaChatMessage

OllamaChatRequest

OllamaChatResponse

OllamaCoreOptions

OllamaModelDetails

OllamaModelEntry

OllamaModelResponse

OllamaProcessInfo	
OllamaProcessStatus	
OllamaRequestOptions	
OllamaTagsResponse	
OllamaToolCall	
OllamaToolDefinition	
OllamaToolFunctionCall	
OllamaToolFunctionDefinition	
OllamaUnloadRequest	
OnboardingInstallerProfile	Describes one installer profile that can prepare models or repository knowledge for a LocalGPT workstation.
OneWireDispatchContext	
OneWireOptions	
OneWirePendingCouncilRequest	
OneWireProtocolProfile	Describes the active LocalGPT 1-Wire surface and safe runtime settings for local and linked frontends.
OneWirePublicSettings	Safe LocalGPT 1-Wire settings shown to users and linked clients.
OneWireReplayPolicySnapshot	
OneWireWorkItem	Local runtime state for a protocol work item. Transfer contracts live in LocalGPT.WireProtocolVersion.
OpenAICompatOptions	
OpenAIModelEntry	
OpenAIModelsResponse	
OpenAIServiceCoreOptions	
OrganicAddonControllerMethodManifest	
OrganicAddonManifest	Offline, source-controlled description of an organic add-on. The manifest makes an add-on's controller surface discoverable while its process is offline; invocation still requires a live, trusted 1-Wire peer and the existing user-controlled catalog policy.

OrganicCouncilRoleDefinition	Defines one role and its AI, human, language, runtime-class and pairing policies.
OrganicCouncilTeamDefinition	Defines one editable LocalGPT Council team, its roles, workflow and architecture contracts.
OrganicSkillDefinition	
ProjectArchitectureGetParameters	
ProjectArtifactSaveParameters	
ProjectBuildVerification	
ProjectCompilerInstallation	
ProjectCouncilBuildReviewRecordParameters	
ProjectDocumentImport	
ProjectFilePatternsSaveParameters	
ProjectFilesScanParameters	
ProjectMaintenanceGetParameters	
ProjectOrganicContext	Stores project and revision metadata used to route organic Council capabilities.
ProjectOrganicSkillLink	
ProjectRequirementSaveParameters	
ProjectRevisionApproveParameters	
ProjectRevisionBuildVerifyParameters	
ProjectRevisionSaveParameters	
ProjectRevisionWorkspaceRegisterParameters	
ProjectScanResult	
ProjectTextDocumentImportParameters	

ProjectWorkspaceEnvironmentAssessParameters	
ProjectWorkspaceEnvironmentSaveParameters	
ProjectWorkspaceResolution	
ProjectWorkspaceRoot	
PromptConfig	
PromptSuggestion	Describes one reusable Chat prompt and its optional Council-team ownership.
ProviderModelBenchmarkAppliedEvent	
ProviderModelBenchmarkBatchAppliedEvent	
ProviderModelBenchmarkProfileResult	
ProviderModelBenchmarkRecommendation	
ProviderModelBenchmarkReport	
ProviderModelBenchmarkRequest	
ProviderModelBenchmarkTargetResult	
ProviderModelBenchmarkTaskResult	
ProviderModelCouncilReview	
ProviderModelReference	Provider-qualified model identity. No credential is stored in this object; credentials are resolved from the matching configured provider at execution time.
PublicServiceMethodInvocationParameters	
PublicServiceMethodInvocationRequest	

PythonCoreOptions	
RecentApplicationLogListParameters	
RecordCouncilBuildReviewRequest	
RecoveredDxAiFunctionCall	
RegexPattern	
RegexPatternListParameters	
RegisterRevisionWorkspaceRequest	
RejectCodeGenerationReviewRequest	
RemoteKnowledgeImportFile	
RemoteKnowledgeImportRequest	
RemoteKnowledgeImportResult	
RemoteWebEndpointOptions	Optional second Kestrel endpoint for LAN/VPN/browser access. The historical loopback endpoint remains authoritative.
ReportCouncilMemberSkillRequest	
RunProjectBuildVerificationRequest	
RuntimeCapabilityDirectorySnapshot	Current dependency-injected function and organic-skill directory persisted for AI context.
RuntimeClassFieldDefinition	
RuntimeInputBindingDefinition	
SaveCouncilRuntimeClassRequest	
SaveCouncilTeamConfigurationRequest	Carries a reviewed Council team change and its persistence flags.
SaveFeatureRecordRequest<TRecord>	Approval-gated request for creating or updating one persistent feature record.

SaveLocalGptProjectRequest	
SaveOrganicSkillRequest	
SaveProjectArtifactRequest	
SaveProjectCompilerInstallationRequest	
SaveProjectOrganicContextRequest	Extends project organic context with the confirmation required for persistence.
SaveProjectRequirementLinkRequest	
SaveProjectRequirementRequest	
SaveProjectRevisionRequest	
SaveProjectWorkspaceRootRequest	
SaveTrackedFilePatternRequest	
ScanProjectFilesRequest	
ServiceOperationBatch	Mutable aggregate for one service-operation diagnostics batch. The object is data only; batching and logging behavior remain owned by the diagnostics proxy.
ServiceOperationBatchSnapshot	
SetCouncilGameControlModeRequest	
SetCouncilGameInputGateRequest	
SqliteCellUpdate	
SqliteColumnSummary	
SqliteEditorFieldOverride	
SqliteRowDeleteParameters	
SqliteRowSnapshot	
SqliteRowUpsertParameters	
SqliteTableReadParameters	

SqliteTableSnapshot	
SqliteTableSummary	
StartCouncilGameRequest	
StructuredJsonCandidate	
StructuredJsonDocument	
StructuredJsonTranslationRequest	
StructuredJsonTranslationResult	
SubmitCouncilGameFrameRequest	
SystemVariable	
TestLabDownloadLink	
TestLabRoute	
Theme	
ThemeFusionStep	One successful selection in the order-sensitive Theme Fusion route. The route is intentionally preserved because repeated theme swaps can create a visual result that is not described by the final Base Theme and Style Layer alone.
ThemeSet	
WorkspaceAccessPolicyRule	
WorkspaceContext	
WorkspaceLayout	
WorkspacePermissionAssessment	
WorkspacePermissionFinding	

Enums

ChatResponseProtocol	Identifies the wire/text convention emitted by a model. Each non-auto protocol has its own DI profile so control tokens from one model family are never applied to another family's response stream.
CouncilGameActorKind	Identifies the runtime actor that proposed an action.

CouncilGameControlMode	
CouncilGameDirectorMode	Chooses how a game action is reviewed before the authoritative session state changes.
CouncilRoleAiSelectionMode	Defines how LocalGPT assigns AI participants to a Council role.
CouncilRoleBoundaryMode	Defines how strictly a Council role must remain inside its assigned responsibility.
CouncilRoleLanguageMode	Defines the language policy applied to a Council role.
CouncilRolePerformanceMode	Defines whether a role behaves as a task specialist or an improvisation player.
GeneratedSolutionArchetype	
HumanApprovalReuseScope	
HumanCollaborationBoundary	
HumanParticipationMode	Defines how a human participant may join a Council role.
LocalGptRuntimeCollection	
LocalGptRuntimePattern	
LocalGptRuntimeValue	
RuntimeClassKind	
RuntimeFieldInputMode	
ThemeApplicationTarget	

Namespace LocalGPT.BusinessObjects.EFCore

Neko & Puppy namespace shelf Â· Types are grouped by kind, so every interface, class, and helper lands in a cozy little home, nya~ woof!

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Classes

LocalGptMemoryDbContext

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🐾 API reference / LocalGPT API

api/LocalGPT.BusinessObjects.EFCore.LocalGptMemoryDbContext.html

Class LocalGptMemoryDbContext

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

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Namespace LocalGPT.BusinessObjects.EFCore

Assembly LocalGPT.dll

```
public class LocalGptMemoryDbContext : DbContext, IInfrastructure<IServiceProvider>, IDbContextDependencies, IDbSetCache, IDbContextPoolable, IResettableService,
IDisposable, IAsyncDisposable
```

Inheritance

object
DbContext
LocalGptMemoryDbContext

Implements

IInfrastructure<IServiceProvider>
IDbContextDependencies
IDbSetCache
IDbContextPoolable
IResettableService

IDisposable
IAsyncDisposable

Inherited Members

DbContext.Set<TEntity>()
DbContext.Set<TEntity>(string)
DbContext.OnConfiguring(DbContextOptionsBuilder)
DbContext.ConfigureConventions(ModelConfigurationBuilder)
DbContext.SaveChanges()
DbContext.SaveChanges(bool)
DbContext.SaveChangesAsync(CancellationToken)
DbContext.SaveChangesAsync(bool, CancellationToken)
DbContext.Dispose()
DbContext.DisposeAsync()
DbContext.Entry<TEntity>(TEntity)
DbContext.Entry(object)
DbContext.Add<TEntity>(TEntity)
DbContext.AddAsync<TEntity>(TEntity, CancellationToken)
DbContext.Attach<TEntity>(TEntity)
DbContext.Update<TEntity>(TEntity)
DbContext.Remove<TEntity>(TEntity)
DbContext.Add(object)
DbContext.AddAsync(object, CancellationToken)
DbContext.Attach(object)
DbContext.Update(object)
DbContext.Remove(object)
DbContext.AddRange(params object[])
DbContext.AddRangeAsync(params object[])
DbContext.AttachRange(params object[])
DbContext.UpdateRange(params object[])
DbContext.RemoveRange(params object[])
DbContext.AddRange(IEnumerable<object>)
DbContext.AddRangeAsync(IEnumerable<object>, CancellationToken)
DbContext.AttachRange(IEnumerable<object>)
DbContext.UpdateRange(IEnumerable<object>)
DbContext.RemoveRange(IEnumerable<object>)
DbContext.Find(Type, params object[])
DbContext.FindAsync(Type, params object[])
DbContext.FindAsync(Type, object[], CancellationToken)
DbContext.Find<TEntity>(params object[])
DbContext.FindAsync<TEntity>(params object[])
DbContext.FindAsync<TEntity>(object[], CancellationToken)
DbContext.FromExpression<TResult>(Expression<Func<IQueryable<TResult>>>)

DbContext.Database
DbContext.ChangeTracker
DbContext.Model
DbContext.ContextId
DbContext.SavingChanges
DbContext.SavedChanges
DbContext.SaveChangesFailed
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

LocalGptMemoryDbContext(DbContextOptions<LocalGptMemoryDbContext>)

```
public LocalGptMemoryDbContext(DbContextOptions<LocalGptMemoryDbContext> options)
```

Parameters

options
DbContextOptions<LocalGptMemoryDbContext>

🐾 Properties ðŸ±ðŸ¶â œ¨ 39

ApplicationLogs

```
public DbSet<ApplicationLogEntry> ApplicationLogs { get; }
```

Value

DbSet<ApplicationLogEntry>

CodeGenerationChangeReviews

```
public DbSet<CodeGenerationChangeReview> CodeGenerationChangeReviews { get; }
```

Value

DbSet<CodeGenerationChange Review>

Conversations

```
public DbSet<ChatMemoryConversation> Conversations { get; }
```

Value

DbSet<ChatMemoryConversati on>

CouncilGameSessionRecords

```
public DbSet<CouncilGameSessionRecord> CouncilGameSessionRecords { get; }
```

Value

DbSet<CouncilGameSessionRe cord>

CouncilKnowledgeEntries

```
public DbSet<CouncilKnowledgeEntry> CouncilKnowledgeEntries { get; }
```

Value

DbSet<CouncilKnowledgeEntry>

CouncilKnowledgeUserRatings

```
public DbSet<CouncilKnowledgeUserRating> CouncilKnowledgeUserRatings { get; }
```

Value

DbSet<CouncilKnowledgeUserRating>

CouncilMemberOrganicSkillLinks

```
public DbSet<CouncilMemberOrganicSkillLink> CouncilMemberOrganicSkillLinks { get; }
```

Value

DbSet<CouncilMemberOrganicSkillLink>

CouncilModelPresets

```
public DbSet<CouncilModelPreset> CouncilModelPresets { get; }
```

Value

DbSet<CouncilModelPreset>

CouncilPromptStarterConfigurations

```
public DbSet<CouncilPromptStarterConfiguration> CouncilPromptStarterConfigurations { get; }
```

Value

DbSet<CouncilPromptStarterConfiguration>

CouncilRuntimeClassConfigurations

```
public DbSet<CouncilRuntimeClassConfiguration> CouncilRuntimeClassConfigurations { get; }
```

Value

DbSet<CouncilRuntimeClassConfiguration>

CouncilTeamConfigurations

```
public DbSet<CouncilTeamConfiguration> CouncilTeamConfigurations { get; }
```

Value

DbSet<CouncilTeamConfiguration>

DeferredDxAiInvocations

```
public DbSet<DeferredDxAiInvocation> DeferredDxAiInvocations { get; }
```

Value

DbSet<DeferredDxAiInvocation>

DocumentationBuildRecords

```
public DbSet<DocumentationBuildRecord> DocumentationBuildRecords { get; }
```

Value

DbSet<DocumentationBuildRecord>

EmbeddedFirmwarePlanRecords

```
public DbSet<EmbeddedFirmwarePlanRecord> EmbeddedFirmwarePlanRecords { get; }
```

Value

DbSet<EmbeddedFirmwarePlanRecord>

HumanCollaborationRequests

```
public DbSet<HumanCollaborationRequest> HumanCollaborationRequests { get; }
```

Value

DbSet<HumanCollaborationRequest>

HumanCouncilContributions

```
public DbSet<HumanCouncilContribution> HumanCouncilContributions { get; }
```

Value

DbSet<HumanCouncilContribution>

HumanCouncilParticipantProfiles

```
public DbSet<HumanCouncilParticipantProfile> HumanCouncilParticipantProfiles { get; }
```

Value

DbSet<HumanCouncilParticipantProfile>

LocalGptProjectArtifacts

```
public DbSet<LocalGptProjectArtifact> LocalGptProjectArtifacts { get; }
```

Value

DbSet<LocalGptProjectArtifact>

LocalGptProjectRequirementLinks

```
public DbSet<LocalGptProjectRequirementLink> LocalGptProjectRequirementLinks { get; }
```

Value

DbSet<LocalGptProjectRequirementLink>

LocalGptProjectRequirements

```
public DbSet<LocalGptProjectRequirement> LocalGptProjectRequirements { get; }
```

Value

DbSet<LocalGptProjectRequirement>

LocalGptProjectRevisions

```
public DbSet<LocalGptProjectRevision> LocalGptProjectRevisions { get; }
```

Value

DbSet<LocalGptProjectRevision>

LocalGptProjectTopicKnowledgeLinks

```
public DbSet<LocalGptProjectTopicKnowledgeLink> LocalGptProjectTopicKnowledgeLinks { get; }
```

Value

DbSet<LocalGptProjectTopicKnowledgeLink>

LocalGptProjectTopics

```
public DbSet<LocalGptProjectTopic> LocalGptProjectTopics { get; }
```

Value

DbSet<LocalGptProjectTopic>

LocalGptProjectTrackedFiles

```
public DbSet<LocalGptProjectTrackedFile> LocalGptProjectTrackedFiles { get; }
```

Value

DbSet<LocalGptProjectTrackedFile>

LocalGptProjectVersions

```
public DbSet<LocalGptProjectVersion> LocalGptProjectVersions { get; }
```

Value

DbSet<LocalGptProjectVersion>

LocalGptProjects

```
public DbSet<LocalGptProject> LocalGptProjects { get; }
```

Value

DbSet<LocalGptProject>

LocalizationCatalogRegistrations

```
public DbSet<LocalizationCatalogRegistration> LocalizationCatalogRegistrations { get; }
```

Value

DbSet<LocalizationCatalogRegistration>

Messages

```
public DbSet<ChatMemoryMessage> Messages { get; }
```

Value

DbSet<ChatMemoryMessage>

NativeCommandLogs

```
public DbSet<NativeCommandLogEntry> NativeCommandLogs { get; }
```

Value

DbSet<NativeCommandLogEntry>

OrganicSkills

```
public DbSet<OrganicSkillDefinition> OrganicSkills { get; }
```

Value

DbSet<OrganicSkillDefinition>

ProjectBuildVerifications

```
public DbSet<ProjectBuildVerification> ProjectBuildVerifications { get; }
```

Value

DbSet<ProjectBuildVerification>

ProjectCompilerInstallations

```
public DbSet<ProjectCompilerInstallation> ProjectCompilerInstallations { get; }
```

Value

DbSet<ProjectCompilerInstallation>

ProjectDocumentImports

```
public DbSet<ProjectDocumentImport> ProjectDocumentImports { get; }
```

Value

DbSet<ProjectDocumentImport>

ProjectOrganicSkillLinks

```
public DbSet<ProjectOrganicSkillLink> ProjectOrganicSkillLinks { get; }
```

Value

DbSet<ProjectOrganicSkillLink>

ProjectWorkspaceRoots

```
public DbSet<ProjectWorkspaceRoot> ProjectWorkspaceRoots { get; }
```

Value

DbSet<ProjectWorkspaceRoot>

Prompts

```
public DbSet<PromptConfig> Prompts { get; set; }
```

Value

DbSet<PromptConfig>

RegexPatterns

```
public DbSet<RegexPattern> RegexPatterns { get; set; }
```

Value

DbSet<RegexPattern>

SqliteEditorFieldOverrides

```
public DbSet<SqliteEditorFieldOverride> SqliteEditorFieldOverrides { get; }
```

Value

DbSet<SqliteEditorFieldOverride>

SystemVariables

```
public DbSet<SystemVariable> SystemVariables { get; set; }
```

Value

DbSet<SystemVariable>

Methods ðŸ± ðŸ¶ âœ¨ 1

OnModelCreating(ModelBuilder)

```
protected override void OnModelCreating(ModelBuilder modelBuilder)
```

Parameters

`modelBuilder` **ModelBuilder**

Namespace LocalGPT.BusinessObjects.Enums

Neko & Puppy namespace shelf Â· Types are grouped by kind, so every interface, class, and helper lands in a cozy little home, nya~ woof! ✨ 🐾 🌟

Enums

CoreLogLevel

Enum CoreLogLevel

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects.Enums

Assembly LocalGPT.dll

```
public enum CoreLogLevel
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Fields ðŸ± ðŸ¶ âœ¨ 1

```
Critical = 5
Debug = 1
Error = 4
Information = 2
```

```
None = 6
Trace = 0
Warning = 3
```

Namespace LocalGPT.BusinessObjects.Models

Neko & Puppy namespace shelf Â· Types are grouped by kind, so every interface, class, and helper lands in a cozy little home, nya~ woof!

✨ 🐾 🌟

Classes

PromptConfigDto

RegexPatternDto

Class PromptConfigDto

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects.Models

Assembly LocalGPT.dll

```
public record PromptConfigDto : IEquatable<PromptConfigDto>
```

Inheritance	object PromptConfigDto
Implements	IEquatable<PromptConfigDto>
Inherited Members	object.GetType() object.MemberwiseClone() object.Equals(object, object) object.ReferenceEquals(object, object)
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 2

PromptConfigDto(PromptConfigDto)

```
protected PromptConfigDto(PromptConfigDto original)
```

Parameters

`original` **PromptConfigDto**

PromptConfigDto(string, string?, string)

```
public PromptConfigDto(string Key, string? Language, string Text)
```

Parameters

`Key` **string**

`Language` **string**

`Text` **string**

🐾 Properties ðŸ±ðŸ¶â œ¨ 4

EqualityContract

```
protected virtual Type EqualityContract { get; }
```

Value

Type

Key

```
public string Key { get; init; }
```

Value

string

Language

```
public string? Language { get; init; }
```

Value

string

Text

```
public string Text { get; init; }
```

Value

string

Methods ðŸ± ðŸ¶ âœ¨ 6

Deconstruct(out string, out string?, out string)

```
public void Deconstruct(out string Key, out string? Language, out string Text)
```

Parameters

`Key` **string**

`Language` **string**

`Text` **string**

Equals(PromptConfigDto?)

```
public virtual bool Equals(PromptConfigDto? other)
```

Parameters

`other` **PromptConfigDto**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

PrintMembers(StringBuilder)

```
protected virtual bool PrintMembers(StringBuilder builder)
```

Parameters

`builder` **StringBuilder**

Returns

bool

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â œ¨ 2

operator ==(PromptConfigDto?, PromptConfigDto?)

```
public static bool operator ==(PromptConfigDto? left, PromptConfigDto? right)
```

Parameters

`left` **PromptConfigDto**

`right` **PromptConfigDto**

Returns

bool

operator !=(PromptConfigDto?, PromptConfigDto?)

```
public static bool operator !=(PromptConfigDto? left, PromptConfigDto? right)
```

Parameters

`left` **PromptConfigDto**

`right` **PromptConfigDto**

Returns

bool

Class RegexPatternDto

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects.Models

Assembly LocalGPT.dll

```
public record RegexPatternDto : IEquatable<RegexPatternDto>
```

Inheritance	object RegexPatternDto
Implements	IEquatable<RegexPatternDto>
Inherited Members	object.GetType() object.MemberwiseClone() object.Equals(object, object) object.ReferenceEquals(object, object)
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 2

RegexPatternDto(RegexPatternDto)

```
protected RegexPatternDto(RegexPatternDto original)
```

Parameters

`original` **RegexPatternDto**

RegexPatternDto(string, string, string?)

```
public RegexPatternDto(string Name, string Pattern, string? Flags)
```

Parameters

`Name` **string**

`Pattern` **string**

`Flags` **string**

🐾 Properties ðŸ±ðŸ¶â œ¨ 4

EqualityContract

```
protected virtual Type EqualityContract { get; }
```

Value

Type

Flags

```
public string? Flags { get; init; }
```

Value

string

Name

```
public string Name { get; init; }
```

Value

string

Pattern

```
public string Pattern { get; init; }
```

Value

string

Methods ðŸ± ðŸ¶ âœ¨ 6

Deconstruct(out string, out string, out string?)

```
public void Deconstruct(out string Name, out string Pattern, out string? Flags)
```

Parameters

`Name` **string**

`Pattern` **string**

`Flags` **string**

Equals(RegexPatternDto?)

```
public virtual bool Equals(RegexPatternDto? other)
```

Parameters

`other` **RegexPatternDto**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

PrintMembers(StringBuilder)

```
protected virtual bool PrintMembers(StringBuilder builder)
```

Parameters

`builder` **StringBuilder**

Returns

bool

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ± ðŸ¶ âœ¨ 2

operator ==(RegexPatternDto?, RegexPatternDto?)

```
public static bool operator ==(RegexPatternDto? left, RegexPatternDto? right)
```

Parameters

`left` **RegexPatternDto**

`right` **RegexPatternDto**

Returns

bool

operator !=(RegexPatternDto?, RegexPatternDto?)

```
public static bool operator !=(RegexPatternDto? left, RegexPatternDto? right)
```

Parameters

`left` **RegexPatternDto**

`right` **RegexPatternDto**

Returns

bool

Class AICoreOptions

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌞

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class AICoreOptions
```

Inheritance
object
AICoreOptions

Inherited Members
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â€¨ 1

AICoreOptions()

```
public AICoreOptions()
```

Fields ðŸ±ðŸ¶â€¨ 1

AICore

```
public const string AICore = "AICore"
```

Value
string

Properties ðŸ±ðŸ¶â€¨ 6

ChatGPTLocalCore

```
public ChatGPTLocalCoreOptions ChatGPTLocalCore { get; set; }
```

Value

ChatGPTLocalCoreOptions

ChatGPTLocalCores

```
public List<ChatGPTLocalCoreOptions> ChatGPTLocalCores { get; set; }
```

Value

List<ChatGPTLocalCoreOptions>

OllamaCore

```
public OllamaCoreOptions OllamaCore { get; set; }
```

Value

OllamaCoreOptions

OllamaCores

```
public List<OllamaCoreOptions> OllamaCores { get; set; }
```

Value

List<OllamaCoreOptions>

OpenAICore

```
public OpenAICompatOptions OpenAICore { get; set; }
```

Value

OpenAICompatOptions

OpenAIServiceCore

```
public OpenAIServiceCoreOptions OpenAIServiceCore { get; set; }
```

Value

OpenAIServiceCoreOptions

Class AdaptiveOllamaBenchmarkModelResult

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class AdaptiveOllamaBenchmarkModelResult
```

Inheritance object
AdaptiveOllamaBenchmarkModelResult

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

AdaptiveOllamaBenchmarkModelResult()

```
public AdaptiveOllamaBenchmarkModelResult()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 8

BestProfile

```
public string BestProfile { get; set; }
```

Value

string

BestScore

```
public double BestScore { get; set; }
```

Value

double

Error

```
public string Error { get; set; }
```

Value

string

InstalledSizeBytes

```
public long? InstalledSizeBytes { get; set; }
```

Value

long?

ModelName

```
public string ModelName { get; set; }
```

Value

string

ParameterSize

```
public string ParameterSize { get; set; }
```

Value

string

Profiles

```
public List<AdaptiveOllamaBenchmarkProfileResult> Profiles { get; set; }
```

Value

List<AdaptiveOllamaBenchmarkProfileResult>

StoppedBecauseImprovementWasBelowThreshold

```
public bool StoppedBecauseImprovementWasBelowThreshold { get; set; }
```

Value

bool

Class AdaptiveOllamaBenchmarkOptions

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class AdaptiveOllamaBenchmarkOptions
```

Inheritance object
AdaptiveOllamaBenchmarkOptions

Inherited Members object.GetType()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

AdaptiveOllamaBenchmarkOptions()

```
public AdaptiveOllamaBenchmarkOptions()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 13

Endpoint

```
public string Endpoint { get; set; }
```

Value

string

ImprovementThresholdPercent

```
public double ImprovementThresholdPercent { get; set; }
```

Value

double

IncludePeerAuthoredTask

```
public bool IncludePeerAuthoredTask { get; set; }
```

Value

bool

MakeDefault

```
public bool MakeDefault { get; set; }
```

Value

bool

MaxModels

```
public int MaxModels { get; set; }
```

Value

int

MaxProfilesPerModel

```
public int MaxProfilesPerModel { get; set; }
```

Value

int

MaxSecondsPerCall

```
public int MaxSecondsPerCall { get; set; }
```

Value

int

MaxTasks

```
public int MaxTasks { get; set; }
```

Value

int

MaximumContextTokens

```
public int MaximumContextTokens { get; set; }
```

Value

int

MaximumOutputTokens

```
public int MaximumOutputTokens { get; set; }
```

Value

int

ModelNames

```
public List<string> ModelNames { get; set; }
```

Value

List<string>

PersistPreset

```
public bool PersistPreset { get; set; }
```

Value

bool

PresetName

```
public string PresetName { get; set; }
```

Value

string

Class AdaptiveOllamaBenchmarkProfileResult

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed class AdaptiveOllamaBenchmarkProfileResult
```

Inheritance object
AdaptiveOllamaBenchmarkProfileResult

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

AdaptiveOllamaBenchmarkProfileResult()

```
public AdaptiveOllamaBenchmarkProfileResult()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 10

AverageQualityScore

```
public double AverageQualityScore { get; set; }
```

Value

double

AverageTokensPerSecond

```
public double AverageTokensPerSecond { get; set; }
```

Value

double

AverageTotalMilliseconds

```
public double AverageTotalMilliseconds { get; set; }
```

Value

double

ContextTokens

```
public int ContextTokens { get; set; }
```

Value

int

NumBatch

```
public int NumBatch { get; set; }
```

Value

int

OllamaNumGpu

```
public int? OllamaNumGpu { get; set; }
```

Value

int?

OutputTokens

```
public int OutputTokens { get; set; }
```

Value

int

ProfileName

```
public string ProfileName { get; set; }
```

Value

string

Score

```
public double Score { get; set; }
```

Value

double

Tasks

```
public List<AdaptiveOllamaBenchmarkTaskResult> Tasks { get; set; }
```

Value

List<AdaptiveOllamaBenchmarkTaskResult>

Class AdaptiveOllamaBenchmarkReport

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class AdaptiveOllamaBenchmarkReport
```

Inheritance object
AdaptiveOllamaBenchmarkReport

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¦ 1

AdaptiveOllamaBenchmarkReport()

```
public AdaptiveOllamaBenchmarkReport()
```

🐾 Properties ðŸ±ðŸ¶ â€¦ 13

BestModel

```
public string BestModel { get; set; }
```

Value
string

BestProfile

```
public string BestProfile { get; set; }
```

Value
string

BestScore

```
public double BestScore { get; set; }
```

Value

double

CompletedAtUtc

```
public DateTimeOffset CompletedAtUtc { get; set; }
```

Value

DateTimeOffset

Endpoint

```
public string Endpoint { get; set; }
```

Value

string

HardwareSummary

```
public string HardwareSummary { get; set; }
```

Value

string

Models

```
public List<AdaptiveOllamaBenchmarkModelResult> Models { get; set; }
```

Value

List<AdaptiveOllamaBenchmarkModelResult>

PeerAuthoredTask

```
public string PeerAuthoredTask { get; set; }
```

Value

string

RunId

```
public Guid RunId { get; set; }
```

Value

Guid

SavedPresetId

```
public Guid? SavedPresetId { get; set; }
```

Value

Guid?

SavedPresetName

```
public string SavedPresetName { get; set; }
```

Value

string

StartedAtUtc

```
public DateTimeOffset StartedAtUtc { get; set; }
```

Value

DateTimeOffset

Warnings

```
public List<string> Warnings { get; set; }
```

Value

List<string>

Class AdaptiveOllamaBenchmarkTask

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✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed class AdaptiveOllamaBenchmarkTask
```

Inheritance object
AdaptiveOllamaBenchmarkTask

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

AdaptiveOllamaBenchmarkTask()

```
public AdaptiveOllamaBenchmarkTask()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 4

ExpectJson

```
public bool ExpectJson { get; set; }
```

Value

bool

ExpectedTokens

```
public List<string> ExpectedTokens { get; set; }
```

Value

List<string>

Name

```
public string Name { get; set; }
```

Value

string

Prompt

```
public string Prompt { get; set; }
```

Value

string

Class AdaptiveOllamaBenchmarkTaskResult

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed class AdaptiveOllamaBenchmarkTaskResult
```

Inheritance object
AdaptiveOllamaBenchmarkTaskResult

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

AdaptiveOllamaBenchmarkTaskResult()

```
public AdaptiveOllamaBenchmarkTaskResult()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 8

Error

```
public string Error { get; set; }
```

Value

string

EvaluatedTokens

```
public int EvaluatedTokens { get; set; }
```

Value

int

QualityScore

```
public double QualityScore { get; set; }
```

Value

double

ResponsePreview

```
public string ResponsePreview { get; set; }
```

Value

string

Succeeded

```
public bool Succeeded { get; set; }
```

Value

bool

TaskName

```
public string TaskName { get; set; }
```

Value

string

TokensPerSecond

```
public double TokensPerSecond { get; set; }
```

Value

double

TotalMilliseconds

```
public long TotalMilliseconds { get; set; }
```

Value

long

Class AdaptiveOllamaTuningProfile

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✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed class AdaptiveOllamaTuningProfile
```

Inheritance object
AdaptiveOllamaTuningProfile

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

AdaptiveOllamaTuningProfile()

```
public AdaptiveOllamaTuningProfile()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 5

ContextTokens

```
public int ContextTokens { get; set; }
```

Value

int

Name

```
public string Name { get; set; }
```

Value

string

NumBatch

```
public int NumBatch { get; set; }
```

Value

int

OllamaNumGpu

```
public int? OllamaNumGpu { get; set; }
```

Value

int?

OutputTokens

```
public int OutputTokens { get; set; }
```

Value

int

Class AddLocalGptProjectTopicRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class AddLocalGptProjectTopicRequest
```

Inheritance object
AddLocalGptProjectTopicRequest

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

AddLocalGptProjectTopicRequest()

```
public AddLocalGptProjectTopicRequest()
```

Properties ðŸ±ðŸ¶âœ¨ 4

Description

```
public string Description { get; set; }
```

Value

string

Name

```
public string Name { get; set; }
```

Value

string

Status

```
public string Status { get; set; }
```

Value

string

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class AddLocalGptProjectVersionRequest

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class AddLocalGptProjectVersionRequest
```

Inheritance
object
AddLocalGptProjectVersionRequest

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

AddLocalGptProjectVersionRequest()

```
public AddLocalGptProjectVersionRequest()
```

Properties ðŸ±ðŸ¶âœ¨ 5

IsCurrent

```
public bool IsCurrent { get; set; }
```

Value

bool

Notes

```
public string Notes { get; set; }
```

Value

string

PathSnapshot

```
public string PathSnapshot { get; set; }
```

Value

string

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

Version

```
public string Version { get; set; }
```

Value

string

Class AmbientLocalGptContextSnapshot

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record AmbientLocalGptContextSnapshot : IEquatable<AmbientLocalGptContextSnapshot>
```

Inheritance object
AmbientLocalGptContextSnapshot

Implements IEquatable<AmbientLocalGptContextSnapshot>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

AmbientLocalGptContextSnapshot(string, string, string, string, Guid?, Guid?, int, string, Guid?, string)

```
public AmbientLocalGptContextSnapshot(string CorrelationId, string ActorKind, string ActorDisplayName, string AuthorityKind = "", Guid? HumanProfileId = null, Guid? CouncilRunId =
null, int CouncilRound = 0, string Phase = "", Guid? ApprovalRequestId = null, string Source = "")
```

Parameters

CorrelationId string

ActorKind string

ActorDisplayName string

AuthorityKind string

HumanProfileId Guid?

CouncilRunId Guid?

CouncilRound int

Phase string

ApprovalRequestId Guid?

Source string

Properties ðŸ±ðŸ¶â œ¨ 11

ActorDisplayName

```
public string ActorDisplayName { get; init; }
```

Value

string

ActorKind

```
public string ActorKind { get; init; }
```

Value

string

ApprovalRequestId

```
public Guid? ApprovalRequestId { get; init; }
```

Value

Guid?

AuthorityKind

```
public string AuthorityKind { get; init; }
```

Value

string

CorrelationId

```
public string CorrelationId { get; init; }
```

Value

string

CouncilRound

```
public int CouncilRound { get; init; }
```

Value

int

CouncilRunId

```
public Guid? CouncilRunId { get; init; }
```

Value

Guid?

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; init; }
```

Value

DateTime

HumanProfileId

```
public Guid? HumanProfileId { get; init; }
```

Value

Guid?

Phase

```
public string Phase { get; init; }
```

Value

string

Source

```
public string Source { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶â…¨ 7

Deconstruct(out string, out string, out string, out string, out Guid?, out Guid?, out int, out string, out Guid?, out string)

```
public void Deconstruct(out string CorrelationId, out string ActorKind, out string ActorDisplayName, out string AuthorityKind, out Guid? HumanProfileId, out Guid? CouncilRunId, out int CouncilRound, out string Phase, out Guid? ApprovalRequestId, out string Source)
```

Parameters

`CorrelationId` **string**

`ActorKind` **string**

`ActorDisplayName` **string**

`AuthorityKind` **string**

`HumanProfileId` **Guid?**

`CouncilRunId` **Guid?**

`CouncilRound` **int**

`Phase` **string**

`ApprovalRequestId` **Guid?**

`Source` **string**

Equals(AmbientLocalGptContextSnapshot?)

```
public bool Equals(AmbientLocalGptContextSnapshot? other)
```

Parameters

`other`
AmbientLocalGptContextSnaps
hot

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

HasHumanApproval(LocalGptVocabularySnapshot)

```
public bool HasHumanApproval(LocalGptVocabularySnapshot vocabulary)
```

Parameters

vocabulary
LocalGptVocabularySnapshot

Returns

bool

IsTrustedHumanInteraction(LocalGptVocabularySnapshot)

```
public bool IsTrustedHumanInteraction(LocalGptVocabularySnapshot vocabulary)
```

Parameters

vocabulary
LocalGptVocabularySnapshot

Returns

bool

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ”± ðŸ¶ âœ¨ 2

operator ==(AmbientLocalGptContextSnapshot?, AmbientLocalGptContextSnapshot?)

```
public static bool operator ==(AmbientLocalGptContextSnapshot? left, AmbientLocalGptContextSnapshot? right)
```

Parameters

`left`
AmbientLocalGptContextSnaps
hot

`right`
AmbientLocalGptContextSnaps
hot

Returns

bool

operator !=(AmbientLocalGptContextSnapshot?, AmbientLocalGptContextSnapshot?)

```
public static bool operator !=(AmbientLocalGptContextSnapshot? left, AmbientLocalGptContextSnapshot? right)
```

Parameters

`left`
AmbientLocalGptContextSnaps
hot

`right`
AmbientLocalGptContextSnaps
hot

Returns

bool

Class AnalyzedUploadFile

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record AnalyzedUploadFile : IEquatable<AnalyzedUploadFile>
```

Inheritance
object
AnalyzedUploadFile

Implements IEquatable<AnalyzedUploadFile>

Inherited Members
object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

AnalyzedUploadFile(ChatUploadWorkspaceFileSummary, string)

```
public AnalyzedUploadFile(ChatUploadWorkspaceFileSummary Summary, string Excerpt)
```

Parameters

Summary
ChatUploadWorkspaceFileSum
mary

Excerpt **string**

Properties ðŸ±ðŸ¶â¦ 2

Excerpt

```
public string Excerpt { get; init; }
```

Value

string

Summary

```
public ChatUploadWorkspaceFileSummary Summary { get; init; }
```

Value

ChatUploadWorkspaceFileSum
mary

Methods ðŸ±ðŸ¶â¦ 5

Deconstruct(out ChatUploadWorkspaceFileSummary, out string)

```
public void Deconstruct(out ChatUploadWorkspaceFileSummary Summary, out string Excerpt)
```

Parameters

`Summary`
ChatUploadWorkspaceFileSummary

`Excerpt` **string**

Equals(AnalyzedUploadFile?)

```
public bool Equals(AnalyzedUploadFile? other)
```

Parameters

`other` **AnalyzedUploadFile**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶ âœ¨ 2

operator ==(AnalyzedUploadFile?, AnalyzedUploadFile?)

```
public static bool operator ==(AnalyzedUploadFile? left, AnalyzedUploadFile? right)
```

Parameters

`left` **AnalyzedUploadFile**

`right` **AnalyzedUploadFile**

Returns

bool

operator !=(AnalyzedUploadFile?, AnalyzedUploadFile?)

```
public static bool operator !=(AnalyzedUploadFile? left, AnalyzedUploadFile? right)
```

Parameters

`left` **AnalyzedUploadFile**

`right` **AnalyzedUploadFile**

Returns

bool

Class ApplicationLogEntry

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class ApplicationLogEntry
```

Inheritance
object
ApplicationLogEntry

Inherited Members
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ApplicationLogEntry()

```
public ApplicationLogEntry()
```

ðŸ± ðŸ¶ âœ¨

Properties 12

Category

```
public string Category { get; set; }
```

Value

string

EventId

```
public int EventId { get; set; }
```

Value

int

EventName

```
public string? EventName { get; set; }
```

Value

string

Exception

```
public string? Exception { get; set; }
```

Value

string

Id

```
[Key]
public long Id { get; set; }
```

Value

long

Level

```
public string Level { get; set; }
```

Value

string

LogLevelValue

```
public int LogLevelValue { get; set; }
```

Value

int

MachineName

```
public string MachineName { get; set; }
```

Value

string

Message

```
public string Message { get; set; }
```

Value

string

ProcessId

```
public int ProcessId { get; set; }
```

Value

int

ThreadId

```
public int ThreadId { get; set; }
```

Value

int

TimestampUtc

```
public DateTime TimestampUtc { get; set; }
```

Value

DateTime

Class ApplicationLogSummary

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record ApplicationLogSummary : IEquatable<ApplicationLogSummary>
```

Inheritance object
ApplicationLogSummary

Implements IEquatable<ApplicationLogSummary>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

ApplicationLogSummary(long, DateTime, string, int, string, int, string?, string, string?)

```
public ApplicationLogSummary(long Id, DateTime TimestampUtc, string Level, int LogLevelValue, string Category, int EventId, string? EventName, string Message, string? Exception)
```

Parameters

`Id` long

`TimestampUtc` DateTime

`Level` string

`LogLevelValue` int

`Category` string

`EventId` int

`EventName` string

`Message` string

`Exception` string

Properties ðŸ±ðŸ¶â œ¨ 9

Category

```
public string Category { get; init; }
```

Value

string

EventId

```
public int EventId { get; init; }
```

Value

int

EventName

```
public string? EventName { get; init; }
```

Value

string

Exception

```
public string? Exception { get; init; }
```

Value

string

Id

```
public long Id { get; init; }
```

Value

long

Level

```
public string Level { get; init; }
```

Value

string

LogLevelValue

```
public int LogLevelValue { get; init; }
```

Value

int

Message

```
public string Message { get; init; }
```

Value

string

TimestampUtc

```
public DateTime TimestampUtc { get; init; }
```

Value

DateTime

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out long, out DateTime, out string, out int, out string, out int, out string?, out string, out string?)

```
public void Deconstruct(out long Id, out DateTime TimestampUtc, out string Level, out int LogLevelValue, out string Category, out int EventId, out string? EventName, out string
Message, out string? Exception)
```

Parameters

`Id` **long**

`TimestampUtc` **DateTime**

`Level` **string**

`LogLevelValue` **int**

`Category` **string**

`EventId` **int**

`EventName` **string**

`Message` **string**

`Exception` **string**

Equals(ApplicationLogSummary?)

```
public bool Equals(ApplicationLogSummary? other)
```

Parameters

`other` **ApplicationLogSummary**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶ â€¨ 2

operator ==(ApplicationLogSummary?, ApplicationLogSummary?)

```
public static bool operator ==(ApplicationLogSummary? left, ApplicationLogSummary? right)
```

Parameters

`left` **ApplicationLogSummary**

`right` **ApplicationLogSummary**

Returns

bool

operator !=(ApplicationLogSummary?, ApplicationLogSummary?)

```
public static bool operator !=(ApplicationLogSummary? left, ApplicationLogSummary? right)
```

Parameters

`left` **ApplicationLogSummary**

`right` **ApplicationLogSummary**

Returns

bool

Class ApproveRevisionReadyForTestRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ApproveRevisionReadyForTestRequest
```

Inheritance
object
ApproveRevisionReadyForTestRequest

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ApproveRevisionReadyForTestRequest()

```
public ApproveRevisionReadyForTestRequest()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 4

CreateLosslessSnapshot

```
public bool CreateLosslessSnapshot { get; set; }
```

Value

bool

RequireTests

```
public bool RequireTests { get; set; }
```

Value

bool

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

VerificationId

```
public Guid VerificationId { get; set; }
```

Value

Guid

Class ArtifactBuildExecutionResult

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record ArtifactBuildExecutionResult : IEquatable<ArtifactBuildExecutionResult>
```

Inheritance object
ArtifactBuildExecutionResult

Implements IEquatable<ArtifactBuildExecutionResult>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ArtifactBuildExecutionResult(string, int?, string, string, TimeSpan)

```
public ArtifactBuildExecutionResult(string Status, int? ExitCode, string StandardOutput, string StandardError, TimeSpan Duration)
```

Parameters

Status string

ExitCode int?

StandardOutput string

StandardError string

Duration TimeSpan

🐾 Properties ðŸ± ðŸ¶ âœ¨ 7

Duration

```
public TimeSpan Duration { get; init; }
```

Value

TimeSpan

ExitCode

```
public int? ExitCode { get; init; }
```

Value

int?

StandardError

```
public string StandardError { get; init; }
```

Value

string

StandardOutput

```
public string StandardOutput { get; init; }
```

Value

string

Status

```
public string Status { get; init; }
```

Value

string

Succeeded

```
public bool Succeeded { get; }
```

Value

bool

TimedOut

```
public bool TimedOut { get; }
```

Value

bool

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out string, out int?, out string, out string, out TimeSpan)

```
public void Deconstruct(out string Status, out int? ExitCode, out string StandardOutput, out string StandardError, out TimeSpan Duration)
```

Parameters

`Status` **string**

`ExitCode` **int?**

`StandardOutput` **string**

`StandardError` **string**

`Duration` **TimeSpan**

Equals(ArtifactBuildExecutionResult?)

```
public bool Equals(ArtifactBuildExecutionResult? other)
```

Parameters

`other`
ArtifactBuildExecutionResult

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ± ðŸ¶ â

2

operator ==(ArtifactBuildExecutionResult?, ArtifactBuildExecutionResult?)

```
public static bool operator ==(ArtifactBuildExecutionResult? left, ArtifactBuildExecutionResult? right)
```

Parameters

`left`
ArtifactBuildExecutionResult

`right`
ArtifactBuildExecutionResult

Returns

bool

operator !=(ArtifactBuildExecutionResult?, ArtifactBuildExecutionResult?)

```
public static bool operator !=(ArtifactBuildExecutionResult? left, ArtifactBuildExecutionResult? right)
```

Parameters

`left`
ArtifactBuildExecutionResult

`right`
ArtifactBuildExecutionResult

Returns

bool

Class ArtifactBuildOptions

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ArtifactBuildOptions
```

Inheritance
object
ArtifactBuildOptions

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

ArtifactBuildOptions()

```
public ArtifactBuildOptions()
```

Fields ðŸ±ðŸ¶â¨ 1

SectionName

```
public const string SectionName = "ArtifactBuilds"
```

Value

string

Properties ðŸ±ðŸ¶â¨ 2

Enabled

```
public bool Enabled { get; set; }
```

Value

bool

MaxDurationSeconds

```
public int MaxDurationSeconds { get; set; }
```

Value

int

Class ArtifactContractReport

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record ArtifactContractReport : IEquatable<ArtifactContractReport>
```

Inheritance object
ArtifactContractReport

Implements IEquatable<ArtifactContractReport>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

ArtifactContractReport(string, string, IReadOnlyList<string>, IReadOnlyList<string>, string)

```
public ArtifactContractReport(string QualityStatus, string ContractStatus, IReadOnlyList<string> ContractChecks, IReadOnlyList<string> MissingRequirements, string Summary)
```

Parameters

QualityStatus string

ContractStatus string

ContractChecks
IReadOnlyList<string>

MissingRequirements
IReadOnlyList<string>

Summary string

Properties ðŸ±ðŸ¾ âœ¨ 5

ContractChecks

```
public IReadOnlyList<string> ContractChecks { get; init; }
```

Value

IReadOnlyList<string>

ContractStatus

```
public string ContractStatus { get; init; }
```

Value

string

MissingRequirements

```
public IReadOnlyList<string> MissingRequirements { get; init; }
```

Value

IReadOnlyList<string>

QualityStatus

```
public string QualityStatus { get; init; }
```

Value

string

Summary

```
public string Summary { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out string, out string, out IReadOnlyList<string>, out IReadOnlyList<string>, out string)

```
public void Deconstruct(out string QualityStatus, out string ContractStatus, out IReadOnlyList<string> ContractChecks, out IReadOnlyList<string> MissingRequirements, out
string Summary)
```

Parameters

`QualityStatus` **string**

`ContractStatus` **string**

`ContractChecks`
IReadOnlyList<string>

`MissingRequirements`
IReadOnlyList<string>

`Summary` **string**

Equals(ArtifactContractReport?)

```
public bool Equals(ArtifactContractReport? other)
```

Parameters

`other` **ArtifactContractReport**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶ âœ¨ 2

operator ==(ArtifactContractReport?, ArtifactContractReport?)

```
public static bool operator ==(ArtifactContractReport? left, ArtifactContractReport? right)
```

Parameters

`left` **ArtifactContractReport**

`right` **ArtifactContractReport**

Returns

bool

operator !=(ArtifactContractReport?, ArtifactContractReport?)

```
public static bool operator !=(ArtifactContractReport? left, ArtifactContractReport? right)
```

Parameters

`left` **ArtifactContractReport**

`right` **ArtifactContractReport**

Returns

bool

Class ArtifactWorkspaceFileResponse

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✨ 🐾 🌞

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record ArtifactWorkspaceFileResponse : IEquatable<ArtifactWorkspaceFileResponse>
```

Inheritance
object
ArtifactWorkspaceFileResponse

Implements IEquatable<ArtifactWorkspaceFileResponse>

Inherited Members
object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ArtifactWorkspaceFileResponse(string, string, string, string, long, DateTime, string)

```
public ArtifactWorkspaceFileResponse(string WorkspaceName, string RootPath, string RelativePath, string FullPath, long Length, DateTime LastWriteTimeUtc, string Content)
```

Parameters

`WorkspaceName` **string**

`RootPath` **string**

`RelativePath` **string**

`FullPath` **string**

`Length` **long**

`LastWriteTimeUtc` **DateTime**

`Content` **string**

Properties ðŸ±ðŸ¶â¨ 7

Content

```
public string Content { get; init; }
```

Value

string

FullPath

```
public string FullPath { get; init; }
```

Value

string

LastWriteTimeUtc

```
public DateTime LastWriteTimeUtc { get; init; }
```

Value

DateTime

Length

```
public long Length { get; init; }
```

Value

long

RelativePath

```
public string RelativePath { get; init; }
```

Value

string

RootPath

```
public string RootPath { get; init; }
```

Value

string

WorkspaceName

```
public string WorkspaceName { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶ âœ¨ 5

Deconstruct(out string, out string, out string, out string, out long, out DateTime, out string)

```
public void Deconstruct(out string WorkspaceName, out string RootPath, out string RelativePath, out string FullPath, out long Length, out DateTime LastWriteTimeUtc, out
string Content)
```

Parameters

`WorkspaceName` **string**

`RootPath` **string**

`RelativePath` **string**

`FullPath` **string**

`Length` **long**

`LastWriteTimeUtc` **DateTime**

`Content` **string**

Equals(ArtifactWorkspaceFileResponse?)

```
public bool Equals(ArtifactWorkspaceFileResponse? other)
```

Parameters

`other` **ArtifactWorkspaceFileResponse**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â€¨ 2

operator ==(ArtifactWorkspaceFileResponse?, ArtifactWorkspaceFileResponse?)

```
public static bool operator ==(ArtifactWorkspaceFileResponse? left, ArtifactWorkspaceFileResponse? right)
```

Parameters

left
ArtifactWorkspaceFileResponse

right
ArtifactWorkspaceFileResponse

Returns

bool

operator !=(ArtifactWorkspaceFileResponse?, ArtifactWorkspaceFileResponse?)

```
public static bool operator !=(ArtifactWorkspaceFileResponse? left, ArtifactWorkspaceFileResponse? right)
```

Parameters

left
ArtifactWorkspaceFileResponse

right
ArtifactWorkspaceFileResponse

Returns

bool

Class ArtifactWorkspaceFileSaveRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record ArtifactWorkspaceFileSaveRequest : IEquatable<ArtifactWorkspaceFileSaveRequest>
```

Inheritance object
ArtifactWorkspaceFileSaveRequest

Implements IEquatable<ArtifactWorkspaceFileSaveRequest>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

ArtifactWorkspaceFileSaveRequest(string, string?)

```
public ArtifactWorkspaceFileSaveRequest(string RelativePath, string? Content)
```

Parameters

RelativePath string

Content string

Properties ðŸ±ðŸ¶âœ¨ 2

Content

```
public string? Content { get; init; }
```

Value

string

RelativePath

```
public string RelativePath { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out string, out string?)

```
public void Deconstruct(out string RelativePath, out string? Content)
```

Parameters

`RelativePath` **string**

`Content` **string**

Equals(ArtifactWorkspaceFileSaveRequest?)

```
public bool Equals(ArtifactWorkspaceFileSaveRequest? other)
```

Parameters

`other`
ArtifactWorkspaceFileSaveReq uest

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â¶ âœ¨ 2

operator ==(ArtifactWorkspaceFileSaveRequest?, ArtifactWorkspaceFileSaveRequest?)

```
public static bool operator ==(ArtifactWorkspaceFileSaveRequest? left, ArtifactWorkspaceFileSaveRequest? right)
```

Parameters

left
ArtifactWorkspaceFileSaveRequest

right
ArtifactWorkspaceFileSaveRequest

Returns

bool

operator !=(ArtifactWorkspaceFileSaveRequest?, ArtifactWorkspaceFileSaveRequest?)

```
public static bool operator !=(ArtifactWorkspaceFileSaveRequest? left, ArtifactWorkspaceFileSaveRequest? right)
```

Parameters

left
ArtifactWorkspaceFileSaveRequest

right
ArtifactWorkspaceFileSaveRequest

Returns

bool

Class ArtifactWorkspaceFileSummary

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record ArtifactWorkspaceFileSummary : IEquatable<ArtifactWorkspaceFileSummary>
```

Inheritance object
ArtifactWorkspaceFileSummary

Implements IEquatable<ArtifactWorkspaceFileSummary>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶âœ¨ 1

ArtifactWorkspaceFileSummary(string, long, DateTime)

```
public ArtifactWorkspaceFileSummary(string RelativePath, long Length, DateTime LastWriteTimeUtc)
```

Parameters

`RelativePath` **string**

`Length` **long**

`LastWriteTimeUtc` **DateTime**

🐾 Properties ðŸ±ðŸ¶âœ¨ 3

LastWriteTimeUtc

```
public DateTime LastWriteTimeUtc { get; init; }
```

Value

DateTime

Length

```
public long Length { get; init; }
```

Value

long

RelativePath

```
public string RelativePath { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶â¨ 5

Deconstruct(out string, out long, out DateTime)

```
public void Deconstruct(out string RelativePath, out long Length, out DateTime LastWriteTimeUtc)
```

Parameters

`RelativePath` **string**

`Length` **long**

`LastWriteTimeUtc` **DateTime**

Equals(ArtifactWorkspaceFileSummary?)

```
public bool Equals(ArtifactWorkspaceFileSummary? other)
```

Parameters

other
ArtifactWorkspaceFileSummary

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

obj **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶ â˜¨ 2

operator ==(ArtifactWorkspaceFileSummary?, ArtifactWorkspaceFileSummary?)

```
public static bool operator ==(ArtifactWorkspaceFileSummary? left, ArtifactWorkspaceFileSummary? right)
```

Parameters

left
ArtifactWorkspaceFileSummary

right
ArtifactWorkspaceFileSummary

Returns

bool

operator !=(ArtifactWorkspaceFileSummary?, ArtifactWorkspaceFileSummary?)

```
public static bool operator !=(ArtifactWorkspaceFileSummary? left, ArtifactWorkspaceFileSummary? right)
```

Parameters

left
ArtifactWorkspaceFileSummary

right
ArtifactWorkspaceFileSummary

Returns

bool

Class ArtifactWorkspaceFilesResponse

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record ArtifactWorkspaceFilesResponse : IEquatable<ArtifactWorkspaceFilesResponse>
```

Inheritance
object
ArtifactWorkspaceFilesResponse

Implements IEquatable<ArtifactWorkspaceFilesResponse>

Inherited Members
object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ArtifactWorkspaceFilesResponse(string, string, List<ArtifactWorkspaceFileSummary>)

```
public ArtifactWorkspaceFilesResponse(string WorkspaceName, string RootPath, List<ArtifactWorkspaceFileSummary> Files)
```

Parameters

WorkspaceName string

RootPath string

Files
List<ArtifactWorkspaceFileSummary>

Properties ðŸ”± ðŸ¶ âœ¨ 3

Files

```
public List<ArtifactWorkspaceFileSummary> Files { get; init; }
```

Value

List<ArtifactWorkspaceFileSummary>

RootPath

```
public string RootPath { get; init; }
```

Value

string

WorkspaceName

```
public string WorkspaceName { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶ âœ¨ 5

Deconstruct(out string, out string, out List<ArtifactWorkspaceFileSummary>)

```
public void Deconstruct(out string WorkspaceName, out string RootPath, out List<ArtifactWorkspaceFileSummary> Files)
```

Parameters

WorkspaceName **string**

RootPath **string**

Files
List<ArtifactWorkspaceFileSummary>

Equals(ArtifactWorkspaceFilesResponse?)

```
public bool Equals(ArtifactWorkspaceFilesResponse? other)
```

Parameters

other
ArtifactWorkspaceFilesResponse

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

obj **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â åœ¨ 2

operator ==(ArtifactWorkspaceFilesResponse?, ArtifactWorkspaceFilesResponse?)

```
public static bool operator ==(ArtifactWorkspaceFilesResponse? left, ArtifactWorkspaceFilesResponse? right)
```

Parameters

left
ArtifactWorkspaceFilesResponse

right
ArtifactWorkspaceFilesResponse

Returns

bool

operator !=(ArtifactWorkspaceFilesResponse?, ArtifactWorkspaceFilesResponse?)

```
public static bool operator !=(ArtifactWorkspaceFilesResponse? left, ArtifactWorkspaceFilesResponse? right)
```

Parameters

left
ArtifactWorkspaceFilesResponse

right
ArtifactWorkspaceFilesResponse

Returns

bool

Class ArtifactWorkspaceListResponse

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record ArtifactWorkspaceListResponse : IEquatable<ArtifactWorkspaceListResponse>
```

Inheritance object
ArtifactWorkspaceListResponse

Implements IEquatable<ArtifactWorkspaceListResponse>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

ArtifactWorkspaceListResponse(string, string, int, ArtifactWorkspaceSummary?, List<ArtifactWorkspaceSummary>)

```
public ArtifactWorkspaceListResponse(string BaseUrl, string ArtifactRoot, int Count, ArtifactWorkspaceSummary? LatestWorkspace, List<ArtifactWorkspaceSummary> Workspaces)
```

Parameters

BaseUrl string

ArtifactRoot string

Count int

LatestWorkspace
ArtifactWorkspaceSummary

Workspaces
List<ArtifactWorkspaceSummary>

Properties ðŸ±ðŸ¶â œ¨ 5

ArtifactRoot

```
public string ArtifactRoot { get; init; }
```

Value

string

BaseUrl

```
public string BaseUrl { get; init; }
```

Value

string

Count

```
public int Count { get; init; }
```

Value

int

LatestWorkspace

```
public ArtifactWorkspaceSummary? LatestWorkspace { get; init; }
```

Value

ArtifactWorkspaceSummary

Workspaces

```
public List<ArtifactWorkspaceSummary> Workspaces { get; init; }
```

Value

List<ArtifactWorkspaceSummary>

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out string, out string, out int, out ArtifactWorkspaceSummary?, out List<ArtifactWorkspaceSummary>)

```
public void Deconstruct(out string BaseUrl, out string ArtifactRoot, out int Count, out ArtifactWorkspaceSummary? LatestWorkspace, out List<ArtifactWorkspaceSummary> Workspaces)
```

Parameters

`BaseUrl` **string**

`ArtifactRoot` **string**

`Count` **int**

`LatestWorkspace`
ArtifactWorkspaceSummary

`Workspaces`
List<ArtifactWorkspaceSummary>

Equals(ArtifactWorkspaceListResponse?)

```
public bool Equals(ArtifactWorkspaceListResponse? other)
```

Parameters

`other`
ArtifactWorkspaceListResponse

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶ â€¨ 2

operator ==(ArtifactWorkspaceListResponse?, ArtifactWorkspaceListResponse?)

```
public static bool operator ==(ArtifactWorkspaceListResponse? left, ArtifactWorkspaceListResponse? right)
```

Parameters

`left`
ArtifactWorkspaceListRespons e

`right`
ArtifactWorkspaceListRespons e

Returns

bool

operator !=(ArtifactWorkspaceListResponse?, ArtifactWorkspaceListResponse?)

```
public static bool operator !=(ArtifactWorkspaceListResponse? left, ArtifactWorkspaceListResponse? right)
```

Parameters

left
ArtifactWorkspaceListResponse

right
ArtifactWorkspaceListResponse

Returns

bool

Class ArtifactWorkspaceSummary

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record ArtifactWorkspaceSummary : IEquatable<ArtifactWorkspaceSummary>
```

Inheritance object
ArtifactWorkspaceSummary

Implements IEquatable<ArtifactWorkspaceSummary>

Inherited Members object.GetType()

object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¦ 1

ArtifactWorkspaceSummary(string, string, DateTime, int, int, int, List<string>)

```
public ArtifactWorkspaceSummary(string WorkspaceName, string RootPath, DateTime LastWriteTimeUtc, int SourceFileCount, int RazorFileCount, int CSharpFileCount,
List<string> ZipNames)
```

Parameters

WorkspaceName string

RootPath string

LastWriteTimeUtc DateTime

SourceFileCount int

RazorFileCount int

CSharpFileCount int

ZipNames List<string>

🐾 Properties ðŸ±ðŸ¶â€¦ 7

CSharpFileCount

```
public int CSharpFileCount { get; init; }
```

Value

int

LastWriteTimeUtc

```
public DateTime LastWriteTimeUtc { get; init; }
```

Value

DateTime

RazorFileCount

```
public int RazorFileCount { get; init; }
```

Value

int

RootPath

```
public string RootPath { get; init; }
```

Value

string

SourceFileCount

```
public int SourceFileCount { get; init; }
```

Value

int

WorkspaceName

```
public string WorkspaceName { get; init; }
```

Value

string

ZipNames

```
public List<string> ZipNames { get; init; }
```

Value

List<string>

Methods ðŸ±ðŸ¶â…¨ 5

Deconstruct(out string, out string, out DateTime, out int, out int, out int, out List<string>)

```
public void Deconstruct(out string WorkspaceName, out string RootPath, out DateTime LastWriteTimeUtc, out int SourceFileCount, out int RazorFileCount, out int CSharpFileCount, out
List<string> ZipNames)
```

Parameters

WorkspaceName **string**

RootPath **string**

LastWriteTimeUtc **DateTime**

SourceFileCount **int**

RazorFileCount **int**

CSharpFileCount **int**

ZipNames **List<string>**

Equals(ArtifactWorkspaceSummary?)

```
public bool Equals(ArtifactWorkspaceSummary? other)
```

Parameters

`other`
ArtifactWorkspaceSummary

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ± ðŸ¶ â

2

operator ==(ArtifactWorkspaceSummary?, ArtifactWorkspaceSummary?)

```
public static bool operator ==(ArtifactWorkspaceSummary? left, ArtifactWorkspaceSummary? right)
```

Parameters

`left`
ArtifactWorkspaceSummary

`right`
ArtifactWorkspaceSummary

Returns

bool

operator !=(ArtifactWorkspaceSummary?, ArtifactWorkspaceSummary?)

```
public static bool operator !=(ArtifactWorkspaceSummary? left, ArtifactWorkspaceSummary? right)
```

Parameters

`left`
ArtifactWorkspaceSummary

`right`
ArtifactWorkspaceSummary

Returns

bool

Class BenchmarkTaskDefinition

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record BenchmarkTaskDefinition : IEquatable<BenchmarkTaskDefinition>
```

Inheritance object
BenchmarkTaskDefinition

Implements IEquatable<BenchmarkTaskDefinition>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

BenchmarkTaskDefinition(string, string, string, string, string, int, IReadOnlyList<string>, IReadOnlyList<string>, IReadOnlyList<string>)

```
public BenchmarkTaskDefinition(string Id, string Name, string Prompt, string ManualExpectedOutput, string LocalGptFinalAnswer, int LocalGptBuildabilityScore, IReadOnlyList<string>
RequiredArtifactEntries, IReadOnlyList<string> ArchitectureEvidence, IReadOnlyList<string> WrongTemplateGuards)
```

Parameters

Id string

Name string

Prompt string

ManualExpectedOutput string

LocalGptFinalAnswer string

LocalGptBuildabilityScore int

RequiredArtifactEntries
IReadOnlyList<string>

ArchitectureEvidence
IReadOnlyList<string>

WrongTemplateGuards
IReadOnlyList<string>

Properties ðŸ±ðŸ¾ â€¨ 9

ArchitectureEvidence

```
public IReadOnlyList<string> ArchitectureEvidence { get; init; }
```

Value

IReadOnlyList<string>

Id

```
public string Id { get; init; }
```

Value

string

LocalGptBuildabilityScore

```
public int LocalGptBuildabilityScore { get; init; }
```

Value

int

LocalGptFinalAnswer

```
public string LocalGptFinalAnswer { get; init; }
```

Value

string

ManualExpectedOutput

```
public string ManualExpectedOutput { get; init; }
```

Value

string

Name

```
public string Name { get; init; }
```

Value

string

Prompt

```
public string Prompt { get; init; }
```

Value

string

RequiredArtifactEntries

```
public IReadOnlyList<string> RequiredArtifactEntries { get; init; }
```

Value

IReadOnlyList<string>

WrongTemplateGuards

```
public IReadOnlyList<string> WrongTemplateGuards { get; init; }
```

Value

IReadOnlyList<string>

Methods ðŸ±ðŸ¶ â€¨ 5

Deconstruct(out string, out string, out string, out string, out string, out int, out IReadOnlyList<string>, out IReadOnlyList<string>, out IReadOnlyList<string>)

```
public void Deconstruct(out string Id, out string Name, out string Prompt, out string ManualExpectedOutput, out string LocalGptFinalAnswer, out int LocalGptBuildabilityScore, out
IReadOnlyList<string> RequiredArtifactEntries, out IReadOnlyList<string> ArchitectureEvidence, out IReadOnlyList<string> WrongTemplateGuards)
```

Parameters

`Id` **string**

`Name` **string**

`Prompt` **string**

`ManualExpectedOutput` **string**

`LocalGptFinalAnswer` **string**

`LocalGptBuildabilityScore` **int**

`RequiredArtifactEntries`
IReadOnlyList<string>

`ArchitectureEvidence`
IReadOnlyList<string>

`WrongTemplateGuards`
IReadOnlyList<string>

Equals(BenchmarkTaskDefinition?)

```
public bool Equals(BenchmarkTaskDefinition? other)
```

Parameters

`other`
BenchmarkTaskDefinition

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶ âœ¨ 2

operator ==(BenchmarkTaskDefinition?, BenchmarkTaskDefinition?)

```
public static bool operator ==(BenchmarkTaskDefinition? left, BenchmarkTaskDefinition? right)
```

Parameters

`left` **BenchmarkTaskDefinition**

`right`
BenchmarkTaskDefinition

Returns

bool

operator !=(BenchmarkTaskDefinition?, BenchmarkTaskDefinition?)

```
public static bool operator !=(BenchmarkTaskDefinition? left, BenchmarkTaskDefinition? right)
```

Parameters

`left` **BenchmarkTaskDefinition**

`right`
BenchmarkTaskDefinition

Returns

bool

Class BuildDebugFileSummary

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Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed class BuildDebugFileSummary
```

Inheritance object
BuildDebugFileSummary

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¦ âœ¨ 1

BuildDebugFileSummary()

```
public BuildDebugFileSummary()
```

🐾 Properties ðŸ±ðŸ¶â€¦ âœ¨ 7

CopiedPath

```
public string? CopiedPath { get; set; }
```

Value
string

Extension

```
public string Extension { get; set; }
```

Value
string

LastWriteUtc

```
public DateTime LastWriteUtc { get; set; }
```

Value

DateTime

Length

```
public long Length { get; set; }
```

Value

long

Name

```
public string Name { get; set; }
```

Value

string

SourceArea

```
public string SourceArea { get; set; }
```

Value

string

SourcePath

```
public string SourcePath { get; set; }
```

Value

string

Class BuildDebugInventory

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class BuildDebugInventory
```

Inheritance
object
BuildDebugInventory

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

BuildDebugInventory()

```
public BuildDebugInventory()
```

Properties ðŸ±ðŸ¶â åœ¨ 6

ArtifactRoot

```
public string ArtifactRoot { get; set; }
```

Value

string

CapturedAtUtc

```
public DateTime CapturedAtUtc { get; set; }
```

Value

DateTime

CopiedFiles

```
public bool CopiedFiles { get; set; }
```

Value

bool

Files

```
public List<BuildDebugFileSummary> Files { get; set; }
```

Value

List<BuildDebugFileSummary>

Succeeded

```
public bool Succeeded { get; }
```

Value

bool

Warnings

```
public List<string> Warnings { get; set; }
```

Value

List<string>

Class CatalogEntry

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✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed record CatalogEntry : IEquatable<CatalogEntry>
```

Inheritance	object CatalogEntry
Implements	IEquatable<CatalogEntry>
Inherited Members	object.GetType() object.Equals(object, object) object.ReferenceEquals(object, object)
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

CatalogEntry(string, string?, string?, string?, string?, string)

```
public CatalogEntry(string MinecraftVersion, string? FabricApiVersion, string? NeoForgeVersion, string? PaperApiVersion, string? JavaVersion, string Notes)
```

Parameters

`MinecraftVersion` **string**

`FabricApiVersion` **string**

`NeoForgeVersion` **string**

`PaperApiVersion` **string**

`JavaVersion` **string**

`Notes` **string**

🐾 Properties ðŸ±ðŸ¶â œ¨ 6

FabricApiVersion

```
public string? FabricApiVersion { get; init; }
```

Value

string

JavaVersion

```
public string? JavaVersion { get; init; }
```

Value

string

MinecraftVersion

```
public string MinecraftVersion { get; init; }
```

Value

string

NeoForgeVersion

```
public string? NeoForgeVersion { get; init; }
```

Value

string

Notes

```
public string Notes { get; init; }
```

Value

string

PaperApiVersion

```
public string? PaperApiVersion { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out string, out string?, out string?, out string?, out string?, out string)

```
public void Deconstruct(out string MinecraftVersion, out string? FabricApiVersion, out string? NeoForgeVersion, out string? PaperApiVersion, out string? JavaVersion, out
string Notes)
```

Parameters

MinecraftVersion **string**

FabricApiVersion **string**

NeoForgeVersion **string**

PaperApiVersion **string**

JavaVersion **string**

Notes **string**

Equals(CatalogEntry?)

```
public bool Equals(CatalogEntry? other)
```

Parameters

`other` **CatalogEntry**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â…¨ âœ¨ 2

operator ==(CatalogEntry?, CatalogEntry?)

```
public static bool operator ==(CatalogEntry? left, CatalogEntry? right)
```

Parameters

`left` **CatalogEntry**

`right` **CatalogEntry**

Returns

bool

operator !=(CatalogEntry?, CatalogEntry?)

```
public static bool operator !=(CatalogEntry? left, CatalogEntry? right)
```

Parameters

`left` **CatalogEntry**

`right` **CatalogEntry**

Returns

bool

Class ChatFeedbackTarget

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Identifies an assistant message that can receive user feedback in Chat.

```
public sealed record ChatFeedbackTarget : IEquatable<ChatFeedbackTarget>
```

Inheritance object
ChatFeedbackTarget

Implements IEquatable<ChatFeedbackTarget>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ChatFeedbackTarget(int, string)

Identifies an assistant message that can receive user feedback in Chat.

```
public ChatFeedbackTarget(int SortOrder, string Label)
```

Parameters

`SortOrder` **int**

`Label` **string**

🐾 Properties ðŸ± ðŸ¶ âœ¨ 2

Label

```
public string Label { get; init; }
```

Value

string

SortOrder

```
public int SortOrder { get; init; }
```

Value

int

Methods ðŸ±ðŸ¶â…¨ 5

Deconstruct(out int, out string)

```
public void Deconstruct(out int SortOrder, out string Label)
```

Parameters

`SortOrder` **int**

`Label` **string**

Equals(ChatFeedbackTarget?)

```
public bool Equals(ChatFeedbackTarget? other)
```

Parameters

`other` **ChatFeedbackTarget**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â…¨ 2

operator ==(ChatFeedbackTarget?, ChatFeedbackTarget?)

```
public static bool operator ==(ChatFeedbackTarget? left, ChatFeedbackTarget? right)
```

Parameters

`left` **ChatFeedbackTarget**

`right` **ChatFeedbackTarget**

Returns

bool

operator !=(ChatFeedbackTarget?, ChatFeedbackTarget?)

```
public static bool operator !=(ChatFeedbackTarget? left, ChatFeedbackTarget? right)
```

Parameters

`left` **ChatFeedbackTarget**

`right` **ChatFeedbackTarget**

Returns

bool

Class ChatGPTLocalCoreOptions

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✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public class ChatGPTLocalCoreOptions
```

Inheritance
object
ChatGPTLocalCoreOptions

Inherited Members
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ChatGPTLocalCoreOptions()

```
public ChatGPTLocalCoreOptions()
```

Fields ðŸ±ðŸ¶â œ¨ 1

ChatGPTLocalCore

```
public const string ChatGPTLocalCore = "ChatGPTLocalCore"
```

Value
string

Properties ðŸ±ðŸ¶â œ¨ 9

ApiKey

```
public string ApiKey { get; set; }
```

Value

string

AutoStartServer

```
public bool AutoStartServer { get; set; }
```

Value

bool

Endpoint

```
public string Endpoint { get; set; }
```

Value

string

HealthTimeoutSeconds

```
public int HealthTimeoutSeconds { get; set; }
```

Value

int

ModelName

```
public string ModelName { get; set; }
```

Value

string

PythonEnvironment

```
public string? PythonEnvironment { get; set; }
```

Value

string

StartCommand

```
public string? StartCommand { get; set; }
```

Value

string

StartScript

```
public string? StartScript { get; set; }
```

Value

string

WorkingDir

```
public string? WorkingDir { get; set; }
```

Value

string

Class ChatMemoryConversation

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class ChatMemoryConversation
```

Inheritance
object
ChatMemoryConversation

Inherited Members
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ChatMemoryConversation()

```
public ChatMemoryConversation()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 9

ApplicationVersion

```
public string ApplicationVersion { get; set; }
```

Value
string

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

Id

```
public Guid Id { get; set; }
```

Value

Guid

Messages

```
public ICollection<ChatMemoryMessage> Messages { get; set; }
```

Value

ICollection<ChatMemoryMessage>

ProjectId

```
public Guid? ProjectId { get; set; }
```

Value

Guid?

ProjectVersionId

```
public Guid? ProjectVersionId { get; set; }
```

Value

Guid?

ProviderName

```
public string ProviderName { get; set; }
```

Value

string

Title

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

Value

string

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

Class ChatMemoryConversationListParameters

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ChatMemoryConversationListParameters
```

Inheritance object
ChatMemoryConversationListParameters

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ChatMemoryConversationListParameters()

```
public ChatMemoryConversationListParameters()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Take

```
public int Take { get; set; }
```

Value

int

Class ChatMemoryConversationSnapshot

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record ChatMemoryConversationSnapshot : IEquatable<ChatMemoryConversationSnapshot>
```

Inheritance
object
ChatMemoryConversationSnapshot

Implements IEquatable<ChatMemoryConversationSnapshot>

Inherited Members
object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ChatMemoryConversationSnapshot(Guid, string, string, DateTime, DateTime, List<BlazorChatMessage>)

```
public ChatMemoryConversationSnapshot(Guid Id, string Title, string ProviderName, DateTime CreatedAtUtc, DateTime UpdatedAtUtc, List<BlazorChatMessage> Messages)
```

Parameters

`Id` **Guid**

`Title` **string**

`ProviderName` **string**

`CreatedAtUtc` **DateTime**

`UpdatedAtUtc` **DateTime**

`Messages`
List<BlazorChatMessage>

Properties ðŸ±ðŸ¶â œ¨ 9

ApplicationVersion

```
public string ApplicationVersion { get; init; }
```

Value

string

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; init; }
```

Value

DateTime

Id

```
public Guid Id { get; init; }
```

Value

Guid

Messages

```
public List<BlazorChatMessage> Messages { get; init; }
```

Value

List<BlazorChatMessage>

ProjectId

```
public Guid? ProjectId { get; init; }
```

Value

Guid?

ProjectVersionId

```
public Guid? ProjectVersionId { get; init; }
```

Value

Guid?

ProviderName

```
public string ProviderName { get; init; }
```

Value

string

Title

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

Value

string

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; init; }
```

Value

DateTime

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out Guid, out string, out string, out DateTime, out DateTime, out List<BlazorChatMessage>)

```
public void Deconstruct(out Guid Id, out string Title, out string ProviderName, out DateTime CreatedAtUtc, out DateTime UpdatedAtUtc, out List<BlazorChatMessage> Messages)
```

Parameters

`Id` **Guid**

`Title` **string**

`ProviderName` **string**

`CreatedAtUtc` **DateTime**

`UpdatedAtUtc` **DateTime**

`Messages`
List<BlazorChatMessage>

Equals(ChatMemoryConversationSnapshot?)

```
public bool Equals(ChatMemoryConversationSnapshot? other)
```

Parameters

`other`
ChatMemoryConversationSnapshot

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶ âœ¨ 2

operator ==(ChatMemoryConversationSnapshot?, ChatMemoryConversationSnapshot?)

```
public static bool operator ==(ChatMemoryConversationSnapshot? left, ChatMemoryConversationSnapshot? right)
```

Parameters

`left`
ChatMemoryConversationSnapshot

`right`
ChatMemoryConversationSnapshot

Returns

bool

operator !=(ChatMemoryConversationSnapshot?, ChatMemoryConversationSnapshot?)

```
public static bool operator !=(ChatMemoryConversationSnapshot? left, ChatMemoryConversationSnapshot? right)
```

Parameters

`left`
ChatMemoryConversationSnapshot

`right`
ChatMemoryConversationSnapshot

Returns

bool

Class ChatMemoryConversationSummary

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✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed record ChatMemoryConversationSummary : IEquatable<ChatMemoryConversationSummary>
```

Inheritance	object ChatMemoryConversationSummary
Implements	IEquatable<ChatMemoryConversationSummary>
Inherited Members	object.GetType()

object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

ChatMemoryConversationSummary(Guid, string, string, DateTime, DateTime, int)

```
public ChatMemoryConversationSummary(Guid Id, string Title, string ProviderName, DateTime CreatedAtUtc, DateTime UpdatedAtUtc, int MessageCount)
```

Parameters

`Id` **Guid**

`Title` **string**

`ProviderName` **string**

`CreatedAtUtc` **DateTime**

`UpdatedAtUtc` **DateTime**

`MessageCount` **int**

🐾 Properties ðŸ±ðŸ¶ âœ¨ 10

ApplicationVersion

```
public string ApplicationVersion { get; init; }
```

Value

string

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; init; }
```

Value

DateTime

DisplayName

```
public string DisplayName { get; }
```

Value

string

Id

```
public Guid Id { get; init; }
```

Value

Guid

MessageCount

```
public int MessageCount { get; init; }
```

Value

int

ProjectId

```
public Guid? ProjectId { get; init; }
```

Value

Guid?

ProjectVersionId

```
public Guid? ProjectVersionId { get; init; }
```

Value

Guid?

ProviderName

```
public string ProviderName { get; init; }
```

Value

string

Title

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

Value

string

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; init; }
```

Value

DateTime

Methods ðŸ±ðŸ¶ âœ¨ 5

Deconstruct(out Guid, out string, out string, out DateTime, out DateTime, out int)

```
public void Deconstruct(out Guid Id, out string Title, out string ProviderName, out DateTime CreatedAtUtc, out DateTime UpdatedAtUtc, out int MessageCount)
```

Parameters

`Id` **Guid**

`Title` **string**

`ProviderName` **string**

`CreatedAtUtc` **DateTime**

`UpdatedAtUtc` **DateTime**

`MessageCount` **int**

Equals(ChatMemoryConversationSummary?)

```
public bool Equals(ChatMemoryConversationSummary? other)
```

Parameters

`other`
ChatMemoryConversationSummary

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â…¨åœ¨ 2

operator ==(ChatMemoryConversationSummary?, ChatMemoryConversationSummary?)

```
public static bool operator ==(ChatMemoryConversationSummary? left, ChatMemoryConversationSummary? right)
```

Parameters

left
ChatMemoryConversationSummary

right
ChatMemoryConversationSummary

Returns

bool

operator !=(ChatMemoryConversationSummary?, ChatMemoryConversationSummary?)

```
public static bool operator !=(ChatMemoryConversationSummary? left, ChatMemoryConversationSummary? right)
```

Parameters

left
ChatMemoryConversationSummary

right
ChatMemoryConversationSummary

Returns

bool

Class ChatMemoryMessage

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class ChatMemoryMessage
```

Inheritance object
ChatMemoryMessage

Inherited Members object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

ChatMemoryMessage()

```
public ChatMemoryMessage()
```

Properties ðŸ±ðŸ¶âœ¨ 11

Content

```
public string Content { get; set; }
```

Value

string

Conversation

```
public ChatMemoryConversation Conversation { get; set; }
```

Value

ChatMemoryConversation

ConversationId

```
public Guid ConversationId { get; set; }
```

Value

Guid

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

FeedbackComment

```
public string FeedbackComment { get; set; }
```

Value

string

FeedbackUpdatedAtUtc

```
public DateTime? FeedbackUpdatedAtUtc { get; set; }
```

Value

DateTime?

Id

```
public long Id { get; set; }
```

Value

long

IsPositiveFeedback

```
public bool? IsPositiveFeedback { get; set; }
```

Value

bool?

Role

```
public string Role { get; set; }
```

Value

string

SortOrder

```
public int SortOrder { get; set; }
```

Value

int

Thinking

```
public string? Thinking { get; set; }
```

Value

string

Class ChatMemoryThought

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record ChatMemoryThought : IEquatable<ChatMemoryThought>
```

Inheritance object
ChatMemoryThought

Implements IEquatable<ChatMemoryThought>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ChatMemoryThought(Guid, string, DateTime, string)

```
public ChatMemoryThought(Guid ConversationId, string ConversationTitle, DateTime CreatedAtUtc, string Thinking)
```

Parameters

`ConversationId` **Guid**

`ConversationTitle` **string**

`CreatedAtUtc` **DateTime**

`Thinking` **string**

🐾 Properties ðŸ±ðŸ¶â œ¨ 4

ConversationId

```
public Guid ConversationId { get; init; }
```

Value

Guid

ConversationTitle

```
public string ConversationTitle { get; init; }
```

Value

string

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; init; }
```

Value

DateTime

Thinking

```
public string Thinking { get; init; }
```

Value

string

Methods ðŸ□± ðŸ□¶ âœ¨ 5

Deconstruct(out Guid, out string, out DateTime, out string)

```
public void Deconstruct(out Guid ConversationId, out string ConversationTitle, out DateTime CreatedAtUtc, out string Thinking)
```

Parameters

`ConversationId` **Guid**

`ConversationTitle` **string**

`CreatedAtUtc` **DateTime**

`Thinking` **string**

Equals(ChatMemoryThought?)

```
public bool Equals(ChatMemoryThought? other)
```

Parameters

`other` **ChatMemoryThought**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶ â

2

operator ==(ChatMemoryThought?, ChatMemoryThought?)

```
public static bool operator ==(ChatMemoryThought? left, ChatMemoryThought? right)
```

Parameters

`left` **ChatMemoryThought**

`right` **ChatMemoryThought**

Returns

bool

operator !=(ChatMemoryThought?, ChatMemoryThought?)

```
public static bool operator !=(ChatMemoryThought? left, ChatMemoryThought? right)
```

Parameters

`left` **ChatMemoryThought**

`right` **ChatMemoryThought**

Returns

bool

Class ChatMessageFeedbackSnapshot

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record ChatMessageFeedbackSnapshot : IEquatable<ChatMessageFeedbackSnapshot>
```

Inheritance object
ChatMessageFeedbackSnapshot

Implements IEquatable<ChatMessageFeedbackSnapshot>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶ âœ¨ 1

ChatMessageFeedbackSnapshot(long, Guid, int, string, string, bool?, string, DateTime?)

```
public ChatMessageFeedbackSnapshot(long MessageId, Guid ConversationId, int SortOrder, string Role, string Preview, bool? IsPositive, string Comment, DateTime? UpdatedAtUtc)
```

Parameters

`MessageId` **long**

`ConversationId` **Guid**

`SortOrder` **int**

`Role` **string**

`Preview` **string**

`IsPositive` **bool?**

`Comment` **string**

`UpdatedAtUtc` **DateTime?**

Properties ðŸ±ðŸ¶â œ¨ 8

Comment

```
public string Comment { get; init; }
```

Value

string

ConversationId

```
public Guid ConversationId { get; init; }
```

Value

Guid

IsPositive

```
public bool? IsPositive { get; init; }
```

Value

bool?

MessageId

```
public long MessageId { get; init; }
```

Value

long

Preview

```
public string Preview { get; init; }
```

Value

string

Role

```
public string Role { get; init; }
```

Value

string

SortOrder

```
public int SortOrder { get; init; }
```

Value

int

UpdatedAtUtc

```
public DateTime? UpdatedAtUtc { get; init; }
```

Value

DateTime?

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out long, out Guid, out int, out string, out string, out bool?, out string, out DateTime?)

```
public void Deconstruct(out long MessageId, out Guid ConversationId, out int SortOrder, out string Role, out string Preview, out bool? IsPositive, out string Comment, out
DateTime? UpdatedAtUtc)
```

Parameters

`MessageId` **long**

`ConversationId` **Guid**

`SortOrder` **int**

`Role` **string**

`Preview` **string**

`IsPositive` **bool?**

`Comment` **string**

`UpdatedAtUtc` **DateTime?**

Equals(ChatMessageFeedbackSnapshot?)

```
public bool Equals(ChatMessageFeedbackSnapshot? other)
```

Parameters

other
ChatMessageFeedbackSnapsho t

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

obj **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶ â˜¨ 2

operator ==(ChatMessageFeedbackSnapshot?, ChatMessageFeedbackSnapshot?)

```
public static bool operator ==(ChatMessageFeedbackSnapshot? left, ChatMessageFeedbackSnapshot? right)
```

Parameters

`left`
ChatMessageFeedbackSnapsho t

`right`
ChatMessageFeedbackSnapsho t

Returns

bool

operator !=(ChatMessageFeedbackSnapshot?, ChatMessageFeedbackSnapshot?)

```
public static bool operator !=(ChatMessageFeedbackSnapshot? left, ChatMessageFeedbackSnapshot? right)
```

Parameters

`left`
ChatMessageFeedbackSnapsho t

`right`
ChatMessageFeedbackSnapsho t

Returns

bool

Enum ChatResponseProtocol

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Identifies the wire/text convention emitted by a model. Each non-auto protocol has its own DI profile so control tokens from one model family are never applied to another family's response stream.

```
public enum ChatResponseProtocol
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Fields ðŸ± ðŸ¶ âœ¨ 1

`Apple = 6`

`Auto = 0`

`DeepSeek = 4`

`Gemma = 5`

`Harmony = 3`

`PlainText = 1`

`ThinkTags = 2`

Class ChatSessionContextSnapshot

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record ChatSessionContextSnapshot : IEquatable<ChatSessionContextSnapshot>
```

Inheritance object
ChatSessionContextSnapshot

Implements IEquatable<ChatSessionContextSnapshot>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶âœ¨ 1

ChatSessionContextSnapshot(Guid?, Guid?, Guid?, string)

```
public ChatSessionContextSnapshot(Guid? ConversationId, Guid? ProjectId, Guid? ProjectVersionId, string ApplicationVersion)
```

Parameters

`ConversationId` **Guid?**

`ProjectId` **Guid?**

`ProjectVersionId` **Guid?**

`ApplicationVersion` **string**

🐾 Properties ðŸ±ðŸ¶âœ¨ 4

ApplicationVersion

```
public string ApplicationVersion { get; init; }
```

Value

string

ConversationId

```
public Guid? ConversationId { get; init; }
```

Value

Guid?

ProjectId

```
public Guid? ProjectId { get; init; }
```

Value

Guid?

ProjectVersionId

```
public Guid? ProjectVersionId { get; init; }
```

Value

Guid?

Methods ðŸ± ðŸ¶ âœ¨ 5

Deconstruct(out Guid?, out Guid?, out Guid?, out string)

```
public void Deconstruct(out Guid? ConversationId, out Guid? ProjectId, out Guid? ProjectVersionId, out string ApplicationVersion)
```

Parameters

`ConversationId` **Guid?**

`ProjectId` **Guid?**

`ProjectVersionId` **Guid?**

`ApplicationVersion` **string**

Equals(ChatSessionContextSnapshot?)

```
public bool Equals(ChatSessionContextSnapshot? other)
```

Parameters

`other`
ChatSessionContextSnapshot

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶ âœ¨ 2

operator ==(ChatSessionContextSnapshot?, ChatSessionContextSnapshot?)

```
public static bool operator ==(ChatSessionContextSnapshot? left, ChatSessionContextSnapshot? right)
```

Parameters

`left`
ChatSessionContextSnapshot

`right`
ChatSessionContextSnapshot

Returns

bool

operator !=(ChatSessionContextSnapshot?, ChatSessionContextSnapshot?)

```
public static bool operator !=(ChatSessionContextSnapshot? left, ChatSessionContextSnapshot? right)
```

Parameters

`left`
ChatSessionContextSnapshot

`right`
ChatSessionContextSnapshot

Returns

bool

Class ChatUploadWorkspaceFileReadResult

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record ChatUploadWorkspaceFileReadResult : IEquatable<ChatUploadWorkspaceFileReadResult>
```

Inheritance	object ChatUploadWorkspaceFileReadResult
Implements	IEquatable<ChatUploadWorkspaceFileReadResult>
Inherited Members	object.GetType() object.Equals(object, object) object.ReferenceEquals(object, object)
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¦ 1

ChatUploadWorkspaceFileReadResult(string, string, string, string, long, string)

```
public ChatUploadWorkspaceFileReadResult(string WorkspaceName, string RelativePath, string FullPath, string Kind, long Length, string Content)
```

Parameters

`WorkspaceName` **string**

`RelativePath` **string**

`FullPath` **string**

`Kind` **string**

`Length` **long**

`Content` **string**

🐾 Properties ðŸ±ðŸ¶â€¦ 6

Content

```
public string Content { get; init; }
```

Value

string

FullPath

```
public string FullPath { get; init; }
```

Value

string

Kind

```
public string Kind { get; init; }
```

Value

string

Length

```
public long Length { get; init; }
```

Value

long

RelativePath

```
public string RelativePath { get; init; }
```

Value

string

WorkspaceName

```
public string WorkspaceName { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶ âœ¨ 5

Deconstruct(out string, out string, out string, out string, out long, out string)

```
public void Deconstruct(out string WorkspaceName, out string RelativePath, out string FullPath, out string Kind, out long Length, out string Content)
```

Parameters

WorkspaceName **string**

RelativePath **string**

FullPath **string**

Kind **string**

Length **long**

Content **string**

Equals(ChatUploadWorkspaceFileReadResult?)

```
public bool Equals(ChatUploadWorkspaceFileReadResult? other)
```

Parameters

other
ChatUploadWorkspaceFileRea
dResult

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` object

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶ â œ¨ 2

operator ==(ChatUploadWorkspaceFileReadResult?, ChatUploadWorkspaceFileReadResult?)

```
public static bool operator ==(ChatUploadWorkspaceFileReadResult? left, ChatUploadWorkspaceFileReadResult? right)
```

Parameters

`left`
ChatUploadWorkspaceFileReadResult

`right`
ChatUploadWorkspaceFileReadResult

Returns

bool

operator !=(ChatUploadWorkspaceFileReadResult?, ChatUploadWorkspaceFileReadResult?)

```
public static bool operator !=(ChatUploadWorkspaceFileReadResult? left, ChatUploadWorkspaceFileReadResult? right)
```

Parameters

`left`
ChatUploadWorkspaceFileReadResult

`right`
ChatUploadWorkspaceFileReadResult

Returns

bool

Class ChatUploadWorkspaceFileSummary

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Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed record ChatUploadWorkspaceFileSummary : IEquatable<ChatUploadWorkspaceFileSummary>
```

Inheritance	object ChatUploadWorkspaceFileSummary
Implements	IEquatable<ChatUploadWorkspaceFileSummary>
Inherited Members	object.GetType() object.Equals(object, object) object.ReferenceEquals(object, object)
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

ChatUploadWorkspaceFileSummary(string, string, long, DateTime, bool, string)

```
public ChatUploadWorkspaceFileSummary(string RelativePath, string Kind, long Length, DateTime LastWriteTimeUtc, bool IncludedInPrompt, string Note)
```

Parameters

`RelativePath` **string**

`Kind` **string**

`Length` **long**

`LastWriteTimeUtc` **DateTime**

`IncludedInPrompt` **bool**

`Note` **string**

Properties ðŸ±ðŸ¶â˜¨ 6

IncludedInPrompt

```
public bool IncludedInPrompt { get; init; }
```

Value

bool

Kind

```
public string Kind { get; init; }
```

Value

string

LastWriteTimeUtc

```
public DateTime LastWriteTimeUtc { get; init; }
```

Value

DateTime

Length

```
public long Length { get; init; }
```

Value

long

Note

```
public string Note { get; init; }
```

Value

string

RelativePath

```
public string RelativePath { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶â

5

Deconstruct(out string, out string, out long, out DateTime, out bool, out string)

```
public void Deconstruct(out string RelativePath, out string Kind, out long Length, out DateTime LastWriteTimeUtc, out bool IncludedInPrompt, out string Note)
```

Parameters

`RelativePath` **string**

`Kind` **string**

`Length` **long**

`LastWriteTimeUtc` **DateTime**

`IncludedInPrompt` **bool**

`Note` **string**

Equals(ChatUploadWorkspaceFileSummary?)

```
public bool Equals(ChatUploadWorkspaceFileSummary? other)
```

Parameters

`other`
ChatUploadWorkspaceFileSummary

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â…¨ 2

operator ==(ChatUploadWorkspaceFileSummary?, ChatUploadWorkspaceFileSummary?)

```
public static bool operator ==(ChatUploadWorkspaceFileSummary? left, ChatUploadWorkspaceFileSummary? right)
```

Parameters

left
ChatUploadWorkspaceFileSummary

right
ChatUploadWorkspaceFileSummary

Returns

bool

operator !=(ChatUploadWorkspaceFileSummary?, ChatUploadWorkspaceFileSummary?)

```
public static bool operator !=(ChatUploadWorkspaceFileSummary? left, ChatUploadWorkspaceFileSummary? right)
```

Parameters

left
ChatUploadWorkspaceFileSummary

right
ChatUploadWorkspaceFileSummary

Returns

bool

Class ChatUploadWorkspaceInputFile

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record ChatUploadWorkspaceInputFile : IEquatable<ChatUploadWorkspaceInputFile>
```

Inheritance object
ChatUploadWorkspaceInputFile

Implements IEquatable<ChatUploadWorkspaceInputFile>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶âœ¨ 1

ChatUploadWorkspaceInputFile(string, string, long, ReadOnlyMemory<byte>)

```
public ChatUploadWorkspaceInputFile(string Name, string ContentType, long SizeBytes, ReadOnlyMemory<byte> Data)
```

Parameters

`Name` **string**

`ContentType` **string**

`SizeBytes` **long**

`Data` **ReadOnlyMemory<byte>**

🐾 Properties ðŸ±ðŸ¶âœ¨ 4

ContentType

```
public string ContentType { get; init; }
```

Value

string

Data

```
public ReadOnlyMemory<byte> Data { get; init; }
```

Value

ReadOnlyMemory<byte>

Name

```
public string Name { get; init; }
```

Value

string

SizeBytes

```
public long SizeBytes { get; init; }
```

Value

long

Methods ðŸ±ðŸ¶ â

5

Deconstruct(out string, out string, out long, out ReadOnlyMemory<byte>)

```
public void Deconstruct(out string Name, out string ContentType, out long SizeBytes, out ReadOnlyMemory<byte> Data)
```

Parameters

`Name` **string**

`ContentType` **string**

`SizeBytes` **long**

`Data` **ReadOnlyMemory<byte>**

Equals(ChatUploadWorkspaceInputFile?)

```
public bool Equals(ChatUploadWorkspaceInputFile? other)
```

Parameters

`other`
ChatUploadWorkspaceInputFile

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ± ðŸ¶ â˜¯ 2

operator ==(ChatUploadWorkspaceInputFile?, ChatUploadWorkspaceInputFile?)

```
public static bool operator ==(ChatUploadWorkspaceInputFile? left, ChatUploadWorkspaceInputFile? right)
```

Parameters

`left`
ChatUploadWorkspaceInputFile

`right`
ChatUploadWorkspaceInputFile

Returns

bool

operator !=(ChatUploadWorkspaceInputFile?, ChatUploadWorkspaceInputFile?)

```
public static bool operator !=(ChatUploadWorkspaceInputFile? left, ChatUploadWorkspaceInputFile? right)
```

Parameters

`left`
ChatUploadWorkspaceInputFile

`right`
ChatUploadWorkspaceInputFile

Returns

bool

Class ChatUploadWorkspaceResult

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Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed record ChatUploadWorkspaceResult : IEquatable<ChatUploadWorkspaceResult>
```

Inheritance	object ChatUploadWorkspaceResult
Implements	IEquatable<ChatUploadWorkspaceResult>
Inherited Members	object.GetType()

object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

ChatUploadWorkspaceResult(string, string, string, string, DateTimeOffset, IReadOnlyList<ChatUploadWorkspaceFileSummary>, IReadOnlyList<string>, string)

```
public ChatUploadWorkspaceResult(string WorkspaceName, string RootPath, string ManifestPath, string ContextPath, DateTimeOffset CreatedAtUtc,
IReadOnlyList<ChatUploadWorkspaceFileSummary> Files, IReadOnlyList<string> Warnings, string ContextMarkdown)
```

Parameters

`WorkspaceName` **string**

`RootPath` **string**

`ManifestPath` **string**

`ContextPath` **string**

`CreatedAtUtc` **DateTimeOffset**

`Files`
IReadOnlyList<ChatUploadWorkspaceFileSummary>

`Warnings`
IReadOnlyList<string>

`ContextMarkdown` **string**

🐾 Properties ðŸ±ðŸ¶ âœ¨ 10

CharacterCount

```
public int CharacterCount { get; }
```

Value

int

ContextMarkdown

```
public string ContextMarkdown { get; init; }
```

Value

string

ContextPath

```
public string ContextPath { get; init; }
```

Value

string

CreatedAtUtc

```
public DateTimeOffset CreatedAtUtc { get; init; }
```

Value

DateTimeOffset

FileCount

```
public int FileCount { get; }
```

Value

int

Files

```
public IReadOnlyList<ChatUploadWorkspaceFileSummary> Files { get; init; }
```

Value

IReadOnlyList<ChatUploadWorkspaceFileSummary>

ManifestPath

```
public string ManifestPath { get; init; }
```

Value

string

RootPath

```
public string RootPath { get; init; }
```

Value

string

Warnings

```
public IReadOnlyList<string> Warnings { get; init; }
```

Value

IReadOnlyList<string>

WorkspaceName

```
public string WorkspaceName { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶ âœ¨ 5

Deconstruct(out string, out string, out string, out string, out DateTimeOffset, out IReadOnlyList<ChatUploadWorkspaceFileSummary>, out IReadOnlyList<string>, out string)

```
public void Deconstruct(out string WorkspaceName, out string RootPath, out string ManifestPath, out string ContextPath, out DateTimeOffset CreatedAtUtc, out
IReadOnlyList<ChatUploadWorkspaceFileSummary> Files, out IReadOnlyList<string> Warnings, out string ContextMarkdown)
```

Parameters

WorkspaceName **string**

RootPath **string**

ManifestPath **string**

ContextPath **string**

CreatedAtUtc **DateTimeOffset**

Files
IReadOnlyList<ChatUploadWorkspaceFileSummary>

Warnings
IReadOnlyList<string>

ContextMarkdown **string**

Equals(ChatUploadWorkspaceResult?)

```
public bool Equals(ChatUploadWorkspaceResult? other)
```

Parameters

`other`
ChatUploadWorkspaceResult

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â åœ¨ 2

operator ==(ChatUploadWorkspaceResult?, ChatUploadWorkspaceResult?)

```
public static bool operator ==(ChatUploadWorkspaceResult? left, ChatUploadWorkspaceResult? right)
```

Parameters

left
ChatUploadWorkspaceResult

right
ChatUploadWorkspaceResult

Returns

bool

operator !=(ChatUploadWorkspaceResult?, ChatUploadWorkspaceResult?)

```
public static bool operator !=(ChatUploadWorkspaceResult? left, ChatUploadWorkspaceResult? right)
```

Parameters

left
ChatUploadWorkspaceResult

right
ChatUploadWorkspaceResult

Returns

bool

Class ChatUploadWorkspaceSummary

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record ChatUploadWorkspaceSummary : IEquatable<ChatUploadWorkspaceSummary>
```

Inheritance object
ChatUploadWorkspaceSummary

Implements IEquatable<ChatUploadWorkspaceSummary>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

ChatUploadWorkspaceSummary(string, string, DateTimeOffset, DateTime, int, long, string)

```
public ChatUploadWorkspaceSummary(string WorkspaceName, string RootPath, DateTimeOffset CreatedAtUtc, DateTime LastWriteTimeUtc, int FileCount, long TotalBytes, string ContextPath)
```

Parameters

WorkspaceName string

RootPath string

CreatedAtUtc DateTimeOffset

LastWriteTimeUtc DateTime

FileCount int

TotalBytes long

ContextPath string

Properties ðŸ±ðŸ¶â¨ 7

ContextPath

```
public string ContextPath { get; init; }
```

Value

string

CreatedAtUtc

```
public DateTimeOffset CreatedAtUtc { get; init; }
```

Value

DateTimeOffset

FileCount

```
public int FileCount { get; init; }
```

Value

int

LastWriteTimeUtc

```
public DateTime LastWriteTimeUtc { get; init; }
```

Value

DateTime

RootPath

```
public string RootPath { get; init; }
```

Value

string

TotalBytes

```
public long TotalBytes { get; init; }
```

Value

long

WorkspaceName

```
public string WorkspaceName { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶ âœ¨ 5

Deconstruct(out string, out string, out DateTimeOffset, out DateTime, out int, out long, out string)

```
public void Deconstruct(out string WorkspaceName, out string RootPath, out DateTimeOffset CreatedAtUtc, out DateTime LastWriteTimeUtc, out int FileCount, out long TotalBytes, out
string ContextPath)
```

Parameters

WorkspaceName **string**

RootPath **string**

CreatedAtUtc **DateTimeOffset**

LastWriteTimeUtc **DateTime**

FileCount **int**

TotalBytes **long**

ContextPath **string**

Equals(ChatUploadWorkspaceSummary?)

```
public bool Equals(ChatUploadWorkspaceSummary? other)
```

Parameters

`other`
ChatUploadWorkspaceSummary

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â€¨ 2

operator ==(ChatUploadWorkspaceSummary?, ChatUploadWorkspaceSummary?)

```
public static bool operator ==(ChatUploadWorkspaceSummary? left, ChatUploadWorkspaceSummary? right)
```

Parameters

left
ChatUploadWorkspaceSummary

right
ChatUploadWorkspaceSummary

Returns

bool

operator !=(ChatUploadWorkspaceSummary?, ChatUploadWorkspaceSummary?)

```
public static bool operator !=(ChatUploadWorkspaceSummary? left, ChatUploadWorkspaceSummary? right)
```

Parameters

left
ChatUploadWorkspaceSummary

right
ChatUploadWorkspaceSummary

Returns

bool

Class CodeDomTypeSpec

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CodeDomTypeSpec
```

Inheritance object
CodeDomTypeSpec

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

CodeDomTypeSpec()

```
public CodeDomTypeSpec()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 6

MethodName

```
public string MethodName { get; set; }
```

Value

string

MethodResult

```
public string MethodResult { get; set; }
```

Value

string

Namespace

```
public string Namespace { get; set; }
```

Value

string

RelativePath

```
public string RelativePath { get; set; }
```

Value

string

Summary

```
public string Summary { get; set; }
```

Value

string

TypeName

```
public string TypeName { get; set; }
```

Value

string

Class CodeGenerationChangeReview

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CodeGenerationChangeReview
```

Inheritance object
CodeGenerationChangeReview

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â¨ 1

CodeGenerationChangeReview()

```
public CodeGenerationChangeReview()
```

🐾 Properties ðŸ±ðŸ¶â¨ 23

ApprovalConsumed

```
public bool ApprovalConsumed { get; set; }
```

Value

bool

BuildStatus

```
public string BuildStatus { get; set; }
```

Value

string

ChangeSummary

```
public string ChangeSummary { get; set; }
```

Value

string

CompletedAtUtc

```
public DateTime? CompletedAtUtc { get; set; }
```

Value

DateTime?

CouncilRunId

```
public Guid? CouncilRunId { get; set; }
```

Value

Guid?

CouncilSummary

```
public string CouncilSummary { get; set; }
```

Value

string

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

CurrentProjectState

```
public string CurrentProjectState { get; set; }
```

Value

string

DecidedAtUtc

```
public DateTime? DecidedAtUtc { get; set; }
```

Value

DateTime?

DecisionNote

```
public string DecisionNote { get; set; }
```

Value

string

Goal

```
public string Goal { get; set; }
```

Value

string

Id

```
public Guid Id { get; set; }
```

Value

Guid

PayloadJson

```
public string PayloadJson { get; set; }
```

Value

string

ProjectId

```
public Guid? ProjectId { get; set; }
```

Value

Guid?

ProjectRevisionId

```
public Guid? ProjectRevisionId { get; set; }
```

Value

Guid?

ProjectTopicId

```
public Guid? ProjectTopicId { get; set; }
```

Value

Guid?

ReviewHash

```
public string ReviewHash { get; set; }
```

Value

string

SafetySummary

```
public string SafetySummary { get; set; }
```

Value

string

Status

```
public string Status { get; set; }
```

Value

string

Title

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

Value

string

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

WorkspaceName

```
public string WorkspaceName { get; set; }
```

Value

string

ZipFileName

```
public string ZipFileName { get; set; }
```

Value

string

Class CodeGenerationExecutionResult

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CodeGenerationExecutionResult
```

Inheritance
object
CodeGenerationExecutionResult

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

CodeGenerationExecutionResult()

```
public CodeGenerationExecutionResult()
```

Properties ðŸ±ðŸ¶â¶ âœ¨ 10

BuildStatus

```
public string BuildStatus { get; set; }
```

Value

string

DownloadUrl

```
public string DownloadUrl { get; set; }
```

Value

string

ReviewHash

```
public string ReviewHash { get; set; }
```

Value

string

ReviewId

```
public Guid ReviewId { get; set; }
```

Value

Guid

Status

```
public string Status { get; set; }
```

Value

string

Warnings

```
public List<string> Warnings { get; set; }
```

Value

List<string>

WorkspaceName

```
public string WorkspaceName { get; set; }
```

Value

string

WorkspacePath

```
public string WorkspacePath { get; set; }
```

Value

string

WrittenFiles

```
public List<string> WrittenFiles { get; set; }
```

Value

List<string>

ZipFileName

```
public string ZipFileName { get; set; }
```

Value

string

Class CodeGenerationFileReview

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✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed class CodeGenerationFileReview
```

Inheritance
object
CodeGenerationFileReview

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ â€¨ 1

CodeGenerationFileReview()

```
public CodeGenerationFileReview()
```

🐾 Properties ðŸ± ðŸ¶ â€¨ 4

CharacterCount

```
public int CharacterCount { get; set; }
```

Value
int

ContentHash

```
public string ContentHash { get; set; }
```

Value

string

Purpose

```
public string Purpose { get; set; }
```

Value

string

RelativePath

```
public string RelativePath { get; set; }
```

Value

string

Class CodeGenerationFileSpec

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CodeGenerationFileSpec
```

Inheritance
object
CodeGenerationFileSpec

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

CodeGenerationFileSpec()

```
public CodeGenerationFileSpec()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 3

Content

```
public string Content { get; set; }
```

Value
string

Purpose

```
public string Purpose { get; set; }
```

Value

string

RelativePath

```
public string RelativePath { get; set; }
```

Value

string

Class CodeGenerationOutputKinds

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CodeGenerationOutputKinds
```

Inheritance object
CodeGenerationOutputKinds

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Fields ðŸ±ðŸ¶â åœ¨ 7

CSharpScript

```
public const string CSharpScript = "CSharpScript"
```

Value

string

ClassLibrary

```
public const string ClassLibrary = "ClassLibrary"
```

Value

string

ConsoleApplication

```
public const string ConsoleApplication = "ConsoleApplication"
```

Value

string

JavaScriptModule

```
public const string JavaScriptModule = "JavaScriptModule"
```

Value

string

LocalGptAddon

```
public const string LocalGptAddon = "LocalGptAddon"
```

Value

string

Solution

```
public const string Solution = "Solution"
```

Value

string

SourceFiles

```
public const string SourceFiles = "SourceFiles"
```

Value

string

Class CodeGenerationOutputSpec

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CodeGenerationOutputSpec
```

Inheritance object
CodeGenerationOutputSpec

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

CodeGenerationOutputSpec()

```
public CodeGenerationOutputSpec()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 6

Description

```
public string Description { get; set; }
```

Value

string

Kind

```
public string Kind { get; set; }
```

Value

string

Name

```
public string Name { get; set; }
```

Value

string

RelativeDirectory

```
public string RelativeDirectory { get; set; }
```

Value

string

RootNamespace

```
public string RootNamespace { get; set; }
```

Value

string

TargetFramework

```
public string TargetFramework { get; set; }
```

Value

string

Class CodeGenerationReviewExecuteParameters

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CodeGenerationReviewExecuteParameters
```

Inheritance
object
CodeGenerationReviewExecuteParameters

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

CodeGenerationReviewExecuteParameters()

```
public CodeGenerationReviewExecuteParameters()
```

Properties ðŸ±ðŸ¶âœ¨ 2

Request

```
public ExecuteCodeGenerationReviewRequest Request { get; set; }
```

Value

ExecuteCodeGenerationReviewRequest

ReviewId

```
public Guid ReviewId { get; set; }
```

Value

Guid

Class CodeGenerationReviewGetParameters

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CodeGenerationReviewGetParameters
```

Inheritance object
CodeGenerationReviewGetParameters

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

CodeGenerationReviewGetParameters()

```
public CodeGenerationReviewGetParameters()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 1

ReviewId

```
public Guid ReviewId { get; set; }
```

Value

Guid

Class CodeGenerationReviewListParameters

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CodeGenerationReviewListParameters
```

Inheritance
object
CodeGenerationReviewListParameters

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

CodeGenerationReviewListParameters()

```
public CodeGenerationReviewListParameters()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 2

ProjectId

```
public Guid? ProjectId { get; set; }
```

Value

Guid?

Take

```
public int Take { get; set; }
```

Value

int

Class CodeGenerationReviewPayload

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CodeGenerationReviewPayload
```

Inheritance object
CodeGenerationReviewPayload

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

CodeGenerationReviewPayload()

```
public CodeGenerationReviewPayload()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 3

CodeDomTypes

```
public List<CodeDomTypeSpec> CodeDomTypes { get; set; }
```

Value

List<CodeDomTypeSpec>

Files

```
public List<CodeGenerationFileSpec> Files { get; set; }
```

Value

List<CodeGenerationFileSpec>

Outputs

```
public List<CodeGenerationOutputSpec> Outputs { get; set; }
```

Value

List<CodeGenerationOutputSpec>

Class CodeGenerationReviewRejectParameters

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CodeGenerationReviewRejectParameters
```

Inheritance	object CodeGenerationReviewRejectParameters
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¦ 1

CodeGenerationReviewRejectParameters()

```
public CodeGenerationReviewRejectParameters()
```

🐾 Properties ðŸ±ðŸ¶ â€¦ 2

Request

```
public RejectCodeGenerationReviewRequest Request { get; set; }
```

Value

RejectCodeGenerationReview Request

ReviewId

```
public Guid ReviewId { get; set; }
```

Value

Guid

Class CodeGenerationReviewSnapshot

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CodeGenerationReviewSnapshot
```

Inheritance
object
CodeGenerationReviewSnapshot

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

CodeGenerationReviewSnapshot()

```
public CodeGenerationReviewSnapshot()
```

Properties ðŸ±ðŸ¶â åœ¨ 25

ApprovalConsumed

```
public bool ApprovalConsumed { get; set; }
```

Value

bool

BuildStatus

```
public string BuildStatus { get; set; }
```

Value

string

ChangeSummary

```
public string ChangeSummary { get; set; }
```

Value

string

CodeDomTypes

```
public List<CodeDomTypeSpec> CodeDomTypes { get; set; }
```

Value

List<CodeDomTypeSpec>

CompletedAtUtc

```
public DateTime? CompletedAtUtc { get; set; }
```

Value

DateTime?

CouncilRunId

```
public Guid? CouncilRunId { get; set; }
```

Value

Guid?

CouncilSummary

```
public string CouncilSummary { get; set; }
```

Value

string

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

CurrentProjectState

```
public string CurrentProjectState { get; set; }
```

Value

string

DecidedAtUtc

```
public DateTime? DecidedAtUtc { get; set; }
```

Value

DateTime?

DecisionNote

```
public string DecisionNote { get; set; }
```

Value

string

Files

```
public List<CodeGenerationFileReview> Files { get; set; }
```

Value

List<CodeGenerationFileReview>

Goal

```
public string Goal { get; set; }
```

Value

string

Id

```
public Guid Id { get; set; }
```

Value

Guid

Outputs

```
public List<CodeGenerationOutputSpec> Outputs { get; set; }
```

Value

List<CodeGenerationOutputSpec>

ProjectId

```
public Guid? ProjectId { get; set; }
```

Value

Guid?

ProjectRevisionId

```
public Guid? ProjectRevisionId { get; set; }
```

Value

Guid?

ProjectTopicId

```
public Guid? ProjectTopicId { get; set; }
```

Value

Guid?

ReviewHash

```
public string ReviewHash { get; set; }
```

Value

string

SafetySummary

```
public string SafetySummary { get; set; }
```

Value

string

Status

```
public string Status { get; set; }
```

Value

string

Title

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

Value

string

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

WorkspaceName

```
public string WorkspaceName { get; set; }
```

Value

string

ZipFileName

```
public string ZipFileName { get; set; }
```

Value

string

Class CodeGenerationReviewStatuses

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CodeGenerationReviewStatuses
```

Inheritance object
CodeGenerationReviewStatuses

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Fields ðŸ±ðŸ¶ â€¨ 7

AwaitingUserDecision

```
public const string AwaitingUserDecision = "AwaitingUserDecision"
```

Value

string

BuildFailed

```
public const string BuildFailed = "BuildFailed"
```

Value

string

BuildPassed

```
public const string BuildPassed = "BuildPassed"
```

Value

string

Failed

```
public const string Failed = "Failed"
```

Value

string

Generated

```
public const string Generated = "Generated"
```

Value

string

Generating

```
public const string Generating = "Generating"
```

Value

string

Rejected

```
public const string Rejected = "Rejected"
```

Value

string

Class CommandExecutionResult

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class CommandExecutionResult
```

Inheritance
object
CommandExecutionResult

Inherited Members
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

CommandExecutionResult()

```
public CommandExecutionResult()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 15

Arguments

```
public string Arguments { get; set; }
```

Value

string

CommandProfile

```
public string CommandProfile { get; set; }
```

Value

string

CompletedAtUtc

```
public DateTime CompletedAtUtc { get; set; }
```

Value

DateTime

Duration

```
public TimeSpan Duration { get; set; }
```

Value

TimeSpan

ExitCode

```
public int ExitCode { get; set; }
```

Value

int

FileName

```
public string FileName { get; set; }
```

Value

string

PolicyDecision

```
public string PolicyDecision { get; set; }
```

Value

string

PolicyReason

```
public string PolicyReason { get; set; }
```

Value

string

StandardError

```
public string StandardError { get; set; }
```

Value

string

StandardOutput

```
public string StandardOutput { get; set; }
```

Value

string

StartedAtUtc

```
public DateTime StartedAtUtc { get; set; }
```

Value

DateTime

StderrPath

```
public string StderrPath { get; set; }
```

Value

string

StdoutPath

```
public string StdoutPath { get; set; }
```

Value

string

Succeeded

```
public bool Succeeded { get; }
```

Value

bool

WorkingDirectory

```
public string WorkingDirectory { get; set; }
```

Value

string

Class CommandPolicyDecision

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record CommandPolicyDecision : IEquatable<CommandPolicyDecision>
```

Inheritance object
CommandPolicyDecision

Implements IEquatable<CommandPolicyDecision>

Inherited Members object.GetType()

object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

CommandPolicyDecision(bool, string, string, string)

```
public CommandPolicyDecision(bool Allowed, string Decision, string Reason, string Profile)
```

Parameters

Allowed bool

Decision string

Reason string

Profile string

🐾 Properties ðŸ±ðŸ¶â œ¨ 4

Allowed

```
public bool Allowed { get; init; }
```

Value

bool

Decision

```
public string Decision { get; init; }
```

Value

string

Profile

```
public string Profile { get; init; }
```

Value

string

Reason

```
public string Reason { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶â…¨ 5

Deconstruct(out bool, out string, out string, out string)

```
public void Deconstruct(out bool Allowed, out string Decision, out string Reason, out string Profile)
```

Parameters

Allowed **bool**

Decision **string**

Reason **string**

Profile **string**

Equals(CommandPolicyDecision?)

```
public bool Equals(CommandPolicyDecision? other)
```

Parameters

`other` **CommandPolicyDecision**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â…¨ 2

operator ==(CommandPolicyDecision?, CommandPolicyDecision?)

```
public static bool operator ==(CommandPolicyDecision? left, CommandPolicyDecision? right)
```

Parameters

`left` **CommandPolicyDecision**

`right` **CommandPolicyDecision**

Returns

bool

operator !=(CommandPolicyDecision?, CommandPolicyDecision?)

```
public static bool operator !=(CommandPolicyDecision? left, CommandPolicyDecision? right)
```

Parameters

`left` **CommandPolicyDecision**

`right` **CommandPolicyDecision**

Returns

bool

Class ComponentActivitySnapshot

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✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed record ComponentActivitySnapshot : IEquatable<ComponentActivitySnapshot>
```

Inheritance object
ComponentActivitySnapshot

Implements IEquatable<ComponentActivitySnapshot>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ComponentActivitySnapshot(DateTimeOffset, string, string, string, string, string?)

```
public ComponentActivitySnapshot(DateTimeOffset TimestampUtc, string Component, string Operation, string Status, string Summary, string? Route)
```

Parameters

`TimestampUtc` **DateTimeOffset**

`Component` **string**

`Operation` **string**

`Status` **string**

`Summary` **string**

`Route` **string**

🐾 Properties ðŸ±ðŸ¶â œ¨ 6

Component

```
public string Component { get; init; }
```

Value

string

Operation

```
public string Operation { get; init; }
```

Value

string

Route

```
public string? Route { get; init; }
```

Value

string

Status

```
public string Status { get; init; }
```

Value

string

Summary

```
public string Summary { get; init; }
```

Value

string

TimestampUtc

```
public DateTimeOffset TimestampUtc { get; init; }
```

Value

DateTimeOffset

Methods ðŸ±ðŸ¶â¨ 5

Deconstruct(out DateTimeOffset, out string, out string, out string, out string, out string?)

```
public void Deconstruct(out DateTimeOffset TimestampUtc, out string Component, out string Operation, out string Status, out string Summary, out string? Route)
```

Parameters

`TimestampUtc` **DateTimeOffset**

`Component` **string**

`Operation` **string**

`Status` **string**

`Summary` **string**

`Route` **string**

Equals(ComponentActivitySnapshot?)

```
public bool Equals(ComponentActivitySnapshot? other)
```

Parameters

`other`
ComponentActivitySnapshot

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â…œ 2

operator ==(ComponentActivitySnapshot?, ComponentActivitySnapshot?)

```
public static bool operator ==(ComponentActivitySnapshot? left, ComponentActivitySnapshot? right)
```

Parameters

left
ComponentActivitySnapshot

right
ComponentActivitySnapshot

Returns

bool

operator !=(ComponentActivitySnapshot?, ComponentActivitySnapshot?)

```
public static bool operator !=(ComponentActivitySnapshot? left, ComponentActivitySnapshot? right)
```

Parameters

left
ComponentActivitySnapshot

right
ComponentActivitySnapshot

Returns

bool

Class ConfigurationRoot

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class ConfigurationRoot
```

Inheritance object
ConfigurationRoot

Inherited Members object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

ConfigurationRoot()

```
public ConfigurationRoot()
```

Fields ðŸ±ðŸ¶â€¨ 1

Configuration

```
public const string Configuration = "Configuration"
```

Value

string

Properties ðŸ±ðŸ¶â€¨ 4

AICore

```
public AICoreOptions? AICore { get; set; }
```

Value

AICoreOptions

ConnectionStringsCore

```
public ConnectionStringsCoreOptions? ConnectionStringsCore { get; set; }
```

Value

ConnectionStringsCoreOptions

LoggingCore

```
public LoggingCoreOptions? LoggingCore { get; set; }
```

Value

LoggingCoreOptions

PythonCore

```
public PythonCoreOptions? PythonCore { get; set; }
```

Value

PythonCoreOptions

Class ConnectionStringsCoreOptions

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class ConnectionStringsCoreOptions
```

Inheritance object
ConnectionStringsCoreOptions

Inherited Members object.GetType()
object.MemberwiseClone()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â…¨ 1

ConnectionStringsCoreOptions()

```
public ConnectionStringsCoreOptions()
```

Fields ðŸ±ðŸ¶â…¨ 1

ConnectionStringsCore

```
public const string ConnectionStringsCore = "ConnectionStringsCore"
```

Value

string

Properties ðŸ±ðŸ¶â…¨ 3

ConnectionString

```
public string? ConnectionString { get; set; }
```

Value

string

DefaultConnection

```
public string? DefaultConnection { get; set; }
```

Value

string

EasyTestConnectionString

```
public string? EasyTestConnectionString { get; set; }
```

Value

string

Class CouncilArtifact

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CouncilArtifact
```

Inheritance object
CouncilArtifact

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

CouncilArtifact()

```
public CouncilArtifact()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 9

ContractChecks

```
public List<string> ContractChecks { get; set; }
```

Value

List<string>

ContractStatus

```
public string ContractStatus { get; set; }
```

Value

string

DownloadUrl

```
public string DownloadUrl { get; set; }
```

Value

string

FilePath

```
public string FilePath { get; set; }
```

Value

string

Kind

```
public string Kind { get; set; }
```

Value

string

MissingRequirements

```
public List<string> MissingRequirements { get; set; }
```

Value

List<string>

Name

```
public string Name { get; set; }
```

Value

string

QualityStatus

```
public string QualityStatus { get; set; }
```

Value

string

Summary

```
public string Summary { get; set; }
```

Value

string

Class CouncilCodeGenerationPlanResult

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CouncilCodeGenerationPlanResult
```

Inheritance object
CouncilCodeGenerationPlanResult

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶âœ¨ 1

CouncilCodeGenerationPlanResult()

```
public CouncilCodeGenerationPlanResult()
```

🐾 Properties ðŸ±ðŸ¶âœ¨ 4

Found

```
public bool Found { get; set; }
```

Value

bool

Payload

```
public CodeGenerationReviewPayload Payload { get; set; }
```

Value

**CodeGenerationReviewPayloa
d**

SourceFormat

```
public string SourceFormat { get; set; }
```

Value

string

Warning

```
public string Warning { get; set; }
```

Value

string

Class CouncilDxFunctionCallRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CouncilDxFunctionCallRequest
```

Inheritance
object
CouncilDxFunctionCallRequest

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶âœ¨ 1

CouncilDxFunctionCallRequest()

```
public CouncilDxFunctionCallRequest()
```

🐾 Properties ðŸ±ðŸ¶âœ¨ 3

FunctionName

```
public string FunctionName { get; set; }
```

Value

string

Parameters

```
public JsonElement Parameters { get; set; }
```

Value

JsonElement

Reason

```
public string Reason { get; set; }
```

Value

string

Class CouncilDxFunctionPolicy

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CouncilDxFunctionPolicy
```

Inheritance object
CouncilDxFunctionPolicy

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ â€¨ 1

CouncilDxFunctionPolicy()

```
public CouncilDxFunctionPolicy()
```

🐾 Properties ðŸ± ðŸ¶ â€¨ 4

MaximumCallsPerStep

```
public int MaximumCallsPerStep { get; set; }
```

Value

int

MaximumParameterCharacters

```
public int MaximumParameterCharacters { get; set; }
```

Value

int

MaximumResultCharacters

```
public int MaximumResultCharacters { get; set; }
```

Value

int

PromptInstruction

```
public string PromptInstruction { get; set; }
```

Value

string

Enum CouncilGameActorKind

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Identifies the runtime actor that proposed an action.

```
[JsonConverter(typeof(JsonStringEnumConverter))]
public enum CouncilGameActorKind
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Fields ðŸ±ðŸ¶âœ¨ 1

`Creature = 1`

`Director = 3`

`Player = 0`

`ReactiveObject = 2`

Class CouncilGameActorRuntimeDescriptor

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Describes one factory-created actor instance and its Council assignment slot.

```
public sealed class CouncilGameActorRuntimeDescriptor
```

Inheritance object

CouncilGameActorRuntimeDescriptor

Inherited Members

object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods

StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

CouncilGameActorRuntimeDescriptor()

```
public CouncilGameActorRuntimeDescriptor()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 7

ActorKind

```
public CouncilGameActorKind ActorKind { get; set; }
```

Value

CouncilGameActorKind

Archetype

```
public string Archetype { get; set; }
```

Value

string

CouncilAssignmentGroup

```
public string CouncilAssignmentGroup { get; set; }
```

Value

string

CouncilAssignmentSlot

```
public string CouncilAssignmentSlot { get; set; }
```

Value

string

CouncilRole

```
public string CouncilRole { get; set; }
```

Value

string

InstanceKey

```
public string InstanceKey { get; set; }
```

Value

string

RuntimeClassKey

```
public string RuntimeClassKey { get; set; }
```

Value

string

Enum CouncilGameControlMode

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
[JsonConverter(typeof(JsonStringEnumConverter))]
public enum CouncilGameControlMode
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Fields ðŸ□± ðŸ□¶ âœ¨ 1

```
Ai = 1
Human = 0
Shared = 2
```


Class CouncilGameControlRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CouncilGameControlRequest
```

Inheritance
object
CouncilGameControlRequest

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¦ 1

CouncilGameControlRequest()

```
public CouncilGameControlRequest()
```

🐾 Properties ðŸ±ðŸ¶ â€¦ 11

Action

```
public string Action { get; set; }
```

Value
string

ActorKind

```
public CouncilGameActorKind ActorKind { get; set; }
```

Value
CouncilGameActorKind

ActorName

```
public string ActorName { get; set; }
```

Value

string

AimX

```
public int? AimX { get; set; }
```

Value

int?

AimY

```
public int? AimY { get; set; }
```

Value

int?

AxisX

```
public double? AxisX { get; set; }
```

Value

double?

AxisY

```
public double? AxisY { get; set; }
```

Value

double?

ExpectedTurn

```
public long? ExpectedTurn { get; set; }
```

Value

long?

RuntimeClassKey

```
public string RuntimeClassKey { get; set; }
```

Value

string

SessionId

```
public Guid SessionId { get; set; }
```

Value

Guid

Source

```
public string Source { get; set; }
```

Value

string

Class CouncilGameDirectorContext

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Provides the immutable input used by the authoritative GameDirector for one proposed action.

```
public sealed class CouncilGameDirectorContext
```

Inheritance
object
CouncilGameDirectorContext

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors

CouncilGameDirectorContext()

```
public CouncilGameDirectorContext()
```

Properties ðŸ±ðŸ¶âœ¨ 5

DirectorMode

```
public CouncilGameDirectorMode DirectorMode { get; init; }
```

Value

CouncilGameDirectorMode

DirectorModelName

```
public string DirectorModelName { get; init; }
```

Value

string

NormalizedAction

```
public required string NormalizedAction { get; init; }
```

Value

string

Proposal

```
public required CouncilGameControlRequest Proposal { get; init; }
```

Value

CouncilGameControlRequest

Session

```
public required CouncilGameSessionSnapshot Session { get; init; }
```

Value

CouncilGameSessionSnapshot

Class CouncilGameDirectorDecision

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Records the GameDirector decision that authorizes or rejects one state transition.

```
public sealed class CouncilGameDirectorDecision
```

Inheritance object
CouncilGameDirectorDecision

Inherited Members object.GetType()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

CouncilGameDirectorDecision()

```
public CouncilGameDirectorDecision()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 11

Approved

```
public bool Approved { get; set; }
```

Value

bool

DecidedAtUtc

```
public DateTime DecidedAtUtc { get; set; }
```

Value

DateTime

DecisionId

```
public Guid DecisionId { get; set; }
```

Value

Guid

DirectorMode

```
public CouncilGameDirectorMode DirectorMode { get; set; }
```

Value

CouncilGameDirectorMode

DirectorModelName

```
public string DirectorModelName { get; set; }
```

Value

string

DirectorName

```
public string DirectorName { get; set; }
```

Value

string

ExpectedTurn

```
public long ExpectedTurn { get; set; }
```

Value

long

NormalizedAction

```
public string NormalizedAction { get; set; }
```

Value

string

Predictions

```
public IReadOnlyList<CouncilGameSubdirectorPrediction> Predictions { get; set; }
```

Value

IReadOnlyList<CouncilGameSubdirectorPrediction>

Reason

```
public string Reason { get; set; }
```

Value

string

SessionId

```
public Guid SessionId { get; set; }
```

Value

Guid

Enum CouncilGameDirectorMode

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Chooses how a game action is reviewed before the authoritative session state changes.

```
[JsonConverter(typeof(JsonStringEnumConverter))]
public enum CouncilGameDirectorMode
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Fields ðŸ±ðŸ¶âœ¨ 1

`CouncilModelPreferred = 1`	Marks the decision for a configured Council model review while retaining deterministic final authority.
`Deterministic = 0`	Uses the deterministic LocalGPT director and bounded subdirector rules.

Class CouncilGameSessionRecord

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Persistent envelope for an authoritative GameDirector runtime session.

```
[DocumentationUpdated("2.1.23")]
public sealed class CouncilGameSessionRecord
```

Inheritance object
CouncilGameSessionRecord

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ 1

CouncilGameSessionRecord()

```
public CouncilGameSessionRecord()
```

🐾 Properties ðŸ±ðŸ¶â€¨ 9

ConversationId

Gets or sets an optional linked chat-memory conversation identifier.

```
public Guid? ConversationId { get; set; }
```

Value

Guid?

CreatedAtUtc

Gets or sets the UTC creation timestamp.

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

GameKey

Gets or sets the game/runtime key.

```
[MaxLength(160)]
public string GameKey { get; set; }
```

Value

string

Id

Gets or sets the stable database identifier.

```
public Guid Id { get; set; }
```

Value

Guid

SessionKey

Gets or sets the stable runtime session key.

```
[MaxLength(160)]
public string SessionKey { get; set; }
```

Value

string

SnapshotJson

Gets or sets the latest authoritative runtime snapshot JSON.

```
public string SnapshotJson { get; set; }
```

Value

string

Status

Gets or sets the authoritative runtime status.

```
[MaxLength(80)]
public string Status { get; set; }
```

Value

string

TeamKey

Gets or sets the responsible Council team key.

```
[MaxLength(160)]
public string TeamKey { get; set; }
```

Value

string

UpdatedAtUtc

Gets or sets the UTC update timestamp.

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

Class CouncilGameSessionSnapshot

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CouncilGameSessionSnapshot
```

Inheritance object

CouncilGameSessionSnapshot

Inherited Members

object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods

StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

CouncilGameSessionSnapshot()

```
public CouncilGameSessionSnapshot()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 36

Ammo

```
public int Ammo { get; set; }
```

Value

int

AutoplayDelayMilliseconds

```
public int AutoplayDelayMilliseconds { get; set; }
```

Value

int

AutoplayEnabled

```
public bool AutoplayEnabled { get; set; }
```

Value

bool

ControlMode

```
public CouncilGameControlMode ControlMode { get; set; }
```

Value

CouncilGameControlMode

ConversationId

```
public Guid? ConversationId { get; set; }
```

Value

Guid?

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

CreatureDirectorCount

```
public int CreatureDirectorCount { get; set; }
```

Value

int

CurrentTurnOwner

```
public string CurrentTurnOwner { get; set; }
```

Value

string

DirectorMode

```
public CouncilGameDirectorMode DirectorMode { get; set; }
```

Value

CouncilGameDirectorMode

DisplayName

```
public string DisplayName { get; set; }
```

Value

string

FacingDegrees

```
public double FacingDegrees { get; set; }
```

Value

double

FrameCaption

```
public string FrameCaption { get; set; }
```

Value

string

FrameHeight

```
public int FrameHeight { get; set; }
```

Value

int

FrameRenderer

```
public string FrameRenderer { get; set; }
```

Value

string

FrameText

```
public string FrameText { get; set; }
```

Value

string

FrameWidth

```
public int FrameWidth { get; set; }
```

Value

int

GameDirectorModelName

```
public string GameDirectorModelName { get; set; }
```

Value

string

GameDirectorName

```
public string GameDirectorName { get; set; }
```

Value

string

GameKey

```
public string GameKey { get; set; }
```

Value

string

Health

```
public int Health { get; set; }
```

Value

int

HumanInputRequired

```
public bool HumanInputRequired { get; set; }
```

Value

bool

Id

```
public Guid Id { get; set; }
```

Value

Guid

InputBindings

```
public IReadOnlyList<RuntimeInputBindingDefinition> InputBindings { get; set; }
```

Value

IReadOnlyList<RuntimeInputBindingDefinition>

InputReason

```
public string InputReason { get; set; }
```

Value

string

IsDucking

```
public bool IsDucking { get; set; }
```

Value

bool

LastAction

```
public string LastAction { get; set; }
```

Value

string

LastActionBy

```
public string LastActionBy { get; set; }
```

Value

string

LastDirectorDecision

```
public string LastDirectorDecision { get; set; }
```

Value

string

LastDirectorPredictions

```
public IReadOnlyList<CouncilGameSubdirectorPrediction> LastDirectorPredictions { get; set; }
```

Value

IReadOnlyList<CouncilGameSubdirectorPrediction>

LegalActions

```
public IReadOnlyList<string> LegalActions { get; set; }
```

Value

IReadOnlyList<string>

PlayerX

```
public int PlayerX { get; set; }
```

Value

int

PlayerY

```
public int PlayerY { get; set; }
```

Value

int

Status

```
public string Status { get; set; }
```

Value

string

TeamKey

```
public string TeamKey { get; set; }
```

Value

string

Turn

```
public long Turn { get; set; }
```

Value

long

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

Class CouncilGameSessionState

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Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

Internal authoritative state for one in-chat Council game session. It is deliberately data-only so the session service owns orchestration, rendering and synchronization policy.

```
public sealed class CouncilGameSessionState
```

Inheritance	object CouncilGameSessionState
Inherited Members	object.GetType()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸŽ± ðŸ¶ âœ¨ 1

CouncilGameSessionState()

```
public CouncilGameSessionState()
```

🐾 Properties ðŸŽ± ðŸ¶ âœ¨ 42

Ammo

```
public int Ammo { get; set; }
```

Value

int

AutoplayDelayMilliseconds

```
public int AutoplayDelayMilliseconds { get; set; }
```

Value

int

AutoplayEnabled

```
public bool AutoplayEnabled { get; set; }
```

Value

bool

ControlMode

```
public CouncilGameControlMode ControlMode { get; set; }
```

Value

CouncilGameControlMode

ConversationId

```
public Guid? ConversationId { get; set; }
```

Value

Guid?

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

CreatureDirectorCount

```
public int CreatureDirectorCount { get; set; }
```

Value

int

CurrentTurnOwner

```
public string CurrentTurnOwner { get; set; }
```

Value

string

DirectorMode

```
public CouncilGameDirectorMode DirectorMode { get; set; }
```

Value

CouncilGameDirectorMode

DisplayName

```
public string DisplayName { get; set; }
```

Value

string

FacingRadians

```
public double FacingRadians { get; set; }
```

Value

double

FrameCaption

```
public string FrameCaption { get; set; }
```

Value

string

FrameHeight

```
public int FrameHeight { get; set; }
```

Value

int

FrameOwner

```
public string FrameOwner { get; set; }
```

Value

string

FrameOwnerTurn

```
public long FrameOwnerTurn { get; set; }
```

Value

long

FrameRenderer

```
public string FrameRenderer { get; set; }
```

Value

string

FrameText

```
public string FrameText { get; set; }
```

Value

string

FrameWidth

```
public int FrameWidth { get; set; }
```

Value

int

GameDirectorModelName

```
public string GameDirectorModelName { get; set; }
```

Value

string

GameDirectorName

```
public string GameDirectorName { get; set; }
```

Value

string

GameKey

```
public string GameKey { get; set; }
```

Value

string

Health

```
public int Health { get; set; }
```

Value

int

HumanInputRequired

```
public bool HumanInputRequired { get; set; }
```

Value

bool

Id

```
public Guid Id { get; set; }
```

Value

Guid

InputBindings

```
public List<RuntimeInputBindingDefinition> InputBindings { get; set; }
```

Value

List<RuntimeInputBindingDefinition>

InputReason

```
public string InputReason { get; set; }
```

Value

string

IsDucking

```
public bool IsDucking { get; set; }
```

Value

bool

LastAction

```
public string LastAction { get; set; }
```

Value

string

LastActionBy

```
public string LastActionBy { get; set; }
```

Value

string

LastDirectorDecision

```
public string LastDirectorDecision { get; set; }
```

Value

string

LastDirectorPredictions

```
public List<CouncilGameSubdirectorPrediction> LastDirectorPredictions { get; set; }
```

Value

List<CouncilGameSubdirectorPrediction>

LegalActions

```
public List<string> LegalActions { get; set; }
```

Value

List<string>

MuzzleFlash

```
public int MuzzleFlash { get; set; }
```

Value

int

PlayerX

```
public int PlayerX { get; set; }
```

Value

int

PlayerY

```
public int PlayerY { get; set; }
```

Value

int

Status

```
public string Status { get; set; }
```

Value

string

StoryLine

```
public string StoryLine { get; set; }
```

Value

string

SyncRoot

```
public object SyncRoot { get; }
```

Value

object

TeamKey

```
public string TeamKey { get; set; }
```

Value

string

Turn

```
public long Turn { get; set; }
```

Value

long

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

UsePulse

```
public int UsePulse { get; set; }
```

Value

int

Class CouncilGameSubdirectorPrediction

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Represents one bounded prediction from a creature or reactive-object subdirector.

```
public sealed class CouncilGameSubdirectorPrediction
```

Inheritance
object
CouncilGameSubdirectorPrediction

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶âœ¨ 1

CouncilGameSubdirectorPrediction()

```
public CouncilGameSubdirectorPrediction()
```

🐾 Properties ðŸ±ðŸ¶âœ¨ 6

ActorInstances

```
public IReadOnlyList<CouncilGameActorRuntimeDescriptor> ActorInstances { get; set; }
```

Value

IReadOnlyList<CouncilGameActorRuntimeDescriptor>

ActorKind

```
public CouncilGameActorKind ActorKind { get; set; }
```

Value

CouncilGameActorKind

ConfidencePercent

```
public int ConfidencePercent { get; set; }
```

Value

int

DirectorKey

```
public string DirectorKey { get; set; }
```

Value

string

Prediction

```
public string Prediction { get; set; }
```

Value

string

RuntimeClassKey

```
public string RuntimeClassKey { get; set; }
```

Value

string

Class CouncilHardwareRoadPlan

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Immutable execution limits selected for one model on one CPU/GPU road.

```
public sealed record CouncilHardwareRoadPlan : IEquatable<CouncilHardwareRoadPlan>
```

Inheritance	object CouncilHardwareRoadPlan
Implements	IEquatable<CouncilHardwareRoadPlan>
Inherited Members	object.GetType() object.Equals(object, object) object.ReferenceEquals(object, object)
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

CouncilHardwareRoadPlan(string, OneWireHardwareKind, int, string, string, int, int, int, int?, int)

Immutable execution limits selected for one model on one CPU/GPU road.

```
public CouncilHardwareRoadPlan(string ModelName, OneWireHardwareKind HardwareKind, int HardwareIndex, string HardwareName, string LaneKey, int EffectiveLoadPercent, int
EffectiveMaxOutputTokens, int EffectiveMaxContextTokens, int? OllamaNumGpu, int MaxConcurrentModelsOnLane)
```

Parameters

`ModelName` **string**

`HardwareKind`
OneWireHardwareKind

`HardwareIndex` **int**

`HardwareName` **string**

`LaneKey` **string**

`EffectiveLoadPercent` **int**

`EffectiveMaxOutputTokens` **int**

`EffectiveMaxContextTokens` **int**

`OllamaNumGpu` **int?**

`MaxConcurrentModelsOnLane` **int**

🐾 Properties ðŸ± ðŸ¶ âœ¨ 10

EffectiveLoadPercent

```
public int EffectiveLoadPercent { get; init; }
```

Value

int

EffectiveMaxContextTokens

```
public int EffectiveMaxContextTokens { get; init; }
```

Value

int

EffectiveMaxOutputTokens

```
public int EffectiveMaxOutputTokens { get; init; }
```

Value

int

HardwareIndex

```
public int HardwareIndex { get; init; }
```

Value

int

HardwareKind

```
public OneWireHardwareKind HardwareKind { get; init; }
```

Value

OneWireHardwareKind

HardwareName

```
public string HardwareName { get; init; }
```

Value

string

LaneKey

```
public string LaneKey { get; init; }
```

Value

string

MaxConcurrentModelsOnLane

```
public int MaxConcurrentModelsOnLane { get; init; }
```

Value

int

ModelName

```
public string ModelName { get; init; }
```

Value

string

OllamaNumGpu

```
public int? OllamaNumGpu { get; init; }
```

Value

int?

Methods ðŸ±ðŸ¶â¨ 5

Deconstruct(out string, out OneWireHardwareKind, out int, out string, out string, out int, out int, out int, out int?, out int)

```
public void Deconstruct(out string ModelName, out OneWireHardwareKind HardwareKind, out int HardwareIndex, out string HardwareName, out string LaneKey, out int EffectiveLoadPercent,
out int EffectiveMaxOutputTokens, out int EffectiveMaxContextTokens, out int? OllamaNumGpu, out int MaxConcurrentModelsOnLane)
```

Parameters

ModelName **string**

HardwareKind
OneWireHardwareKind

HardwareIndex **int**

HardwareName **string**

LaneKey **string**

EffectiveLoadPercent **int**

EffectiveMaxOutputTokens **int**

EffectiveMaxContextTokens **int**

OllamaNumGpu **int?**

`MaxConcurrentModelsOnLane` **int**

Equals(CouncilHardwareRoadPlan?)

```
public bool Equals(CouncilHardwareRoadPlan? other)
```

Parameters

`other`
CouncilHardwareRoadPlan

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â¨ 2

operator ==(CouncilHardwareRoadPlan?, CouncilHardwareRoadPlan?)

```
public static bool operator ==(CouncilHardwareRoadPlan? left, CouncilHardwareRoadPlan? right)
```

Parameters

`left`
CouncilHardwareRoadPlan

`right`
CouncilHardwareRoadPlan

Returns

bool

operator !=(CouncilHardwareRoadPlan?, CouncilHardwareRoadPlan?)

```
public static bool operator !=(CouncilHardwareRoadPlan? left, CouncilHardwareRoadPlan? right)
```

Parameters

`left`
CouncilHardwareRoadPlan

`right`
CouncilHardwareRoadPlan

Returns

bool

Class CouncilKnowledgeEntry

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class CouncilKnowledgeEntry
```

Inheritance
object
CouncilKnowledgeEntry

Inherited Members
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

CouncilKnowledgeEntry()

```
public CouncilKnowledgeEntry()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 24

Confidence

```
public int Confidence { get; set; }
```

Value

int

Content

```
[Required]
[Column(TypeName = "TEXT")]
public string Content { get; set; }
```

Value

string

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

ExpiresAtUtc

```
public DateTime? ExpiresAtUtc { get; set; }
```

Value

DateTime?

HelpfulSources

```
public string HelpfulSources { get; set; }
```

Value

string

Id

```
public Guid Id { get; set; }
```

Value

Guid

IsArchived

```
public bool IsArchived { get; set; }
```

Value

bool

IsPinned

```
public bool IsPinned { get; set; }
```

Value

bool

IsUserApproved

```
public bool IsUserApproved { get; set; }
```

Value

bool

LastUsedAtUtc

```
public DateTime? LastUsedAtUtc { get; set; }
```

Value

DateTime?

LastVerifiedAtUtc

```
public DateTime? LastVerifiedAtUtc { get; set; }
```

Value

DateTime?

ReviewStatus

```
public string ReviewStatus { get; set; }
```

Value

string

Scope

```
public string Scope { get; set; }
```

Value

string

Source

```
public string Source { get; set; }
```

Value

string

SourceDateUtc

```
public DateTime? SourceDateUtc { get; set; }
```

Value

DateTime?

SourceHash

```
public string SourceHash { get; set; }
```

Value

string

StalenessDetectedAtUtc

```
public DateTime? StalenessDetectedAtUtc { get; set; }
```

Value

DateTime?

StalenessDetectedBy

```
public string StalenessDetectedBy { get; set; }
```

Value

string

StalenessReason

```
public string StalenessReason { get; set; }
```

Value

string

SupersededByKnowledgeId

```
public Guid? SupersededByKnowledgeId { get; set; }
```

Value

Guid?

Tags

```
public string Tags { get; set; }
```

Value

string

Topic

```
public string Topic { get; set; }
```

Value

string

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

VerificationStatus

```
public string VerificationStatus { get; set; }
```

Value

string

Class CouncilKnowledgeListParameters

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CouncilKnowledgeListParameters
```

Inheritance object
CouncilKnowledgeListParameters

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

CouncilKnowledgeListParameters()

```
public CouncilKnowledgeListParameters()
```

Properties ðŸ±ðŸ¶âœ¨ 2

IncludeArchived

```
public bool IncludeArchived { get; set; }
```

Value

bool

Take

```
public int Take { get; set; }
```

Value

int

Class CouncilKnowledgeUserRating

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CouncilKnowledgeUserRating
```

Inheritance object
CouncilKnowledgeUserRating

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸŸ± ðŸŸ¶ âœ¨ 1

CouncilKnowledgeUserRating()

```
public CouncilKnowledgeUserRating()
```

🐾 Properties ðŸŸ± ðŸŸ¶ âœ¨ 10

AccuracyStatus

```
[MaxLength(80)]
public string AccuracyStatus { get; set; }
```

Value

string

ApprovedForCouncilUse

```
public bool ApprovedForCouncilUse { get; set; }
```

Value

bool

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

Id

```
public Guid Id { get; set; }
```

Value

Guid

KnowledgeEntry

```
public CouncilKnowledgeEntry? KnowledgeEntry { get; set; }
```

Value

CouncilKnowledgeEntry

KnowledgeEntryId

```
public Guid KnowledgeEntryId { get; set; }
```

Value

Guid

Notes

```
[MaxLength(4000)]
public string Notes { get; set; }
```

Value

string

RatedBy

```
[MaxLength(120)]
public string RatedBy { get; set; }
```

Value

string

Rating

```
public int Rating { get; set; }
```

Value

int

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

âœ¦ ï½¥ï¾Ÿâœ§ ðŸ¾ ðŸ± ðŸ¶ âœ§ï½¥ï¾Ÿ âœ¦

Class CouncilLiveSessionSnapshot

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record CouncilLiveSessionSnapshot : IEquatable<CouncilLiveSessionSnapshot>
```

Inheritance
object
CouncilLiveSessionSnapshot

Implements IEquatable<CouncilLiveSessionSnapshot>

Inherited Members
object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

CouncilLiveSessionSnapshot(Guid, bool, DateTime, DateTime, IReadOnlyList<string>, string, IReadOnlyList<string>, string)

```
public CouncilLiveSessionSnapshot(Guid RunId, bool IsRunning, DateTime StartedAtUtc, DateTime UpdatedAtUtc, IReadOnlyList<string> CouncilMembers, string UserMessage,
IReadOnlyList<string> AdditionalUserMessages, string Transcript)
```

Parameters

`RunId` **Guid**

`IsRunning` **bool**

`StartedAtUtc` **DateTime**

`UpdatedAtUtc` **DateTime**

`CouncilMembers`
IReadOnlyList<string>

`UserMessage` **string**

`AdditionalUserMessages`
IReadOnlyList<string>

`Transcript` **string**

Properties ðŸ±ðŸ¶â œ¨ 8

AdditionalUserMessages

```
public IReadOnlyList<string> AdditionalUserMessages { get; init; }
```

Value

IReadOnlyList<string>

CouncilMembers

```
public IReadOnlyList<string> CouncilMembers { get; init; }
```

Value

IReadOnlyList<string>

IsRunning

```
public bool IsRunning { get; init; }
```

Value

bool

RunId

```
public Guid RunId { get; init; }
```

Value

Guid

StartedAtUtc

```
public DateTime StartedAtUtc { get; init; }
```

Value

DateTime

Transcript

```
public string Transcript { get; init; }
```

Value

string

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; init; }
```

Value

DateTime

UserMessage

```
public string UserMessage { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out Guid, out bool, out DateTime, out DateTime, out IReadOnlyList<string>, out string, out IReadOnlyList<string>, out string)

```
public void Deconstruct(out Guid RunId, out bool IsRunning, out DateTime StartedAtUtc, out DateTime UpdatedAtUtc, out IReadOnlyList<string> CouncilMembers, out string UserMessage,
out IReadOnlyList<string> AdditionalUserMessages, out string Transcript)
```

Parameters

`RunId` **Guid**

`IsRunning` **bool**

`StartedAtUtc` **DateTime**

`UpdatedAtUtc` **DateTime**

`CouncilMembers`
IReadOnlyList<string>

`UserMessage` **string**

`AdditionalUserMessages`
IReadOnlyList<string>

`Transcript` **string**

Equals(CouncilLiveSessionSnapshot?)

```
public bool Equals(CouncilLiveSessionSnapshot? other)
```

Parameters

other
CouncilLiveSessionSnapshot

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

obj **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â¨ 2

operator ==(CouncilLiveSessionSnapshot?, CouncilLiveSessionSnapshot?)

```
public static bool operator ==(CouncilLiveSessionSnapshot? left, CouncilLiveSessionSnapshot? right)
```

Parameters

`left`
CouncilLiveSessionSnapshot

`right`
CouncilLiveSessionSnapshot

Returns

bool

operator !=(CouncilLiveSessionSnapshot?, CouncilLiveSessionSnapshot?)

```
public static bool operator !=(CouncilLiveSessionSnapshot? left, CouncilLiveSessionSnapshot? right)
```

Parameters

`left`
CouncilLiveSessionSnapshot

`right`
CouncilLiveSessionSnapshot

Returns

bool

Class CouncilLiveSessionSummary

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record CouncilLiveSessionSummary : IEquatable<CouncilLiveSessionSummary>
```

Inheritance
object
CouncilLiveSessionSummary

Implements IEquatable<CouncilLiveSessionSummary>

Inherited Members
object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

CouncilLiveSessionSummary(Guid, bool, DateTime, DateTime, IReadOnlyList<string>)

```
public CouncilLiveSessionSummary(Guid RunId, bool IsRunning, DateTime StartedAtUtc, DateTime UpdatedAtUtc, IReadOnlyList<string> CouncilMembers)
```

Parameters

`RunId` **Guid**

`IsRunning` **bool**

`StartedAtUtc` **DateTime**

`UpdatedAtUtc` **DateTime**

`CouncilMembers`
IReadOnlyList<string>

Properties ðŸ□± ðŸ□¶ âœ¨ 5

CouncilMembers

```
public IReadOnlyList<string> CouncilMembers { get; init; }
```

Value

IReadOnlyList<string>

IsRunning

```
public bool IsRunning { get; init; }
```

Value

bool

RunId

```
public Guid RunId { get; init; }
```

Value

Guid

StartedAtUtc

```
public DateTime StartedAtUtc { get; init; }
```

Value

DateTime

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; init; }
```

Value

DateTime

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out Guid, out bool, out DateTime, out DateTime, out IReadOnlyList<string>)

```
public void Deconstruct(out Guid RunId, out bool IsRunning, out DateTime StartedAtUtc, out DateTime UpdatedAtUtc, out IReadOnlyList<string> CouncilMembers)
```

Parameters

`RunId` **Guid**

`IsRunning` **bool**

`StartedAtUtc` **DateTime**

`UpdatedAtUtc` **DateTime**

`CouncilMembers`
IReadOnlyList<string>

Equals(CouncilLiveSessionSummary?)

```
public bool Equals(CouncilLiveSessionSummary? other)
```

Parameters

`other`
CouncilLiveSessionSummary

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â œ¨ 2

operator ==(CouncilLiveSessionSummary?, CouncilLiveSessionSummary?)

```
public static bool operator ==(CouncilLiveSessionSummary? left, CouncilLiveSessionSummary? right)
```

Parameters

`left`
CouncilLiveSessionSummary

`right`
CouncilLiveSessionSummary

Returns

bool

operator !=(CouncilLiveSessionSummary?, CouncilLiveSessionSummary?)

```
public static bool operator !=(CouncilLiveSessionSummary? left, CouncilLiveSessionSummary? right)
```

Parameters

`left`
CouncilLiveSessionSummary

`right`
CouncilLiveSessionSummary

Returns

bool

Class CouncilMemberOrganicSkillLink

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CouncilMemberOrganicSkillLink
```

Inheritance
object
CouncilMemberOrganicSkillLink

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

CouncilMemberOrganicSkillLink()

```
public CouncilMemberOrganicSkillLink()
```

Properties ðŸ±ðŸ¶â¸ 12

ControllerMethodsJson

```
[Column(TypeName = "TEXT")]
public string ControllerMethodsJson { get; set; }
```

Value

string

DxFunctionsJson

```
[Column(TypeName = "TEXT")]
public string DxFunctionsJson { get; set; }
```

Value

string

Evidence

```
[MaxLength(4000)]
public string Evidence { get; set; }
```

Value

string

Id

```
public Guid Id { get; set; }
```

Value

Guid

IsEnabled

```
public bool IsEnabled { get; set; }
```

Value

bool

IsSelfRevealed

```
public bool IsSelfRevealed { get; set; }
```

Value

bool

MemberKey

```
[Required]
[MaxLength(240)]
public string MemberKey { get; set; }
```

Value

string

OrganicCapabilitiesJson

```
[Column(TypeName = "TEXT")]
public string OrganicCapabilitiesJson { get; set; }
```

Value

string

Proficiency

```
public int Proficiency { get; set; }
```

Value

int

Skill

```
public OrganicSkillDefinition? Skill { get; set; }
```

Value

OrganicSkillDefinition

SkillId

```
public Guid SkillId { get; set; }
```

Value

Guid

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

Class CouncilMemberReadiness

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Readiness facts for one council member and its selected hardware road.

```
public sealed class CouncilMemberReadiness
```

Inheritance object
CouncilMemberReadiness

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

CouncilMemberReadiness()

```
public CouncilMemberReadiness()
```

Properties ðŸ±ðŸ¶âœ¨ 12

AssignedDxFunctions

```
public List<string> AssignedDxFunctions { get; set; }
```

Value

List<string>

AssignedOrganicSkills

```
public List<string> AssignedOrganicSkills { get; set; }
```

Value

List<string>

EffectiveLoadPercent

```
public int EffectiveLoadPercent { get; set; }
```

Value

int

EffectiveMaxContextTokens

```
public int EffectiveMaxContextTokens { get; set; }
```

Value

int

EffectiveMaxOutputTokens

```
public int EffectiveMaxOutputTokens { get; set; }
```

Value

int

HardwareIndex

```
public int HardwareIndex { get; set; }
```

Value

int

HardwareKind

```
public OneWireHardwareKind HardwareKind { get; set; }
```

Value

OneWireHardwareKind

HardwareName

```
public string HardwareName { get; set; }
```

Value

string

LaneKey

```
public string LaneKey { get; set; }
```

Value

string

MissingCapabilities

```
public List<string> MissingCapabilities { get; set; }
```

Value

List<string>

ModelName

```
public string ModelName { get; set; }
```

Value

string

OllamaNumGpu

```
public int? OllamaNumGpu { get; set; }
```

Value

int?

Class CouncilModelPreset

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CouncilModelPreset
```

Inheritance
object
CouncilModelPreset

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

CouncilModelPreset()

```
public CouncilModelPreset()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 18

AllowParallelHardwareRoads

```
public bool AllowParallelHardwareRoads { get; set; }
```

Value

bool

CreateProjectPerRun

```
public bool CreateProjectPerRun { get; set; }
```

Value

bool

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

Description

```
[MaxLength(1000)]
public string Description { get; set; }
```

Value

string

GenerateArtifacts

```
public bool GenerateArtifacts { get; set; }
```

Value

bool

Id

```
public Guid Id { get; set; }
```

Value

Guid

IncludeMemory

```
public bool IncludeMemory { get; set; }
```

Value

bool

IsArchived

```
public bool IsArchived { get; set; }
```

Value

bool

IsDefault

```
public bool IsDefault { get; set; }
```

Value

bool

IsUserApproved

```
public bool IsUserApproved { get; set; }
```

Value

bool

MaxContextTokens

```
public int MaxContextTokens { get; set; }
```

Value

int

MaxOutputTokens

```
public int MaxOutputTokens { get; set; }
```

Value

int

MaxParallelModels

```
public int MaxParallelModels { get; set; }
```

Value

int

ModelNamesJson

```
[Required]
[Column(TypeName = "TEXT")]
public string ModelNamesJson { get; set; }
```

Value

string

ModelRoutesJson

```
[Required]
[Column(TypeName = "TEXT")]
public string ModelRoutesJson { get; set; }
```

Value

string

Name

```
[Required]
[MaxLength(160)]
public string Name { get; set; }
```

Value

string

OllamaNumGpu

```
public int? OllamaNumGpu { get; set; }
```

Value

int?

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

Class CouncilPreflightReport

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Database, function, skill, project and hardware readiness report created before every council run.

```
public sealed class CouncilPreflightReport
```

Inheritance object
CouncilPreflightReport

Inherited Members object.GetType()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸŸ± ðŸŸ¶ âœ¨ 1

CouncilPreflightReport()

```
public CouncilPreflightReport()
```

🐾 Properties ðŸŸ± ðŸŸ¶ âœ¨ 20

CapabilityTeachings

Bounded connected 1-Wire capability contracts taught to every Council member before substantive work.

```
public List<string> CapabilityTeachings { get; set; }
```

Value

List<string>

CheckedAtUtc

```
public DateTime CheckedAtUtc { get; set; }
```

Value

DateTime

DxFunctionCount

```
public int DxFunctionCount { get; set; }
```

Value

int

FunctionNames

```
public List<string> FunctionNames { get; set; }
```

Value

List<string>

IntroductionPromptTemplate

```
public string IntroductionPromptTemplate { get; set; }
```

Value

string

KnowledgeEntryCount

```
public int KnowledgeEntryCount { get; set; }
```

Value

int

Members

```
public List<CouncilMemberReadiness> Members { get; set; }
```

Value

List<CouncilMemberReadiness>

MissingRequirements

```
public List<string> MissingRequirements { get; set; }
```

Value

List<string>

OfflineSkillKeys

```
public List<string> OfflineSkillKeys { get; set; }
```

Value

List<string>

OnlineSkillKeys

```
public List<string> OnlineSkillKeys { get; set; }
```

Value

List<string>

OrganicSkillCount

```
public int OrganicSkillCount { get; set; }
```

Value

int

ProjectCount

```
public int ProjectCount { get; set; }
```

Value

int

ProjectNames

```
public List<string> ProjectNames { get; set; }
```

Value

List<string>

PromptContext

```
public string PromptContext { get; set; }
```

Value

string

RegexNames

```
public List<string> RegexNames { get; set; }
```

Value

List<string>

RegexPatternCount

```
public int RegexPatternCount { get; set; }
```

Value

int

SkillKeys

```
public List<string> SkillKeys { get; set; }
```

Value

List<string>

TeamKey

```
public string TeamKey { get; set; }
```

Value

string

TeamName

```
public string TeamName { get; set; }
```

Value

string

Warnings

```
public List<string> Warnings { get; set; }
```

Value

List<string>

Class CouncilPreparationConfiguration

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✨ 🐾 🌞

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record CouncilPreparationConfiguration : IEquatable<CouncilPreparationConfiguration>
```

Inheritance object
CouncilPreparationConfiguration

Implements IEquatable<CouncilPreparationConfiguration>

Inherited Members object.GetType()

object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

CouncilPreparationConfiguration(IReadOnlyList<string>, IReadOnlyList<OneWireCouncilModelRoute>, int, int, int, int?, bool, int, int, bool, bool, string)

```
public CouncilPreparationConfiguration(IReadOnlyList<string> ModelNames, IReadOnlyList<OneWireCouncilModelRoute> ModelRoutes, int ResourceLoadPercent, int MaxOutputTokens, int
MaxContextTokens, int? OllamaNumGpu, bool AllowParallelHardwareRoads, int MaxParallelModels, int CritiqueRounds, bool IncludeMemory, bool CreateProjectPerRun, string CouncilTeamKey)
```

Parameters

`ModelNames`
IReadOnlyList<string>

`ModelRoutes`
IReadOnlyList<OneWireCouncilModelRoute>

`ResourceLoadPercent` **int**

`MaxOutputTokens` **int**

`MaxContextTokens` **int**

`OllamaNumGpu` **int?**

`AllowParallelHardwareRoads`
bool

`MaxParallelModels` **int**

`CritiqueRounds` **int**

`IncludeMemory` **bool**

`CreateProjectPerRun` **bool**

`CouncilTeamKey` **string**

🐾 Properties ðŸ±ðŸ¶ â€¨ 12

AllowParallelHardwareRoads

```
public bool AllowParallelHardwareRoads { get; init; }
```

Value

bool

CouncilTeamKey

```
public string CouncilTeamKey { get; init; }
```

Value

string

CreateProjectPerRun

```
public bool CreateProjectPerRun { get; init; }
```

Value

bool

CritiqueRounds

```
public int CritiqueRounds { get; init; }
```

Value

int

IncludeMemory

```
public bool IncludeMemory { get; init; }
```

Value

bool

MaxContextTokens

```
public int MaxContextTokens { get; init; }
```

Value

int

MaxOutputTokens

```
public int MaxOutputTokens { get; init; }
```

Value

int

MaxParallelModels

```
public int MaxParallelModels { get; init; }
```

Value

int

ModelNames

```
public IReadOnlyList<string> ModelNames { get; init; }
```

Value

IReadOnlyList<string>

ModelRoutes

```
public IReadOnlyList<OneWireCouncilModelRoute> ModelRoutes { get; init; }
```

Value

IReadOnlyList<OneWireCouncilModelRoute>

OllamaNumGpu

```
public int? OllamaNumGpu { get; init; }
```

Value

int?

ResourceLoadPercent

```
public int ResourceLoadPercent { get; init; }
```

Value

int

Methods ðŸ±ðŸ¶ âœ¨ 5

Deconstruct(out IReadOnlyList<string>, out IReadOnlyList<OneWireCouncilModelRoute>, out int, out int, out int, out int?, out bool, out int, out int, out bool, out bool, out string)

```
public void Deconstruct(out IReadOnlyList<string> ModelNames, out IReadOnlyList<OneWireCouncilModelRoute> ModelRoutes, out int ResourceLoadPercent, out int MaxOutputTokens, out int MaxContextTokens, out int? OllamaNumGpu, out bool AllowParallelHardwareRoads, out int MaxParallelModels, out int CritiqueRounds, out bool IncludeMemory, out bool CreateProjectPerRun, out string CouncilTeamKey)
```

Parameters

`ModelNames`
IReadOnlyList<string>

`ModelRoutes`
IReadOnlyList<OneWireCouncilModelRoute>

`ResourceLoadPercent` **int**

`MaxOutputTokens` **int**

`MaxContextTokens` **int**

`OllamaNumGpu` **int?**

`AllowParallelHardwareRoads`
bool

`MaxParallelModels` **int**

`CritiqueRounds` **int**

`IncludeMemory` **bool**

`CreateProjectPerRun` **bool**

`CouncilTeamKey` **string**

Equals(CouncilPreparationConfiguration?)

```
public bool Equals(CouncilPreparationConfiguration? other)
```

Parameters

`other`
CouncilPreparationConfiguration

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â€¨ 2

operator ==(CouncilPreparationConfiguration?, CouncilPreparationConfiguration?)

```
public static bool operator ==(CouncilPreparationConfiguration? left, CouncilPreparationConfiguration? right)
```

Parameters

left
CouncilPreparationConfiguration

right
CouncilPreparationConfiguration

Returns

bool

operator !=(CouncilPreparationConfiguration?, CouncilPreparationConfiguration?)

```
public static bool operator !=(CouncilPreparationConfiguration? left, CouncilPreparationConfiguration? right)
```

Parameters

left
CouncilPreparationConfiguration

right
CouncilPreparationConfiguration

Returns

bool

Class CouncilPromptStarterConfiguration

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Persistent configuration for one visible chat prompt that can start an AI Council run.

```
[DocumentationUpdated("2.1.23")]
public sealed class CouncilPromptStarterConfiguration
```

Inheritance object
CouncilPromptStarterConfiguration

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

CouncilPromptStarterConfiguration()

```
public CouncilPromptStarterConfiguration()
```

Properties ðŸ±ðŸ¶âœ¨ 11

CreatedAtUtc

Gets or sets the UTC creation timestamp.

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

Id

Gets or sets the stable database identifier.

```
public Guid Id { get; set; }
```

Value

Guid

IsBuiltIn

Gets or sets whether the row originated from a maintained LocalGPT seed.

```
public bool IsBuiltIn { get; set; }
```

Value

bool

IsEnabled

Gets or sets whether the starter is available to the UI.

```
public bool IsEnabled { get; set; }
```

Value

bool

Key

Gets or sets the unique machine-readable starter key.

```
[MaxLength(160)]
public string Key { get; set; }
```

Value

string

PromptMessage

Gets or sets the full prompt submitted to the selected chat or Council.

```
public string PromptMessage { get; set; }
```

Value

string

StartsCouncilDirectly

Gets or sets whether choosing this card starts an AI Council run rather than a normal chat prompt.

```
public bool StartsCouncilDirectly { get; set; }
```

Value

bool

Summary

Gets or sets the short description shown on the prompt card.

```
[MaxLength(1000)]
public string Summary { get; set; }
```

Value

string

TeamKeysJson

Gets or sets a JSON array of compatible Council team keys.

```
public string TeamKeysJson { get; set; }
```

Value

string

Title

Gets or sets the user-visible starter title.

```
[MaxLength(240)]
public string Title { get; set; }
```

Value

string

UpdatedAtUtc

Gets or sets the UTC update timestamp.

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

Class CouncilQuickStart

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Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

Describes a direct route into a seeded LocalGPT team and model-preset combination.

```
[DocumentationUpdated("2.1.22")]
public sealed record CouncilQuickStart : IEquatable<CouncilQuickStart>
```

Inheritance	object CouncilQuickStart
Implements	IEquatable<CouncilQuickStart>
Inherited Members	object.GetType() object.Equals(object, object) object.ReferenceEquals(object, object)
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â¨ 1

CouncilQuickStart(string, string, string, string, string, string, string)

Describes a direct route into a seeded LocalGPT team and model-preset combination.

```
public CouncilQuickStart(string Key, string DisplayName, string Description, string CouncilTeamKey, string ModelPresetName, string StarterPromptKey, string Route)
```

Parameters

Key string	Stable quick-start key.
DisplayName string	Human-readable quick-start label.
Description string	Explanation of the intended round and resource profile.
CouncilTeamKey string	Seeded council-team key selected by the route.
ModelPresetName string	Seeded model-preset name selected by the route.
StarterPromptKey string	Stable prompt key submitted by the direct Council starter.
Route string	Application-relative Chat route containing the requested team, preset and starter prompt.

Properties ðŸ±ðŸ¶â¨ 7

CouncilTeamKey

Seeded council-team key selected by the route.

```
public string CouncilTeamKey { get; init; }
```

Value

string

Description

Explanation of the intended round and resource profile.

```
public string Description { get; init; }
```

Value

string

DisplayName

Human-readable quick-start label.

```
public string DisplayName { get; init; }
```

Value

string

Key

Stable quick-start key.

```
public string Key { get; init; }
```

Value

string

ModelPresetName

Seeded model-preset name selected by the route.

```
public string ModelPresetName { get; init; }
```

Value

string

Route

Application-relative Chat route containing the requested team, preset and starter prompt.

```
public string Route { get; init; }
```

Value

string

StarterPromptKey

Stable prompt key submitted by the direct Council starter.

```
public string StarterPromptKey { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶ â

5

Deconstruct(out string, out string, out string, out string, out string, out string, out string)

```
public void Deconstruct(out string Key, out string DisplayName, out string Description, out string CouncilTeamKey, out string ModelPresetName, out string StarterPromptKey, out string Route)
```

Parameters

Key **string**

DisplayName **string**

Description **string**

CouncilTeamKey **string**

ModelPresetName **string**

StarterPromptKey **string**

Route **string**

Equals(CouncilQuickStart?)

```
public bool Equals(CouncilQuickStart? other)
```

Parameters

`other` **CouncilQuickStart**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â¨ 2

operator ==(CouncilQuickStart?, CouncilQuickStart?)

```
public static bool operator ==(CouncilQuickStart? left, CouncilQuickStart? right)
```

Parameters

`left` CouncilQuickStart

`right` CouncilQuickStart

Returns

bool

operator !=(CouncilQuickStart?, CouncilQuickStart?)

```
public static bool operator !=(CouncilQuickStart? left, CouncilQuickStart? right)
```

Parameters

`left` CouncilQuickStart

`right` CouncilQuickStart

Returns

bool

Enum CouncilRoleAiSelectionMode

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌞

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Defines how LocalGPT assigns AI participants to a Council role.

```
[JsonConverter(typeof(JsonStringEnumConverter))]
public enum CouncilRoleAiSelectionMode
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Fields ðŸ±ðŸ¶â œ 1

`AllSelected = 0`	Assigns every selected model to the role.
`RandomRange = 1`	Assigns a bounded random participant count within the role limits.

Enum CouncilRoleBoundaryMode

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Defines how strictly a Council role must remain inside its assigned responsibility.

```
[JsonConverter(typeof(JsonStringEnumConverter))]
public enum CouncilRoleBoundaryMode
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Fields ðŸ±ðŸ¶âœ¨ 1

`Bounded = 0`	Uses normal bounded project-role limits.
`Collaborative = 1`	Allows cooperative overlap with adjacent roles.
`Strict = 2`	Requires strict role separation.

Enum CouncilRoleLanguageMode

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Defines the language policy applied to a Council role.

```
[JsonConverter(typeof(JsonStringEnumConverter))]
public enum CouncilRoleLanguageMode
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Fields ðŸ±ðŸ¶âœ¨ 1

`English = 2`	Forces English output.
`ModelChoice = 0`	Lets the assigned model choose a language.

`SenderLanguage = 1`	Uses the current sender's language.

Enum CouncilRolePerformanceMode

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Defines whether a role behaves as a task specialist or an improvisation player.

```
[JsonConverter(typeof(JsonStringEnumConverter))]
public enum CouncilRolePerformanceMode
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Fields ðŸ± ðŸ¶ âœ¨ 1

`ImprovisationPlayer = 1`	Participates as a fictional or game runtime actor.
`TaskSpecialist = 0`	Executes bounded project or analysis work.

Class CouncilRunConfigurationSnapshot

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record CouncilRunConfigurationSnapshot : IEquatable<CouncilRunConfigurationSnapshot>
```

Inheritance object
CouncilRunConfigurationSnapshot

Implements IEquatable<CouncilRunConfigurationSnapshot>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

CouncilRunConfigurationSnapshot(Guid, long, IReadOnlyList<string>, IReadOnlyList<OneWireCouncilModelRoute>, int, int, int, int?, bool, int, string, bool, bool)

```
public CouncilRunConfigurationSnapshot(Guid RunId, long Revision, IReadOnlyList<string> Participants, IReadOnlyList<OneWireCouncilModelRoute> ModelRoutes, int ResourceLoadPercent,
int RequestedMaxOutputTokens, int RequestedMaxContextTokens, int? FallbackOllamaNumGpu, bool AllowParallelHardwareRoads, int CurrentRound, string CurrentPhase, bool
IsRoundSkipRequested, bool IsRunning)
```

Parameters

`RunId` **Guid**

`Revision` **long**

`Participants`
IReadOnlyList<string>

`ModelRoutes`
IReadOnlyList<OneWireCounci
lModelRoute>

`ResourceLoadPercent` **int**

`RequestedMaxOutputTokens` **int**

`RequestedMaxContextTokens` **int**

`FallbackOllamaNumGpu` **int?**

`AllowParallelHardwareRoads`
bool

`CurrentRound` **int**

`CurrentPhase` **string**

`IsRoundSkipRequested` **bool**

`IsRunning` **bool**

Properties ðŸ±ðŸ¶â¨ 13

AllowParallelHardwareRoads

```
public bool AllowParallelHardwareRoads { get; init; }
```

Value

bool

CurrentPhase

```
public string CurrentPhase { get; init; }
```

Value

string

CurrentRound

```
public int CurrentRound { get; init; }
```

Value

int

FallbackOllamaNumGpu

```
public int? FallbackOllamaNumGpu { get; init; }
```

Value

int?

IsRoundSkipRequested

```
public bool IsRoundSkipRequested { get; init; }
```

Value

bool

IsRunning

```
public bool IsRunning { get; init; }
```

Value

bool

ModelRoutes

```
public IReadOnlyList<OneWireCouncilModelRoute> ModelRoutes { get; init; }
```

Value

IReadOnlyList<OneWireCounci
lModelRoute>

Participants

```
public IReadOnlyList<string> Participants { get; init; }
```

Value

IReadOnlyList<string>

RequestedMaxContextTokens

```
public int RequestedMaxContextTokens { get; init; }
```

Value

int

RequestedMaxOutputTokens

```
public int RequestedMaxOutputTokens { get; init; }
```

Value

int

ResourceLoadPercent

```
public int ResourceLoadPercent { get; init; }
```

Value

int

Revision

```
public long Revision { get; init; }
```

Value

long

RunId

```
public Guid RunId { get; init; }
```

Value

Guid

Methods ðŸ±ðŸ¶ âœ¨ 5

Deconstruct(out Guid, out long, out IReadOnlyList<string>, out IReadOnlyList<OneWireCouncilModelRoute>, out int, out int, out int, out int?, out bool, out int, out string, out bool, out bool)

```
public void Deconstruct(out Guid RunId, out long Revision, out IReadOnlyList<string> Participants, out IReadOnlyList<OneWireCouncilModelRoute> ModelRoutes, out int
ResourceLoadPercent, out int RequestedMaxOutputTokens, out int RequestedMaxContextTokens, out int? FallbackOllamaNumGpu, out bool AllowParallelHardwareRoads, out int CurrentRound,
out string CurrentPhase, out bool IsRoundSkipRequested, out bool IsRunning)
```

Parameters

`RunId` **Guid**

`Revision` **long**

`Participants`
IReadOnlyList<string>

`ModelRoutes`
IReadOnlyList<OneWireCouncilModelRoute>

`ResourceLoadPercent` **int**

`RequestedMaxOutputTokens` **int**

`RequestedMaxContextTokens` **int**

`FallbackOllamaNumGpu` **int?**

`AllowParallelHardwareRoads`
bool

`CurrentRound` **int**

`CurrentPhase` **string**

`IsRoundSkipRequested` **bool**

`IsRunning` **bool**

Equals(CouncilRunConfigurationSnapshot?)

```
public bool Equals(CouncilRunConfigurationSnapshot? other)
```

Parameters

`other`
CouncilRunConfigurationSnaps
hot

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶ â˜¨ 2

operator ==(CouncilRunConfigurationSnapshot?, CouncilRunConfigurationSnapshot?)

```
public static bool operator ==(CouncilRunConfigurationSnapshot? left, CouncilRunConfigurationSnapshot? right)
```

Parameters

`left`
CouncilRunConfigurationSnaps
hot

`right`
CouncilRunConfigurationSnaps
hot

Returns

bool

operator !=(CouncilRunConfigurationSnapshot?, CouncilRunConfigurationSnapshot?)

```
public static bool operator !=(CouncilRunConfigurationSnapshot? left, CouncilRunConfigurationSnapshot? right)
```

Parameters

`left`
CouncilRunConfigurationSnaps
hot

`right`
CouncilRunConfigurationSnaps
hot

Returns

bool

Class CouncilRuntimeClassConfiguration

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CouncilRuntimeClassConfiguration
```

Inheritance
object
CouncilRuntimeClassConfiguration

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

CouncilRuntimeClassConfiguration()

```
public CouncilRuntimeClassConfiguration()
```

Properties ðŸ±ðŸ¶ âœ¨ 16

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

Description

```
public string Description { get; set; }
```

Value

string

DisplayName

```
public string DisplayName { get; set; }
```

Value

string

FieldsJson

```
public string FieldsJson { get; set; }
```

Value

string

Id

```
public Guid Id { get; set; }
```

Value

Guid

InputBindingsJson

```
public string InputBindingsJson { get; set; }
```

Value

string

IsEnabled

```
public bool IsEnabled { get; set; }
```

Value

bool

IsSystemSeed

```
public bool IsSystemSeed { get; set; }
```

Value

bool

IsUserModified

```
public bool IsUserModified { get; set; }
```

Value

bool

Key

```
public string Key { get; set; }
```

Value

string

Kind

```
public string Kind { get; set; }
```

Value

string

Namespace

```
public string Namespace { get; set; }
```

Value

string

RecommendedDxFunctionsJson

```
public string RecommendedDxFunctionsJson { get; set; }
```

Value

string

SeedVersion

```
public int SeedVersion { get; set; }
```

Value

int

SourceReferencesJson

```
public string SourceReferencesJson { get; set; }
```

Value

string

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

Class CouncilRuntimeClassDefinition

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CouncilRuntimeClassDefinition
```

Inheritance object
CouncilRuntimeClassDefinition

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶âœ¨ 1

CouncilRuntimeClassDefinition()

```
public CouncilRuntimeClassDefinition()
```

🐾 Properties ðŸ±ðŸ¶âœ¨ 14

Aliases

```
public List<string> Aliases { get; set; }
```

Value

List<string>

Description

```
public string Description { get; set; }
```

Value

string

DisplayName

```
public string DisplayName { get; set; }
```

Value

string

Fields

```
public List<RuntimeClassFieldDefinition> Fields { get; set; }
```

Value

List<RuntimeClassFieldDefinition>

Id

```
public Guid Id { get; set; }
```

Value

Guid

InputBindings

```
public List<RuntimeInputBindingDefinition> InputBindings { get; set; }
```

Value

List<RuntimeInputBindingDefinition>

IsEnabled

```
public bool IsEnabled { get; set; }
```

Value

bool

IsSystemSeed

```
public bool IsSystemSeed { get; set; }
```

Value

bool

IsUserModified

```
public bool IsUserModified { get; set; }
```

Value

bool

Key

```
public string Key { get; set; }
```

Value

string

Kind

```
public RuntimeClassKind Kind { get; set; }
```

Value

RuntimeClassKind

Namespace

```
public string Namespace { get; set; }
```

Value

string

RecommendedDxFunctions

```
public List<string> RecommendedDxFunctions { get; set; }
```

Value

List<string>

SourceReferences

```
public List<string> SourceReferences { get; set; }
```

Value

List<string>

Class CouncilSpoolerSnapshot

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CouncilSpoolerSnapshot
```

Inheritance object
CouncilSpoolerSnapshot

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¦ 1

CouncilSpoolerSnapshot()

```
public CouncilSpoolerSnapshot()
```

🐾 Properties ðŸ±ðŸ¶â€¦ 13

CompletedAtUtc

```
public DateTime? CompletedAtUtc { get; set; }
```

Value

DateTime?

CouncilTeamKey

```
public string CouncilTeamKey { get; set; }
```

Value

string

CurrentRound

```
public int CurrentRound { get; set; }
```

Value

int

FinalAnswer

```
public string FinalAnswer { get; set; }
```

Value

string

ModelNames

```
public List<string> ModelNames { get; set; }
```

Value

List<string>

Phase

```
public string Phase { get; set; }
```

Value

string

Prompt

```
public string Prompt { get; set; }
```

Value

string

RunId

```
public Guid RunId { get; set; }
```

Value

Guid

StartedAtUtc

```
public DateTime StartedAtUtc { get; set; }
```

Value

DateTime

Status

```
public string Status { get; set; }
```

Value

string

Steps

```
public List<MultiModelCouncilStep> Steps { get; set; }
```

Value

List<MultiModelCouncilStep>

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

Warnings

```
public List<string> Warnings { get; set; }
```

Value

List<string>

Class CouncilTeamConfiguration

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Represents the persisted SQLite row for one Council team configuration.

```
[DocumentationUpdated("2.1.20")]
public sealed class CouncilTeamConfiguration
```

Inheritance object
CouncilTeamConfiguration

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

CouncilTeamConfiguration()

```
public CouncilTeamConfiguration()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 17

ArchitectureContractsJson

Gets or sets serialized architecture contracts.

```
public string ArchitectureContractsJson { get; set; }
```

Value

string

CreatedAtUtc

Gets or sets the UTC creation time.

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

DisplayName

Gets or sets the team display name.

```
public string DisplayName { get; set; }
```

Value

string

ExpertPreparationPromptTemplate

Gets or sets the expert-preparation prompt.

```
public string ExpertPreparationPromptTemplate { get; set; }
```

Value

string

Id

Gets or sets the row identifier.

```
public Guid Id { get; set; }
```

Value

Guid

IsEnabled

Gets or sets whether the team can be selected.

```
public bool IsEnabled { get; set; }
```

Value

bool

IsSystemSeed

Gets or sets whether the row is maintained seed data.

```
public bool IsSystemSeed { get; set; }
```

Value

bool

IsUserModified

Gets or sets whether a user changed the row.

```
public bool IsUserModified { get; set; }
```

Value

bool

Key

Gets or sets the stable team key.

```
public string Key { get; set; }
```

Value

string

LeaderSynthesisPromptTemplate

Gets or sets the leader-synthesis prompt.

```
public string LeaderSynthesisPromptTemplate { get; set; }
```

Value

string

MainRoundInstructionTemplate

Gets or sets the common main-round instruction.

```
public string MainRoundInstructionTemplate { get; set; }
```

Value

string

PreferredCapabilitiesJson

Gets or sets serialized preferred capabilities.

```
public string PreferredCapabilitiesJson { get; set; }
```

Value

string

Purpose

Gets or sets the team purpose.

```
public string Purpose { get; set; }
```

Value

string

RolesJson

Gets or sets serialized role definitions.

```
public string RolesJson { get; set; }
```

Value

string

SeedVersion

Gets or sets the maintained seed schema version.

```
public int SeedVersion { get; set; }
```

Value

int

UpdatedAtUtc

Gets or sets the UTC update time.

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

WorkflowStepsJson

Gets or sets serialized workflow steps.

```
public string WorkflowStepsJson { get; set; }
```

Value

string

Class CouncilUserPoll

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CouncilUserPoll
```

Inheritance
object
CouncilUserPoll

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors

CouncilUserPoll()

```
public CouncilUserPoll()
```

Properties ðŸ±ðŸ¶â œ¨ 3

Options

```
public List<CouncilUserPollOption> Options { get; set; }
```

Value

List<CouncilUserPollOption>

Question

```
public string Question { get; set; }
```

Value

string

Reason

```
public string Reason { get; set; }
```

Value

string

Class CouncilUserPollOption

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CouncilUserPollOption
```

Inheritance
object
CouncilUserPollOption

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

CouncilUserPollOption()

```
public CouncilUserPollOption()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 2

FollowUpPrompt

```
public string FollowUpPrompt { get; set; }
```

Value

string

Label

```
public string Label { get; set; }
```

Value

string

Class CouncilWorkflowStepDefinition

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Defines one ordered Council round and its execution, loop, function and ASCII-frame policies.

```
[DocumentationUpdated("2.1.20")]
public sealed class CouncilWorkflowStepDefinition
```

Inheritance object
CouncilWorkflowStepDefinition

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¦ 1

CouncilWorkflowStepDefinition()

```
public CouncilWorkflowStepDefinition()
```

🐾 Properties ðŸ±ðŸ¶ â€¦ 22

AsciiFrameHeight

Gets or sets the requested ASCII frame height.

```
public int AsciiFrameHeight { get; set; }
```

Value

int

AsciiFrameWidth

Gets or sets the requested ASCII frame width.

```
public int AsciiFrameWidth { get; set; }
```

Value

int

AssignedModelName

Gets or sets the explicit model used by assigned-model execution.

```
public string AssignedModelName { get; set; }
```

Value

string

CanUseOrganicFunctions

Gets or sets whether registered organic/DX functions may be requested.

```
public bool CanUseOrganicFunctions { get; set; }
```

Value

bool

DisplayName

Gets or sets the visible step name.

```
public string DisplayName { get; set; }
```

Value

string

ExecutionMode

Gets or sets the supported execution-mode name.

```
public string ExecutionMode { get; set; }
```

Value

string

IncludePriorTranscript

Gets or sets whether prior step output is included in the prompt.

```
public bool IncludePriorTranscript { get; set; }
```

Value

bool

IsEnabled

Gets or sets whether the step is active.

```
public bool IsEnabled { get; set; }
```

Value

bool

Key

Gets or sets the stable step key.

```
public string Key { get; set; }
```

Value

string

LoopCompletionMarker

Gets or sets the transcript marker that completes the loop.

```
public string LoopCompletionMarker { get; set; }
```

Value

string

LoopGroup

Gets or sets the loop-group key shared by consecutive steps.

```
public string LoopGroup { get; set; }
```

Value

string

MaximumLoopIterations

Gets or sets the maximum loop iterations.

```
public int MaximumLoopIterations { get; set; }
```

Value

int

Phase

Gets or sets the workflow phase label.

```
public string Phase { get; set; }
```

Value

string

ProducesAsciiFrame

Gets or sets whether the step owns a complete ASCII frame.

```
public bool ProducesAsciiFrame { get; set; }
```

Value

bool

ProducesFinalAnswer

Gets or sets whether the step produces the visible final answer.

```
public bool ProducesFinalAnswer { get; set; }
```

Value

bool

PromptTemplate

Gets or sets the literal prompt template.

```
public string PromptTemplate { get; set; }
```

Value

string

RepeatCount

Gets or sets how many times the step is expanded outside a loop group.

```
public int RepeatCount { get; set; }
```

Value

int

RequiresHumanCheckpoint

Gets or sets whether the step pauses for a human checkpoint.

```
public bool RequiresHumanCheckpoint { get; set; }
```

Value

bool

Role

Gets or sets the role assigned to the step.

```
public string Role { get; set; }
```

Value

string

SortOrder

Gets or sets the primary ordering value.

```
public int SortOrder { get; set; }
```

Value

int

UseBuiltInBehavior

Gets or sets whether the built-in orchestration behavior is used.

```
public bool UseBuiltInBehavior { get; set; }
```

Value

bool

WorldStepScale

Gets or sets the logical world-step scale represented by one frame.

```
public int WorldStepScale { get; set; }
```

Value

int

Class CreateCodeGenerationReviewRequest

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class CreateCodeGenerationReviewRequest
```

Inheritance
object
CreateCodeGenerationReviewRequest

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors

CreateCodeGenerationReviewRequest()

```
public CreateCodeGenerationReviewRequest()
```

Properties ðŸ±ðŸ¶â œ¨ 13

ChangeSummary

```
public string ChangeSummary { get; set; }
```

Value

string

CodeDomTypes

```
public List<CodeDomTypeSpec> CodeDomTypes { get; set; }
```

Value

List<CodeDomTypeSpec>

CouncilRunId

```
public Guid? CouncilRunId { get; set; }
```

Value

Guid?

CouncilSummary

```
public string CouncilSummary { get; set; }
```

Value

string

CurrentProjectState

```
public string CurrentProjectState { get; set; }
```

Value

string

Files

```
public List<CodeGenerationFileSpec> Files { get; set; }
```

Value

List<CodeGenerationFileSpec>

Goal

```
public string Goal { get; set; }
```

Value

string

Outputs

```
public List<CodeGenerationOutputSpec> Outputs { get; set; }
```

Value

List<CodeGenerationOutputSpec>

ProjectId

```
public Guid? ProjectId { get; set; }
```

Value

Guid?

ProjectRevisionId

```
public Guid? ProjectRevisionId { get; set; }
```

Value

Guid?

ProjectTopicId

```
public Guid? ProjectTopicId { get; set; }
```

Value

Guid?

SafetySummary

```
public string SafetySummary { get; set; }
```

Value

string

Title

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

Value

string

Class CustomVersion

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class CustomVersion : ICustomVersion
```

Inheritance object
CustomVersion

Implements ICustomVersion

Inherited Members object.GetType()

object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

CustomVersion(string)

```
public CustomVersion(string version)
```

Parameters

version **string**

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Version

```
public string Version { get; set; }
```

Value

string

Class DatabaseLoggerCoreOptions

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class DatabaseLoggerCoreOptions
```

Inheritance object
DatabaseLoggerCoreOptions

Inherited Members object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

DatabaseLoggerCoreOptions()

```
public DatabaseLoggerCoreOptions()
```

Fields ðŸ±ðŸ¶â€¨ 1

DatabaseLoggerCore

```
public const string DatabaseLoggerCore = "DatabaseLoggerCore"
```

Value

string

Properties ðŸ±ðŸ¶â€¨ 5

BatchSize

```
[JsonInclude]
public int BatchSize { get; set; }
```

Value

int

CoreLogLevel

```
[JsonInclude]
public CoreLogLevel CoreLogLevel { get; set; }
```

Value

CoreLogLevel

FlushIntervalSeconds

```
[JsonInclude]
public int FlushIntervalSeconds { get; set; }
```

Value

int

MaxQueueLength

```
[JsonInclude]
public int MaxQueueLength { get; set; }
```

Value

int

RetentionDays

```
[JsonInclude]
public int RetentionDays { get; set; }
```

Value

int

Class DatapackReferenceComparison

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record DatapackReferenceComparison : IEquatable<DatapackReferenceComparison>
```

Inheritance object
DatapackReferenceComparison

Implements IEquatable<DatapackReferenceComparison>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

DatapackReferenceComparison(string, string, bool, int, int, int, int, int, int, bool, bool, bool, bool, bool, bool, bool, int, int, string[], string[], string)

```
public DatapackReferenceComparison(string GeneratedZipPath, string ReferenceZipPath, bool ReferenceExists, int GeneratedFileCount, int GeneratedFunctionFileCount, int
GeneratedPlaceholderCount, int ReferenceFileCount, int ReferenceFunctionFileCount, int ReferencePlaceholderCount, bool GeneratedHasRootPackMcmeta, bool ReferenceHasRootPackMcmeta,
bool ReferenceHasNestedPackMcmeta, bool GeneratedHasLoadTag, bool GeneratedHasTickTag, bool ReferenceHasLoadTag, bool ReferenceHasTickTag, int CriticalFileCount, int
PreservedCriticalFileCount, string[] PreservedCriticalFiles, string[] ReferencePlaceholderSamples, string Summary)
```

Parameters

`GeneratedZipPath` **string**

`ReferenceZipPath` **string**

`ReferenceExists` **bool**

`GeneratedFileCount` **int**

`GeneratedFunctionFileCount` **int**

`GeneratedPlaceholderCount` **int**

`ReferenceFileCount` **int**

`ReferenceFunctionFileCount` **int**

`ReferencePlaceholderCount` **int**

`GeneratedHasRootPackMcmeta` **bool**

`ReferenceHasRootPackMcmeta` **bool**

`ReferenceHasNestedPackMcmeta` **bool**

`GeneratedHasLoadTag` **bool**

`GeneratedHasTickTag` **bool**

`ReferenceHasLoadTag` **bool**

`ReferenceHasTickTag` **bool**

`CriticalFileCount` **int**

`PreservedCriticalFileCount` **int**

`PreservedCriticalFiles` **string[]**

`ReferencePlaceholderSamples` **string[]**

`Summary` **string**

Properties ðŸ±ðŸ¶â€œ

21

CriticalFileCount

```
public int CriticalFileCount { get; init; }
```

Value

int

GeneratedFileCount

```
public int GeneratedFileCount { get; init; }
```

Value

int

GeneratedFunctionFileCount

```
public int GeneratedFunctionFileCount { get; init; }
```

Value

int

GeneratedHasLoadTag

```
public bool GeneratedHasLoadTag { get; init; }
```

Value

bool

GeneratedHasRootPackMcmeta

```
public bool GeneratedHasRootPackMcmeta { get; init; }
```

Value

bool

GeneratedHasTickTag

```
public bool GeneratedHasTickTag { get; init; }
```

Value

bool

GeneratedPlaceholderCount

```
public int GeneratedPlaceholderCount { get; init; }
```

Value

int

GeneratedZipPath

```
public string GeneratedZipPath { get; init; }
```

Value

string

PreservedCriticalFileCount

```
public int PreservedCriticalFileCount { get; init; }
```

Value

int

PreservedCriticalFiles

```
public string[] PreservedCriticalFiles { get; init; }
```

Value

string[]

ReferenceExists

```
public bool ReferenceExists { get; init; }
```

Value

bool

ReferenceFileCount

```
public int ReferenceFileCount { get; init; }
```

Value

int

ReferenceFunctionFileCount

```
public int ReferenceFunctionFileCount { get; init; }
```

Value

int

ReferenceHasLoadTag

```
public bool ReferenceHasLoadTag { get; init; }
```

Value

bool

ReferenceHasNestedPackMcmeta

```
public bool ReferenceHasNestedPackMcmeta { get; init; }
```

Value

bool

ReferenceHasRootPackMcmeta

```
public bool ReferenceHasRootPackMcmeta { get; init; }
```

Value

bool

ReferenceHasTickTag

```
public bool ReferenceHasTickTag { get; init; }
```

Value

bool

ReferencePlaceholderCount

```
public int ReferencePlaceholderCount { get; init; }
```

Value

int

ReferencePlaceholderSamples

```
public string[] ReferencePlaceholderSamples { get; init; }
```

Value

string[]

ReferenceZipPath

```
public string ReferenceZipPath { get; init; }
```

Value

string

Summary

```
public string Summary { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶ âœ¨ 5

Deconstruct(out string, out string, out bool, out int, out int, out int, out int, out int, out int, out bool, out bool, out bool, out bool, out bool, out bool, out bool, out int, out int, out string[], out string[], out string)

```
public void Deconstruct(out string GeneratedZipPath, out string ReferenceZipPath, out bool ReferenceExists, out int GeneratedFileCount, out int GeneratedFunctionFileCount, out int
GeneratedPlaceholderCount, out int ReferenceFileCount, out int ReferenceFunctionFileCount, out int ReferencePlaceholderCount, out bool GeneratedHasRootPackMcmeta, out
bool ReferenceHasRootPackMcmeta, out bool ReferenceHasNestedPackMcmeta, out bool GeneratedHasLoadTag, out bool GeneratedHasTickTag, out bool ReferenceHasLoadTag, out bool
ReferenceHasTickTag, out int CriticalFileCount, out int PreservedCriticalFileCount, out string[] PreservedCriticalFiles, out string[] ReferencePlaceholderSamples, out
string Summary)
```

Parameters

GeneratedZipPath **string**

ReferenceZipPath **string**

ReferenceExists **bool**

GeneratedFileCount **int**

GeneratedFunctionFileCount
int

GeneratedPlaceholderCount **int**

ReferenceFileCount **int**

ReferenceFunctionFileCount
int

ReferencePlaceholderCount **int**

GeneratedHasRootPackMcmeta
bool

ReferenceHasRootPackMcmeta
bool

ReferenceHasNestedPackMcmeta
bool

GeneratedHasLoadTag bool

GeneratedHasTickTag bool

ReferenceHasLoadTag bool

ReferenceHasTickTag bool

CriticalFileCount int

PreservedCriticalFileCount
int

PreservedCriticalFiles
string[]

ReferencePlaceholderSamples
string[]

Summary string

Equals(DatapackReferenceComparison?)

```
public bool Equals(DatapackReferenceComparison? other)
```

Parameters

other
DatapackReferenceCompariso
n

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

obj **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â œ¨ 2

operator ==(DatapackReferenceComparison?, DatapackReferenceComparison?)

```
public static bool operator ==(DatapackReferenceComparison? left, DatapackReferenceComparison? right)
```

Parameters

`left`
DatapackReferenceComparison

`right`
DatapackReferenceComparison

Returns

bool

operator !=(DatapackReferenceComparison?, DatapackReferenceComparison?)

```
public static bool operator !=(DatapackReferenceComparison? left, DatapackReferenceComparison? right)
```

Parameters

`left`
DatapackReferenceComparison

`right`
DatapackReferenceComparison

Returns

bool

Class DebugArtifactInspectionResult

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class DebugArtifactInspectionResult
```

Inheritance object
DebugArtifactInspectionResult

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

DebugArtifactInspectionResult()

```
public DebugArtifactInspectionResult()
```

Properties ðŸ±ðŸ¶âœ¨ 8

Documents

```
public List<string> Documents { get; set; }
```

Value

List<string>

FileName

```
public string FileName { get; set; }
```

Value

string

Format

```
public string Format { get; set; }
```

Value

string

FullPath

```
public string FullPath { get; set; }
```

Value

string

LastWriteUtc

```
public DateTime LastWriteUtc { get; set; }
```

Value

DateTime

Metadata

```
public List<string> Metadata { get; set; }
```

Value

List<string>

SizeBytes

```
public long SizeBytes { get; set; }
```

Value

long

Warnings

```
public List<string> Warnings { get; set; }
```

Value

List<string>

Class DeferredDxAiExecutionOutcome

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record DeferredDxAiExecutionOutcome : IEquatable<DeferredDxAiExecutionOutcome>
```

Inheritance object
DeferredDxAiExecutionOutcome

Implements IEquatable<DeferredDxAiExecutionOutcome>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

DeferredDxAiExecutionOutcome(Guid, Guid, string, string, string, string)

```
public DeferredDxAiExecutionOutcome(Guid DeferredInvocationId, Guid ApprovalRequestId, string FunctionName, string Status, string ResultStatus, string ResultSummary)
```

Parameters

DeferredInvocationId Guid

ApprovalRequestId Guid

FunctionName string

Status string

ResultStatus string

ResultSummary string

Properties ðŸ±ðŸ¶ âœ¨ 6

ApprovalRequestId

```
public Guid ApprovalRequestId { get; init; }
```

Value

Guid

DeferredInvocationId

```
public Guid DeferredInvocationId { get; init; }
```

Value

Guid

FunctionName

```
public string FunctionName { get; init; }
```

Value

string

ResultStatus

```
public string ResultStatus { get; init; }
```

Value

string

ResultSummary

```
public string ResultSummary { get; init; }
```

Value

string

Status

```
public string Status { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶â…¨ 5

Deconstruct(out Guid, out Guid, out string, out string, out string, out string)

```
public void Deconstruct(out Guid DeferredInvocationId, out Guid ApprovalRequestId, out string FunctionName, out string Status, out string ResultStatus, out string ResultSummary)
```

Parameters

`DeferredInvocationId` **Guid**

`ApprovalRequestId` **Guid**

`FunctionName` **string**

`Status` **string**

`ResultStatus` **string**

`ResultSummary` **string**

Equals(DeferredDxAiExecutionOutcome?)

```
public bool Equals(DeferredDxAiExecutionOutcome? other)
```

Parameters

`other` **DeferredDxAiExecutionOutcome**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â…¨ âœ¨ 2

operator ==(DeferredDxAiExecutionOutcome?, DeferredDxAiExecutionOutcome?)

```
public static bool operator ==(DeferredDxAiExecutionOutcome? left, DeferredDxAiExecutionOutcome? right)
```

Parameters

left
DeferredDxAiExecutionOutcome

right
DeferredDxAiExecutionOutcome

Returns

bool

operator !=(DeferredDxAiExecutionOutcome?, DeferredDxAiExecutionOutcome?)

```
public static bool operator !=(DeferredDxAiExecutionOutcome? left, DeferredDxAiExecutionOutcome? right)
```

Parameters

left
DeferredDxAiExecutionOutcome

right
DeferredDxAiExecutionOutcome

Returns

bool

Class DeferredDxAiInvocation

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class DeferredDxAiInvocation
```

Inheritance object
DeferredDxAiInvocation

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶âœ¨ 1

DeferredDxAiInvocation()

```
public DeferredDxAiInvocation()
```

🐾 Properties ðŸ±ðŸ¶âœ¨ 21

ApplicationVersion

```
public string ApplicationVersion { get; set; }
```

Value

string

ApprovalRequestId

```
public Guid ApprovalRequestId { get; set; }
```

Value

Guid

AttemptCount

```
public int AttemptCount { get; set; }
```

Value

int

CompletedAtUtc

```
public DateTime? CompletedAtUtc { get; set; }
```

Value

DateTime?

ConfirmationSummaryHash

```
public string ConfirmationSummaryHash { get; set; }
```

Value

string

ConversationId

```
public Guid? ConversationId { get; set; }
```

Value

Guid?

CorrelationId

```
public string CorrelationId { get; set; }
```

Value

string

CouncilRunId

```
public Guid? CouncilRunId { get; set; }
```

Value

Guid?

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

FunctionName

```
public string FunctionName { get; set; }
```

Value

string

Id

```
public Guid Id { get; set; }
```

Value

Guid

LastAttemptAtUtc

```
public DateTime? LastAttemptAtUtc { get; set; }
```

Value

DateTime?

OperationId

```
public Guid OperationId { get; set; }
```

Value

Guid

ParametersJson

```
public string ParametersJson { get; set; }
```

Value

string

ProjectId

```
public Guid? ProjectId { get; set; }
```

Value

Guid?

ProjectVersionId

```
public Guid? ProjectVersionId { get; set; }
```

Value

Guid?

RequestedBy

```
public string RequestedBy { get; set; }
```

Value

string

ResultStatus

```
public string ResultStatus { get; set; }
```

Value

string

ResultSummary

```
public string ResultSummary { get; set; }
```

Value

string

Status

```
public string Status { get; set; }
```

Value

string

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

Class DiscoverProjectCompilersRequest

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✨ 🐾 🌞

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Describes one approval-gated compiler and runtime discovery request.

```
[DocumentationUpdated("2.1.23")]
public sealed class DiscoverProjectCompilersRequest
```

Inheritance
object
DiscoverProjectCompilersRequest

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â¨ 1

DiscoverProjectCompilersRequest()

```
public DiscoverProjectCompilersRequest()
```

Properties ðŸ±ðŸ¶â¨ 4

CustomSearchRoots

Gets or sets additional absolute directories that LocalGPT may inspect.

```
public List<string> CustomSearchRoots { get; set; }
```

Value

List<string>

CustomSearchRootsText

Gets or sets optional newline-delimited search roots for UI and HTTP clients.

```
public string CustomSearchRootsText { get; set; }
```

Value

string

SaveDiscovered

Gets or sets whether detected executable profiles are persisted in the project database.

```
public bool SaveDiscovered { get; set; }
```

Value

bool

UserConfirmed

Gets or sets whether the user explicitly approved bounded local path discovery and persistence.

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class DocumentationBuildRecord

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Persistent evidence for one documentation build or fallback generation.

```
[DocumentationUpdated("2.1.23")]
public sealed class DocumentationBuildRecord
```

Inheritance object
DocumentationBuildRecord

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

DocumentationBuildRecord()

```
public DocumentationBuildRecord()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 10

DocumentationMode

Gets or sets the HTML generation mode, such as DocFX or static fallback.

```
[MaxLength(120)]
public string DocumentationMode { get; set; }
```

Value

string

GeneratedAtUtc

Gets or sets the UTC generation timestamp.

```
public DateTime GeneratedAtUtc { get; set; }
```

Value

DateTime

HtmlAvailable

Gets or sets whether an HTML index was published.

```
public bool HtmlAvailable { get; set; }
```

Value

bool

Id

Gets or sets the stable database identifier.

```
public Guid Id { get; set; }
```

Value

Guid

OutputRoot

Gets or sets the published documentation root.

```
[MaxLength(2048)]
public string OutputRoot { get; set; }
```

Value

string

PdfAvailable

Gets or sets whether a versioned PDF was published.

```
public bool PdfAvailable { get; set; }
```

Value

bool

PdfMode

Gets or sets the PDF generation mode, such as DocFX or minimal fallback.

```
[MaxLength(120)]
public string PdfMode { get; set; }
```

Value

string

ToolSource

Gets or sets the source tool selection used for this build.

```
[MaxLength(240)]
public string ToolSource { get; set; }
```

Value

string

Version

Gets or sets the LocalGPT version documented by this build.

```
[MaxLength(80)]
public string Version { get; set; }
```

Value

string

Warning

Gets or sets a bounded warning or fallback explanation.

```
[MaxLength(4000)]
public string Warning { get; set; }
```

Value

string

Class DocumentationUpdatedAttribute

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Marks a documented type with the LocalGPT version in which its maintained XML documentation was last reviewed.

```
[AttributeUsage(AttributeTargets.Class|AttributeTargets.Struct|AttributeTargets.Enum|AttributeTargets.Interface|AttributeTargets.Delegate, Inherited = true, AllowMultiple = false)]
```

```
public sealed class DocumentationUpdatedAttribute : Attribute
```

Inheritance

object
Attribute
DocumentationUpdatedAttribute

Inherited Members

Attribute.GetCustomAttributes(MemberInfo, Type)
Attribute.GetCustomAttributes(MemberInfo, Type, bool)
Attribute.GetCustomAttributes(MemberInfo)
Attribute.GetCustomAttributes(MemberInfo, bool)
Attribute.IsDefined(MemberInfo, Type)
Attribute.IsDefined(MemberInfo, Type, bool)
Attribute.GetCustomAttribute(MemberInfo, Type)
Attribute.GetCustomAttribute(MemberInfo, Type, bool)
Attribute.GetCustomAttributes(ParameterInfo)
Attribute.GetCustomAttributes(ParameterInfo, Type)
Attribute.GetCustomAttributes(ParameterInfo, Type, bool)
Attribute.GetCustomAttributes(ParameterInfo, bool)
Attribute.IsDefined(ParameterInfo, Type)
Attribute.IsDefined(ParameterInfo, Type, bool)
Attribute.GetCustomAttribute(ParameterInfo, Type)
Attribute.GetCustomAttribute(ParameterInfo, Type, bool)
Attribute.GetCustomAttributes(Module, Type)
Attribute.GetCustomAttributes(Module)
Attribute.GetCustomAttributes(Module, bool)
Attribute.GetCustomAttributes(Module, Type, bool)
Attribute.IsDefined(Module, Type)
Attribute.IsDefined(Module, Type, bool)
Attribute.GetCustomAttribute(Module, Type)
Attribute.GetCustomAttribute(Module, Type, bool)
Attribute.GetCustomAttributes(Assembly, Type)
Attribute.GetCustomAttributes(Assembly, Type, bool)
Attribute.GetCustomAttributes(Assembly)
Attribute.GetCustomAttributes(Assembly, bool)
Attribute.IsDefined(Assembly, Type)
Attribute.IsDefined(Assembly, Type, bool)
Attribute.GetCustomAttribute(Assembly, Type)
Attribute.GetCustomAttribute(Assembly, Type, bool)
Attribute.Equals(object)
Attribute.GetHashCode()
Attribute.Match(object)

Attribute.IsDefaultAttribute()
Attribute.TypeId
object.GetType()
object.ToString()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

DocumentationUpdatedAttribute(string)

Creates documentation-version metadata for a maintained public contract.

```
public DocumentationUpdatedAttribute(string version)
```

Parameters

version **string**

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Version

Gets the LocalGPT version that last reviewed the annotated contract documentation.

```
public string Version { get; }
```

Value

string

Class DxAiFunctionCatalogEntry

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Database-backed, user-editable policy and discovery record for a DX function or public application service method. Descriptor metadata is refreshed from the running application while user policy fields are preserved.

```
public sealed class DxAiFunctionCatalogEntry
```

Inheritance
object
DxAiFunctionCatalogEntry

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

DxAiFunctionCatalogEntry()

```
public DxAiFunctionCatalogEntry()
```

Properties ðŸ±ðŸ¶âœ¨ 27

AllowRemoteInvocation

```
public bool AllowRemoteInvocation { get; set; }
```

Value

bool

AllowedPeerIdsJson

```
public string AllowedPeerIdsJson { get; set; }
```

Value

string

CatalogKey

```
public string CatalogKey { get; set; }
```

Value

string

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

DescriptorHash

```
public string DescriptorHash { get; set; }
```

Value

string

DisplayName

```
public string DisplayName { get; set; }
```

Value

string

ExposeToAiChat

```
public bool ExposeToAiChat { get; set; }
```

Value

bool

ExposeToOneWire

```
public bool ExposeToOneWire { get; set; }
```

Value

bool

FunctionName

```
public string FunctionName { get; set; }
```

Value

string

ImplementationTypeName

```
public string ImplementationTypeName { get; set; }
```

Value

string

InteractionEditor

```
public OneWireInteractionEditor InteractionEditor { get; set; }
```

Value

OneWireInteractionEditor

IsAvailable

```
public bool IsAvailable { get; set; }
```

Value

bool

IsEnabled

```
public bool IsEnabled { get; set; }
```

Value

bool

IsReadOnly

```
public bool IsReadOnly { get; set; }
```

Value

bool

IsSystemSeed

```
public bool IsSystemSeed { get; set; }
```

Value

bool

Kind

```
public string Kind { get; set; }
```

Value

string

Method

```
public string Method { get; set; }
```

Value

string

ParameterSchemaJson

```
public string ParameterSchemaJson { get; set; }
```

Value

string

ParameterTypeNamesJson

```
public string ParameterTypeNamesJson { get; set; }
```

Value

string

Purpose

```
public string Purpose { get; set; }
```

Value

string

RequiresFrontendConfirmation

```
public bool RequiresFrontendConfirmation { get; set; }
```

Value

bool

Route

```
public string Route { get; set; }
```

Value

string

ServiceContractTypeName

```
public string ServiceContractTypeName { get; set; }
```

Value

string

ServiceMethodName

```
public string ServiceMethodName { get; set; }
```

Value

string

Source

```
public string Source { get; set; }
```

Value

string

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

UpdatedBy

```
public string UpdatedBy { get; set; }
```

Value

string

Methods ðŸ±ðŸ¶â œ¨ 2

AllowsPeer(string)

```
public bool AllowsPeer(string peerId)
```

Parameters

`peerId` **string**

Returns

bool

GetAllowedPeerIds()

```
public IReadOnlyList<string> GetAllowedPeerIds()
```

Returns

IReadOnlyList<string>

Class DxAiFunctionCatalogSaveRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class DxAiFunctionCatalogSaveRequest
```

Inheritance
object
DxAiFunctionCatalogSaveRequest

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)

object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

DxAiFunctionCatalogSaveRequest()

```
public DxAiFunctionCatalogSaveRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 9

AllowRemoteInvocation

```
public bool AllowRemoteInvocation { get; set; }
```

Value

bool

AllowedPeerIdsJson

```
public string AllowedPeerIdsJson { get; set; }
```

Value

string

CatalogKey

```
public string CatalogKey { get; set; }
```

Value

string

ExposeToAiChat

```
public bool ExposeToAiChat { get; set; }
```

Value

bool

ExposeToOneWire

```
public bool ExposeToOneWire { get; set; }
```

Value

bool

InteractionEditor

```
public OneWireInteractionEditor InteractionEditor { get; set; }
```

Value

OneWireInteractionEditor

IsEnabled

```
public bool IsEnabled { get; set; }
```

Value

bool

RequiresFrontendConfirmation

```
public bool RequiresFrontendConfirmation { get; set; }
```

Value

bool

UpdatedBy

```
public string UpdatedBy { get; set; }
```

Value

string

Class DxAiFunctionInvocationRequest

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class DxAiFunctionInvocationRequest
```

Inheritance object
DxAiFunctionInvocationRequest

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

DxAiFunctionInvocationRequest()

```
public DxAiFunctionInvocationRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 10

ApplicationVersion

```
public string ApplicationVersion { get; set; }
```

Value

string

AutomaticInvocation

```
public bool AutomaticInvocation { get; set; }
```

Value

bool

ConfirmationSummaryHash

```
public string? ConfirmationSummaryHash { get; set; }
```

Value

string

ConversationId

```
public Guid? ConversationId { get; set; }
```

Value

Guid?

OperationId

```
public Guid? OperationId { get; set; }
```

Value

Guid?

Parameters

```
public JsonElement Parameters { get; set; }
```

Value

JsonElement

ProjectId

```
public Guid? ProjectId { get; set; }
```

Value

Guid?

ProjectVersionId

```
public Guid? ProjectVersionId { get; set; }
```

Value

Guid?

RequestedBy

```
public string RequestedBy { get; set; }
```

Value

string

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class DxAiFunctionInvocationResult

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class DxAiFunctionInvocationResult
```

Inheritance
object
DxAiFunctionInvocationResult

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

DxAiFunctionInvocationResult()

```
public DxAiFunctionInvocationResult()
```

Properties ðŸ±ðŸ¶â åœ¨ 6

Error

```
public string? Error { get; set; }
```

Value

string

FunctionName

```
public string FunctionName { get; set; }
```

Value

string

OperationId

```
public Guid OperationId { get; set; }
```

Value

Guid

Status

```
public string Status { get; set; }
```

Value

string

Succeeded

```
public bool Succeeded { get; set; }
```

Value

bool

Value

```
public object? Value { get; set; }
```

Value

object

Class DxAiFunctionParameterBinding<T>

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class DxAiFunctionParameterBinding<T> where T : new()
```

Type Parameters

T

Inheritance object
DxAiFunctionParameterBinding<T>

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

DxAiFunctionParameterBinding()

```
public DxAiFunctionParameterBinding()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 3

Error

```
public string Error { get; init; }
```

Value

string

Succeeded

```
public bool Succeeded { get; init; }
```

Value

bool

Value

```
public T Value { get; init; }
```

Value

T

Class DxAiFunctionTextRecoveryRequest

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class DxAiFunctionTextRecoveryRequest
```

Inheritance object
DxAiFunctionTextRecoveryRequest

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â…¨ 1

DxAiFunctionTextRecoveryRequest()

```
public DxAiFunctionTextRecoveryRequest()
```

🐾 Properties ðŸ±ðŸ¶â…¨ 8

ApplicationVersion

```
public string ApplicationVersion { get; set; }
```

Value

string

AutomaticInvocation

```
public bool AutomaticInvocation { get; set; }
```

Value

bool

Content

```
public string Content { get; set; }
```

Value

string

ConversationId

```
public Guid? ConversationId { get; set; }
```

Value

Guid?

InvokeRecognizedCalls

```
public bool InvokeRecognizedCalls { get; set; }
```

Value

bool

ProjectId

```
public Guid? ProjectId { get; set; }
```

Value

Guid?

ProjectVersionId

```
public Guid? ProjectVersionId { get; set; }
```

Value

Guid?

RequestedBy

```
public string RequestedBy { get; set; }
```

Value

string

Class DxAiFunctionTextRecoveryResult

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class DxAiFunctionTextRecoveryResult
```

Inheritance object
DxAiFunctionTextRecoveryResult

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â¦¨ 1

DxAiFunctionTextRecoveryResult()

```
public DxAiFunctionTextRecoveryResult()
```

🐾 Properties ðŸ±ðŸ¶â¦¨ 6

Calls

```
public List<RecoveredDxAiFunctionCall> Calls { get; set; }
```

Value

List<RecoveredDxAiFunctionCall>

Invocations

```
public List<DxAiFunctionInvocationResult> Invocations { get; set; }
```

Value

List<DxAiFunctionInvocationResult>

Recognized

```
public bool Recognized { get; set; }
```

Value

bool

SuppressRecoveredContent

```
public bool SuppressRecoveredContent { get; set; }
```

Value

bool

VisibleContent

```
public string VisibleContent { get; set; }
```

Value

string

Warnings

```
public List<string> Warnings { get; set; }
```

Value

List<string>

Class DxaichatFunctionInfo

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Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed record DxaichatFunctionInfo : IEquatable<DxaichatFunctionInfo>
```

Inheritance	object DxaichatFunctionInfo
Implements	IEquatable<DxaichatFunctionInfo>
Inherited Members	object.GetType() object.Equals(object, object) object.ReferenceEquals(object, object)
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

DxaichatFunctionInfo(string, string, string, string, string, string, bool, bool, bool, bool, bool, string, string, bool, bool, bool)

```
public DxaichatFunctionInfo(string Name, string Method, string Route, string Purpose, string Parameters, string SafetyNotes, bool IsReadOnly = true, bool AvailableToAi = true, bool
RequiresHumanConfirmation = false, bool SupportsDirectInvocation = false, bool SupportsAutomaticInvocation = false, string Source = "ControllerRoute", string ParameterSchemaJson = "
{\"type\":\"object\",\"properties\":{}}", bool IsCoordinationOnly = false, bool SupportsDeferredApprovalRequest = false, bool ApprovalRequiredBeforeCompletion = false)
```

Parameters

Name string

Method string

Route string

Purpose string

Parameters string

SafetyNotes string

IsReadOnly bool

AvailableToAi bool

RequiresHumanConfirmation bool

SupportsDirectInvocation bool

SupportsAutomaticInvocation bool

Source string

ParameterSchemaJson string

IsCoordinationOnly bool

SupportsDeferredApprovalRequest bool

ApprovalRequiredBeforeCompletion bool

Properties ðŸ±ðŸ¶â¨ 16

ApprovalRequiredBeforeCompletion

```
public bool ApprovalRequiredBeforeCompletion { get; init; }
```

Value

bool

AvailableToAi

```
public bool AvailableToAi { get; init; }
```

Value

bool

IsCoordinationOnly

```
public bool IsCoordinationOnly { get; init; }
```

Value

bool

IsReadOnly

```
public bool IsReadOnly { get; init; }
```

Value

bool

Method

```
public string Method { get; init; }
```

Value

string

Name

```
public string Name { get; init; }
```

Value

string

ParameterSchemaJson

```
public string ParameterSchemaJson { get; init; }
```

Value

string

Parameters

```
public string Parameters { get; init; }
```

Value

string

Purpose

```
public string Purpose { get; init; }
```

Value

string

RequiresHumanConfirmation

```
public bool RequiresHumanConfirmation { get; init; }
```

Value

bool

Route

```
public string Route { get; init; }
```

Value

string

SafetyNotes

```
public string SafetyNotes { get; init; }
```

Value

string

Source

```
public string Source { get; init; }
```

Value

string

SupportsAutomaticInvocation

```
public bool SupportsAutomaticInvocation { get; init; }
```

Value

bool

SupportsDeferredApprovalRequest

```
public bool SupportsDeferredApprovalRequest { get; init; }
```

Value

bool

SupportsDirectInvocation

```
public bool SupportsDirectInvocation { get; init; }
```

Value

bool

Methods ðŸ±ðŸ¶ â˜¨ 5

Deconstruct(out string, out string, out string, out string, out string, out string, out bool, out bool, out bool, out bool, out bool, out string, out string, out bool, out

bool, out bool)

```
public void Deconstruct(out string Name, out string Method, out string Route, out string Purpose, out string Parameters, out string SafetyNotes, out bool IsReadOnly, out bool AvailableToAi, out bool RequiresHumanConfirmation, out bool SupportsDirectInvocation, out bool SupportsAutomaticInvocation, out string Source, out string ParameterSchemaJson, out bool IsCoordinationOnly, out bool SupportsDeferredApprovalRequest, out bool ApprovalRequiredBeforeCompletion)
```

Parameters

`Name` **string**

`Method` **string**

`Route` **string**

`Purpose` **string**

`Parameters` **string**

`SafetyNotes` **string**

`IsReadOnly` **bool**

`AvailableToAi` **bool**

`RequiresHumanConfirmation` **bool**

`SupportsDirectInvocation` **bool**

`SupportsAutomaticInvocation` **bool**

`Source` **string**

`ParameterSchemaJson` **string**

`IsCoordinationOnly` **bool**

`SupportsDeferredApprovalRequest` **bool**

`ApprovalRequiredBeforeCompletion` **bool**

Equals(DxaichatFunctionInfo?)

```
public bool Equals(DxaichatFunctionInfo? other)
```

Parameters

`other` **DxaichatFunctionInfo**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ”± ðŸ¶ âœ¨ 2

operator ==(DxaichatFunctionInfo?, DxaichatFunctionInfo?)

```
public static bool operator ==(DxaichatFunctionInfo? left, DxaichatFunctionInfo? right)
```

Parameters

`left` **DxaichatFunctionInfo**

`right` **DxaichatFunctionInfo**

Returns

bool

operator !=(DxaichatFunctionInfo?, DxaichatFunctionInfo?)

```
public static bool operator !=(DxaichatFunctionInfo? left, DxaichatFunctionInfo? right)
```

Parameters

`left` **DxaichatFunctionInfo**

`right` **DxaichatFunctionInfo**

Returns

bool

Class DxaichatSmokeRequest

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✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed class DxaichatSmokeRequest
```

Inheritance object
DxaichatSmokeRequest

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

DxaichatSmokeRequest()

```
public DxaichatSmokeRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 5

IncludeDiagnosticSystemPrompt

```
public bool IncludeDiagnosticSystemPrompt { get; set; }
```

Value

bool

MaxOutputTokens

```
public int MaxOutputTokens { get; set; }
```

Value

int

Prompt

```
public string Prompt { get; set; }
```

Value

string

SaveToMemory

```
public bool SaveToMemory { get; set; }
```

Value

bool

Title

```
public string? Title { get; set; }
```

Value

string

Class EmailLoggerCoreOptions

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class EmailLoggerCoreOptions
```

Inheritance object
EmailLoggerCoreOptions

Inherited Members object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

EmailLoggerCoreOptions()

```
public EmailLoggerCoreOptions()
```

Fields ðŸ±ðŸ¶â€¨ 1

EmailLoggerCore

```
public const string EmailLoggerCore = "EmailLoggerCore"
```

Value

string

Properties ðŸ±ðŸ¶â€¨ 10

BccRecipients

```
[JsonInclude]
public IEnumerable<string> BccRecipients { get; set; }
```

Value

IEnumerable<string>

CcRecipients

```
[JsonInclude]
public IEnumerable<string> CcRecipients { get; set; }
```

Value

IEnumerable<string>

CoreLogLevel

```
[JsonInclude]
public CoreLogLevel CoreLogLevel { get; set; }
```

Value

CoreLogLevel

EmailRecipients

```
[JsonInclude]
public IEnumerable<string> EmailRecipients { get; set; }
```

Value

IEnumerable<string>

EnableSsl

```
[JsonInclude]
public bool EnableSsl { get; set; }
```

Value

bool

Password

```
[JsonInclude]
public string? Password { get; set; }
```

Value

string

SenderEmail

```
[JsonInclude]
public string? SenderEmail { get; set; }
```

Value

string

SmtpPort

```
[JsonInclude]
public int SmtpPort { get; set; }
```

Value

int

SmtpServer

```
[JsonInclude]
public string? SmtpServer { get; set; }
```

Value

string

Username

```
[JsonInclude]
public string? Username { get; set; }
```

Value

string

Class EmbeddedBoardCatalog

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EmbeddedBoardCatalog
```

Inheritance
object
EmbeddedBoardCatalog

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

EmbeddedBoardCatalog()

```
public EmbeddedBoardCatalog()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 3

Boards

```
public List<EmbeddedBoardProfile> Boards { get; set; }
```

Value

List<EmbeddedBoardProfile>

Protocols

```
public List<EmbeddedProtocolDescriptor> Protocols { get; set; }
```

Value

List<EmbeddedProtocolDescriptor>

PublisherWorkbench

```
public EmbeddedPublisherWorkbenchContract PublisherWorkbench { get; set; }
```

Value

EmbeddedPublisherWorkbenchContract

Class EmbeddedBoardPinProfile

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EmbeddedBoardPinProfile
```

Inheritance object
EmbeddedBoardPinProfile

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

EmbeddedBoardPinProfile()

```
public EmbeddedBoardPinProfile()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 13

CanvasX

```
public double CanvasX { get; set; }
```

Value

double

CanvasY

```
public double CanvasY { get; set; }
```

Value

double

Capabilities

```
public List<string> Capabilities { get; set; }
```

Value

List<string>

Gpio

```
public int? Gpio { get; set; }
```

Value

int?

IsBootStrap

```
public bool IsBootStrap { get; set; }
```

Value

bool

IsGroundPin

```
public bool IsGroundPin { get; set; }
```

Value

bool

IsInputOnly

```
public bool IsInputOnly { get; set; }
```

Value

bool

IsPowerPin

```
public bool IsPowerPin { get; set; }
```

Value

bool

IsReserved

```
public bool IsReserved { get; set; }
```

Value

bool

Label

```
public string Label { get; set; }
```

Value

string

PinKey

```
public string PinKey { get; set; }
```

Value

string

Voltage

```
public double? Voltage { get; set; }
```

Value

double?

Warning

```
public string Warning { get; set; }
```

Value

string

Class EmbeddedBoardProfile

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EmbeddedBoardProfile
```

Inheritance object
EmbeddedBoardProfile

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

EmbeddedBoardProfile()

```
public EmbeddedBoardProfile()
```

Properties ðŸ±ðŸ¶âœ¨ 11

DisplayName

```
public string DisplayName { get; set; }
```

Value

string

DocumentationSource

```
public string DocumentationSource { get; set; }
```

Value

string

Family

```
public string Family { get; set; }
```

Value

string

Framework

```
public string Framework { get; set; }
```

Value

string

Key

```
public string Key { get; set; }
```

Value

string

LogicVoltage

```
public double LogicVoltage { get; set; }
```

Value

double

Notes

```
public List<string> Notes { get; set; }
```

Value

List<string>

Pins

```
public List<EmbeddedBoardPinProfile> Pins { get; set; }
```

Value

List<EmbeddedBoardPinProfile>

PlatformIoBoard

```
public string PlatformIoBoard { get; set; }
```

Value

string

Status

```
public string Status { get; set; }
```

Value

string

SupportedProtocols

```
public List<string> SupportedProtocols { get; set; }
```

Value

List<string>

Class EmbeddedFirmwareArtifactResult

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✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed class EmbeddedFirmwareArtifactResult
```

Inheritance object
EmbeddedFirmwareArtifactResult

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

EmbeddedFirmwareArtifactResult()

```
public EmbeddedFirmwareArtifactResult()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 4

ArtifactDirectory

```
public string ArtifactDirectory { get; set; }
```

Value

string

Files

```
public List<string> Files { get; set; }
```

Value

List<string>

PlanId

```
public Guid PlanId { get; set; }
```

Value

Guid

ZipPath

```
public string ZipPath { get; set; }
```

Value

string

Class EmbeddedFirmwarePlan

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EmbeddedFirmwarePlan
```

Inheritance
object
EmbeddedFirmwarePlan

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

EmbeddedFirmwarePlan()

```
public EmbeddedFirmwarePlan()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 23

ArduinoSketch

```
public string ArduinoSketch { get; set; }
```

Value

string

BaudRate

```
public int BaudRate { get; set; }
```

Value

int

BoardFamily

```
public string BoardFamily { get; set; }
```

Value

string

BoardName

```
public string BoardName { get; set; }
```

Value

string

BoardProfileKey

```
public string BoardProfileKey { get; set; }
```

Value

string

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

DeviceName

```
public string DeviceName { get; set; }
```

Value

string

Findings

```
public List<EmbeddedPlanFinding> Findings { get; set; }
```

Value

List<EmbeddedPlanFinding>

Framework

```
public string Framework { get; set; }
```

Value

string

LearningRoundAdvice

```
public string LearningRoundAdvice { get; set; }
```

Value

string

OneWireContract

```
public EmbeddedOneWireContract OneWireContract { get; set; }
```

Value

EmbeddedOneWireContract

OverallStatus

```
public string OverallStatus { get; set; }
```

Value

string

PinAssignments

```
public List<EmbeddedPinAssignment> PinAssignments { get; set; }
```

Value

List<EmbeddedPinAssignment>

PlanId

```
public Guid PlanId { get; set; }
```

Value

Guid

PlatformIoConfiguration

```
public string PlatformIoConfiguration { get; set; }
```

Value

string

ProtocolBindings

```
public List<EmbeddedProtocolBinding> ProtocolBindings { get; set; }
```

Value

List<EmbeddedProtocolBinding>

TelemetryIntervalMilliseconds

```
public int TelemetryIntervalMilliseconds { get; set; }
```

Value

int

TelemetryTransport

```
public string TelemetryTransport { get; set; }
```

Value

string

TransportContracts

```
public List<EmbeddedTransportContract> TransportContracts { get; set; }
```

Value

List<EmbeddedTransportContract>

WiringDraft

```
public EmbeddedWiringDraft? WiringDraft { get; set; }
```

Value

EmbeddedWiringDraft

WiringMarkdown

```
public string WiringMarkdown { get; set; }
```

Value

string

WiringSteps

```
public List<string> WiringSteps { get; set; }
```

Value

List<string>

WiringValidation

```
public EmbeddedWiringValidationResult? WiringValidation { get; set; }
```

Value

EmbeddedWiringValidationResult

Class EmbeddedFirmwarePlanRecord

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Persistent envelope for an embedded firmware plan and its generated artifacts.

```
[DocumentationUpdated("2.1.23")]
public sealed class EmbeddedFirmwarePlanRecord
```

Inheritance object
EmbeddedFirmwarePlanRecord

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ âœ¨ 1

EmbeddedFirmwarePlanRecord()

```
public EmbeddedFirmwarePlanRecord()
```

🐾 Properties ðŸ±ðŸ¶â€¨ âœ¨ 9

BoardProfileKey

Gets or sets the selected board profile key.

```
[MaxLength(160)]
public string BoardProfileKey { get; set; }
```

Value

string

CreatedAtUtc

Gets or sets the UTC creation timestamp.

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

DeviceName

Gets or sets the target device name.

```
[MaxLength(240)]
public string DeviceName { get; set; }
```

Value

string

Id

Gets or sets the stable database identifier.

```
public Guid Id { get; set; }
```

Value

Guid

PlanJson

Gets or sets the complete versioned plan JSON.

```
public string PlanJson { get; set; }
```

Value

string

PlanKey

Gets or sets the stable planning identifier.

```
[MaxLength(160)]
public string PlanKey { get; set; }
```

Value

string

ProjectId

Gets or sets an optional LocalGPT project identifier.

```
public Guid? ProjectId { get; set; }
```

Value

Guid?

Status

Gets or sets the planning or approval status.

```
[MaxLength(80)]
public string Status { get; set; }
```

Value

string

UpdatedAtUtc

Gets or sets the UTC update timestamp.

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

Class EmbeddedFirmwarePlanRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EmbeddedFirmwarePlanRequest
```

Inheritance
object
EmbeddedFirmwarePlanRequest

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors

EmbeddedFirmwarePlanRequest()

```
public EmbeddedFirmwarePlanRequest()
```

Properties ðŸ±ðŸ¶â œ¨ 13

AdditionalRequirements

```
[MaxLength(8000)]
public string AdditionalRequirements { get; set; }
```

Value

string

BaudRate

```
public int BaudRate { get; set; }
```

Value

int

BoardFamily

```
[MaxLength(120)]
public string BoardFamily { get; set; }
```

Value

string

BoardName

```
[MaxLength(160)]
public string BoardName { get; set; }
```

Value

string

BoardProfileKey

```
[MaxLength(160)]
public string BoardProfileKey { get; set; }
```

Value

string

DeviceName

```
[MaxLength(120)]
public string DeviceName { get; set; }
```

Value

string

Framework

```
[MaxLength(80)]
public string Framework { get; set; }
```

Value

string

Pins

```
public List<EmbeddedPinRequirement> Pins { get; set; }
```

Value

List<EmbeddedPinRequirement>

ProtocolBindings

```
public List<EmbeddedProtocolBinding> ProtocolBindings { get; set; }
```

Value

List<EmbeddedProtocolBinding>

Sensors

```
public List<EmbeddedSensorRequirement> Sensors { get; set; }
```

Value

List<EmbeddedSensorRequirement>

TelemetryIntervalMilliseconds

```
public int TelemetryIntervalMilliseconds { get; set; }
```

Value

int

TelemetryTransport

```
[MaxLength(120)]
public string TelemetryTransport { get; set; }
```

Value

string

WiringDraft

```
public EmbeddedWiringDraft? WiringDraft { get; set; }
```

Value

EmbeddedWiringDraft

Class EmbeddedOneWireContract

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EmbeddedOneWireContract
```

Inheritance object
EmbeddedOneWireContract

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â¯ 1

EmbeddedOneWireContract()

```
public EmbeddedOneWireContract()
```

🐾 Properties ðŸ±ðŸ¶â¯ 7

CapabilityKey

```
public string CapabilityKey { get; set; }
```

Value

string

Controller

```
public string Controller { get; set; }
```

Value

string

Direction

```
public string Direction { get; set; }
```

Value

string

ExampleEnvelopeJson

```
public string ExampleEnvelopeJson { get; set; }
```

Value

string

Method

```
public string Method { get; set; }
```

Value

string

ProtocolVersion

```
public string ProtocolVersion { get; set; }
```

Value

string

TransportBoundary

```
public string TransportBoundary { get; set; }
```

Value

string

Class EmbeddedPinAssignment

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EmbeddedPinAssignment
```

Inheritance
object
EmbeddedPinAssignment

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

EmbeddedPinAssignment()

```
public EmbeddedPinAssignment()
```

Properties ðŸ±ðŸ¶ âœ¨ 12

BusKey

```
public string BusKey { get; set; }
```

Value

string

Function

```
public string Function { get; set; }
```

Value

string

Gpio

```
public int Gpio { get; set; }
```

Value

int

Metric

```
public string Metric { get; set; }
```

Value

string

Mode

```
public string Mode { get; set; }
```

Value

string

Notes

```
public string Notes { get; set; }
```

Value

string

PinKey

```
public string PinKey { get; set; }
```

Value

string

ProtocolKey

```
public string ProtocolKey { get; set; }
```

Value

string

SensorKey

```
public string SensorKey { get; set; }
```

Value

string

Status

```
public string Status { get; set; }
```

Value

string

SupplyVoltage

```
public double SupplyVoltage { get; set; }
```

Value

double

Unit

```
public string Unit { get; set; }
```

Value

string

Class EmbeddedPinRequirement

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EmbeddedPinRequirement
```

Inheritance
object
EmbeddedPinRequirement

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

EmbeddedPinRequirement()

```
public EmbeddedPinRequirement()
```

Properties ðŸ±ðŸ¶â åœ¨ 11

BusKey

```
[MaxLength(120)]
public string BusKey { get; set; }
```

Value

string

Function

```
[MaxLength(120)]
public string Function { get; set; }
```

Value

string

Gpio

```
public int Gpio { get; set; }
```

Value

int

Metric

```
[MaxLength(80)]
public string Metric { get; set; }
```

Value

string

Mode

```
[MaxLength(80)]
public string Mode { get; set; }
```

Value

string

Notes

```
[MaxLength(1000)]
public string Notes { get; set; }
```

Value

string

PinKey

```
[MaxLength(80)]
public string PinKey { get; set; }
```

Value

string

ProtocolKey

```
[MaxLength(120)]
public string ProtocolKey { get; set; }
```

Value

string

SensorKey

```
[MaxLength(120)]
public string SensorKey { get; set; }
```

Value

string

SupplyVoltage

```
public double SupplyVoltage { get; set; }
```

Value

double

Unit

```
[MaxLength(80)]
public string Unit { get; set; }
```

Value

string

â œ¦ ï½¥ï¾Ÿâ œ§ ðŸ¾ ðŸ± ðŸ¶ â œ§ï½¥ï¾Ÿ â œ¦

Class EmbeddedPlanFinding

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record EmbeddedPlanFinding : IEquatable<EmbeddedPlanFinding>
```

Inheritance object
EmbeddedPlanFinding

Implements IEquatable<EmbeddedPlanFinding>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

EmbeddedPlanFinding(string, string, string, int?, string)

```
public EmbeddedPlanFinding(string Severity, string Code, string Message, int? Gpio = null, string PinKey = "")
```

Parameters

Severity **string**

Code **string**

Message **string**

Gpio **int?**

PinKey **string**

Properties ðŸ±ðŸ¶â åœ¨ 5

Code

```
public string Code { get; init; }
```

Value

string

Gpio

```
public int? Gpio { get; init; }
```

Value

int?

Message

```
public string Message { get; init; }
```

Value

string

PinKey

```
public string PinKey { get; init; }
```

Value

string

Severity

```
public string Severity { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out string, out string, out string, out int?, out string)

```
public void Deconstruct(out string Severity, out string Code, out string Message, out int? Gpio, out string PinKey)
```

Parameters

Severity **string**

Code **string**

Message **string**

`Gpio` **int?**

`PinKey` **string**

Equals(EmbeddedPlanFinding?)

```
public bool Equals(EmbeddedPlanFinding? other)
```

Parameters

`other` **EmbeddedPlanFinding**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â¨ 2

operator ==(EmbeddedPlanFinding?, EmbeddedPlanFinding?)

```
public static bool operator ==(EmbeddedPlanFinding? left, EmbeddedPlanFinding? right)
```

Parameters

`left` **EmbeddedPlanFinding**

`right` **EmbeddedPlanFinding**

Returns

bool

operator !=(EmbeddedPlanFinding?, EmbeddedPlanFinding?)

```
public static bool operator !=(EmbeddedPlanFinding? left, EmbeddedPlanFinding? right)
```

Parameters

`left` **EmbeddedPlanFinding**

`right` **EmbeddedPlanFinding**

Returns

bool

Class EmbeddedProtocolBinding

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EmbeddedProtocolBinding
```

Inheritance object
EmbeddedProtocolBinding

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

EmbeddedProtocolBinding()

```
public EmbeddedProtocolBinding()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 9

CapabilityKey

```
[MaxLength(200)]
public string CapabilityKey { get; set; }
```

Value

string

Direction

```
[MaxLength(120)]
public string Direction { get; set; }
```

Value

string

Key

```
[MaxLength(120)]
public string Key { get; set; }
```

Value

string

PinKeys

```
public List<string> PinKeys { get; set; }
```

Value

List<string>

ProtocolKey

```
[MaxLength(120)]
public string ProtocolKey { get; set; }
```

Value

string

Role

```
[MaxLength(120)]
public string Role { get; set; }
```

Value

string

SettingsJson

```
public string SettingsJson { get; set; }
```

Value

string

TargetController

```
[MaxLength(160)]
public string TargetController { get; set; }
```

Value

string

TargetMethod

```
[MaxLength(160)]
public string TargetMethod { get; set; }
```

Value

string

Class EmbeddedProtocolDescriptor

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EmbeddedProtocolDescriptor
```

Inheritance object
EmbeddedProtocolDescriptor

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

EmbeddedProtocolDescriptor()

```
public EmbeddedProtocolDescriptor()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 10

DisplayName

```
public string DisplayName { get; set; }
```

Value
string

Key

```
public string Key { get; set; }
```

Value
string

Layer

```
public string Layer { get; set; }
```

Value

string

Purpose

```
public string Purpose { get; set; }
```

Value

string

RequiredRoles

```
public List<string> RequiredRoles { get; set; }
```

Value

List<string>

RequiresExternalHardware

```
public bool RequiresExternalHardware { get; set; }
```

Value

bool

RequiresGateway

```
public bool RequiresGateway { get; set; }
```

Value

bool

SafetyNote

```
public string SafetyNote { get; set; }
```

Value

string

SupportedByGeneratedSketch

```
public bool SupportedByGeneratedSketch { get; set; }
```

Value

bool

SupportsSharedBus

```
public bool SupportsSharedBus { get; set; }
```

Value

bool

Class EmbeddedProtocolKeys

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EmbeddedProtocolKeys
```

Inheritance	object EmbeddedProtocolKeys
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Fields ðŸ□± ðŸ□¶ âœ¨ 15

AnalogAdc

```
public const string AnalogAdc = "gpio.analog"
```

Value

string

Can

```
public const string Can = "bus.can"
```

Value

string

Custom

```
public const string Custom = "custom"
```

Value

string

DigitalGpio

```
public const string DigitalGpio = "gpio.digital"
```

Value

string

HttpJson

```
public const string HttpJson = "transport.http-json"
```

Value

string

I2c

```
public const string I2c = "bus.i2c"
```

Value

string

LocalGptOneWire

```
public const string LocalGptOneWire = "localgpt.onewire-envelope"
```

Value

string

Mqtt

```
public const string Mqtt = "transport.mqtt"
```

Value

string

OrganicPeer

```
public const string OrganicPeer = "localgpt.organic-peer"
```

Value

string

PhysicalOneWire

```
public const string PhysicalOneWire = "bus.onewire.physical"
```

Value

string

Pwm

```
public const string Pwm = "gpio.pwm"
```

Value

string

Rs485

```
public const string Rs485 = "bus.rs485"
```

Value

string

SerialJsonLines

```
public const string SerialJsonLines = "transport.serial-json-lines"
```

Value

string

Spi

```
public const string Spi = "bus.spi"
```

Value

string

Uart

```
public const string Uart = "bus.uart"
```

Value

string

Class EmbeddedPublisherWorkbenchContract

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EmbeddedPublisherWorkbenchContract
```

Inheritance

object
EmbeddedPublisherWorkbenchContract

Inherited Members

object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)

object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

EmbeddedPublisherWorkbenchContract()

```
public EmbeddedPublisherWorkbenchContract()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 7

AnimationContract

```
public string AnimationContract { get; set; }
```

Value

string

CanvasContract

```
public string CanvasContract { get; set; }
```

Value

string

CapabilityKey

```
public string CapabilityKey { get; set; }
```

Value

string

Controller

```
public string Controller { get; set; }
```

Value

string

Method

```
public string Method { get; set; }
```

Value

string

Route

```
public string Route { get; set; }
```

Value

string

SupportedOperations

```
public List<string> SupportedOperations { get; set; }
```

Value

List<string>

Class EmbeddedSensorRequirement

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Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed class EmbeddedSensorRequirement
```

Inheritance	object EmbeddedSensorRequirement
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

EmbeddedSensorRequirement()

```
public EmbeddedSensorRequirement()
```

Properties ðŸ±ðŸ¾ â€¨ 12

BusKey

```
[MaxLength(120)]
public string BusKey { get; set; }
```

Value

string

DriverKey

```
[MaxLength(120)]
public string DriverKey { get; set; }
```

Value

string

Interface

```
[MaxLength(120)]
public string Interface { get; set; }
```

Value

string

Key

```
[MaxLength(120)]
public string Key { get; set; }
```

Value

string

Metric

```
[MaxLength(80)]
public string Metric { get; set; }
```

Value

string

Notes

```
[MaxLength(1000)]
public string Notes { get; set; }
```

Value

string

PreferredGpio

```
public int? PreferredGpio { get; set; }
```

Value

int?

PreferredPinKey

```
[MaxLength(80)]
public string PreferredPinKey { get; set; }
```

Value

string

ProtocolKey

```
[MaxLength(120)]
public string ProtocolKey { get; set; }
```

Value

string

SensorType

```
[MaxLength(160)]
public string SensorType { get; set; }
```

Value

string

SupplyVoltage

```
public double SupplyVoltage { get; set; }
```

Value

double

Unit

```
[MaxLength(80)]
public string Unit { get; set; }
```

Value

string

Class EmbeddedTelemetryBridgeRequest

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌞

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EmbeddedTelemetryBridgeRequest
```

Inheritance object
EmbeddedTelemetryBridgeRequest

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

EmbeddedTelemetryBridgeRequest()

```
public EmbeddedTelemetryBridgeRequest()
```

🐾 Properties ðŸ±ðŸ¶ â€¨ 8

BoardProfileKey

```
public string BoardProfileKey { get; set; }
```

Value
string

DeviceId

```
public string DeviceId { get; set; }
```

Value
string

DeviceTimestampMilliseconds

```
public long DeviceTimestampMilliseconds { get; set; }
```

Value

long

MetadataJson

```
public string MetadataJson { get; set; }
```

Value

string

Readings

```
public List<EmbeddedTelemetryReading> Readings { get; set; }
```

Value

List<EmbeddedTelemetryReading>

Sequence

```
public long Sequence { get; set; }
```

Value

long

TargetPeerId

```
public string TargetPeerId { get; set; }
```

Value

string

TransportKey

```
public string TransportKey { get; set; }
```

Value

string

Class EmbeddedTelemetryBridgeResult

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EmbeddedTelemetryBridgeResult
```

Inheritance object
EmbeddedTelemetryBridgeResult

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â¨ 1

EmbeddedTelemetryBridgeResult()

```
public EmbeddedTelemetryBridgeResult()
```

🐾 Properties ðŸ±ðŸ¶â¨ 5

EdgeEnvelopeJson

```
public string EdgeEnvelopeJson { get; set; }
```

Value

string

Findings

```
public List<EmbeddedPlanFinding> Findings { get; set; }
```

Value

List<EmbeddedPlanFinding>

OneWireEnvelope

```
public OneWireEnvelope? OneWireEnvelope { get; set; }
```

Value

OneWireEnvelope

Status

```
public string Status { get; set; }
```

Value

string

Succeeded

```
public bool Succeeded { get; set; }
```

Value

bool

Class EmbeddedTelemetryIngressResult

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✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed class EmbeddedTelemetryIngressResult
```

Inheritance object
EmbeddedTelemetryIngressResult

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

EmbeddedTelemetryIngressResult()

```
public EmbeddedTelemetryIngressResult()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 7

Accepted

```
public bool Accepted { get; set; }
```

Value

bool

DeviceId

```
public string DeviceId { get; set; }
```

Value

string

Findings

```
public List<EmbeddedPlanFinding> Findings { get; set; }
```

Value

List<EmbeddedPlanFinding>

ReadingCount

```
public int ReadingCount { get; set; }
```

Value

int

ReceivedAtUtc

```
public DateTime ReceivedAtUtc { get; set; }
```

Value

DateTime

Sequence

```
public long Sequence { get; set; }
```

Value

long

Status

```
public string Status { get; set; }
```

Value

string

Class EmbeddedTelemetryReading

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EmbeddedTelemetryReading
```

Inheritance object
EmbeddedTelemetryReading

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â¨ 1

EmbeddedTelemetryReading()

```
public EmbeddedTelemetryReading()
```

🐾 Properties ðŸ±ðŸ¶â¨ 7

Gpio

```
public int? Gpio { get; set; }
```

Value

int?

Metric

```
public string Metric { get; set; }
```

Value

string

PinKey

```
public string PinKey { get; set; }
```

Value

string

Quality

```
public string Quality { get; set; }
```

Value

string

SensorKey

```
public string SensorKey { get; set; }
```

Value

string

Unit

```
public string Unit { get; set; }
```

Value

string

Value

```
public double Value { get; set; }
```

Value

double

Class EmbeddedTelemetrySnapshot

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EmbeddedTelemetrySnapshot
```

Inheritance
object
EmbeddedTelemetrySnapshot

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

EmbeddedTelemetrySnapshot()

```
public EmbeddedTelemetrySnapshot()
```

Properties ðŸ±ðŸ¶â€åœ¨ 6

BoardProfileKey

```
public string BoardProfileKey { get; set; }
```

Value

string

DeviceId

```
public string DeviceId { get; set; }
```

Value

string

Readings

```
public List<EmbeddedTelemetryReading> Readings { get; set; }
```

Value

List<EmbeddedTelemetryReading>

ReceivedAtUtc

```
public DateTime ReceivedAtUtc { get; set; }
```

Value

DateTime

Sequence

```
public long Sequence { get; set; }
```

Value

long

TransportKey

```
public string TransportKey { get; set; }
```

Value

string

Class EmbeddedTransportContract

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EmbeddedTransportContract
```

Inheritance object
EmbeddedTransportContract

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

EmbeddedTransportContract()

```
public EmbeddedTransportContract()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 10

Boundary

```
public string Boundary { get; set; }
```

Value

string

CapabilityKey

```
public string CapabilityKey { get; set; }
```

Value

string

Controller

```
public string Controller { get; set; }
```

Value

string

Direction

```
public string Direction { get; set; }
```

Value

string

DisplayName

```
public string DisplayName { get; set; }
```

Value

string

ExampleEnvelopeJson

```
public string ExampleEnvelopeJson { get; set; }
```

Value

string

Method

```
public string Method { get; set; }
```

Value

string

ProtocolKey

```
public string ProtocolKey { get; set; }
```

Value

string

RequiresGateway

```
public bool RequiresGateway { get; set; }
```

Value

bool

RequiresOneWireSecurity

```
public bool RequiresOneWireSecurity { get; set; }
```

Value

bool

Class EmbeddedWiringConnection

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EmbeddedWiringConnection
```

Inheritance
object
EmbeddedWiringConnection

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

EmbeddedWiringConnection()

```
public EmbeddedWiringConnection()
```

Properties ðŸ±ðŸ¶â¨ 12

Animated

```
public bool Animated { get; set; }
```

Value

bool

AnimationKey

```
public string AnimationKey { get; set; }
```

Value

string

BusKey

```
public string BusKey { get; set; }
```

Value

string

Direction

```
public string Direction { get; set; }
```

Value

string

Id

```
public string Id { get; set; }
```

Value

string

PropertiesJson

```
public string PropertiesJson { get; set; }
```

Value

string

ProtocolKey

```
public string ProtocolKey { get; set; }
```

Value

string

SignalName

```
public string SignalName { get; set; }
```

Value

string

SourceNodeId

```
public string SourceNodeId { get; set; }
```

Value

string

StyleKey

```
public string StyleKey { get; set; }
```

Value

string

TargetNodeId

```
public string TargetNodeId { get; set; }
```

Value

string

Voltage

```
public double Voltage { get; set; }
```

Value

double

Class EmbeddedWiringDraft

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EmbeddedWiringDraft
```

Inheritance
object
EmbeddedWiringDraft

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

EmbeddedWiringDraft()

```
public EmbeddedWiringDraft()
```

Properties ðŸ±ðŸ¶â åœ¨ 9

BoardProfileKey

```
public string BoardProfileKey { get; set; }
```

Value

string

CanvasHeight

```
public double CanvasHeight { get; set; }
```

Value

double

CanvasWidth

```
public double CanvasWidth { get; set; }
```

Value

double

Connections

```
public List<EmbeddedWiringConnection> Connections { get; set; }
```

Value

List<EmbeddedWiringConnection>

CoordinateSystem

```
public string CoordinateSystem { get; set; }
```

Value

string

Id

```
public Guid Id { get; set; }
```

Value

Guid

MetadataJson

```
public string MetadataJson { get; set; }
```

Value

string

Name

```
public string Name { get; set; }
```

Value

string

Nodes

```
public List<EmbeddedWiringNode> Nodes { get; set; }
```

Value

List<EmbeddedWiringNode>

Class EmbeddedWiringDraftCreateRequest

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EmbeddedWiringDraftCreateRequest
```

Inheritance object
EmbeddedWiringDraftCreateRequest

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

EmbeddedWiringDraftCreateRequest()

```
public EmbeddedWiringDraftCreateRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 2

BoardProfileKey

```
public string BoardProfileKey { get; set; }
```

Value

string

Name

```
public string Name { get; set; }
```

Value

string

Class EmbeddedWiringNode

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EmbeddedWiringNode
```

Inheritance
object
EmbeddedWiringNode

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¾âœ¨ 1

EmbeddedWiringNode()

```
public EmbeddedWiringNode()
```

Properties ðŸ±ðŸ¾âœ¨ 16

Direction

```
public string Direction { get; set; }
```

Value

string

ElectricalRole

```
public string ElectricalRole { get; set; }
```

Value

string

Height

```
public double Height { get; set; }
```

Value

double

Id

```
public string Id { get; set; }
```

Value

string

Kind

```
public string Kind { get; set; }
```

Value

string

Label

```
public string Label { get; set; }
```

Value

string

OpenScadPartKey

```
public string OpenScadPartKey { get; set; }
```

Value

string

PartKey

```
public string PartKey { get; set; }
```

Value

string

PinKey

```
public string PinKey { get; set; }
```

Value

string

PropertiesJson

```
public string PropertiesJson { get; set; }
```

Value

string

ProtocolKey

```
public string ProtocolKey { get; set; }
```

Value

string

StyleKey

```
public string StyleKey { get; set; }
```

Value

string

Voltage

```
public double Voltage { get; set; }
```

Value

double

Width

```
public double Width { get; set; }
```

Value

double

X

```
public double X { get; set; }
```

Value

double

Y

```
public double Y { get; set; }
```

Value

double

Class EmbeddedWiringValidationRequest

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EmbeddedWiringValidationRequest
```

Inheritance
object
EmbeddedWiringValidationRequest

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

EmbeddedWiringValidationRequest()

```
public EmbeddedWiringValidationRequest()
```

Properties ðŸ±ðŸ¶âœ¨ 3

Draft

```
public EmbeddedWiringDraft Draft { get; set; }
```

Value

EmbeddedWiringDraft

RequireBoardPinProfileMatch

```
public bool RequireBoardPinProfileMatch { get; set; }
```

Value

bool

RequireGroundPath

```
public bool RequireGroundPath { get; set; }
```

Value

bool

Class EmbeddedWiringValidationResult

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed class EmbeddedWiringValidationResult
```

Inheritance object
EmbeddedWiringValidationResult

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

EmbeddedWiringValidationResult()

```
public EmbeddedWiringValidationResult()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 6

CouncilReviewPrompt

```
public string CouncilReviewPrompt { get; set; }
```

Value

string

DraftId

```
public Guid DraftId { get; set; }
```

Value

Guid

Findings

```
public List<EmbeddedPlanFinding> Findings { get; set; }
```

Value

List<EmbeddedPlanFinding>

SharedBuses

```
public List<string> SharedBuses { get; set; }
```

Value

List<string>

Status

```
public string Status { get; set; }
```

Value

string

UsedProtocols

```
public List<string> UsedProtocols { get; set; }
```

Value

List<string>

Class EngineeringBenchmarkBuildCheck

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EngineeringBenchmarkBuildCheck
```

Inheritance
object
EngineeringBenchmarkBuildCheck

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

EngineeringBenchmarkBuildCheck()

```
public EngineeringBenchmarkBuildCheck()
```

Properties ðŸ±ðŸ¶ âœ¨ 8

ArtifactName

```
public string ArtifactName { get; set; }
```

Value

string

Duration

```
public TimeSpan? Duration { get; set; }
```

Value

TimeSpan?

ErrorPreview

```
public string ErrorPreview { get; set; }
```

Value

string

ExitCode

```
public int? ExitCode { get; set; }
```

Value

int?

ExtractedRoot

```
public string ExtractedRoot { get; set; }
```

Value

string

OutputPreview

```
public string OutputPreview { get; set; }
```

Value

string

SolutionPath

```
public string SolutionPath { get; set; }
```

Value

string

Status

```
public string Status { get; set; }
```

Value

string

Class EngineeringBenchmarkLaneResult

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EngineeringBenchmarkLaneResult
```

Inheritance
object
EngineeringBenchmarkLaneResult

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

EngineeringBenchmarkLaneResult()

```
public EngineeringBenchmarkLaneResult()
```

Properties ðŸ±ðŸ¶â åœ¨ 17

Artifacts

```
public List<CouncilArtifact> Artifacts { get; set; }
```

Value

List<CouncilArtifact>

BuildChecks

```
public List<EngineeringBenchmarkBuildCheck> BuildChecks { get; set; }
```

Value

List<EngineeringBenchmarkBuildCheck>

BuildabilityScore

```
public int BuildabilityScore { get; set; }
```

Value

int

DownloadableArtifactScore

```
public int DownloadableArtifactScore { get; set; }
```

Value

int

Duration

```
public TimeSpan? Duration { get; set; }
```

Value

TimeSpan?

Evidence

```
public List<string> Evidence { get; set; }
```

Value

List<string>

Lane

```
public string Lane { get; set; }
```

Value

string

MissingFiles

```
public List<string> MissingFiles { get; set; }
```

Value

List<string>

MissingFilesScore

```
public int MissingFilesScore { get; set; }
```

Value

int

Notes

```
public string Notes { get; set; }
```

Value

string

RepairPromptCount

```
public int RepairPromptCount { get; set; }
```

Value

int

RepairPromptsScore

```
public int RepairPromptsScore { get; set; }
```

Value

int

Status

```
public string Status { get; set; }
```

Value

string

TimeToUsableOutputScore

```
public int TimeToUsableOutputScore { get; set; }
```

Value

int

TotalScore

```
public int TotalScore { get; set; }
```

Value

int

ValidArchitectureScore

```
public int ValidArchitectureScore { get; set; }
```

Value

int

WrongPackagesTemplatesScore

```
public int WrongPackagesTemplatesScore { get; set; }
```

Value

int

Class EngineeringBenchmarkRequest

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EngineeringBenchmarkRequest
```

Inheritance object
EngineeringBenchmarkRequest

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

EngineeringBenchmarkRequest()

```
public EngineeringBenchmarkRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 8

ImportLearnBaseFirst

```
public bool ImportLearnBaseFirst { get; set; }
```

Value

bool

LearnBaseRootPath

```
public string LearnBaseRootPath { get; set; }
```

Value

string

MaxBuildArtifacts

```
public int MaxBuildArtifacts { get; set; }
```

Value

int

RunLocalGptArtifacts

```
public bool RunLocalGptArtifacts { get; set; }
```

Value

bool

SaveToKnowledge

```
public bool SaveToKnowledge { get; set; }
```

Value

bool

TaskSet

```
public string TaskSet { get; set; }
```

Value

string

UserConfirmedArtifactActions

```
public bool UserConfirmedArtifactActions { get; set; }
```

Value

bool

ValidateBuildableArtifacts

```
public bool ValidateBuildableArtifacts { get; set; }
```

Value

bool

Class EngineeringBenchmarkResult

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EngineeringBenchmarkResult
```

Inheritance object
EngineeringBenchmarkResult

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â¨ 1

EngineeringBenchmarkResult()

```
public EngineeringBenchmarkResult()
```

🐾 Properties ðŸ±ðŸ¶â¨ 8

CompletedAtUtc

```
public DateTime CompletedAtUtc { get; set; }
```

Value

DateTime

KnowledgeEntryId

```
public Guid? KnowledgeEntryId { get; set; }
```

Value

Guid?

LearnBaseImport

```
public LearnBaseImportResult? LearnBaseImport { get; set; }
```

Value

LearnBaseImportResult

RunId

```
public Guid RunId { get; set; }
```

Value

Guid

StartedAtUtc

```
public DateTime StartedAtUtc { get; set; }
```

Value

DateTime

TaskSet

```
public string TaskSet { get; set; }
```

Value

string

Tasks

```
public List<EngineeringBenchmarkTaskResult> Tasks { get; set; }
```

Value

List<EngineeringBenchmarkTaskResult>

Warnings

```
public List<string> Warnings { get; set; }
```

Value

List<string>

Class EngineeringBenchmarkTaskResult

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class EngineeringBenchmarkTaskResult
```

Inheritance object
EngineeringBenchmarkTaskResult

Inherited Members object.GetType()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

EngineeringBenchmarkTaskResult()

```
public EngineeringBenchmarkTaskResult()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 4

Lanes

```
public List<EngineeringBenchmarkLaneResult> Lanes { get; set; }
```

Value

List<EngineeringBenchmarkLaneResult>

Name

```
public string Name { get; set; }
```

Value

string

Prompt

```
public string Prompt { get; set; }
```

Value

string

TaskId

```
public string TaskId { get; set; }
```

Value

string

Class ExecuteCodeGenerationReviewRequest

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ExecuteCodeGenerationReviewRequest
```

Inheritance object
ExecuteCodeGenerationReviewRequest

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â¨ 1

ExecuteCodeGenerationReviewRequest()

```
public ExecuteCodeGenerationReviewRequest()
```

🐾 Properties ðŸ±ðŸ¶â¨ 5

BuildAfterGeneration

```
public bool BuildAfterGeneration { get; set; }
```

Value

bool

DecisionNote

```
public string DecisionNote { get; set; }
```

Value

string

ExpectedReviewHash

```
public string ExpectedReviewHash { get; set; }
```

Value

string

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

UserConfirmedBuild

```
public bool UserConfirmedBuild { get; set; }
```

Value

bool

Class FileLoggerCoreOptions

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class FileLoggerCoreOptions
```

Inheritance object
FileLoggerCoreOptions

Inherited Members object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

FileLoggerCoreOptions()

```
public FileLoggerCoreOptions()
```

Fields ðŸ±ðŸ¶â œ¨ 1

FileLoggerCore

```
public const string FileLoggerCore = "FileLoggerCore"
```

Value

string

Properties ðŸ±ðŸ¶â œ¨ 2

CoreLogLevel

```
[JsonInclude]
public CoreLogLevel CoreLogLevel { get; set; }
```

Value

CoreLogLevel

FilePath

```
[JsonInclude]
public string? FilePath { get; set; }
```

Value

string

Methods ðŸ±ðŸ¶â¨ 1

CloneOptions(FileLoggerCoreOptions)

```
public FileLoggerCoreOptions CloneOptions(FileLoggerCoreOptions options)
```

Parameters

options
FileLoggerCoreOptions

Returns

FileLoggerCoreOptions

Class FirstRunOnboardingStatus

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Represents the bounded first-run setup state shown by LocalGPT before the user starts normal work.

```
[DocumentationUpdated("2.1.20")]
public sealed class FirstRunOnboardingStatus
```

Inheritance
object
FirstRunOnboardingStatus

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶âœ¨ 1

FirstRunOnboardingStatus()

```
public FirstRunOnboardingStatus()
```

🐾 Properties ðŸ±ðŸ¶âœ¨ 13

ChatRoute

Gets the LocalGPT Chat route.

```
public string ChatRoute { get; }
```

Value

string

CouncilTeamKeys

Gets or sets the currently available seeded or user-owned council team keys.

```
public List<string> CouncilTeamKeys { get; set; }
```

Value

List<string>

CouncilTeamsRoute

Gets the LocalGPT council-team editor route.

```
public string CouncilTeamsRoute { get; }
```

Value

string

DocumentationRoute

Gets the LocalGPT generated-documentation route.

```
public string DocumentationRoute { get; }
```

Value

string

InstalledModels

Gets or sets the distinct locally discovered model names.

```
public List<string> InstalledModels { get; set; }
```

Value

List<string>

InstallerProfiles

Gets or sets installer profiles that remain user-triggered and reviewable.

```
public List<OnboardingInstallerProfile> InstallerProfiles { get; set; }
```

Value

List<OnboardingInstallerProfile>

InstallerRoute

Gets the LocalGPT installer route.

```
public string InstallerRoute { get; }
```

Value

string

IsCompleted

Gets or sets whether the user has dismissed the first-run guide.

```
public bool IsCompleted { get; set; }
```

Value

bool

LocalAiReachable

Gets or sets whether at least one supported local AI endpoint answered the bounded discovery probe.

```
public bool LocalAiReachable { get; set; }
```

Value

bool

ModelPresetNames

Gets or sets the currently available model-preset names.

```
public List<string> ModelPresetNames { get; set; }
```

Value

List<string>

QuickStarts

Gets or sets direct Chat quick starts for common council workloads.

```
public List<CouncilQuickStart> QuickStarts { get; set; }
```

Value

List<CouncilQuickStart>

Version

Gets or sets the LocalGPT version that produced the status.

```
public string Version { get; set; }
```

Value

string

Warnings

Gets or sets warnings collected while optional connectivity discovery ran.

```
public List<string> Warnings { get; set; }
```

Value

List<string>

Class GeneratedArchetypePage

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed record GeneratedArchetypePage : IEquatable<GeneratedArchetypePage>
```

Inheritance	object GeneratedArchetypePage
Implements	IEquatable<GeneratedArchetypePage>
Inherited Members	object.GetType() object.Equals(object, object) object.ReferenceEquals(object, object)
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

GeneratedArchetypePage(string, string)

```
public GeneratedArchetypePage(string FileName, string Source)
```

Parameters

FileName string

Source string

Properties ðŸ±ðŸ¶â œ¨ 2

FileName

```
public string FileName { get; init; }
```

Value

string

Source

```
public string Source { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out string, out string)

```
public void Deconstruct(out string FileName, out string Source)
```

Parameters

`FileName` **string**

`Source` **string**

Equals(GeneratedArchetypePage?)

```
public bool Equals(GeneratedArchetypePage? other)
```

Parameters

`other`
GeneratedArchetypePage

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â œ¨ 2

operator ==(GeneratedArchetypePage?, GeneratedArchetypePage?)

```
public static bool operator ==(GeneratedArchetypePage? left, GeneratedArchetypePage? right)
```

Parameters

`left` **GeneratedArchetypePage**

`right`
GeneratedArchetypePage

Returns

bool

operator !=(GeneratedArchetypePage?, GeneratedArchetypePage?)

```
public static bool operator !=(GeneratedArchetypePage? left, GeneratedArchetypePage? right)
```

Parameters

`left` **GeneratedArchetypePage**

`right`
GeneratedArchetypePage

Returns

bool

Class GeneratedPromiseModule

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record GeneratedPromiseModule : IEquatable<GeneratedPromiseModule>
```

Inheritance object
GeneratedPromiseModule

Implements IEquatable<GeneratedPromiseModule>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

GeneratedPromiseModule(string, string, string, string, IReadOnlyList<string>)

```
public GeneratedPromiseModule(string FileName, string Route, string Title, string Summary, IReadOnlyList<string> Areas)
```

Parameters

`FileName` **string**

`Route` **string**

`Title` **string**

`Summary` **string**

`Areas` **IReadOnlyList<string>**

Properties ðŸ±ðŸ¶â åœ¨ 5

Areas

```
public IReadOnlyList<string> Areas { get; init; }
```

Value

IReadOnlyList<string>

FileName

```
public string FileName { get; init; }
```

Value

string

Route

```
public string Route { get; init; }
```

Value

string

Summary

```
public string Summary { get; init; }
```

Value

string

Title

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

Value

string

Methods ðŸ± ðŸ¶ âœ¨ 5

Deconstruct(out string, out string, out string, out string, out IReadOnlyList<string>)

```
public void Deconstruct(out string FileName, out string Route, out string Title, out string Summary, out IReadOnlyList<string> Areas)
```

Parameters

FileName **string**

Route **string**

Title **string**

`Summary` **string**

`Areas` **IReadOnlyList<string>**

Equals(GeneratedPromiseModule?)

```
public bool Equals(GeneratedPromiseModule? other)
```

Parameters

`other`
GeneratedPromiseModule

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â¨ 2

operator ==(GeneratedPromiseModule?, GeneratedPromiseModule?)

```
public static bool operator ==(GeneratedPromiseModule? left, GeneratedPromiseModule? right)
```

Parameters

`left` **GeneratedPromiseModule**

`right`
GeneratedPromiseModule

Returns

bool

operator !=(GeneratedPromiseModule?, GeneratedPromiseModule?)

```
public static bool operator !=(GeneratedPromiseModule? left, GeneratedPromiseModule? right)
```

Parameters

`left` **GeneratedPromiseModule**

`right`
GeneratedPromiseModule

Returns

bool

Enum GeneratedSolutionArchetype

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public enum GeneratedSolutionArchetype
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Fields ðŸ±ðŸ¶â˜¨ 1

AiHost = 4

BotBackend = 3

Generic = 0

LocalGpt = 1

TacosPortal = 2

Class GroundedProcessReviewRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class GroundedProcessReviewRequest
```

Inheritance object
GroundedProcessReviewRequest

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ â€¨ 1

GroundedProcessReviewRequest()

```
public GroundedProcessReviewRequest()
```

🐾 Properties ðŸ± ðŸ¶ â€¨ 3

Facts

```
public List<string> Facts { get; set; }
```

Value

List<string>

MaxOutputTokens

```
public int MaxOutputTokens { get; set; }
```

Value

int

Question

```
public string? Question { get; set; }
```

Value

string

Class HumanApprovalGateResult

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Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed record HumanApprovalGateResult : IEquatable<HumanApprovalGateResult>
```

Inheritance	object HumanApprovalGateResult
Implements	IEquatable<HumanApprovalGateResult>
Inherited Members	object.GetType()

object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¦ 1

HumanApprovalGateResult(bool, bool, Guid?, string, string, string, string, string)

```
public HumanApprovalGateResult(bool IsAuthorized, bool IsDeclined, Guid? RequestId, string Status, string Message, string DecisionReason = "", string CorrelationId = "", string
UserResponse = "")
```

Parameters

`IsAuthorized` **bool**

`IsDeclined` **bool**

`RequestId` **Guid?**

`Status` **string**

`Message` **string**

`DecisionReason` **string**

`CorrelationId` **string**

`UserResponse` **string**

🐾 Properties ðŸ±ðŸ¶ â€¦ 8

CorrelationId

```
public string CorrelationId { get; init; }
```

Value

string

DecisionReason

```
public string DecisionReason { get; init; }
```

Value

string

IsAuthorized

```
public bool IsAuthorized { get; init; }
```

Value

bool

IsDeclined

```
public bool IsDeclined { get; init; }
```

Value

bool

Message

```
public string Message { get; init; }
```

Value

string

RequestId

```
public Guid? RequestId { get; init; }
```

Value

Guid?

Status

```
public string Status { get; init; }
```

Value

string

UserResponse

```
public string UserResponse { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out bool, out bool, out Guid?, out string, out string, out string, out string, out string)

```
public void Deconstruct(out bool IsAuthorized, out bool IsDeclined, out Guid? RequestId, out string Status, out string Message, out string DecisionReason, out string CorrelationId,
out string UserResponse)
```

Parameters

`IsAuthorized` **bool**

`IsDeclined` **bool**

`RequestId` **Guid?**

`Status` **string**

`Message` **string**

`DecisionReason` **string**

`CorrelationId` **string**

`UserResponse` **string**

Equals(HumanApprovalGateResult?)

```
public bool Equals(HumanApprovalGateResult? other)
```

Parameters

`other`
HumanApprovalGateResult

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â™¨ 2

operator ==(HumanApprovalGateResult?, HumanApprovalGateResult?)

```
public static bool operator ==(HumanApprovalGateResult? left, HumanApprovalGateResult? right)
```

Parameters

`left`
HumanApprovalGateResult

`right`
HumanApprovalGateResult

Returns

bool

operator !=(HumanApprovalGateResult?, HumanApprovalGateResult?)

```
public static bool operator !=(HumanApprovalGateResult? left, HumanApprovalGateResult? right)
```

Parameters

`left`
HumanApprovalGateResult

`right`
HumanApprovalGateResult

Returns

bool

Class HumanApprovalRequestSpec

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record HumanApprovalRequestSpec : IEquatable<HumanApprovalRequestSpec>
```

Inheritance	object HumanApprovalRequestSpec
Implements	IEquatable<HumanApprovalRequestSpec>
Inherited Members	object.GetType() object.Equals(object, object) object.ReferenceEquals(object, object)
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

HumanApprovalRequestSpec(string, string, string, string, string, string, string, string, Guid?, int, bool, bool, string, string, string, string, bool, string, string, string, string, int, string)

```
public HumanApprovalRequestSpec(string CorrelationId, string OperationKey, string Title, string Description, string RiskLevel, string Source, string RequestedBy, string
RequestedRole, Guid? CouncilRunId = null, int EarliestCouncilRound = 0, bool RequiredBeforeCompletion = false, bool IsSensitive = true, string RequestKind = "", string
SuggestedResponsesText = "", string ResponsePrompt = "", string PrefillText = "", bool AllowFreeText = true, string ParameterFingerprint = "", string QuestionScope = "Member",
string GateMode = "None", string TargetMembersText = "", int RequestedCouncilRound = 0, string RequestedCouncilPhase = "")
```

Parameters

`CorrelationId` string

`OperationKey` string

`Title` string

`Description` string

`RiskLevel` string

`Source` string

`RequestedBy` string

`RequestedRole` string

`CouncilRunId` Guid?

`EarliestCouncilRound` int

`RequiredBeforeCompletion` bool

`IsSensitive` bool

`RequestKind` string

`SuggestedResponsesText` string

`ResponsePrompt` string

`PrefillText` string

`AllowFreeText` bool

`ParameterFingerprint` string

`QuestionScope` string

`GateMode` string

`TargetMembersText` string

`RequestedCouncilRound` int

`RequestedCouncilPhase` string

Properties ðŸ±ðŸ¶â€¨ 23

AllowFreeText

```
public bool AllowFreeText { get; init; }
```

Value

bool

CorrelationId

```
public string CorrelationId { get; init; }
```

Value

string

CouncilRunId

```
public Guid? CouncilRunId { get; init; }
```

Value

Guid?

Description

```
public string Description { get; init; }
```

Value

string

EarliestCouncilRound

```
public int EarliestCouncilRound { get; init; }
```

Value

int

GateMode

```
public string GateMode { get; init; }
```

Value

string

IsSensitive

```
public bool IsSensitive { get; init; }
```

Value

bool

OperationKey

```
public string OperationKey { get; init; }
```

Value

string

ParameterFingerprint

```
public string ParameterFingerprint { get; init; }
```

Value

string

PrefillText

```
public string PrefillText { get; init; }
```

Value

string

QuestionScope

```
public string QuestionScope { get; init; }
```

Value

string

RequestKind

```
public string RequestKind { get; init; }
```

Value

string

RequestedBy

```
public string RequestedBy { get; init; }
```

Value

string

RequestedCouncilPhase

```
public string RequestedCouncilPhase { get; init; }
```

Value

string

RequestedCouncilRound

```
public int RequestedCouncilRound { get; init; }
```

Value

int

RequestedRole

```
public string RequestedRole { get; init; }
```

Value

string

RequiredBeforeCompletion

```
public bool RequiredBeforeCompletion { get; init; }
```

Value

bool

ResponsePrompt

```
public string ResponsePrompt { get; init; }
```

Value

string

RiskLevel

```
public string RiskLevel { get; init; }
```

Value

string

Source

```
public string Source { get; init; }
```

Value

string

SuggestedResponsesText

```
public string SuggestedResponsesText { get; init; }
```

Value

string

TargetMembersText

```
public string TargetMembersText { get; init; }
```

Value

string

Title

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

Value

string

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out string, out string, out string, out string, out string, out string, out string, out string, out Guid?, out int, out bool, out bool, out string, out string, out string, out string, out bool, out string, out string, out string, out string, out int, out string)

```
public void Deconstruct(out string CorrelationId, out string OperationKey, out string Title, out string Description, out string RiskLevel, out string Source, out string RequestedBy,
out string RequestedRole, out Guid? CouncilRunId, out int EarliestCouncilRound, out bool RequiredBeforeCompletion, out bool IsSensitive, out string RequestKind, out string
SuggestedResponsesText, out string ResponsePrompt, out string PrefillText, out bool AllowFreeText, out string ParameterFingerprint, out string QuestionScope, out string GateMode,
out string TargetMembersText, out int RequestedCouncilRound, out string RequestedCouncilPhase)
```

Parameters

CorrelationId **string**

`OperationKey` string

`Title` string

`Description` string

`RiskLevel` string

`Source` string

`RequestedBy` string

`RequestedRole` string

`CouncilRunId` Guid?

`EarliestCouncilRound` int

`RequiredBeforeCompletion` bool

`IsSensitive` bool

`RequestKind` string

`SuggestedResponsesText` string

`ResponsePrompt` string

`PrefillText` string

`AllowFreeText` bool

`ParameterFingerprint` string

`QuestionScope` string

`GateMode` string

`TargetMembersText` string

`RequestedCouncilRound` int

`RequestedCouncilPhase` string

Equals(HumanApprovalRequestSpec?)

```
public bool Equals(HumanApprovalRequestSpec? other)
```

Parameters

`other`
HumanApprovalRequestSpec

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â åœ¨ 2

operator ==(HumanApprovalRequestSpec?, HumanApprovalRequestSpec?)

```
public static bool operator ==(HumanApprovalRequestSpec? left, HumanApprovalRequestSpec? right)
```

Parameters

`left`
HumanApprovalRequestSpec

`right`
HumanApprovalRequestSpec

Returns

bool

operator !=(HumanApprovalRequestSpec?, HumanApprovalRequestSpec?)

```
public static bool operator !=(HumanApprovalRequestSpec? left, HumanApprovalRequestSpec? right)
```

Parameters

`left`
HumanApprovalRequestSpec

`right`
HumanApprovalRequestSpec

Returns

bool

Enum HumanApprovalReuseScope

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public enum HumanApprovalReuseScope
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Fields ðŸ±ðŸ¶âœ¨ 1

`CurrentApplicationSession = 1`

`ExactRequestOnce = 0`

`PersistentUntilChanged = 2`

Enum HumanCollaborationBoundary

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public enum HumanCollaborationBoundary
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Fields ðŸ±ðŸ¶âœ¨ 1

```
Completion = 2
Phase = 0
Round = 1
```


Class HumanCollaborationGateStatus

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record HumanCollaborationGateStatus : IEquatable<HumanCollaborationGateStatus>
```

Inheritance object
HumanCollaborationGateStatus

Implements IEquatable<HumanCollaborationGateStatus>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶âœ¨ 1

HumanCollaborationGateStatus(bool, HumanCollaborationBoundary, int, string, IReadOnlyList<HumanCollaborationRequest>)

```
public HumanCollaborationGateStatus(bool IsBlocked, HumanCollaborationBoundary Boundary, int UpcomingRound, string UpcomingPhase, IReadOnlyList<HumanCollaborationRequest>
BlockingRequests)
```

Parameters

IsBlocked bool

Boundary
HumanCollaborationBoundary

UpcomingRound int

UpcomingPhase string

BlockingRequests
IReadOnlyList<HumanCollaborationRequest>

Properties ðŸ±ðŸ¶â œ¨ 5

BlockingRequests

```
public IReadOnlyList<HumanCollaborationRequest> BlockingRequests { get; init; }
```

Value

IReadOnlyList<HumanCollaborationRequest>

Boundary

```
public HumanCollaborationBoundary Boundary { get; init; }
```

Value

HumanCollaborationBoundary

IsBlocked

```
public bool IsBlocked { get; init; }
```

Value

bool

UpcomingPhase

```
public string UpcomingPhase { get; init; }
```

Value

string

UpcomingRound

```
public int UpcomingRound { get; init; }
```

Value

int

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out bool, out HumanCollaborationBoundary, out int, out string, out IReadOnlyList<HumanCollaborationRequest>)

```
public void Deconstruct(out bool IsBlocked, out HumanCollaborationBoundary Boundary, out int UpcomingRound, out string UpcomingPhase, out IReadOnlyList<HumanCollaborationRequest>
BlockingRequests)
```

Parameters

IsBlocked **bool**

Boundary
HumanCollaborationBoundary

`UpcomingRound` **int**

`UpcomingPhase` **string**

`BlockingRequests`
IReadOnlyList<HumanCollaborationRequest>

Equals(HumanCollaborationGateStatus?)

```
public bool Equals(HumanCollaborationGateStatus? other)
```

Parameters

`other`
HumanCollaborationGateStatus

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â¶ âœ¨ 2

operator ==(HumanCollaborationGateStatus?, HumanCollaborationGateStatus?)

```
public static bool operator ==(HumanCollaborationGateStatus? left, HumanCollaborationGateStatus? right)
```

Parameters

`left`
HumanCollaborationGateStatus

`right`
HumanCollaborationGateStatus

Returns

bool

operator !=(HumanCollaborationGateStatus?, HumanCollaborationGateStatus?)

```
public static bool operator !=(HumanCollaborationGateStatus? left, HumanCollaborationGateStatus? right)
```

Parameters

`left`
HumanCollaborationGateStatus

`right`
HumanCollaborationGateStatus

Returns

bool

Class HumanCollaborationRequest

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class HumanCollaborationRequest
```

Inheritance
object
HumanCollaborationRequest

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)

object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

HumanCollaborationRequest()

```
public HumanCollaborationRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 39

AllowFreeText

```
public bool AllowFreeText { get; set; }
```

Value

bool

ApprovalReuseScope

```
public HumanApprovalReuseScope ApprovalReuseScope { get; set; }
```

Value

HumanApprovalReuseScope

ApprovalSessionId

```
public Guid? ApprovalSessionId { get; set; }
```

Value

Guid?

ConsumeApproval

```
public bool ConsumeApproval { get; set; }
```

Value

bool

ConsumedAtUtc

```
public DateTime? ConsumedAtUtc { get; set; }
```

Value

DateTime?

CorrelationId

```
public string CorrelationId { get; set; }
```

Value

string

CouncilRunId

```
public Guid? CouncilRunId { get; set; }
```

Value

Guid?

DecidedAtUtc

```
public DateTime? DecidedAtUtc { get; set; }
```

Value

DateTime?

DecisionBy

```
public string DecisionBy { get; set; }
```

Value

string

DecisionByProfileId

```
public Guid? DecisionByProfileId { get; set; }
```

Value

Guid?

DecisionReason

```
public string DecisionReason { get; set; }
```

Value

string

DecisionVersion

```
public int DecisionVersion { get; set; }
```

Value

int

Description

```
public string Description { get; set; }
```

Value

string

EarliestCouncilRound

```
public int EarliestCouncilRound { get; set; }
```

Value

int

GateMode

```
public string GateMode { get; set; }
```

Value

string

Id

```
public Guid Id { get; set; }
```

Value

Guid

IsSensitive

```
public bool IsSensitive { get; set; }
```

Value

bool

OperationKey

```
public string OperationKey { get; set; }
```

Value

string

ParameterFingerprint

```
public string ParameterFingerprint { get; set; }
```

Value

string

PrefillText

```
public string PrefillText { get; set; }
```

Value

string

QuestionScope

```
public string QuestionScope { get; set; }
```

Value

string

RequestKind

```
public string RequestKind { get; set; }
```

Value

string

RequestedAtUtc

```
public DateTime RequestedAtUtc { get; set; }
```

Value

DateTime

RequestedBy

```
public string RequestedBy { get; set; }
```

Value

string

RequestedCouncilPhase

```
public string RequestedCouncilPhase { get; set; }
```

Value

string

RequestedCouncilRound

```
public int RequestedCouncilRound { get; set; }
```

Value

int

RequestedRole

```
public string RequestedRole { get; set; }
```

Value

string

RequiredBeforeCompletion

```
public bool RequiredBeforeCompletion { get; set; }
```

Value

bool

ResponsePrompt

```
public string ResponsePrompt { get; set; }
```

Value

string

RiskLevel

```
public string RiskLevel { get; set; }
```

Value

string

Source

```
public string Source { get; set; }
```

Value

string

Status

```
public string Status { get; set; }
```

Value

string

SuggestedResponses

```
[NotMapped]
public IReadOnlyList<string> SuggestedResponses { get; }
```

Value

IReadOnlyList<string>

SuggestedResponsesText

```
public string SuggestedResponsesText { get; set; }
```

Value

string

TargetMembersDisplay

```
[NotMapped]
public string TargetMembersDisplay { get; }
```

Value

string

TargetMembersText

```
public string TargetMembersText { get; set; }
```

Value

string

Title

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

Value

string

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

UserResponse

```
public string UserResponse { get; set; }
```

Value

string

Class HumanCollaborationRequestEditor

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Mutable draft state for one human-collaboration response editor. Kept in the business-object domain so Razor components contain behavior and rendering only.

```
public sealed class HumanCollaborationRequestEditor
```

Inheritance
object
HumanCollaborationRequestEditor

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors

HumanCollaborationRequestEditor(string, string, HumanApprovalReuseScope, bool)

Mutable draft state for one human-collaboration response editor. Kept in the business-object domain so Razor components contain behavior and rendering only.

```
public HumanCollaborationRequestEditor(string response, string reason, HumanApprovalReuseScope reuseScope = HumanApprovalReuseScope.ExactRequestOnce, bool consumeApproval = true)
```

Parameters

`response` **string**

`reason` **string**

`reuseScope`
HumanApprovalReuseScope

`consumeApproval` **bool**

Properties ðŸ±ðŸ¶â œ¨ 4

ConsumeApproval

```
public bool ConsumeApproval { get; set; }
```

Value

bool

Reason

```
public string Reason { get; set; }
```

Value

string

Response

```
public string Response { get; set; }
```

Value

string

ReuseScope

```
public HumanApprovalReuseScope ReuseScope { get; set; }
```

Value

HumanApprovalReuseScope

Class HumanCollaborationRequestParameters

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class HumanCollaborationRequestParameters
```

Inheritance object
HumanCollaborationRequestParameters

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ 1

HumanCollaborationRequestParameters()

```
public HumanCollaborationRequestParameters()
```

🐾 Properties ðŸ±ðŸ¶â€¨ 12

AllowFreeText

```
public bool AllowFreeText { get; set; }
```

Value

bool

Description

```
public string Description { get; set; }
```

Value

string

Gate

```
public string Gate { get; set; }
```

Value

string

Kind

```
public string Kind { get; set; }
```

Value

string

PrefillText

```
public string PrefillText { get; set; }
```

Value

string

QuestionScope

```
public string QuestionScope { get; set; }
```

Value

string

RequestedRole

```
public string RequestedRole { get; set; }
```

Value

string

RequiredBeforeCompletion

```
public bool RequiredBeforeCompletion { get; set; }
```

Value

bool

ResponsePrompt

```
public string ResponsePrompt { get; set; }
```

Value

string

SuggestedResponses

```
public string[]? SuggestedResponses { get; set; }
```

Value

string[]

TargetMembers

```
public string[]? TargetMembers { get; set; }
```

Value

string[]

Title

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

Value

string

Class HumanCollaborationSnapshot

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record HumanCollaborationSnapshot : IEquatable<HumanCollaborationSnapshot>
```

Inheritance object
HumanCollaborationSnapshot

Implements IEquatable<HumanCollaborationSnapshot>

Inherited Members object.GetType()

object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

HumanCollaborationSnapshot(HumanCouncilParticipantProfile, IReadOnlyList<HumanCollaborationRequest>, IReadOnlyList<HumanCouncilRunSnapshot>, IReadOnlyList<HumanCouncilContribution>)

```
public HumanCollaborationSnapshot(HumanCouncilParticipantProfile Profile, IReadOnlyList<HumanCollaborationRequest> Requests, IReadOnlyList<HumanCouncilRunSnapshot> ActiveRuns,
IReadOnlyList<HumanCouncilContribution> Contributions)
```

Parameters

Profile
HumanCouncilParticipantProfile

Requests
IReadOnlyList<HumanCollaborationRequest>

ActiveRuns
IReadOnlyList<HumanCouncilRunSnapshot>

Contributions
IReadOnlyList<HumanCouncilContribution>

🐾 Properties ðŸ±ðŸ¶â œ¨ 4

ActiveRuns

```
public IReadOnlyList<HumanCouncilRunSnapshot> ActiveRuns { get; init; }
```

Value

IReadOnlyList<HumanCouncilRunSnapshot>

Contributions

```
public IReadOnlyList<HumanCouncilContribution> Contributions { get; init; }
```

Value

IReadOnlyList<HumanCouncilContribution>

Profile

```
public HumanCouncilParticipantProfile Profile { get; init; }
```

Value

HumanCouncilParticipantProfile

Requests

```
public IReadOnlyList<HumanCollaborationRequest> Requests { get; init; }
```

Value

IReadOnlyList<HumanCollaborationRequest>

Methods

Deconstruct(out HumanCouncilParticipantProfile, out IReadOnlyList<HumanCollaborationRequest>, out IReadOnlyList<HumanCouncilRunSnapshot>, out IReadOnlyList<HumanCouncilContribution>)

```
public void Deconstruct(out HumanCouncilParticipantProfile Profile, out IReadOnlyList<HumanCollaborationRequest> Requests, out IReadOnlyList<HumanCouncilRunSnapshot> ActiveRuns, out
IReadOnlyList<HumanCouncilContribution> Contributions)
```

Parameters

`Profile`
HumanCouncilParticipantProfile

`Requests`
IReadOnlyList<HumanCollaborationRequest>

`ActiveRuns`
IReadOnlyList<HumanCouncilRunSnapshot>

`Contributions`
IReadOnlyList<HumanCouncilContribution>

Equals(HumanCollaborationSnapshot?)

```
public bool Equals(HumanCollaborationSnapshot? other)
```

Parameters

`other`
HumanCollaborationSnapshot

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â…œ 2

operator ==(HumanCollaborationSnapshot?, HumanCollaborationSnapshot?)

```
public static bool operator ==(HumanCollaborationSnapshot? left, HumanCollaborationSnapshot? right)
```

Parameters

left
HumanCollaborationSnapshot

right
HumanCollaborationSnapshot

Returns

bool

operator !=(HumanCollaborationSnapshot?, HumanCollaborationSnapshot?)

```
public static bool operator !=(HumanCollaborationSnapshot? left, HumanCollaborationSnapshot? right)
```

Parameters

left
HumanCollaborationSnapshot

right
HumanCollaborationSnapshot

Returns

bool

Class HumanCouncilContribution

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class HumanCouncilContribution
```

Inheritance
object
HumanCouncilContribution

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

HumanCouncilContribution()

```
public HumanCouncilContribution()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 13

Content

```
public string Content { get; set; }
```

Value

string

CouncilRunId

```
public Guid CouncilRunId { get; set; }
```

Value

Guid

EarliestCouncilRound

```
public int EarliestCouncilRound { get; set; }
```

Value

int

EvaluatedAfterRound

```
public int EvaluatedAfterRound { get; set; }
```

Value

int

EvaluatedAtUtc

```
public DateTime? EvaluatedAtUtc { get; set; }
```

Value

DateTime?

Evaluation

```
public string Evaluation { get; set; }
```

Value

string

EvaluationVerdict

```
public string EvaluationVerdict { get; set; }
```

Value

string

HumanDisplayName

```
public string HumanDisplayName { get; set; }
```

Value

string

HumanRole

```
public string HumanRole { get; set; }
```

Value

string

Id

```
public Guid Id { get; set; }
```

Value

Guid

InjectedAtUtc

```
public DateTime? InjectedAtUtc { get; set; }
```

Value

DateTime?

Status

```
public string Status { get; set; }
```

Value

string

SubmittedAtUtc

```
public DateTime SubmittedAtUtc { get; set; }
```

Value

DateTime

Class HumanCouncilParticipantProfile

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class HumanCouncilParticipantProfile
```

Inheritance
object
HumanCouncilParticipantProfile

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

HumanCouncilParticipantProfile()

```
public HumanCouncilParticipantProfile()
```

Properties ðŸ±ðŸ¶â€â™¨ 9

DisplayName

```
public string DisplayName { get; set; }
```

Value

string

Expertise

```
public string Expertise { get; set; }
```

Value

string

Id

```
public Guid Id { get; set; }
```

Value

Guid

IsEnabled

```
public bool IsEnabled { get; set; }
```

Value

bool

ProfileVersion

```
public int ProfileVersion { get; set; }
```

Value

int

RoleName

```
public string RoleName { get; set; }
```

Value

string

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

UpdatedBy

```
public string UpdatedBy { get; set; }
```

Value

string

WorkingStyle

```
public string WorkingStyle { get; set; }
```

Value

string

Class HumanCouncilRunSnapshot

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record HumanCouncilRunSnapshot : IEquatable<HumanCouncilRunSnapshot>
```

Inheritance object
HumanCouncilRunSnapshot

Implements IEquatable<HumanCouncilRunSnapshot>

Inherited Members object.GetType()

object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

HumanCouncilRunSnapshot(Guid, DateTime, int, string, IReadOnlyList<string>, bool)

```
public HumanCouncilRunSnapshot(Guid RunId, DateTime StartedAtUtc, int CurrentRound, string Phase, IReadOnlyList<string> CouncilMembers, bool IsWaitingForFinalHumanInput)
```

Parameters

`RunId` **Guid**

`StartedAtUtc` **DateTime**

`CurrentRound` **int**

`Phase` **string**

`CouncilMembers`
IReadOnlyList<string>

`IsWaitingForFinalHumanInput`
bool

🐾 Properties ðŸ±ðŸ¶ âœ¨ 6

CouncilMembers

```
public IReadOnlyList<string> CouncilMembers { get; init; }
```

Value

IReadOnlyList<string>

CurrentRound

```
public int CurrentRound { get; init; }
```

Value

int

IsWaitingForFinalHumanInput

```
public bool IsWaitingForFinalHumanInput { get; init; }
```

Value

bool

Phase

```
public string Phase { get; init; }
```

Value

string

RunId

```
public Guid RunId { get; init; }
```

Value

Guid

StartedAtUtc

```
public DateTime StartedAtUtc { get; init; }
```

Value

DateTime

Methods ðŸ±ðŸ¶ âœ¨ 5

Deconstruct(out Guid, out DateTime, out int, out string, out IReadOnlyList<string>, out bool)

```
public void Deconstruct(out Guid RunId, out DateTime StartedAtUtc, out int CurrentRound, out string Phase, out IReadOnlyList<string> CouncilMembers, out
bool IsWaitingForFinalHumanInput)
```

Parameters

RunId Guid

StartedAtUtc DateTime

CurrentRound int

Phase string

CouncilMembers
IReadOnlyList<string>

IsWaitingForFinalHumanInput
bool

Equals(HumanCouncilRunSnapshot?)

```
public bool Equals(HumanCouncilRunSnapshot? other)
```

Parameters

`other`
HumanCouncilRunSnapshot

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â åœ¨ 2

operator ==(HumanCouncilRunSnapshot?, HumanCouncilRunSnapshot?)

```
public static bool operator ==(HumanCouncilRunSnapshot? left, HumanCouncilRunSnapshot? right)
```

Parameters

left
HumanCouncilRunSnapshot

right
HumanCouncilRunSnapshot

Returns

bool

operator !=(HumanCouncilRunSnapshot?, HumanCouncilRunSnapshot?)

```
public static bool operator !=(HumanCouncilRunSnapshot? left, HumanCouncilRunSnapshot? right)
```

Parameters

left
HumanCouncilRunSnapshot

right
HumanCouncilRunSnapshot

Returns

bool

Class HumanDecisionSubmission

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Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed record HumanDecisionSubmission : IEquatable<HumanDecisionSubmission>
```

Inheritance	object HumanDecisionSubmission
Implements	IEquatable<HumanDecisionSubmission>
Inherited Members	object.GetType() object.Equals(object, object) object.ReferenceEquals(object, object)
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

HumanDecisionSubmission(bool?, string, string, HumanApprovalReuseScope, bool)

```
public HumanDecisionSubmission(bool? Approved, string Response, string Reason, HumanApprovalReuseScope ReuseScope = HumanApprovalReuseScope.ExactRequestOnce, bool ConsumeApproval
= true)
```

Parameters

`Approved` **bool?**

`Response` **string**

`Reason` **string**

`ReuseScope`
HumanApprovalReuseScope

`ConsumeApproval` **bool**

Properties ðŸ±ðŸ¶ âœ¨ 5

Approved

```
public bool? Approved { get; init; }
```

Value

bool?

ConsumeApproval

```
public bool ConsumeApproval { get; init; }
```

Value

bool

Reason

```
public string Reason { get; init; }
```

Value

string

Response

```
public string Response { get; init; }
```

Value

string

ReuseScope

```
public HumanApprovalReuseScope ReuseScope { get; init; }
```

Value

HumanApprovalReuseScope

Methods ðŸ±ðŸ¶â¨ 5

Deconstruct(out bool?, out string, out string, out HumanApprovalReuseScope, out bool)

```
public void Deconstruct(out bool? Approved, out string Response, out string Reason, out HumanApprovalReuseScope ReuseScope, out bool ConsumeApproval)
```

Parameters

Approved **bool?**

Response **string**

Reason **string**

`ReuseScope`
HumanApprovalReuseScope

`ConsumeApproval` **bool**

Equals(HumanDecisionSubmission?)

```
public bool Equals(HumanDecisionSubmission? other)
```

Parameters

`other`
HumanDecisionSubmission

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â…¨ âœ¨ 2

operator ==(HumanDecisionSubmission?, HumanDecisionSubmission?)

```
public static bool operator ==(HumanDecisionSubmission? left, HumanDecisionSubmission? right)
```

Parameters

`left`
HumanDecisionSubmission

`right`
HumanDecisionSubmission

Returns

bool

operator !=(HumanDecisionSubmission?, HumanDecisionSubmission?)

```
public static bool operator !=(HumanDecisionSubmission? left, HumanDecisionSubmission? right)
```

Parameters

`left`
HumanDecisionSubmission

`right`
HumanDecisionSubmission

Returns

bool

Enum HumanParticipationMode

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Defines how a human participant may join a Council role.

```
[JsonConverter(typeof(JsonStringEnumConverter))]
public enum HumanParticipationMode
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Fields ðŸ± ðŸ¶ âœ¨ 1

`HumanOnly = 3`	Restricts the role to a human participant.
`None = 0`	Disables human assignment to the role.
`Optional = 1`	Allows but does not require a human participant.
`Required = 2`	Requires a human participant before dependent rounds continue.

Class InspectDebugArtifactParameters

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class InspectDebugArtifactParameters
```

Inheritance
object
InspectDebugArtifactParameters

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

InspectDebugArtifactParameters()

```
public InspectDebugArtifactParameters()
```

Properties ðŸ±ðŸ¶âœ¨ 1

FilePath

```
public string FilePath { get; set; }
```

Value

string

Class LearnBaseImportRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LearnBaseImportRequest
```

Inheritance
object
LearnBaseImportRequest

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

LearnBaseImportRequest()

```
public LearnBaseImportRequest()
```

Properties ðŸ±ðŸ¶â åœ¨ 11

AdditionalFileExtensions

```
public string AdditionalFileExtensions { get; set; }
```

Value

string

FileExcludeRegex

```
public string FileExcludeRegex { get; set; }
```

Value

string

FileExtensions

```
public List<string> FileExtensions { get; set; }
```

Value

List<string>

FileIncludeRegex

```
public string FileIncludeRegex { get; set; }
```

Value

string

ImportKnownDocumentationCorpora

```
public bool ImportKnownDocumentationCorpora { get; set; }
```

Value

bool

ImportLearningSourceManifests

```
public bool ImportLearningSourceManifests { get; set; }
```

Value

bool

ImportProjectArchitecture

```
public bool ImportProjectArchitecture { get; set; }
```

Value

bool

MaxProjects

```
public int MaxProjects { get; set; }
```

Value

int

MaximumFileBytes

```
public int MaximumFileBytes { get; set; }
```

Value

int

RootPath

```
public string RootPath { get; set; }
```

Value

string

SaveToKnowledge

```
public bool SaveToKnowledge { get; set; }
```

Value

bool

Class LearnBaseImportResult

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LearnBaseImportResult
```

Inheritance
object
LearnBaseImportResult

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

LearnBaseImportResult()

```
public LearnBaseImportResult()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 8

DuplicatePolicy

```
public string DuplicatePolicy { get; set; }
```

Value

string

FilePolicy

```
public string FilePolicy { get; set; }
```

Value

string

ImportMode

```
public string ImportMode { get; set; }
```

Value

string

ProjectCount

```
public int ProjectCount { get; set; }
```

Value

int

Projects

```
public List<LearnBaseProjectSummary> Projects { get; set; }
```

Value

List<LearnBaseProjectSummary>

RootPath

```
public string RootPath { get; set; }
```

Value

string

SavedKnowledgeCount

```
public int SavedKnowledgeCount { get; set; }
```

Value

int

Warnings

```
public List<string> Warnings { get; set; }
```

Value

List<string>

Class LearnBasePreset

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record LearnBasePreset : IEquatable<LearnBasePreset>
```

Inheritance object
LearnBasePreset

Implements IEquatable<LearnBasePreset>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

LearnBasePreset(string, string, string, int)

```
public LearnBasePreset(string Label, string RootPath, string Description, int RecommendedMaxProjects)
```

Parameters

Label string

RootPath string

Description string

RecommendedMaxProjects int

Properties ðŸ±ðŸ¶âœ¨ 4

Description

```
public string Description { get; init; }
```

Value

string

Label

```
public string Label { get; init; }
```

Value

string

RecommendedMaxProjects

```
public int RecommendedMaxProjects { get; init; }
```

Value

int

RootPath

```
public string RootPath { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶ â

5

Deconstruct(out string, out string, out string, out int)

```
public void Deconstruct(out string Label, out string RootPath, out string Description, out int RecommendedMaxProjects)
```

Parameters

`Label` **string**

`RootPath` **string**

`Description` **string**

`RecommendedMaxProjects` **int**

Equals(LearnBasePreset?)

```
public bool Equals(LearnBasePreset? other)
```

Parameters

`other` **LearnBasePreset**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ± ðŸ¶ âœ¨ 2

operator ==(LearnBasePreset?, LearnBasePreset?)

```
public static bool operator ==(LearnBasePreset? left, LearnBasePreset? right)
```

Parameters

`left` **LearnBasePreset**

`right` **LearnBasePreset**

Returns

bool

operator !=(LearnBasePreset?, LearnBasePreset?)

```
public static bool operator !=(LearnBasePreset? left, LearnBasePreset? right)
```

Parameters

`left` **LearnBasePreset**

`right` **LearnBasePreset**

Returns

bool

Class LearnBaseProjectSummary

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌞

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LearnBaseProjectSummary
```

Inheritance
object
LearnBaseProjectSummary

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

LearnBaseProjectSummary()

```
public LearnBaseProjectSummary()
```

Properties ðŸ±ðŸ¶â€¨ 10

Architecture

```
public string Architecture { get; set; }
```

Value

string

BinaryFileCount

```
public int BinaryFileCount { get; set; }
```

Value

int

ImportantFiles

```
public string ImportantFiles { get; set; }
```

Value

string

KnowledgeEntryId

```
public Guid? KnowledgeEntryId { get; set; }
```

Value

Guid?

Name

```
public string Name { get; set; }
```

Value

string

PackageReferences

```
public string PackageReferences { get; set; }
```

Value

string

ProtocolsAndComponents

```
public string ProtocolsAndComponents { get; set; }
```

Value

string

SourceFileCount

```
public int SourceFileCount { get; set; }
```

Value

int

SourcePath

```
public string SourcePath { get; set; }
```

Value

string

TargetFrameworks

```
public string TargetFrameworks { get; set; }
```

Value

string

Class LearnBaseScanProfile

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record LearnBaseScanProfile : IEquatable<LearnBaseScanProfile>
```

Inheritance object
LearnBaseScanProfile

Implements IEquatable<LearnBaseScanProfile>

Inherited Members object.GetType()

object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

LearnBaseScanProfile(string, int, string)

```
public LearnBaseScanProfile(string Label, int MaxProjects, string Description)
```

Parameters

`Label` **string**

`MaxProjects` **int**

`Description` **string**

🐾 Properties ðŸ± ðŸ¶ âœ¨ 3

Description

```
public string Description { get; init; }
```

Value

string

Label

```
public string Label { get; init; }
```

Value

string

MaxProjects

```
public int MaxProjects { get; init; }
```

Value

int

Methods ðŸ±ðŸ¶ âœ¨ 5

Deconstruct(out string, out int, out string)

```
public void Deconstruct(out string Label, out int MaxProjects, out string Description)
```

Parameters

`Label` **string**

`MaxProjects` **int**

`Description` **string**

Equals(LearnBaseScanProfile?)

```
public bool Equals(LearnBaseScanProfile? other)
```

Parameters

`other` **LearnBaseScanProfile**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶ âœ¨ 2

operator ==(LearnBaseScanProfile?, LearnBaseScanProfile?)

```
public static bool operator ==(LearnBaseScanProfile? left, LearnBaseScanProfile? right)
```

Parameters

`left` **LearnBaseScanProfile**

`right` **LearnBaseScanProfile**

Returns

bool

operator !=(LearnBaseScanProfile?, LearnBaseScanProfile?)

```
public static bool operator !=(LearnBaseScanProfile? left, LearnBaseScanProfile? right)
```

Parameters

`left` **LearnBaseScanProfile**

`right` **LearnBaseScanProfile**

Returns

bool

Class LearningFactInput

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LearningFactInput
```

Inheritance	object LearningFactInput
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¦ 1

LearningFactInput()

```
public LearningFactInput()
```

🐾 Properties ðŸ±ðŸ¶ â€¦ 6

Confidence

```
public int Confidence { get; set; }
```

Value

int

Content

```
public string Content { get; set; }
```

Value

string

HelpfulSources

```
public string HelpfulSources { get; set; }
```

Value

string

Scope

```
public string Scope { get; set; }
```

Value

string

Tags

```
public string Tags { get; set; }
```

Value

string

Topic

```
public string Topic { get; set; }
```

Value

string

Class LearningMaintenanceRequest

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LearningMaintenanceRequest
```

Inheritance object
LearningMaintenanceRequest

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

LearningMaintenanceRequest()

```
public LearningMaintenanceRequest()
```

Properties ðŸ±ðŸ¶âœ¨ 2

Facts

```
public List<LearningFactInput> Facts { get; set; }
```

Value

List<LearningFactInput>

RegexPatterns

```
public List<LearningRegexInput> RegexPatterns { get; set; }
```

Value

List<LearningRegexInput>

Class LearningMaintenanceResult

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed record LearningMaintenanceResult : IEquatable<LearningMaintenanceResult>
```

Inheritance	object LearningMaintenanceResult
Implements	IEquatable<LearningMaintenanceResult>
Inherited Members	object.GetType()

object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

LearningMaintenanceResult(int, int, IReadOnlyList<Guid>, IReadOnlyList<string>)

```
public LearningMaintenanceResult(int FactsStored, int RegexPatternsStored, IReadOnlyList<Guid> KnowledgeEntryIds, IReadOnlyList<string> RegexNames)
```

Parameters

`FactsStored` **int**

`RegexPatternsStored` **int**

`KnowledgeEntryIds`
IReadOnlyList<Guid>

`RegexNames`
IReadOnlyList<string>

🐾 Properties ðŸ±ðŸ¶â œ¨ 4

FactsStored

```
public int FactsStored { get; init; }
```

Value

int

KnowledgeEntryIds

```
public IReadOnlyList<Guid> KnowledgeEntryIds { get; init; }
```

Value

IReadOnlyList<Guid>

RegexNames

```
public IReadOnlyList<string> RegexNames { get; init; }
```

Value

IReadOnlyList<string>

RegexPatternsStored

```
public int RegexPatternsStored { get; init; }
```

Value

int

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out int, out int, out IReadOnlyList<Guid>, out IReadOnlyList<string>)

```
public void Deconstruct(out int FactsStored, out int RegexPatternsStored, out IReadOnlyList<Guid> KnowledgeEntryIds, out IReadOnlyList<string> RegexNames)
```

Parameters

FactsStored **int**

RegexPatternsStored **int**

KnowledgeEntryIds
IReadOnlyList<Guid>

RegexNames
IReadOnlyList<string>

Equals(LearningMaintenanceResult?)

```
public bool Equals(LearningMaintenanceResult? other)
```

Parameters

other
LearningMaintenanceResult

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

obj object

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â¨ 2

operator ==(LearningMaintenanceResult?, LearningMaintenanceResult?)

```
public static bool operator ==(LearningMaintenanceResult? left, LearningMaintenanceResult? right)
```

Parameters

`left`
LearningMaintenanceResult

`right`
LearningMaintenanceResult

Returns

bool

operator !=(LearningMaintenanceResult?, LearningMaintenanceResult?)

```
public static bool operator !=(LearningMaintenanceResult? left, LearningMaintenanceResult? right)
```

Parameters

`left`
LearningMaintenanceResult

`right`
LearningMaintenanceResult

Returns

bool

Class LearningRegexInput

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LearningRegexInput
```

Inheritance object
LearningRegexInput

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶âœ¨ 1

LearningRegexInput()

```
public LearningRegexInput()
```

🐾 Properties ðŸ±ðŸ¶âœ¨ 3

Flags

```
public string Flags { get; set; }
```

Value

string

Name

```
public string Name { get; set; }
```

Value

string

Pattern

```
public string Pattern { get; set; }
```

Value

string

Class LearningRoundSnapshot

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LearningRoundSnapshot
```

Inheritance object
LearningRoundSnapshot

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¦ 1

LearningRoundSnapshot()

```
public LearningRoundSnapshot()
```

🐾 Properties ðŸ±ðŸ¶â€¦ 11

ConversationCount

```
public int ConversationCount { get; set; }
```

Value

int

GeneratedAtUtc

```
public DateTime GeneratedAtUtc { get; set; }
```

Value

DateTime

KnowledgeCount

```
public int KnowledgeCount { get; set; }
```

Value

int

LogCount

```
public int LogCount { get; set; }
```

Value

int

MessageCount

```
public int MessageCount { get; set; }
```

Value

int

RecentConversations

```
public IReadOnlyList<object> RecentConversations { get; set; }
```

Value

IReadOnlyList<object>

RecentKnowledge

```
public IReadOnlyList<object> RecentKnowledge { get; set; }
```

Value

IReadOnlyList<object>

RecentLogs

```
public IReadOnlyList<object> RecentLogs { get; set; }
```

Value

IReadOnlyList<object>

RecentMessages

```
public IReadOnlyList<object> RecentMessages { get; set; }
```

Value

IReadOnlyList<object>

RegexCount

```
public int RegexCount { get; set; }
```

Value

int

RegexPatterns

```
public IReadOnlyList<object> RegexPatterns { get; set; }
```

Value

IReadOnlyList<object>

Class LinkProjectOrganicSkillRequest

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LinkProjectOrganicSkillRequest
```

Inheritance object
LinkProjectOrganicSkillRequest

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ 1

LinkProjectOrganicSkillRequest()

```
public LinkProjectOrganicSkillRequest()
```

🐾 Properties ðŸ±ðŸ¶â€¨ 6

IsEnabled

```
public bool IsEnabled { get; set; }
```

Value

bool

IsRequired

```
public bool IsRequired { get; set; }
```

Value

bool

Notes

```
public string Notes { get; set; }
```

Value

string

ProjectId

```
public Guid ProjectId { get; set; }
```

Value

Guid

SkillId

```
public Guid SkillId { get; set; }
```

Value

Guid

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class LinkProjectTopicKnowledgeRequest

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LinkProjectTopicKnowledgeRequest
```

Inheritance object
LinkProjectTopicKnowledgeRequest

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

LinkProjectTopicKnowledgeRequest()

```
public LinkProjectTopicKnowledgeRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 3

KnowledgeEntryId

```
public Guid KnowledgeEntryId { get; set; }
```

Value

Guid

LinkReason

```
public string LinkReason { get; set; }
```

Value

string

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class LocalAiHostDiscoveryResult

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LocalAiHostDiscoveryResult
```

Inheritance object
LocalAiHostDiscoveryResult

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

LocalAiHostDiscoveryResult()

```
public LocalAiHostDiscoveryResult()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 5

Endpoint

```
public string Endpoint { get; set; }
```

Value

string

IsReachable

```
public bool IsReachable { get; set; }
```

Value

bool

Models

```
public List<LocalAiModelInfo> Models { get; set; }
```

Value

List<LocalAiModelInfo>

Provider

```
public string Provider { get; set; }
```

Value

string

Status

```
public string Status { get; set; }
```

Value

string

Class LocalAiModelInfo

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LocalAiModelInfo
```

Inheritance
object
LocalAiModelInfo

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

LocalAiModelInfo()

```
public LocalAiModelInfo()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 3

Details

```
public string? Details { get; set; }
```

Value

string

IsLoaded

```
public bool IsLoaded { get; set; }
```

Value

bool

Name

```
public string Name { get; set; }
```

Value

string

Class LocalGptDatabaseOptions

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Immutable runtime settings for the local SQLite store.

```
public sealed record LocalGptDatabaseOptions : IEquatable<LocalGptDatabaseOptions>
```

Inheritance object
LocalGptDatabaseOptions

Implements IEquatable<LocalGptDatabaseOptions>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

LocalGptDatabaseOptions(string, int)

Immutable runtime settings for the local SQLite store.

```
public LocalGptDatabaseOptions(string DatabasePath, int ProbeCommandTimeoutSeconds = 5)
```

Parameters

DatabasePath string

ProbeCommandTimeoutSeconds
int

Fields ðŸ±ðŸ¶â€¨ 1

SectionName

```
public const string SectionName = "LocalGptDatabase"
```

Value

string

Properties ðŸ±ðŸ¶â€¨ 2

DatabasePath

```
public string DatabasePath { get; init; }
```

Value

string

ProbeCommandTimeoutSeconds

```
public int ProbeCommandTimeoutSeconds { get; init; }
```

Value

int

Methods ðŸ□± ðŸ□¶ âœ¨ 5

Deconstruct(out string, out int)

```
public void Deconstruct(out string DatabasePath, out int ProbeCommandTimeoutSeconds)
```

Parameters

DatabasePath **string**

ProbeCommandTimeoutSeconds
int

Equals(LocalGptDatabaseOptions?)

```
public bool Equals(LocalGptDatabaseOptions? other)
```

Parameters

other
LocalGptDatabaseOptions

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â™¨ âœ¨ 2

operator ==(LocalGptDatabaseOptions?, LocalGptDatabaseOptions?)

```
public static bool operator ==(LocalGptDatabaseOptions? left, LocalGptDatabaseOptions? right)
```

Parameters

`left` **LocalGptDatabaseOptions**

`right`
LocalGptDatabaseOptions

Returns

bool

operator !=(LocalGptDatabaseOptions?, LocalGptDatabaseOptions?)

```
public static bool operator !=(LocalGptDatabaseOptions? left, LocalGptDatabaseOptions? right)
```

Parameters

`left` **LocalGptDatabaseOptions**

`right`
LocalGptDatabaseOptions

Returns

bool

Class LocalGptDocumentationComment

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌞

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Represents one compiler-generated XML documentation member after localization adaptation and version enrichment.

```
[DocumentationUpdated("2.1.20")]
public sealed class LocalGptDocumentationComment
```

Inheritance
object
LocalGptDocumentationComment

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)

object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¦ âœ¨ 1

LocalGptDocumentationComment()

```
public LocalGptDocumentationComment()
```

🐾 Properties ðŸ±ðŸ¶â€¦ âœ¨ 8

Culture

Gets or sets the requested UI culture used by the documentation translation adapter.

```
public string Culture { get; set; }
```

Value

string

CurrentVersion

Gets or sets the current LocalGPT application version.

```
public string CurrentVersion { get; set; }
```

Value

string

DisplayName

Gets or sets a readable member name derived from the stable identifier.

```
public string DisplayName { get; set; }
```

Value

string

IsCurrent

Gets or sets whether the comment review version matches the running application version.

```
public bool IsCurrent { get; set; }
```

Value

bool

LastUpdatedVersion

Gets or sets the LocalGPT version in which the declaring contract documentation was last reviewed.

```
public string LastUpdatedVersion { get; set; }
```

Value

string

MemberId

Gets or sets the stable XML documentation member identifier.

```
public string MemberId { get; set; }
```

Value

string

Remarks

Gets or sets localized extended guidance, falling back to the maintained XML remarks.

```
public string Remarks { get; set; }
```

Value

string

Summary

Gets or sets the localized summary text, falling back to the maintained XML comment.

```
public string Summary { get; set; }
```

Value

string

Class LocalGptDocumentationProfile

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Describes the documentation routes and availability exposed to local controllers and 1-Wire peers.

```
[DocumentationUpdated("2.3.6")]
public sealed class LocalGptDocumentationProfile
```

Inheritance object
LocalGptDocumentationProfile

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¦ 1

LocalGptDocumentationProfile()

```
public LocalGptDocumentationProfile()
```

🐾 Properties ðŸ±ðŸ¶ â€¦ 6

ApiRoute

Gets or sets the API reference route.

```
public string ApiRoute { get; set; }
```

Value

string

HelpRoute

Gets or sets the in-application help route.

```
public string HelpRoute { get; set; }
```

Value

string

HtmlRoute

Gets or sets the HTML documentation route.

```
public string HtmlRoute { get; set; }
```

Value

string

PdfRoute

Gets or sets the inline PDF controller route.

```
public string PdfRoute { get; set; }
```

Value

string

Status

Gets or sets the current generated-documentation status.

```
public LocalGptDocumentationStatus Status { get; set; }
```

Value

LocalGptDocumentationStatus

SupportsAccessibleModalViewer

Gets or sets whether the frontend uses a focus-managed native modal viewer.

```
public bool SupportsAccessibleModalViewer { get; set; }
```

Value

bool

Class LocalGptDocumentationStatus

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Describes the generated LocalGPT documentation artifacts available to the running application.

```
[DocumentationUpdated("2.1.20")]
public sealed class LocalGptDocumentationStatus
```

Inheritance object
LocalGptDocumentationStatus

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

LocalGptDocumentationStatus()

```
public LocalGptDocumentationStatus()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 11

CommentCount

Gets or sets the number of XML-comment members currently available through the documentation API.

```
public int CommentCount { get; set; }
```

Value

int

CommentsUrl

Gets or sets the application-relative URL of the searchable XML-comment catalog.

```
public string CommentsUrl { get; set; }
```

Value

string

GeneratedAtUtc

Gets or sets the UTC build time recorded by the generated documentation manifest.

```
public DateTime? GeneratedAtUtc { get; set; }
```

Value

DateTime?

HtmlAvailable

Gets or sets whether the generated DocFX HTML entry page exists.

```
public bool HtmlAvailable { get; set; }
```

Value

bool

HtmlUrl

Gets or sets the application-relative URL of the generated HTML documentation.

```
public string HtmlUrl { get; set; }
```

Value

string

InspectedAtUtc

Gets or sets the UTC time at which the documentation status was inspected.

```
public DateTime InspectedAtUtc { get; set; }
```

Value

DateTime

PdfAvailable

Gets or sets whether the versioned PDF artifact exists.

```
public bool PdfAvailable { get; set; }
```

Value

bool

PdfFileName

Gets or sets the versioned PDF file name.

```
public string PdfFileName { get; set; }
```

Value

string

PdfUrl

Gets or sets the application-relative URL of the generated PDF documentation.

```
public string PdfUrl { get; set; }
```

Value

string

Version

Gets or sets the LocalGPT application version represented by the documentation.

```
public string Version { get; set; }
```

Value

string

XmlCommentsAvailable

Gets or sets whether the compiler-generated XML comment catalog exists.

```
public bool XmlCommentsAvailable { get; set; }
```

Value

bool

Class LocalGptDocumentationViewerRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Describes one safe same-origin documentation view requested by the LocalGPT frontend.

```
[DocumentationUpdated("2.3.6")]
public sealed class LocalGptDocumentationViewerRequest
```

Inheritance object
LocalGptDocumentationViewerRequest

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

LocalGptDocumentationViewerRequest()

```
public LocalGptDocumentationViewerRequest()
```

🐾 Properties ðŸ±ðŸ¶ â€¨ 2

Title

Gets or sets the accessible dialog and iframe title.

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

Value

string

Url

Gets or sets the application-relative documentation URL.

```
public string Url { get; set; }
```

Value

string

Class LocalGptDocumentationViewerState

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Represents the scoped in-application documentation viewer state for one Blazor circuit.

```
[DocumentationUpdated("2.3.6")]
public sealed class LocalGptDocumentationViewerState
```

Inheritance object
LocalGptDocumentationViewerState

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¦ 1

LocalGptDocumentationViewerState()

```
public LocalGptDocumentationViewerState()
```

🐾 Properties ðŸ±ðŸ¶ â€¦ 4

IsOpen

Gets or sets whether the native modal dialog is open.

```
public bool IsOpen { get; set; }
```

Value

bool

Revision

Gets or sets a monotonic change token used by the viewer host.

```
public long Revision { get; set; }
```

Value

long

Title

Gets or sets the accessible dialog and iframe title.

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

Value

string

Url

Gets or sets the application-relative documentation URL.

```
public string Url { get; set; }
```

Value

string

Class LocalGptProject

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LocalGptProject
```

Inheritance object
LocalGptProject

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

LocalGptProject()

```
public LocalGptProject()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 23

Artifacts

```
public ICollection<LocalGptProjectArtifact> Artifacts { get; set; }
```

Value

ICollection<LocalGptProjectArtifact>

BuildVerifications

```
public ICollection<ProjectBuildVerification> BuildVerifications { get; set; }
```

Value

ICollection<ProjectBuildVerification>

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

CurrentVersion

```
public string CurrentVersion { get; set; }
```

Value

string

FileExcludePattern

```
public string FileExcludePattern { get; set; }
```

Value

string

FileIncludePattern

```
public string FileIncludePattern { get; set; }
```

Value

string

Id

```
public Guid Id { get; set; }
```

Value

Guid

IsArchived

```
public bool IsArchived { get; set; }
```

Value

bool

Name

```
[Required]
public string Name { get; set; }
```

Value

string

ProjectType

```
public string ProjectType { get; set; }
```

Value

string

Purpose

```
[Column(TypeName = "TEXT")]
public string Purpose { get; set; }
```

Value

string

RecommendGit

```
public bool RecommendGit { get; set; }
```

Value

bool

Requirements

```
public ICollection<LocalGptProjectRequirement> Requirements { get; set; }
```

Value

ICollection<LocalGptProjectRequirement>

Revisions

```
public ICollection<LocalGptProjectRevision> Revisions { get; set; }
```

Value

ICollection<LocalGptProjectRevision>

RootPath

```
public string RootPath { get; set; }
```

Value

string

SolutionPath

```
public string SolutionPath { get; set; }
```

Value

string

SolutionSearchPattern

```
public string SolutionSearchPattern { get; set; }
```

Value

string

Status

```
public string Status { get; set; }
```

Value

string

Topics

```
public ICollection<LocalGptProjectTopic> Topics { get; set; }
```

Value

ICollection<LocalGptProjectTopic>

TrackedFiles

```
public ICollection<LocalGptProjectTrackedFile> TrackedFiles { get; set; }
```

Value

ICollection<LocalGptProjectTrackedFile>

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

Versions

```
public ICollection<LocalGptProjectVersion> Versions { get; set; }
```

Value

ICollection<LocalGptProjectVersion>

WorkspaceRoots

```
public ICollection<ProjectWorkspaceRoot> WorkspaceRoots { get; set; }
```

Value

ICollection<ProjectWorkspaceRoot>

Class LocalGptProjectArtifact

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LocalGptProjectArtifact
```

Inheritance
object
LocalGptProjectArtifact

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

LocalGptProjectArtifact()

```
public LocalGptProjectArtifact()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 18

ArtifactKind

```
[Required]
[MaxLength(80)]
public string ArtifactKind { get; set; }
```

Value

string

CouncilReviewStatus

```
[MaxLength(80)]
public string CouncilReviewStatus { get; set; }
```

Value

string

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

DataType

```
[MaxLength(120)]
public string DataType { get; set; }
```

Value

string

Description

```
[MaxLength(2000)]
public string Description { get; set; }
```

Value

string

Flags

```
[MaxLength(160)]
public string Flags { get; set; }
```

Value

string

Id

```
public Guid Id { get; set; }
```

Value

Guid

IsSensitive

```
public bool IsSensitive { get; set; }
```

Value

bool

IsUserApproved

```
public bool IsUserApproved { get; set; }
```

Value

bool

Name

```
[Required]
[MaxLength(240)]
public string Name { get; set; }
```

Value

string

Project

```
public LocalGptProject? Project { get; set; }
```

Value

LocalGptProject

ProjectId

```
public Guid ProjectId { get; set; }
```

Value

Guid

Requirement

```
public LocalGptProjectRequirement? Requirement { get; set; }
```

Value

LocalGptProjectRequirement

RequirementId

```
public Guid? RequirementId { get; set; }
```

Value

Guid?

Revision

```
public LocalGptProjectRevision? Revision { get; set; }
```

Value

LocalGptProjectRevision

RevisionId

```
public Guid? RevisionId { get; set; }
```

Value

Guid?

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

Value

```
[Column(TypeName = "TEXT")]
public string Value { get; set; }
```

Value

string

Class LocalGptProjectDetails

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LocalGptProjectDetails
```

Inheritance object
LocalGptProjectDetails

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¦ 1

LocalGptProjectDetails()

```
public LocalGptProjectDetails()
```

🐾 Properties ðŸ±ðŸ¶ â€¦ 9

Artifacts

```
public IReadOnlyList<LocalGptProjectArtifact> Artifacts { get; init; }
```

Value

IReadOnlyList<LocalGptProjectArtifact>

BuildVerifications

```
public IReadOnlyList<ProjectBuildVerification> BuildVerifications { get; init; }
```

Value

IReadOnlyList<ProjectBuildVerification>

Project

```
public required LocalGptProject Project { get; init; }
```

Value

LocalGptProject

Requirements

```
public IReadOnlyList<LocalGptProjectRequirement> Requirements { get; init; }
```

Value

IReadOnlyList<LocalGptProjectRequirement>

Revisions

```
public IReadOnlyList<LocalGptProjectRevision> Revisions { get; init; }
```

Value

IReadOnlyList<LocalGptProjectRevision>

Topics

```
public IReadOnlyList<LocalGptProjectTopic> Topics { get; init; }
```

Value

IReadOnlyList<LocalGptProjectTopic>

TrackedFiles

```
public IReadOnlyList<LocalGptProjectTrackedFile> TrackedFiles { get; init; }
```

Value

IReadOnlyList<LocalGptProjectTrackedFile>

Versions

```
public IReadOnlyList<LocalGptProjectVersion> Versions { get; init; }
```

Value

IReadOnlyList<LocalGptProjectVersion>

WorkspaceRoots

```
public IReadOnlyList<ProjectWorkspaceRoot> WorkspaceRoots { get; init; }
```

Value

IReadOnlyList<ProjectWorkspaceRoot>

Class LocalGptProjectGetParameters

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LocalGptProjectGetParameters
```

Inheritance
object
LocalGptProjectGetParameters

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

LocalGptProjectGetParameters()

```
public LocalGptProjectGetParameters()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 1

ProjectId

```
public Guid ProjectId { get; set; }
```

Value

Guid

Class LocalGptProjectListParameters

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LocalGptProjectListParameters
```

Inheritance
object
LocalGptProjectListParameters

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

LocalGptProjectListParameters()

```
public LocalGptProjectListParameters()
```

Properties ðŸ±ðŸ¶âœ¨ 1

IncludeArchived

```
public bool IncludeArchived { get; set; }
```

Value

bool

Class LocalGptProjectRequirement

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LocalGptProjectRequirement
```

Inheritance object
LocalGptProjectRequirement

Inherited Members object.GetType()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

LocalGptProjectRequirement()

```
public LocalGptProjectRequirement()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 17

CouncilRating

```
public int CouncilRating { get; set; }
```

Value

int

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

Description

```
[Column(TypeName = "TEXT")]
public string Description { get; set; }
```

Value

string

Id

```
public Guid Id { get; set; }
```

Value

Guid

IsUserApproved

```
public bool IsUserApproved { get; set; }
```

Value

bool

Links

```
public ICollection<LocalGptProjectRequirementLink> Links { get; set; }
```

Value

ICollection<LocalGptProjectRequirementLink>

Name

```
[Required]
[MaxLength(240)]
public string Name { get; set; }
```

Value

string

Priority

```
[MaxLength(40)]
public string Priority { get; set; }
```

Value

string

Project

```
public LocalGptProject? Project { get; set; }
```

Value

LocalGptProject

ProjectId

```
public Guid ProjectId { get; set; }
```

Value

Guid

RequiredCapability

```
[MaxLength(240)]
public string RequiredCapability { get; set; }
```

Value

string

RequirementType

```
[MaxLength(80)]
public string RequirementType { get; set; }
```

Value

string

Revision

```
public LocalGptProjectRevision? Revision { get; set; }
```

Value

LocalGptProjectRevision

RevisionId

```
public Guid? RevisionId { get; set; }
```

Value

Guid?

SourceKind

```
[MaxLength(160)]
public string SourceKind { get; set; }
```

Value

string

Status

```
[MaxLength(80)]
public string Status { get; set; }
```

Value

string

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

Class LocalGptProjectRequirementLink

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LocalGptProjectRequirementLink
```

Inheritance object
LocalGptProjectRequirementLink

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

LocalGptProjectRequirementLink()

```
public LocalGptProjectRequirementLink()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 11

CouncilReviewStatus

```
[MaxLength(80)]
public string CouncilReviewStatus { get; set; }
```

Value

string

Id

```
public Guid Id { get; set; }
```

Value

Guid

IsUserApproved

```
public bool IsUserApproved { get; set; }
```

Value

bool

LinkPurpose

```
[MaxLength(1000)]
public string LinkPurpose { get; set; }
```

Value

string

LinkedAtUtc

```
public DateTime LinkedAtUtc { get; set; }
```

Value

DateTime

Requirement

```
public LocalGptProjectRequirement? Requirement { get; set; }
```

Value

LocalGptProjectRequirement

RequirementId

```
public Guid RequirementId { get; set; }
```

Value

Guid

TargetId

```
[MaxLength(160)]
public string TargetId { get; set; }
```

Value

string

TargetKind

```
[Required]
[MaxLength(80)]
public string TargetKind { get; set; }
```

Value

string

TargetName

```
[Required]
[MaxLength(240)]
public string TargetName { get; set; }
```

Value

string

TargetTable

```
[MaxLength(160)]
public string TargetTable { get; set; }
```

Value

string

Class LocalGptProjectRevision

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LocalGptProjectRevision
```

Inheritance object
LocalGptProjectRevision

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¦ 1

LocalGptProjectRevision()

```
public LocalGptProjectRevision()
```

🐾 Properties ðŸ±ðŸ¶ â€¦ 25

ApprovedForTestingAtUtc

```
public DateTime? ApprovedForTestingAtUtc { get; set; }
```

Value

DateTime?

BranchName

```
[Required]
[MaxLength(160)]
public string BranchName { get; set; }
```

Value

string

BuildVerifications

```
public ICollection<ProjectBuildVerification> BuildVerifications { get; set; }
```

Value

ICollection<ProjectBuildVerification>

ChildRevisions

```
public ICollection<LocalGptProjectRevision> ChildRevisions { get; set; }
```

Value

ICollection<LocalGptProjectRevision>

CompileVerified

```
public bool CompileVerified { get; set; }
```

Value

bool

CouncilVerified

```
public bool CouncilVerified { get; set; }
```

Value

bool

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

CreatedBy

```
[MaxLength(120)]
public string CreatedBy { get; set; }
```

Value

string

Id

```
public Guid Id { get; set; }
```

Value

Guid

IsCurrent

```
public bool IsCurrent { get; set; }
```

Value

bool

IsUserApproved

```
public bool IsUserApproved { get; set; }
```

Value

bool

ParentRevision

```
public LocalGptProjectRevision? ParentRevision { get; set; }
```

Value

LocalGptProjectRevision

ParentRevisionId

```
public Guid? ParentRevisionId { get; set; }
```

Value

Guid?

Project

```
public LocalGptProject? Project { get; set; }
```

Value

LocalGptProject

ProjectId

```
public Guid ProjectId { get; set; }
```

Value

Guid

ProjectStructureJson

```
[Column(TypeName = "TEXT")]
public string ProjectStructureJson { get; set; }
```

Value

string

ReadyForTesting

```
public bool ReadyForTesting { get; set; }
```

Value

bool

RevisionName

```
[Required]
[MaxLength(160)]
public string RevisionName { get; set; }
```

Value

string

SnapshotArchivePath

```
[MaxLength(2048)]
public string SnapshotArchivePath { get; set; }
```

Value

string

SolutionPath

```
[MaxLength(2048)]
public string SolutionPath { get; set; }
```

Value

string

SourceRootPath

```
[MaxLength(2048)]
public string SourceRootPath { get; set; }
```

Value

string

SourceSnapshotHash

```
[MaxLength(128)]
public string SourceSnapshotHash { get; set; }
```

Value

string

Summary

```
[Column(TypeName = "TEXT")]
public string Summary { get; set; }
```

Value

string

TrackedFiles

```
public ICollection<LocalGptProjectTrackedFile> TrackedFiles { get; set; }
```

Value

ICollection<LocalGptProjectTrackedFile>

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

â œ¦ ï½¥ï¾Ÿâ œ§ ðŸ“¾ ðŸ“± ðŸ“¶ â œ§ï½¥ï¾Ÿ â œ¦

Class LocalGptProjectSummary

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record LocalGptProjectSummary : IEquatable<LocalGptProjectSummary>
```

Inheritance object
LocalGptProjectSummary

Implements IEquatable<LocalGptProjectSummary>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ â œ¨ 1

LocalGptProjectSummary(Guid, string, string, string, string, string, bool, bool, int, int, DateTime)

```
public LocalGptProjectSummary(Guid Id, string Name, string Purpose, string RootPath, string CurrentVersion, string Status, bool RecommendGit, bool IsArchived, int TopicCount, int
VersionCount, DateTime UpdatedAtUtc)
```

Parameters

`Id` **Guid**

`Name` **string**

`Purpose` **string**

`RootPath` **string**

`CurrentVersion` **string**

`Status` **string**

`RecommendGit` **bool**

`IsArchived` **bool**

`TopicCount` **int**

`VersionCount` **int**

`UpdatedAtUtc` **DateTime**

Properties ðŸ±ðŸ¶â œ¨ 12

CurrentVersion

```
public string CurrentVersion { get; init; }
```

Value

string

DisplayName

```
public string DisplayName { get; }
```

Value

string

Id

```
public Guid Id { get; init; }
```

Value

Guid

IsArchived

```
public bool IsArchived { get; init; }
```

Value

bool

Name

```
public string Name { get; init; }
```

Value

string

Purpose

```
public string Purpose { get; init; }
```

Value

string

RecommendGit

```
public bool RecommendGit { get; init; }
```

Value

bool

RootPath

```
public string RootPath { get; init; }
```

Value

string

Status

```
public string Status { get; init; }
```

Value

string

TopicCount

```
public int TopicCount { get; init; }
```

Value

int

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; init; }
```

Value

DateTime

VersionCount

```
public int VersionCount { get; init; }
```

Value

int

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out Guid, out string, out string, out string, out string, out string, out bool, out bool, out int, out int, out DateTime)

```
public void Deconstruct(out Guid Id, out string Name, out string Purpose, out string RootPath, out string CurrentVersion, out string Status, out bool RecommendGit, out bool
IsArchived, out int TopicCount, out int VersionCount, out DateTime UpdatedAtUtc)
```

Parameters

Id **Guid**

Name **string**

Purpose **string**

`RootPath` **string**

`CurrentVersion` **string**

`Status` **string**

`RecommendGit` **bool**

`IsArchived` **bool**

`TopicCount` **int**

`VersionCount` **int**

`UpdatedAtUtc` **DateTime**

Equals(LocalGptProjectSummary?)

```
public bool Equals(LocalGptProjectSummary? other)
```

Parameters

`other`
LocalGptProjectSummary

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶ âœ¨ 2

operator ==(LocalGptProjectSummary?, LocalGptProjectSummary?)

```
public static bool operator ==(LocalGptProjectSummary? left, LocalGptProjectSummary? right)
```

Parameters

`left` **LocalGptProjectSummary**

`right`
LocalGptProjectSummary

Returns

bool

operator !=(LocalGptProjectSummary?, LocalGptProjectSummary?)

```
public static bool operator !=(LocalGptProjectSummary? left, LocalGptProjectSummary? right)
```

Parameters

`left` **LocalGptProjectSummary**

`right`
LocalGptProjectSummary

Returns

bool

Class LocalGptProjectTopic

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✨ 🐾 🌞

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LocalGptProjectTopic
```

Inheritance object
LocalGptProjectTopic

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¦ 1

LocalGptProjectTopic()

```
public LocalGptProjectTopic()
```

🐾 Properties ðŸ±ðŸ¶ â€¦ 10

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; set; }
```

Value
DateTime

Description

```
[Column(TypeName = "TEXT")]
public string Description { get; set; }
```

Value

string

Id

```
public Guid Id { get; set; }
```

Value

Guid

IsUserApproved

```
public bool IsUserApproved { get; set; }
```

Value

bool

KnowledgeLinks

```
public ICollection<LocalGptProjectTopicKnowledgeLink> KnowledgeLinks { get; set; }
```

Value

ICollection<LocalGptProjectTopicKnowledgeLink>

Name

```
[Required]
public string Name { get; set; }
```

Value

string

Project

```
public LocalGptProject? Project { get; set; }
```

Value

LocalGptProject

ProjectId

```
public Guid ProjectId { get; set; }
```

Value

Guid

Status

```
public string Status { get; set; }
```

Value

string

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

Class LocalGptProjectTopicKnowledgeLink

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LocalGptProjectTopicKnowledgeLink
```

Inheritance
object
LocalGptProjectTopicKnowledgeLink

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

LocalGptProjectTopicKnowledgeLink()

```
public LocalGptProjectTopicKnowledgeLink()
```

Properties ðŸ±ðŸ¶â€åœ¨ 7

KnowledgeEntry

```
public CouncilKnowledgeEntry? KnowledgeEntry { get; set; }
```

Value

CouncilKnowledgeEntry

KnowledgeEntryId

```
public Guid KnowledgeEntryId { get; set; }
```

Value

Guid

LinkReason

```
public string LinkReason { get; set; }
```

Value

string

LinkedAtUtc

```
public DateTime LinkedAtUtc { get; set; }
```

Value

DateTime

LinkedByHuman

```
public bool LinkedByHuman { get; set; }
```

Value

bool

ProjectTopic

```
public LocalGptProjectTopic? ProjectTopic { get; set; }
```

Value

LocalGptProjectTopic

ProjectTopicId

```
public Guid ProjectTopicId { get; set; }
```

Value

Guid

Class LocalGptProjectTrackedFile

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LocalGptProjectTrackedFile
```

Inheritance object
LocalGptProjectTrackedFile

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

LocalGptProjectTrackedFile()

```
public LocalGptProjectTrackedFile()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 25

AbsolutePath

```
[Required]
[MaxLength(2048)]
public string AbsolutePath { get; set; }
```

Value

string

ContentFormatRegex

```
[Column(TypeName = "TEXT")]
public string ContentFormatRegex { get; set; }
```

Value

string

ContentHash

```
[Required]
[MaxLength(128)]
public string ContentHash { get; set; }
```

Value

string

ContentType

```
[MaxLength(120)]
public string ContentType { get; set; }
```

Value

string

EncodingName

```
[MaxLength(80)]
public string EncodingName { get; set; }
```

Value

string

Exists

```
public bool Exists { get; set; }
```

Value

bool

Extension

```
[MaxLength(40)]
public string Extension { get; set; }
```

Value

string

FileName

```
[Required]
[MaxLength(260)]
public string FileName { get; set; }
```

Value

string

FileRole

```
[MaxLength(120)]
public string FileRole { get; set; }
```

Value

string

Id

```
public Guid Id { get; set; }
```

Value

Guid

IsGenerated

```
public bool IsGenerated { get; set; }
```

Value

bool

IsUserApproved

```
public bool IsUserApproved { get; set; }
```

Value

bool

LastSeenAtUtc

```
public DateTime LastSeenAtUtc { get; set; }
```

Value

DateTime

LastWriteTimeUtc

```
public DateTime? LastWriteTimeUtc { get; set; }
```

Value

DateTime?

Project

```
public LocalGptProject? Project { get; set; }
```

Value

LocalGptProject

ProjectFilePath

```
[MaxLength(2048)]
public string ProjectFilePath { get; set; }
```

Value

string

ProjectId

```
public Guid ProjectId { get; set; }
```

Value

Guid

ProjectRelativePath

```
[Required]
[MaxLength(2048)]
public string ProjectRelativePath { get; set; }
```

Value

string

Revision

```
public LocalGptProjectRevision? Revision { get; set; }
```

Value

LocalGptProjectRevision

RevisionId

```
public Guid? RevisionId { get; set; }
```

Value

Guid?

SizeBytes

```
public long SizeBytes { get; set; }
```

Value

long

SolutionPath

```
[MaxLength(2048)]
public string SolutionPath { get; set; }
```

Value

string

StableFileKey

```
[Required]
[MaxLength(128)]
public string StableFileKey { get; set; }
```

Value

string

StructureRegex

```
[Column(TypeName = "TEXT")]
public string StructureRegex { get; set; }
```

Value

string

WorkspaceRelativePath

```
[MaxLength(2048)]
public string WorkspaceRelativePath { get; set; }
```

Value

string

Class LocalGptProjectVersion

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LocalGptProjectVersion
```

Inheritance object
LocalGptProjectVersion

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ 1

LocalGptProjectVersion()

```
public LocalGptProjectVersion()
```

🐾 Properties ðŸ±ðŸ¶â€¨ 9

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; set; }
```

Value
DateTime

Id

```
public Guid Id { get; set; }
```

Value
Guid

IsCurrent

```
public bool IsCurrent { get; set; }
```

Value

bool

IsUserConfirmed

```
public bool IsUserConfirmed { get; set; }
```

Value

bool

Notes

```
[Column(TypeName = "TEXT")]
public string Notes { get; set; }
```

Value

string

PathSnapshot

```
public string PathSnapshot { get; set; }
```

Value

string

Project

```
public LocalGptProject? Project { get; set; }
```

Value

LocalGptProject

ProjectId

```
public Guid ProjectId { get; set; }
```

Value

Guid

Version

```
[Required]
public string Version { get; set; }
```

Value

string

Enum LocalGptRuntimeCollection

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public enum LocalGptRuntimeCollection
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Fields ðŸ±ðŸ¶â…¨ 1

AllowedNativeExecutables = 0

AllowedUploadExtensions = 10

AllowedUploadMimeTypes = 11

ArchitectureReferenceLookOpt ions = 15

ArchitectureRenderModeOption s = 14

ArchitectureSolutionShapeOpt ions = 13

ArchitectureUiStackOptions = 12

ArtifactTextExtensions = 8

BinaryDiagnosticExtensions = 3

BinaryExtensions = 5

ChatAppleControlTokens = 24

ChatAppleModelHints = 23

ChatDeepSeekControlTokens = 20

ChatDeepSeekModelHints = 19

ChatGemmaControlTokens = 22

ChatGemmaModelHints = 21

ChatHarmonyModelHints = 18

ChatThinkTagsModelHints = 25

DebugExtensions = 1

```
ExcludedDirectoryNames = 4
KnowledgeFiles = 9
LearnBaseKnownExtensions = 7
ProjectArtifactKinds = 17
ProjectRequirementTargetKinds = 16
SourceExtensions = 6
TextExtensions = 2
```


Class LocalGptRuntimeCollectionSeed

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record LocalGptRuntimeCollectionSeed : IEquatable<LocalGptRuntimeCollectionSeed>
```

Inheritance object
LocalGptRuntimeCollectionSeed

Implements IEquatable<LocalGptRuntimeCollectionSeed>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

LocalGptRuntimeCollectionSeed(LocalGptRuntimeCollection, string, IReadOnlyList<string>)

```
public LocalGptRuntimeCollectionSeed(LocalGptRuntimeCollection Key, string Name, IReadOnlyList<string> Values)
```

Parameters

`Key`
LocalGptRuntimeCollection

`Name` **string**

`Values` **IReadOnlyList<string>**

Properties ðŸ±ðŸ¶â¨ 3

Key

```
public LocalGptRuntimeCollection Key { get; init; }
```

Value

LocalGptRuntimeCollection

Name

```
public string Name { get; init; }
```

Value

string

Values

```
public IReadOnlyList<string> Values { get; init; }
```

Value

IReadOnlyList<string>

Methods ðŸ±ðŸ¶ âœ¨ 5

Deconstruct(out LocalGptRuntimeCollection, out string, out IReadOnlyList<string>)

```
public void Deconstruct(out LocalGptRuntimeCollection Key, out string Name, out IReadOnlyList<string> Values)
```

Parameters

Key
LocalGptRuntimeCollection

Name **string**

Values **IReadOnlyList<string>**

Equals(LocalGptRuntimeCollectionSeed?)

```
public bool Equals(LocalGptRuntimeCollectionSeed? other)
```

Parameters

other
LocalGptRuntimeCollectionSeed

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

obj **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â åœ¨ 2

operator ==(LocalGptRuntimeCollectionSeed?, LocalGptRuntimeCollectionSeed?)

```
public static bool operator ==(LocalGptRuntimeCollectionSeed? left, LocalGptRuntimeCollectionSeed? right)
```

Parameters

left
LocalGptRuntimeCollectionSeed

right
LocalGptRuntimeCollectionSeed

Returns

bool

operator !=(LocalGptRuntimeCollectionSeed?, LocalGptRuntimeCollectionSeed?)

```
public static bool operator !=(LocalGptRuntimeCollectionSeed? left, LocalGptRuntimeCollectionSeed? right)
```

Parameters

left
LocalGptRuntimeCollectionSeed

right
LocalGptRuntimeCollectionSeed

Returns

bool

Enum LocalGptRuntimePattern

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public enum LocalGptRuntimePattern
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Fields ðŸ±ðŸ¶âœ¨ 1

AdviceOnlyPromptPattern = 16

AiHostExperimentPattern = 42

AiHostSetupPattern = 20

AspNetControllerRoute = 54

BlazorFrontendPattern = 31

BlockingArtifactDecisionPattern = 23

BotBackendPattern = 45

CSharpNamespace = 52

CSharpServiceRegistration = 53

CapabilityGapBlockPattern = 4

ChatHarmonyFinal = 67

ChatHarmonyMarker = 68

ChatHarmonyThinking = 66

ConcreteDotNetArtifactPattern = 19

ConcreteMinecraftArtifactPattern = 18

```
ControlledDetailsStart = 72
CouncilCompletionMarker = 70
CouncilFencedPlan = 65
CouncilPromptFencePattern =
7
CouncilRequestBlockPattern =
8
CouncilTaggedPlan = 64
DatapackPattern = 34
DetailsEnd = 73
DevExpressDocumentPattern =
29
DevExpressImportPattern = 27
DevExpressRegistrationPatter
n = 28
DeveloperExecutionIntentPatt
ern = 26
DevelopmentRequestPattern =
14
DotNetPattern = 32
DotNetSolutionProject = 55
DownloadUrl = 62
ExplicitArtifactCreationComm
andPattern = 17
ExplicitArtifactIntentPatter
n = 15
ExplicitDoNotGenerateUntilUs
erDecisionPattern = 25
ExportFormatPattern = 30
FilePathWithExtension = 58
FrontendPattern = 40
HelpfulSourceLinePattern =
48
ImplementationChoicePattern
= 22
```

```
ImplementationDecisionPatter
n = 21
InstallerPortContract = 56
LeadingSlashCommandPattern =
37
ListAfterHtml = 71
LocalGptKnowledgeBlock = 49
LocalGptReplacementPattern =
43
LocalGptSelfAssessmentBlock
= 50
LoggingPattern = 46
MalformedStorageTargetPatter
n = 39
MinecraftPattern = 33
MinecraftSkeletonMatrixPatte
rn = 35
MinecraftVersionPattern = 36
MissingFeaturePattern = 3
ModIdCleaner = 1
ModelCapabilitySelfAssessmen
t = 63
NameCleaner = 0
OneWireCapabilityKey = 57
PackagePartCleaner = 2
PackageReferencePattern = 10
PowerShellFile = 60
PowerShellInlineCommand = 59
PreEnd = 77
PreStart = 76
RenderThinkingDetailsStart =
69
RootStorageRemovePattern =
38
```

```
SafeSandboxConsentPattern =
24
SensitiveArgument = 61
SensitiveNamePattern = 11
SolutionProjectReference =
51
StablePanelStart = 74
StreamIdAttribute = 75
StreamStatusPattern = 12
TacosPortalPattern = 44
TargetFrameworkPattern = 9
ThinkingBlockPattern = 6
TruncatedTailPattern = 5
WhitespacePattern = 47
WholeSolutionPattern = 41
WordPattern = 13
```


Class LocalGptRuntimePolicyDefinition

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record LocalGptRuntimePolicyDefinition : IEquatable<LocalGptRuntimePolicyDefinition>
```

Inheritance	object LocalGptRuntimePolicyDefinition
Implements	IEquatable<LocalGptRuntimePolicyDefinition>
Inherited Members	object.GetType() object.Equals(object, object) object.ReferenceEquals(object, object)
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŶ¶âœ¨ 1

LocalGptRuntimePolicyDefinition()

```
public LocalGptRuntimePolicyDefinition()
```

🐾 Properties ðŸ±ðŶ¶âœ¨ 3

Collections

```
public IReadOnlyDictionary<LocalGptRuntimeCollection, IReadOnlyList<string>> Collections { get; init; }
```

Value

IReadOnlyDictionary<LocalGpt RuntimeCollection, IReadOnlyList<string>>

RegexPatterns

```
public IReadOnlyDictionary<LocalGptRuntimePattern, LocalGptRuntimeRegexDefinition> RegexPatterns { get; init; }
```

Value

IReadOnlyDictionary<LocalGptRuntimePattern, LocalGptRuntimeRegexDefinition>

Values

```
public IReadOnlyDictionary<LocalGptRuntimeValue, string> Values { get; init; }
```

Value

IReadOnlyDictionary<LocalGptRuntimeValue, string>

Methods ðŸ± ðŸ¶ âœ¨ 4

Equals(LocalGptRuntimePolicyDefinition?)

```
public bool Equals(LocalGptRuntimePolicyDefinition? other)
```

Parameters

`other`
LocalGptRuntimePolicyDefinition

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

obj **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â åœ¨ 2

operator ==(LocalGptRuntimePolicyDefinition?, LocalGptRuntimePolicyDefinition?)

```
public static bool operator ==(LocalGptRuntimePolicyDefinition? left, LocalGptRuntimePolicyDefinition? right)
```

Parameters

`left`
LocalGptRuntimePolicyDefinition

`right`
LocalGptRuntimePolicyDefinition

Returns

bool

operator !=(LocalGptRuntimePolicyDefinition?, LocalGptRuntimePolicyDefinition?)

```
public static bool operator !=(LocalGptRuntimePolicyDefinition? left, LocalGptRuntimePolicyDefinition? right)
```

Parameters

`left`
LocalGptRuntimePolicyDefinition

`right`
LocalGptRuntimePolicyDefinition

Returns

bool

Class LocalGptRuntimePolicySeedModel

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record LocalGptRuntimePolicySeedModel : IEquatable<LocalGptRuntimePolicySeedModel>
```

Inheritance object
LocalGptRuntimePolicySeedModel

Implements IEquatable<LocalGptRuntimePolicySeedModel>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶âœ¨ 1

LocalGptRuntimePolicySeedModel()

```
public LocalGptRuntimePolicySeedModel()
```

🐾 Properties ðŸ±ðŸ¶âœ¨ 5

Collections

```
public IReadOnlyList<LocalGptRuntimeCollectionSeed> Collections { get; init; }
```

Value

IReadOnlyList<LocalGptRuntimeCollectionSeed>

LocalGptCoreProjectId

```
public Guid LocalGptCoreProjectId { get; }
```

Value

Guid

RegexPatterns

```
public IReadOnlyList<LocalGptRuntimeRegexSeed> RegexPatterns { get; init; }
```

Value

IReadOnlyList<LocalGptRuntimeRegexSeed>

SystemVariables

```
public IReadOnlyList<LocalGptRuntimeSystemVariableSeed> SystemVariables { get; }
```

Value

IReadOnlyList<LocalGptRuntimeSystemVariableSeed>

Values

```
public IReadOnlyList<LocalGptRuntimeSystemVariableSeed> Values { get; init; }
```

Value

IReadOnlyList<LocalGptRuntimeSystemVariableSeed>

Methods ðŸ±ðŸ¶â…¨ 4

Equals(LocalGptRuntimePolicySeedModel?)

```
public bool Equals(LocalGptRuntimePolicySeedModel? other)
```

Parameters

`other`
LocalGptRuntimePolicySeedModel

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â œ¨ 2

operator ==(LocalGptRuntimePolicySeedModel?, LocalGptRuntimePolicySeedModel?)

```
public static bool operator ==(LocalGptRuntimePolicySeedModel? left, LocalGptRuntimePolicySeedModel? right)
```

Parameters

`left`
LocalGptRuntimePolicySeedMo del

`right`
LocalGptRuntimePolicySeedMo del

Returns

bool

operator !=(LocalGptRuntimePolicySeedModel?, LocalGptRuntimePolicySeedModel?)

```
public static bool operator !=(LocalGptRuntimePolicySeedModel? left, LocalGptRuntimePolicySeedModel? right)
```

Parameters

`left`
LocalGptRuntimePolicySeedModel

`right`
LocalGptRuntimePolicySeedModel

Returns

bool

Class LocalGptRuntimePolicySnapshot

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record LocalGptRuntimePolicySnapshot : IEquatable<LocalGptRuntimePolicySnapshot>
```

Inheritance object
LocalGptRuntimePolicySnapshot

Implements IEquatable<LocalGptRuntimePolicySnapshot>

Inherited Members object.GetType()

object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¦ 1

LocalGptRuntimePolicySnapshot()

```
public LocalGptRuntimePolicySnapshot()
```

🐾 Properties ðŸ±ðŸ¶â€¦ 3

Collections

```
public IReadOnlyDictionary<string, IReadOnlyList<string>> Collections { get; init; }
```

Value

IReadOnlyDictionary<string, IReadOnlyList<string>>

RegexPatterns

```
public IReadOnlyDictionary<string, string> RegexPatterns { get; init; }
```

Value

IReadOnlyDictionary<string, string>

Values

```
public IReadOnlyDictionary<string, string> Values { get; init; }
```

Value

IReadOnlyDictionary<string, string>

Methods ðŸ±ðŸ¶â…¨ 4

Equals(LocalGptRuntimePolicySnapshot?)

```
public bool Equals(LocalGptRuntimePolicySnapshot? other)
```

Parameters

`other`
LocalGptRuntimePolicySnapshot

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â¨¯ 2

operator ==(LocalGptRuntimePolicySnapshot?, LocalGptRuntimePolicySnapshot?)

```
public static bool operator ==(LocalGptRuntimePolicySnapshot? left, LocalGptRuntimePolicySnapshot? right)
```

Parameters

`left`
LocalGptRuntimePolicySnapsh ot

`right`
LocalGptRuntimePolicySnapsh ot

Returns

bool

operator !=(LocalGptRuntimePolicySnapshot?, LocalGptRuntimePolicySnapshot?)

```
public static bool operator !=(LocalGptRuntimePolicySnapshot? left, LocalGptRuntimePolicySnapshot? right)
```

Parameters

`left`
LocalGptRuntimePolicySnapshot

`right`
LocalGptRuntimePolicySnapshot

Returns

bool

Class LocalGptRuntimeRegexDefinition

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record LocalGptRuntimeRegexDefinition : IEquatable<LocalGptRuntimeRegexDefinition>
```

Inheritance object
LocalGptRuntimeRegexDefinition

Implements IEquatable<LocalGptRuntimeRegexDefinition>

Inherited Members object.GetType()

object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

LocalGptRuntimeRegexDefinition()

```
public LocalGptRuntimeRegexDefinition()
```

🐾 Properties ðŸ±ðŸ¶ âœ¨ 5

Flags

```
public string Flags { get; init; }
```

Value

string

Key

```
public LocalGptRuntimePattern Key { get; init; }
```

Value

LocalGptRuntimePattern

Name

```
public string Name { get; init; }
```

Value

string

Pattern

```
public string Pattern { get; init; }
```

Value

string

UpdatedOn

```
public DateTime UpdatedOn { get; init; }
```

Value

DateTime

Methods ðŸ±ðŸ¶â œ¨ 4

Equals(LocalGptRuntimeRegexDefinition?)

```
public bool Equals(LocalGptRuntimeRegexDefinition? other)
```

Parameters

`other` **LocalGptRuntimeRegexDefinition**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â…œ 2

operator ==(LocalGptRuntimeRegexDefinition?, LocalGptRuntimeRegexDefinition?)

```
public static bool operator ==(LocalGptRuntimeRegexDefinition? left, LocalGptRuntimeRegexDefinition? right)
```

Parameters

left
LocalGptRuntimeRegexDefinition

right
LocalGptRuntimeRegexDefinition

Returns

bool

operator !=(LocalGptRuntimeRegexDefinition?, LocalGptRuntimeRegexDefinition?)

```
public static bool operator !=(LocalGptRuntimeRegexDefinition? left, LocalGptRuntimeRegexDefinition? right)
```

Parameters

left
LocalGptRuntimeRegexDefinition

right
LocalGptRuntimeRegexDefinition

Returns

bool

Class LocalGptRuntimeRegexSeed

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record LocalGptRuntimeRegexSeed : IEquatable<LocalGptRuntimeRegexSeed>
```

Inheritance object
LocalGptRuntimeRegexSeed

Implements IEquatable<LocalGptRuntimeRegexSeed>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶âœ¨ 1

LocalGptRuntimeRegexSeed(LocalGptRuntimePattern, string, string, string)

```
public LocalGptRuntimeRegexSeed(LocalGptRuntimePattern Key, string Name, string Pattern, string Flags)
```

Parameters

`Key` **LocalGptRuntimePattern**

`Name` **string**

`Pattern` **string**

`Flags` **string**

🐾 Properties ðŸ±ðŸ¶âœ¨ 4

Flags

```
public string Flags { get; init; }
```

Value

string

Key

```
public LocalGptRuntimePattern Key { get; init; }
```

Value

LocalGptRuntimePattern

Name

```
public string Name { get; init; }
```

Value

string

Pattern

```
public string Pattern { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶ â

5

Deconstruct(out LocalGptRuntimePattern, out string, out string, out string)

```
public void Deconstruct(out LocalGptRuntimePattern Key, out string Name, out string Pattern, out string Flags)
```

Parameters

`Key` **LocalGptRuntimePattern**

`Name` **string**

`Pattern` **string**

`Flags` **string**

Equals(LocalGptRuntimeRegexSeed?)

```
public bool Equals(LocalGptRuntimeRegexSeed? other)
```

Parameters

`other`
LocalGptRuntimeRegexSeed

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶ âœ¨ 2

operator ==(LocalGptRuntimeRegexSeed?, LocalGptRuntimeRegexSeed?)

```
public static bool operator ==(LocalGptRuntimeRegexSeed? left, LocalGptRuntimeRegexSeed? right)
```

Parameters

`left`
LocalGptRuntimeRegexSeed

`right`
LocalGptRuntimeRegexSeed

Returns

bool

operator !=(LocalGptRuntimeRegexSeed?, LocalGptRuntimeRegexSeed?)

```
public static bool operator !=(LocalGptRuntimeRegexSeed? left, LocalGptRuntimeRegexSeed? right)
```

Parameters

`left`
LocalGptRuntimeRegexSeed

`right`
LocalGptRuntimeRegexSeed

Returns

bool

Class LocalGptRuntimeSystemVariableSeed

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record LocalGptRuntimeSystemVariableSeed : IEquatable<LocalGptRuntimeSystemVariableSeed>
```

Inheritance	object LocalGptRuntimeSystemVariableSeed
Implements	IEquatable<LocalGptRuntimeSystemVariableSeed>
Inherited Members	object.GetType() object.Equals(object, object) object.ReferenceEquals(object, object)
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

LocalGptRuntimeSystemVariableSeed(LocalGptRuntimeValue, string, string, string)

```
public LocalGptRuntimeSystemVariableSeed(LocalGptRuntimeValue Key, string Name, string Value, string DataType)
```

Parameters

Key **LocalGptRuntimeValue**

Name **string**

Value **string**

DataType **string**

🐾 Properties ðŸ±ðŸ¶ â œ¨ 4

DataType

```
public string DataType { get; init; }
```

Value

string

Key

```
public LocalGptRuntimeValue Key { get; init; }
```

Value

LocalGptRuntimeValue

Name

```
public string Name { get; init; }
```

Value

string

Value

```
public string Value { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out LocalGptRuntimeValue, out string, out string, out string)

```
public void Deconstruct(out LocalGptRuntimeValue Key, out string Name, out string Value, out string DataType)
```

Parameters

`Key` **LocalGptRuntimeValue**

`Name` **string**

`Value` **string**

DataType **string**

Equals(LocalGptRuntimeSystemVariableSeed?)

```
public bool Equals(LocalGptRuntimeSystemVariableSeed? other)
```

Parameters

other
LocalGptRuntimeSystemVariableSeed

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

obj **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶ â˜¨ 2

operator ==(LocalGptRuntimeSystemVariableSeed?, LocalGptRuntimeSystemVariableSeed?)

```
public static bool operator ==(LocalGptRuntimeSystemVariableSeed? left, LocalGptRuntimeSystemVariableSeed? right)
```

Parameters

`left`
LocalGptRuntimeSystemVariableSeed

`right`
LocalGptRuntimeSystemVariableSeed

Returns

bool

operator !=(LocalGptRuntimeSystemVariableSeed?, LocalGptRuntimeSystemVariableSeed?)

```
public static bool operator !=(LocalGptRuntimeSystemVariableSeed? left, LocalGptRuntimeSystemVariableSeed? right)
```

Parameters

`left`
LocalGptRuntimeSystemVariableSeed

`right`
LocalGptRuntimeSystemVariableSeed

Returns

bool

Enum LocalGptRuntimeValue

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public enum LocalGptRuntimeValue
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Fields ðŸ±ðŸ¶ âœ¨ 1

```
ApplicationDefaultPort = 53
ArtifactBuildMaximumTimeoutSeconds = 61
ArtifactBuildMinimumTimeoutSeconds = 60
BootstrapDarkModePostfix = 98
CodeGenerationMaximumFileCount = 63
CodeGenerationMaximumPayloadCharacters = 62
CodeGenerationMaximumReviewTake = 64
CommandPolicyAllowedDecision = 3
CommandPolicyDeniedDecision = 4
CommandPolicyDeniedProfile = 5
ComponentActivityCapacity = 65
ComponentActivityMaximumSummaryCharacters = 66
ContextOmission = 31
CouncilCodeGenerationMaximumEmbeddedPlanCharacters = 68
CouncilSessionName = 41
CouncilTeamSeedVersion = 69
DatabaseMigrationCouncilTeamIndexRepairSql = 104
DatabaseMigrationCouncilTeam
```

```
TableRepairSql = 103
DatabaseMigrationOrganicSkil
lIndexRepairSql = 102
DatabaseMigrationOrganicSkil
lTableRepairSql = 101
DebugArtifactMaximumInspecti
onBytes = 70
DefaultContextTokens = 17
DefaultCouncilContextTokens
= 39
DefaultCouncilOutputTokens =
36
DefaultGradleVersion = 6
DefaultHeavyModelGpuLayers =
15
DefaultJavaVersion = 8
DefaultMaxParallelModels =
14
DefaultMaxPromptCharacters =
49
DefaultMinecraftVersion = 7
DefaultOllamaEndpoint = 48
DefaultOllamaUri = 12
DeferredDxAiMaximumResultCha
racters = 71
DetectedOllamaSessionPrefix
= 47
DxAiFunctionCatalogDataType
= 72
FabricLoaderVersion = 9
FormattingCollapsedThinkingS
tart = 73
FormattingLiveThinkingStart
= 74
FormattingMissingFinalAnswer
```

```
Notice = 78
FormattingTagLookbehindLength = 77
FormattingThinkEndTag = 76
FormattingThinkStartTag = 75
HardwareGpuInventoryScript = 79
HumanCollaborationMaximumTextLength = 80
LearnBaseDuplicatePolicySummary = 34
LearnBaseFilePolicySummary = 33
LearnBasePresetsJson = 106
LearnBaseScanProfilesJson = 107
LocalGptCoreProjectId = 0
LocalHumanProfileId = 2
LocalVisionMaximumImageBytes = 86
MaxArtifactTextFileBytes = 21
MaxBinaryStringCharacters = 30
MaxBootstrapCharacters = 51
MaxContextCharacters = 28
MaxContextTokens = 18
MaxCouncilContextTokens = 40
MaxCouncilOutputTokens = 37
MaxDxAiChatPromptCharacters = 10
MaxExcerptCharactersPerFile = 29
MaxExtractedBytes = 27
MaxFiles = 22
```

```
MaxOutputTokens = 20
MaxParticipants = 13
MaxPromptCharacters = 50
MaxSingleConversationMessage
Characters = 52
MaxSingleFileBytes = 23
MaxTotalFileBytes = 24
MaxUploadBytes = 43
MaxUploadFiles = 42
MaxVisiblePromptCharacters =
11
MaxZipEntries = 25
MaxZipEntryBytes = 26
MinContextTokens = 16
MinCouncilContextTokens = 38
MinCouncilOutputTokens = 35
MinOutputTokens = 19
NativeCommandMaximumTimeoutS
econds = 82
NativeCommandMinimumTimeoutS
econds = 81
NavigationToggleSidebarName
= 83
OllamaMaximumAutomaticToolRo
unds = 84
OllamaMaximumToolResultChara
cters = 85
OllamaModeAutoGpu = 44
OllamaModeLimitedGpu = 46
OllamaModeSafeCpu = 45
OneWireSecuritySchemaVersion
= 87
OneWireTotpAlphabet = 89
OneWireTotpPeriodSeconds =
```

```
88
ProjectMaintenanceMaximumCap
turedCharacters = 92
ProjectMaintenanceMaximumCom
pilerCandidates = 91
ProjectMaintenanceToastName
= 99
ProjectOrganicArtifactKind =
93
ProjectOrganicArtifactName =
94
ProjectToastName = 100
ProtocolDefaultDiscoveryPort
= 57
ProtocolDefaultServicePort =
56
ProtocolMaximumDiscoveryByte
s = 59
ProtocolMaximumMessageBytes
= 58
ProtocolMinimumCompatibleVer
sion = 55
ProtocolVersion = 54
RegexTimeoutMilliseconds = 1
RuntimeCapabilityRefreshWarn
ing = 67
SafeTextDocumentMaximumBytes
= 95
ShortContextOmission = 32
SqliteGuidExpression = 105
SqliteTableEditorMaximumRows
= 90
TestLabRoutesJson = 108
ThemeContractPath = 97
ThemeDefaultName = 96
```

```
VocabularyJson = 109
```


Class LocalGptVocabularySnapshot

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✨ 🐾 🌞

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LocalGptVocabularySnapshot
```

Inheritance
object
LocalGptVocabularySnapshot

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

LocalGptVocabularySnapshot()

```
public LocalGptVocabularySnapshot()
```

Properties ðŸ±ðŸ¶ âœ¨ 36

ActorAiModel

```
public string ActorAiModel { get; set; }
```

Value

string

ActorApiClient

```
public string ActorApiClient { get; set; }
```

Value

string

ActorCouncil

```
public string ActorCouncil { get; set; }
```

Value

string

ActorHuman

```
public string ActorHuman { get; set; }
```

Value

string

ActorSystem

```
public string ActorSystem { get; set; }
```

Value

string

AuthorityHumanApproval

```
public string AuthorityHumanApproval { get; set; }
```

Value

string

AuthorityHumanInteraction

```
public string AuthorityHumanInteraction { get; set; }
```

Value

string

AuthorityNone

```
public string AuthorityNone { get; set; }
```

Value

string

CatalogDxFunction

```
public string CatalogDxFunction { get; set; }
```

Value

string

CatalogPublicServiceMethod

```
public string CatalogPublicServiceMethod { get; set; }
```

Value

string

ContributionEvaluated

```
public string ContributionEvaluated { get; set; }
```

Value

string

ContributionInjected

```
public string ContributionInjected { get; set; }
```

Value

string

ContributionQueued

```
public string ContributionQueued { get; set; }
```

Value

string

CouncilSpoolerCompleted

```
public string CouncilSpoolerCompleted { get; set; }
```

Value

string

CouncilSpoolerFailed

```
public string CouncilSpoolerFailed { get; set; }
```

Value

string

CouncilSpoolerRunning

```
public string CouncilSpoolerRunning { get; set; }
```

Value

string

DeferredCompleted

```
public string DeferredCompleted { get; set; }
```

Value

string

DeferredCompletedElsewhere

```
public string DeferredCompletedElsewhere { get; set; }
```

Value

string

DeferredDeclined

```
public string DeferredDeclined { get; set; }
```

Value

string

DeferredExecuting

```
public string DeferredExecuting { get; set; }
```

Value

string

DeferredFailed

```
public string DeferredFailed { get; set; }
```

Value

string

DeferredPendingApproval

```
public string DeferredPendingApproval { get; set; }
```

Value

string

HumanRequestApproval

```
public string HumanRequestApproval { get; set; }
```

Value

string

HumanRequestFeedback

```
public string HumanRequestFeedback { get; set; }
```

Value

string

HumanRequestGuidance

```
public string HumanRequestGuidance { get; set; }
```

Value

string

HumanStatusAnswered

```
public string HumanStatusAnswered { get; set; }
```

Value

string

HumanStatusApproved

```
public string HumanStatusApproved { get; set; }
```

Value

string

HumanStatusConsumed

```
public string HumanStatusConsumed { get; set; }
```

Value

string

HumanStatusDeclined

```
public string HumanStatusDeclined { get; set; }
```

Value

string

HumanStatusExpired

```
public string HumanStatusExpired { get; set; }
```

Value

string

HumanStatusPending

```
public string HumanStatusPending { get; set; }
```

Value

string

VerdictMixed

```
public string VerdictMixed { get; set; }
```

Value

string

VerdictNeedsCorrection

```
public string VerdictNeedsCorrection { get; set; }
```

Value

string

VerdictNotReviewed

```
public string VerdictNotReviewed { get; set; }
```

Value

string

VerdictPending

```
public string VerdictPending { get; set; }
```

Value

string

VerdictSupported

```
public string VerdictSupported { get; set; }
```

Value

string

Class LocalPathBrowseRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LocalPathBrowseRequest
```

Inheritance object
LocalPathBrowseRequest

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

LocalPathBrowseRequest()

```
public LocalPathBrowseRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 3

IncludeFiles

```
public bool IncludeFiles { get; set; }
```

Value

bool

MaxEntries

```
public int MaxEntries { get; set; }
```

Value

int

Path

```
public string Path { get; set; }
```

Value

string

Class LocalPathBrowseResult

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✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed class LocalPathBrowseResult
```

Inheritance object
LocalPathBrowseResult

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

LocalPathBrowseResult()

```
public LocalPathBrowseResult()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 11

CurrentPath

```
public string CurrentPath { get; set; }
```

Value

string

Entries

```
public List<LocalPathEntry> Entries { get; set; }
```

Value

List<LocalPathEntry>

Exists

```
public bool Exists { get; set; }
```

Value

bool

IsDirectory

```
public bool IsDirectory { get; set; }
```

Value

bool

IsFile

```
public bool IsFile { get; set; }
```

Value

bool

IsReadable

```
public bool IsReadable { get; set; }
```

Value

bool

IsWritable

```
public bool IsWritable { get; set; }
```

Value

bool

ParentPath

```
public string ParentPath { get; set; }
```

Value

string

RequestedPath

```
public string RequestedPath { get; set; }
```

Value

string

SuggestedRoots

```
public List<string> SuggestedRoots { get; set; }
```

Value

List<string>

Warnings

```
public List<string> Warnings { get; set; }
```

Value

List<string>

Class LocalPathEntry

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LocalPathEntry
```

Inheritance

object

LocalPathEntry

Inherited Members

object.GetType()

object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â¨ 1

LocalPathEntry()

```
public LocalPathEntry()
```

🐾 Properties ðŸ±ðŸ¶â¨ 6

CanEnter

```
public bool CanEnter { get; set; }
```

Value

bool

EntryKind

```
public string EntryKind { get; set; }
```

Value

string

FullPath

```
public string FullPath { get; set; }
```

Value

string

ModifiedAtUtc

```
public DateTime? ModifiedAtUtc { get; set; }
```

Value

DateTime?

Name

```
public string Name { get; set; }
```

Value

string

SizeBytes

```
public long? SizeBytes { get; set; }
```

Value

long?

Class LocalVisionOcrRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LocalVisionOcrRequest
```

Inheritance object
LocalVisionOcrRequest

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

LocalVisionOcrRequest()

```
public LocalVisionOcrRequest()
```

Properties ðŸ±ðŸ¶âœ¨ 4

ImageDataUrl

```
public string ImageDataUrl { get; set; }
```

Value

string

MaximumOutputTokens

```
public int MaximumOutputTokens { get; set; }
```

Value

int

ModelName

```
public string ModelName { get; set; }
```

Value

string

Prompt

```
public string Prompt { get; set; }
```

Value

string

Class LocalVisionOcrResult

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class LocalVisionOcrResult
```

Inheritance object
LocalVisionOcrResult

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

LocalVisionOcrResult()

```
public LocalVisionOcrResult()
```

Properties ðŸ±ðŸ¶âœ¨ 5

MediaType

```
public string MediaType { get; set; }
```

Value

string

ModelName

```
public string ModelName { get; set; }
```

Value

string

NeedsHumanReview

```
public bool NeedsHumanReview { get; set; }
```

Value

bool

ProviderUri

```
public string ProviderUri { get; set; }
```

Value

string

Text

```
public string Text { get; set; }
```

Value

string

Class LocalizationCatalogDescriptor

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Describes a built-in or user-supplied LocalGPT localization catalog.

```
[DocumentationUpdated("2.1.21")]
public sealed record LocalizationCatalogDescriptor : IEquatable<LocalizationCatalogDescriptor>
```

Inheritance	object LocalizationCatalogDescriptor
Implements	IEquatable<LocalizationCatalogDescriptor>
Inherited Members	object.GetType() object.Equals(object, object) object.ReferenceEquals(object, object)
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ âœ¨ 1

LocalizationCatalogDescriptor(string, bool, bool, int, string)

Describes a built-in or user-supplied LocalGPT localization catalog.

```
public LocalizationCatalogDescriptor(string Culture, bool IsBuiltIn, bool HasUserOverride, int StringCount, string DisplayName)
```

Parameters

`Culture` **string**	Normalized .NET culture name represented by the catalog.
`IsBuiltIn` **bool**	Indicates whether LocalGPT ships a catalog for the culture.
`HasUserOverride` **bool**	Indicates whether a persistent user catalog augments or overrides the built-in catalog.
`StringCount` **int**	Number of effective localized strings after fallback and overrides are merged.
`DisplayName` **string**	Culture display name resolved by the local .NET runtime.

🐾 Properties ðŸ±ðŸ¶â€¨ âœ¨ 5

Culture

Normalized .NET culture name represented by the catalog.

```
public string Culture { get; init; }
```

Value

string

DisplayName

Culture display name resolved by the local .NET runtime.

```
public string DisplayName { get; init; }
```

Value

string

HasUserOverride

Indicates whether a persistent user catalog augments or overrides the built-in catalog.

```
public bool HasUserOverride { get; init; }
```

Value

bool

IsBuiltIn

Indicates whether LocalGPT ships a catalog for the culture.

```
public bool IsBuiltIn { get; init; }
```

Value

bool

StringCount

Number of effective localized strings after fallback and overrides are merged.

```
public int StringCount { get; init; }
```

Value

int

Methods ðŸ±ðŸ¶â…¨ 5

Deconstruct(out string, out bool, out bool, out int, out string)

```
public void Deconstruct(out string Culture, out bool IsBuiltIn, out bool HasUserOverride, out int StringCount, out string DisplayName)
```

Parameters

`Culture` **string**

`IsBuiltIn` **bool**

`HasUserOverride` **bool**

`StringCount` **int**

`DisplayName` **string**

Equals(LocalizationCatalogDescriptor?)

```
public bool Equals(LocalizationCatalogDescriptor? other)
```

Parameters

`other`
LocalizationCatalogDescriptor

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` object

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶ â€¨ 2

operator ==(LocalizationCatalogDescriptor?, LocalizationCatalogDescriptor?)

```
public static bool operator ==(LocalizationCatalogDescriptor? left, LocalizationCatalogDescriptor? right)
```

Parameters

left
LocalizationCatalogDescriptor

right
LocalizationCatalogDescriptor

Returns

bool

operator !=(LocalizationCatalogDescriptor?, LocalizationCatalogDescriptor?)

```
public static bool operator !=(LocalizationCatalogDescriptor? left, LocalizationCatalogDescriptor? right)
```

Parameters

left
LocalizationCatalogDescriptor

right
LocalizationCatalogDescriptor

Returns

bool

Class LocalizationCatalogImportResult

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Reports the durable result of importing a localization catalog.

```
[DocumentationUpdated("2.1.21")]
public sealed record LocalizationCatalogImportResult : IEquatable<LocalizationCatalogImportResult>
```

Inheritance object
LocalizationCatalogImportResult

Implements IEquatable<LocalizationCatalogImportResult>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶ âœ¨ 1

LocalizationCatalogImportResult(string, int, int)

Reports the durable result of importing a localization catalog.

```
public LocalizationCatalogImportResult(string Culture, int StringCount, int MissingBaselineKeyCount)
```

Parameters

`Culture` **string**	Normalized culture name written by the import.
`StringCount` **int**	Number of submitted strings.
`MissingBaselineKeyCount` **int**	Number of English baseline keys supplied through fallback.

Properties ðŸ±ðŸ¾â€¦ 3

Culture

Normalized culture name written by the import.

```
public string Culture { get; init; }
```

Value

string

MissingBaselineKeyCount

Number of English baseline keys supplied through fallback.

```
public int MissingBaselineKeyCount { get; init; }
```

Value

int

StringCount

Number of submitted strings.

```
public int StringCount { get; init; }
```

Value

int

Methods ðŸ±ðŸ¶â…¨ 5

Deconstruct(out string, out int, out int)

```
public void Deconstruct(out string Culture, out int StringCount, out int MissingBaselineKeyCount)
```

Parameters

`Culture` **string**

`StringCount` **int**

`MissingBaselineKeyCount` **int**

Equals(LocalizationCatalogImportResult?)

```
public bool Equals(LocalizationCatalogImportResult? other)
```

Parameters

`other`
LocalizationCatalogImportResu
lt

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â åœ¨ 2

operator ==(LocalizationCatalogImportResult?, LocalizationCatalogImportResult?)

```
public static bool operator ==(LocalizationCatalogImportResult? left, LocalizationCatalogImportResult? right)
```

Parameters

`left`
LocalizationCatalogImportResult

`right`
LocalizationCatalogImportResult

Returns

bool

operator !=(LocalizationCatalogImportResult?, LocalizationCatalogImportResult?)

```
public static bool operator !=(LocalizationCatalogImportResult? left, LocalizationCatalogImportResult? right)
```

Parameters

`left`
LocalizationCatalogImportResult

`right`
LocalizationCatalogImportResult

Returns

bool

Class LocalizationCatalogRegistration

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Persistent registration for a built-in or user-imported localization JSON catalog.

```
[DocumentationUpdated("2.1.23")]
public sealed class LocalizationCatalogRegistration
```

Inheritance object
LocalizationCatalogRegistration

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

LocalizationCatalogRegistration()

```
public LocalizationCatalogRegistration()
```

Properties ðŸ±ðŸ¶âœ¨ 10

CatalogPath

Gets or sets the bounded catalog path.

```
[MaxLength(2048)]
public string CatalogPath { get; set; }
```

Value

string

CreatedAtUtc

Gets or sets the UTC creation timestamp.

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

CultureName

Gets or sets the normalized .NET culture name.

```
[MaxLength(40)]
public string CultureName { get; set; }
```

Value

string

DisplayName

Gets or sets the localized display name.

```
[MaxLength(240)]
public string DisplayName { get; set; }
```

Value

string

Id

Gets or sets the stable database identifier.

```
public Guid Id { get; set; }
```

Value

Guid

IsEnabled

Gets or sets whether this catalog is offered by the language selector.

```
public bool IsEnabled { get; set; }
```

Value

bool

IsUserOverride

Gets or sets whether the catalog was imported by a user.

```
public bool IsUserOverride { get; set; }
```

Value

bool

MissingBaselineKeyCount

Gets or sets the number of English baseline keys not supplied by this catalog.

```
public int MissingBaselineKeyCount { get; set; }
```

Value

int

StringCount

Gets or sets the number of parsed string entries.

```
public int StringCount { get; set; }
```

Value

int

UpdatedAtUtc

Gets or sets the UTC update timestamp.

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

Class LocalizationCatalogValidationResult

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Reports the result of validating a user-provided localization JSON catalog.

```
[DocumentationUpdated("2.1.21")]
public sealed class LocalizationCatalogValidationResult
```

Inheritance object
LocalizationCatalogValidationResult

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

LocalizationCatalogValidationResult()

```
public LocalizationCatalogValidationResult()
```

Properties ðŸ±ðŸ¶âœ¨ 6

Culture

Gets or sets the normalized culture name.

```
public string Culture { get; set; }
```

Value

string

Errors

Gets or sets validation errors that prevent import.

```
public List<string> Errors { get; set; }
```

Value

List<string>

IsValid

Gets or sets whether the culture name and JSON dictionary are valid.

```
public bool IsValid { get; set; }
```

Value

bool

MissingBaselineKeyCount

Gets or sets the number of English baseline keys absent from the submitted catalog.

```
public int MissingBaselineKeyCount { get; set; }
```

Value

int

StringCount

Gets or sets the number of non-empty localization keys in the submitted catalog.

```
public int StringCount { get; set; }
```

Value

int

Warnings

Gets or sets validation warnings that do not prevent import.

```
public List<string> Warnings { get; set; }
```

Value

List<string>

Class LoggingCoreOptions

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class LoggingCoreOptions
```

Inheritance object
LoggingCoreOptions

Inherited Members object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â€¦ 1

LoggingCoreOptions()

```
public LoggingCoreOptions()
```

Fields ðŸ±ðŸ¶â€¦ 1

LoggingCore

```
public const string LoggingCore = "LoggingCore"
```

Value
string

Properties ðŸ±ðŸ¶â€¦ 4

CoreLogLevel

```
public CoreLogLevel CoreLogLevel { get; set; }
```

Value

CoreLogLevel

DatabaseCore

```
public DatabaseLoggerCoreOptions? DatabaseCore { get; set; }
```

Value

DatabaseLoggerCoreOptions

EmailCore

```
public EmailLoggerCoreOptions? EmailCore { get; set; }
```

Value

EmailLoggerCoreOptions

FileCore

```
public FileLoggerCoreOptions? FileCore { get; set; }
```

Value

FileLoggerCoreOptions

Class MinecraftDatapackArtifactIdentity

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record MinecraftDatapackArtifactIdentity : IEquatable<MinecraftDatapackArtifactIdentity>
```

Inheritance object
MinecraftDatapackArtifactIdentity

Implements IEquatable<MinecraftDatapackArtifactIdentity>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶âœ¨ 1

MinecraftDatapackArtifactIdentity(string, string, string, string)

```
public MinecraftDatapackArtifactIdentity(string ProjectName, string ModId, string PackageName, string DisplayName)
```

Parameters

ProjectName string

ModId string

PackageName string

DisplayName string

🐾 Properties ðŸ±ðŸ¶✨ 4

DisplayName

```
public string DisplayName { get; init; }
```

Value

string

ModId

```
public string ModId { get; init; }
```

Value

string

PackageName

```
public string PackageName { get; init; }
```

Value

string

ProjectName

```
public string ProjectName { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶ â˜¨ 5

Deconstruct(out string, out string, out string, out string)

```
public void Deconstruct(out string ProjectName, out string ModId, out string PackageName, out string DisplayName)
```

Parameters

ProjectName **string**

ModId **string**

PackageName **string**

DisplayName **string**

Equals(MinecraftDatapackArtifactIdentity?)

```
public bool Equals(MinecraftDatapackArtifactIdentity? other)
```

Parameters

other
MinecraftDatapackArtifactIdentity

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

obj **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ± ðŸ¶ â

2

operator ==(MinecraftDatapackArtifactIdentity?, MinecraftDatapackArtifactIdentity?)

```
public static bool operator ==(MinecraftDatapackArtifactIdentity? left, MinecraftDatapackArtifactIdentity? right)
```

Parameters

`left`
MinecraftDatapackArtifactIden tity

`right`
MinecraftDatapackArtifactIden tity

Returns

bool

operator !=(MinecraftDatapackArtifactIdentity?, MinecraftDatapackArtifactIdentity?)

```
public static bool operator !=(MinecraftDatapackArtifactIdentity? left, MinecraftDatapackArtifactIdentity? right)
```

Parameters

`left`
MinecraftDatapackArtifactIdentity

`right`
MinecraftDatapackArtifactIdentity

Returns

bool

Class MinecraftDatapackVersionInfo

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed record MinecraftDatapackVersionInfo : IEquatable<MinecraftDatapackVersionInfo>
```

Inheritance	object MinecraftDatapackVersionInfo
Implements	IEquatable<MinecraftDatapackVersionInfo>
Inherited Members	object.GetType()

object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

MinecraftDatapackVersionInfo(string, string, string, string, bool, bool, string, string)

```
public MinecraftDatapackVersionInfo(string RequestedVersion, string MatchedVersion, string PackFormat, string FunctionRegistryFolder, bool IsExactMatch, bool NeedsVerification,
string Notes, string Source)
```

Parameters

RequestedVersion string

MatchedVersion string

PackFormat string

FunctionRegistryFolder string

IsExactMatch bool

NeedsVerification bool

Notes string

Source string

🐾 Properties ðŸ±ðŸ¶â œ¨ 8

FunctionRegistryFolder

```
public string FunctionRegistryFolder { get; init; }
```

Value

string

IsExactMatch

```
public bool IsExactMatch { get; init; }
```

Value

bool

MatchedVersion

```
public string MatchedVersion { get; init; }
```

Value

string

NeedsVerification

```
public bool NeedsVerification { get; init; }
```

Value

bool

Notes

```
public string Notes { get; init; }
```

Value

string

PackFormat

```
public string PackFormat { get; init; }
```

Value

string

RequestedVersion

```
public string RequestedVersion { get; init; }
```

Value

string

Source

```
public string Source { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out string, out string, out string, out string, out bool, out bool, out string, out string)

```
public void Deconstruct(out string RequestedVersion, out string MatchedVersion, out string PackFormat, out string FunctionRegistryFolder, out bool IsExactMatch, out bool
NeedsVerification, out string Notes, out string Source)
```

Parameters

RequestedVersion **string**

MatchedVersion **string**

PackFormat **string**

`FunctionRegistryFolder` **string**

`IsExactMatch` **bool**

`NeedsVerification` **bool**

`Notes` **string**

`Source` **string**

Equals(MinecraftDatapackVersionInfo?)

```
public bool Equals(MinecraftDatapackVersionInfo? other)
```

Parameters

`other`
MinecraftDatapackVersionInfo

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶ â€¨ 2

operator ==(MinecraftDatapackVersionInfo?, MinecraftDatapackVersionInfo?)

```
public static bool operator ==(MinecraftDatapackVersionInfo? left, MinecraftDatapackVersionInfo? right)
```

Parameters

`left`
MinecraftDatapackVersionInfo

`right`
MinecraftDatapackVersionInfo

Returns

bool

operator !=(MinecraftDatapackVersionInfo?, MinecraftDatapackVersionInfo?)

```
public static bool operator !=(MinecraftDatapackVersionInfo? left, MinecraftDatapackVersionInfo? right)
```

Parameters

`left`
MinecraftDatapackVersionInfo

`right`
MinecraftDatapackVersionInfo

Returns

bool

Class MinecraftDependencyVersionInfo

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record MinecraftDependencyVersionInfo : IEquatable<MinecraftDependencyVersionInfo>
```

Inheritance	object MinecraftDependencyVersionInfo
Implements	IEquatable<MinecraftDependencyVersionInfo>
Inherited Members	object.GetType() object.Equals(object, object) object.ReferenceEquals(object, object)
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ□± ðŸ□¶ âœ¨ 1

MinecraftDependencyVersionInfo(string, string, string, string, string, string?, string?, string?, string?, string?, bool, bool, string, string)

```
public MinecraftDependencyVersionInfo(string Loader, string RequestedMinecraftVersion, string MatchedMinecraftVersion, string JavaVersion, string GradleVersion, string?
FabricLoaderVersion, string? FabricApiVersion, string? NeoForgeVersion, string? PaperApiVersion, string? DatapackPackFormat, bool IsExactMatch, bool NeedsVerification, string Notes,
string Source)
```

Parameters

`Loader` string

`RequestedMinecraftVersion`
string

`MatchedMinecraftVersion`
string

`JavaVersion` string

`GradleVersion` string

`FabricLoaderVersion` string

`FabricApiVersion` string

`NeoForgeVersion` string

`PaperApiVersion` string

`DatapackPackFormat` string

`IsExactMatch` bool

`NeedsVerification` bool

`Notes` string

`Source` string

Properties ðŸ±ðŸ¶â œ¨ 14

DatapackPackFormat

```
public string? DatapackPackFormat { get; init; }
```

Value

string

FabricApiVersion

```
public string? FabricApiVersion { get; init; }
```

Value

string

FabricLoaderVersion

```
public string? FabricLoaderVersion { get; init; }
```

Value

string

GradleVersion

```
public string GradleVersion { get; init; }
```

Value

string

IsExactMatch

```
public bool IsExactMatch { get; init; }
```

Value

bool

JavaVersion

```
public string JavaVersion { get; init; }
```

Value

string

Loader

```
public string Loader { get; init; }
```

Value

string

MatchedMinecraftVersion

```
public string MatchedMinecraftVersion { get; init; }
```

Value

string

NeedsVerification

```
public bool NeedsVerification { get; init; }
```

Value

bool

NeoForgeVersion

```
public string? NeoForgeVersion { get; init; }
```

Value

string

Notes

```
public string Notes { get; init; }
```

Value

string

PaperApiVersion

```
public string? PaperApiVersion { get; init; }
```

Value

string

RequestedMinecraftVersion

```
public string RequestedMinecraftVersion { get; init; }
```

Value

string

Source

```
public string Source { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶ âœ¨ 5

Deconstruct(out string, out string, out string, out string, out string, out string?, out string?, out string?, out string?, out string?, out bool, out bool, out string, out string)

```
public void Deconstruct(out string Loader, out string RequestedMinecraftVersion, out string MatchedMinecraftVersion, out string JavaVersion, out string GradleVersion, out string?
FabricLoaderVersion, out string? FabricApiVersion, out string? NeoForgeVersion, out string? PaperApiVersion, out string? DatapackPackFormat, out bool IsExactMatch, out bool
NeedsVerification, out string Notes, out string Source)
```

Parameters

`Loader` **string**

`RequestedMinecraftVersion`
string

`MatchedMinecraftVersion`
string

`JavaVersion` **string**

`GradleVersion` **string**

`FabricLoaderVersion` **string**

`FabricApiVersion` **string**

`NeoForgeVersion` **string**

`PaperApiVersion` **string**

`DatapackPackFormat` **string**

`IsExactMatch` **bool**

`NeedsVerification` **bool**

`Notes` **string**

`Source` **string**

Equals(MinecraftDependencyVersionInfo?)

```
public bool Equals(MinecraftDependencyVersionInfo? other)
```

Parameters

`other`
MinecraftDependencyVersionInfo

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

obj **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â œ¨ 2

operator ==(MinecraftDependencyVersionInfo?, MinecraftDependencyVersionInfo?)

```
public static bool operator ==(MinecraftDependencyVersionInfo? left, MinecraftDependencyVersionInfo? right)
```

Parameters

left
MinecraftDependencyVersionInfo

right
MinecraftDependencyVersionInfo

Returns

bool

operator !=(MinecraftDependencyVersionInfo?, MinecraftDependencyVersionInfo?)

```
public static bool operator !=(MinecraftDependencyVersionInfo? left, MinecraftDependencyVersionInfo? right)
```

Parameters

left
MinecraftDependencyVersionInfo

right
MinecraftDependencyVersionInfo

Returns

bool

Class MinecraftModBuildRequest

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class MinecraftModBuildRequest
```

Inheritance object
MinecraftModBuildRequest

Inherited Members object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

MinecraftModBuildRequest()

```
public MinecraftModBuildRequest()
```

Properties ðŸ±ðŸ¶âœ¨ 10

Description

```
public string Description { get; set; }
```

Value

string

GradleVersion

```
public string GradleVersion { get; set; }
```

Value

string

Ide

```
public string Ide { get; set; }
```

Value

string

IncludeLivingCitiesStarter

```
public bool IncludeLivingCitiesStarter { get; set; }
```

Value

bool

JavaVersion

```
public string JavaVersion { get; set; }
```

Value

string

Loader

```
public string Loader { get; set; }
```

Value

string

MinecraftVersion

```
public string MinecraftVersion { get; set; }
```

Value

string

ModId

```
public string ModId { get; set; }
```

Value

string

PackageName

```
public string PackageName { get; set; }
```

Value

string

ProjectName

```
public string ProjectName { get; set; }
```

Value

string

Class MinecraftModWorkspace

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✨ 🐾 🌞

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class MinecraftModWorkspace
```

Inheritance object
MinecraftModWorkspace

Inherited Members object.GetType()
object.MemberwiseClone()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

MinecraftModWorkspace()

```
public MinecraftModWorkspace()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 9

BuildCommand

```
public string BuildCommand { get; set; }
```

Value

string

BuildFilePath

```
public string BuildFilePath { get; set; }
```

Value

string

CreatedAt

```
public DateTimeOffset CreatedAt { get; set; }
```

Value

DateTimeOffset

EclipseImportHint

```
public string EclipseImportHint { get; set; }
```

Value

string

MainClassPath

```
public string MainClassPath { get; set; }
```

Value

string

MetadataPath

```
public string MetadataPath { get; set; }
```

Value

string

ProjectName

```
public string ProjectName { get; set; }
```

Value

string

ReadmePath

```
public string ReadmePath { get; set; }
```

Value

string

RootPath

```
public string RootPath { get; set; }
```

Value

string

Class MsLoggingOptions

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✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public class MsLoggingOptions
```

Inheritance object
MsLoggingOptions

Inherited Members object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

MsLoggingOptions()

```
public MsLoggingOptions()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

LogLevel

```
public Dictionary<string, string>? LogLevel { get; set; }
```

Value

Dictionary<string, string>

Class MultiModelCouncilModelCandidate

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record MultiModelCouncilModelCandidate : IEquatable<MultiModelCouncilModelCandidate>
```

Inheritance object
MultiModelCouncilModelCandidate

Implements IEquatable<MultiModelCouncilModelCandidate>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

MultiModelCouncilModelCandidate(string, string, string, bool, bool, bool, string?, string, bool, bool)

```
public MultiModelCouncilModelCandidate(string ModelName, string Provider, string Endpoint, bool IsInstalled, bool IsConfigured, bool IsLoaded, string? Details, string ProviderKind =
"ollama", bool IsLocal = true, bool SupportsBenchmark = true)
```

Parameters

ModelName string

Provider string

Endpoint string

IsInstalled bool

IsConfigured bool

IsLoaded bool

Details string

ProviderKind string

IsLocal bool

SupportsBenchmark bool

Properties ðŸ±ðŸ¶â œ¨ 12

Details

```
public string? Details { get; init; }
```

Value

string

DisplayName

```
public string DisplayName { get; }
```

Value

string

Endpoint

```
public string Endpoint { get; init; }
```

Value

string

IsConfigured

```
public bool IsConfigured { get; init; }
```

Value

bool

IsInstalled

```
public bool IsInstalled { get; init; }
```

Value

bool

IsLoaded

```
public bool IsLoaded { get; init; }
```

Value

bool

IsLocal

```
public bool IsLocal { get; init; }
```

Value

bool

ModelName

```
public string ModelName { get; init; }
```

Value

string

Provider

```
public string Provider { get; init; }
```

Value

string

ProviderKind

```
public string ProviderKind { get; init; }
```

Value

string

SelectionKey

```
public string SelectionKey { get; }
```

Value

string

SupportsBenchmark

```
public bool SupportsBenchmark { get; init; }
```

Value

bool

Methods ðŸ±ðŸ¶â œ¨ 6

Deconstruct(out string, out string, out string, out bool, out bool, out bool, out string?, out string, out bool, out bool)

```
public void Deconstruct(out string ModelName, out string Provider, out string Endpoint, out bool IsInstalled, out bool IsConfigured, out bool IsLoaded, out string? Details, out
string ProviderKind, out bool IsLocal, out bool SupportsBenchmark)
```

Parameters

ModelName **string**

Provider **string**

Endpoint **string**

`IsInstalled` **bool**

`IsConfigured` **bool**

`IsLoaded` **bool**

`Details` **string**

`ProviderKind` **string**

`IsLocal` **bool**

`SupportsBenchmark` **bool**

Equals(MultiModelCouncilModelCandidate?)

```
public bool Equals(MultiModelCouncilModelCandidate? other)
```

Parameters

`other`
MultiModelCouncilModelCandidate

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToReference()

```
public ProviderModelReference ToReference()
```

Returns

ProviderModelReference

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â œ¨ 2

operator ==(MultiModelCouncilModelCandidate?, MultiModelCouncilModelCandidate?)

```
public static bool operator ==(MultiModelCouncilModelCandidate? left, MultiModelCouncilModelCandidate? right)
```

Parameters

`left`
MultiModelCouncilModelCandidate

`right`
MultiModelCouncilModelCandidate

Returns

bool

operator !=(MultiModelCouncilModelCandidate?, MultiModelCouncilModelCandidate?)

```
public static bool operator !=(MultiModelCouncilModelCandidate? left, MultiModelCouncilModelCandidate? right)
```

Parameters

`left`
MultiModelCouncilModelCandidate

`right`
MultiModelCouncilModelCandidate

Returns

bool

Class MultiModelCouncilRequest

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class MultiModelCouncilRequest
```

Inheritance
object
MultiModelCouncilRequest

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)

object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

MultiModelCouncilRequest()

```
public MultiModelCouncilRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 36

AllowParallelHardwareRoads

```
public bool AllowParallelHardwareRoads { get; set; }
```

Value

bool

BaseUri

```
public string? BaseUri { get; set; }
```

Value

string

ContinueConversationId

```
public Guid? ContinueConversationId { get; set; }
```

Value

Guid?

CouncilLeaderModelName

```
public string CouncilLeaderModelName { get; set; }
```

Value

string

CouncilTeamKey

```
public string CouncilTeamKey { get; set; }
```

Value

string

CreateProjectForRun

```
public bool CreateProjectForRun { get; set; }
```

Value

bool

ExternalProjectContextJson

```
public string ExternalProjectContextJson { get; set; }
```

Value

string

GenerateImplementationArtifact

```
public bool GenerateImplementationArtifact { get; set; }
```

Value

bool

IncludeMemory

```
public bool IncludeMemory { get; set; }
```

Value

bool

MaxContextTokens

```
public int MaxContextTokens { get; set; }
```

Value

int

MaxOutputTokens

```
public int MaxOutputTokens { get; set; }
```

Value

int

MaxParallelModels

```
public int MaxParallelModels { get; set; }
```

Value

int

MaxRounds

```
public int MaxRounds { get; set; }
```

Value

int

ModelNames

```
public List<string> ModelNames { get; set; }
```

Value

List<string>

ModelRoutes

```
public List<OneWireCouncilModelRoute> ModelRoutes { get; set; }
```

Value

List<OneWireCouncilModelRoute>

ModelSelections

Provider-qualified model identities for this run. Bare ModelNames remain supported for legacy presets.

```
public List<ProviderModelReference> ModelSelections { get; set; }
```

Value

List<ProviderModelReference>

ModelTimeoutSeconds

```
public int ModelTimeoutSeconds { get; set; }
```

Value

int

OllamaKeepAlive

```
public string? OllamaKeepAlive { get; set; }
```

Value

string

OllamaNumGpu

```
public int? OllamaNumGpu { get; set; }
```

Value

int?

OneWireCorrelationId

```
public string OneWireCorrelationId { get; set; }
```

Value

string

ProgressMessage

```
[JsonIgnore]
public Action<string>? ProgressMessage { get; set; }
```

Value

Action<string>

ProjectId

```
public Guid? ProjectId { get; set; }
```

Value

Guid?

ProjectRevisionId

```
public Guid? ProjectRevisionId { get; set; }
```

Value

Guid?

ProjectTopicId

```
public Guid? ProjectTopicId { get; set; }
```

Value

Guid?

Prompt

```
public string Prompt { get; set; }
```

Value

string

RequestedOrganicCapabilities

```
public List<string> RequestedOrganicCapabilities { get; set; }
```

Value

List<string>

ResourceLoadPercent

0..100 session position between each model route's independent minimum and maximum.

```
public int ResourceLoadPercent { get; set; }
```

Value

int

RunId

```
public Guid RunId { get; set; }
```

Value

Guid

SaveToMemory

```
public bool SaveToMemory { get; set; }
```

Value

bool

StepCompleted

```
[JsonIgnore]
public Action<MultiModelCouncilStep>? StepCompleted { get; set; }
```

Value

Action<MultiModelCouncilStep>

StreamUpdate

```
[JsonIgnore]
public Action<string>? StreamUpdate { get; set; }
```

Value

Action<string>

Title

```
public string? Title { get; set; }
```

Value

string

UseChangeReviewWorkflow

```
public bool UseChangeReviewWorkflow { get; set; }
```

Value

bool

UseOrganicCouncilWorkflow

```
public bool UseOrganicCouncilWorkflow { get; set; }
```

Value

bool

UserConfirmedArtifactBuild

```
public bool UserConfirmedArtifactBuild { get; set; }
```

Value

bool

UserConfirmedProjectLink

```
public bool UserConfirmedProjectLink { get; set; }
```

Value

bool

Class MultiModelCouncilResult

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class MultiModelCouncilResult
```

Inheritance object
MultiModelCouncilResult

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â¨ 1

MultiModelCouncilResult()

```
public MultiModelCouncilResult()
```

🐾 Properties ðŸ±ðŸ¶â¨ 23

Artifacts

```
public List<CouncilArtifact> Artifacts { get; set; }
```

Value

List<CouncilArtifact>

ChangeReview

```
public CodeGenerationReviewSnapshot? ChangeReview { get; set; }
```

Value

CodeGenerationReviewSnapshot

CompletedAtUtc

```
public DateTime? CompletedAtUtc { get; set; }
```

Value

DateTime?

ContinuedFromConversationId

```
public Guid? ContinuedFromConversationId { get; set; }
```

Value

Guid?

ContinuedFromTitle

```
public string? ContinuedFromTitle { get; set; }
```

Value

string

CouncilTeamKey

```
public string CouncilTeamKey { get; set; }
```

Value

string

FinalAnswer

```
public string FinalAnswer { get; set; }
```

Value

string

KnowledgeEntryId

```
public Guid? KnowledgeEntryId { get; set; }
```

Value

Guid?

LogPath

```
public string? LogPath { get; set; }
```

Value

string

MemoryConversationId

```
public Guid? MemoryConversationId { get; set; }
```

Value

Guid?

ModelNames

```
public List<string> ModelNames { get; set; }
```

Value

List<string>

ModelSelections

```
public List<ProviderModelReference> ModelSelections { get; set; }
```

Value

List<ProviderModelReference>

OneWireCorrelationId

```
public string OneWireCorrelationId { get; set; }
```

Value

string

PreflightSummary

```
public string PreflightSummary { get; set; }
```

Value

string

ProjectId

```
public Guid? ProjectId { get; set; }
```

Value

Guid?

ProjectRevisionId

```
public Guid? ProjectRevisionId { get; set; }
```

Value

Guid?

ProjectTopicId

```
public Guid? ProjectTopicId { get; set; }
```

Value

Guid?

Prompt

```
public string Prompt { get; set; }
```

Value

string

RunId

```
public Guid RunId { get; set; }
```

Value

Guid

StartedAtUtc

```
public DateTime StartedAtUtc { get; set; }
```

Value

DateTime

Steps

```
public List<MultiModelCouncilStep> Steps { get; set; }
```

Value

List<MultiModelCouncilStep>

UserPoll

```
public CouncilUserPoll? UserPoll { get; set; }
```

Value

CouncilUserPoll

Warnings

```
public List<string> Warnings { get; set; }
```

Value

List<string>

Class MultiModelCouncilStep

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class MultiModelCouncilStep
```

Inheritance
object
MultiModelCouncilStep

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

MultiModelCouncilStep()

```
public MultiModelCouncilStep()
```

Properties ðŸ±ðŸ¶â€åœ¨ 24

BrainPart

```
[JsonIgnore]
public string BrainPart { get; }
```

Value

string

CompletedAtUtc

```
public DateTime CompletedAtUtc { get; set; }
```

Value

DateTime

Content

```
public string Content { get; set; }
```

Value

string

CouncilMembers

```
public List<string> CouncilMembers { get; set; }
```

Value

List<string>

DurationSeconds

```
public double DurationSeconds { get; set; }
```

Value

double

EffectiveLoadPercent

```
public int EffectiveLoadPercent { get; set; }
```

Value

int

EffectiveMaxContextTokens

```
public int EffectiveMaxContextTokens { get; set; }
```

Value

int

EffectiveMaxOutputTokens

```
public int EffectiveMaxOutputTokens { get; set; }
```

Value

int

Error

```
public string? Error { get; set; }
```

Value

string

HardwareIndex

```
public int HardwareIndex { get; set; }
```

Value

int

HardwareKind

```
public OneWireHardwareKind HardwareKind { get; set; }
```

Value

OneWireHardwareKind

HardwareLane

```
public string HardwareLane { get; set; }
```

Value

string

ModelName

```
public string ModelName { get; set; }
```

Value

string

Moment

```
[JsonIgnore]
public string Moment { get; }
```

Value

string

Phase

```
public string Phase { get; set; }
```

Value

string

ProviderEndpoint

```
public string ProviderEndpoint { get; set; }
```

Value

string

ProviderModelName

```
public string ProviderModelName { get; set; }
```

Value

string

ProviderName

```
public string ProviderName { get; set; }
```

Value

string

Role

```
public string Role { get; set; }
```

Value

string

Round

```
public int Round { get; set; }
```

Value

int

SortOrder

```
public int SortOrder { get; set; }
```

Value

int

StartedAtUtc

```
public DateTime StartedAtUtc { get; set; }
```

Value

DateTime

Thinking

```
public string? Thinking { get; set; }
```

Value

string

VisibleContent

```
public string VisibleContent { get; set; }
```

Value

string

Class NativeCommandLogEntry

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class NativeCommandLogEntry
```

Inheritance

object
NativeCommandLogEntry

Inherited Members

object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods

StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

NativeCommandLogEntry()

```
public NativeCommandLogEntry()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 15

Arguments

```
public string Arguments { get; set; }
```

Value

string

CommandProfile

```
public string CommandProfile { get; set; }
```

Value

string

CompletedAtUtc

```
public DateTime CompletedAtUtc { get; set; }
```

Value

DateTime

DurationMilliseconds

```
public double DurationMilliseconds { get; set; }
```

Value

double

Executable

```
public string Executable { get; set; }
```

Value

string

ExitCode

```
public int ExitCode { get; set; }
```

Value

int

FeatureName

```
public string FeatureName { get; set; }
```

Value

string

Id

```
public long Id { get; set; }
```

Value

long

PolicyDecision

```
public string PolicyDecision { get; set; }
```

Value

string

PolicyReason

```
public string PolicyReason { get; set; }
```

Value

string

RequestedBy

```
public string RequestedBy { get; set; }
```

Value

string

StartedAtUtc

```
public DateTime StartedAtUtc { get; set; }
```

Value

DateTime

StderrPath

```
public string StderrPath { get; set; }
```

Value

string

StdoutPath

```
public string StdoutPath { get; set; }
```

Value

string

WorkingDirectory

```
public string WorkingDirectory { get; set; }
```

Value

string

Class NativeCommandOptions

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class NativeCommandOptions
```

Inheritance object
NativeCommandOptions

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â…¨ 1

NativeCommandOptions()

```
public NativeCommandOptions()
```

Fields ðŸ±ðŸ¶â…¨ 1

SectionName

```
public const string SectionName = "NativeCommands"
```

Value

string

Properties ðŸ±ðŸ¶â…¨ 3

AllowPowerShellWorkspaceScripts

```
public bool AllowPowerShellWorkspaceScripts { get; set; }
```

Value

bool

Enabled

```
public bool Enabled { get; set; }
```

Value

bool

MaxDurationSeconds

```
public int MaxDurationSeconds { get; set; }
```

Value

int

Class OllamaBenchmarkGenerateRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OllamaBenchmarkGenerateRequest
```

Inheritance object
OllamaBenchmarkGenerateRequest

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

OllamaBenchmarkGenerateRequest()

```
public OllamaBenchmarkGenerateRequest()
```

🐾 Properties ðŸ±ðŸ¶ âœ¨ 5

KeepAlive

```
[JsonPropertyName("keep_alive")]
public string KeepAlive { get; set; }
```

Value

string

Model

```
[JsonPropertyName("model")]
public string Model { get; set; }
```

Value

string

Options

```
[JsonPropertyName("options")]
public Dictionary<string, object?> Options { get; set; }
```

Value

Dictionary<string, object>

Prompt

```
[JsonPropertyName("prompt")]
public string Prompt { get; set; }
```

Value

string

Stream

```
[JsonPropertyName("stream")]
public bool Stream { get; set; }
```

Value

bool

Class OllamaBenchmarkGenerateResponse

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OllamaBenchmarkGenerateResponse
```

Inheritance
object
OllamaBenchmarkGenerateResponse

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

OllamaBenchmarkGenerateResponse()

```
public OllamaBenchmarkGenerateResponse()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 8

Done

```
[JsonPropertyName("done")]
public bool Done { get; set; }
```

Value

bool

EvaluationCount

```
[JsonPropertyName("eval_count")]
public int EvaluationCount { get; set; }
```

Value

int

EvaluationDurationNanoseconds

```
[JsonPropertyName("eval_duration")]
public long EvaluationDurationNanoseconds { get; set; }
```

Value

long

LoadDurationNanoseconds

```
[JsonPropertyName("load_duration")]
public long LoadDurationNanoseconds { get; set; }
```

Value

long

PromptEvaluationCount

```
[JsonPropertyName("prompt_eval_count")]
public int PromptEvaluationCount { get; set; }
```

Value

int

PromptEvaluationDurationNanoseconds

```
[JsonPropertyName("prompt_eval_duration")]
public long PromptEvaluationDurationNanoseconds { get; set; }
```

Value

long

Response

```
[JsonPropertyName("response")]
public string Response { get; set; }
```

Value

string

TotalDurationNanoseconds

```
[JsonPropertyName("total_duration")]
public long TotalDurationNanoseconds { get; set; }
```

Value

long

Class OllamaBenchmarkModelDetails

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OllamaBenchmarkModelDetails
```

Inheritance
object
OllamaBenchmarkModelDetails

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

OllamaBenchmarkModelDetails()

```
public OllamaBenchmarkModelDetails()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 2

ParameterSize

```
[JsonPropertyName("parameter_size")]
public string ParameterSize { get; set; }
```

Value

string

QuantizationLevel

```
[JsonPropertyName("quantization_level")]
public string QuantizationLevel { get; set; }
```

Value

string

Class OllamaBenchmarkModelInfo

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OllamaBenchmarkModelInfo
```

Inheritance object
OllamaBenchmarkModelInfo

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¦ 1

OllamaBenchmarkModelInfo()

```
public OllamaBenchmarkModelInfo()
```

🐾 Properties ðŸ±ðŸ¶ â€¦ 4

Details

```
[JsonPropertyName("details")]
public OllamaBenchmarkModelDetails Details { get; set; }
```

Value

OllamaBenchmarkModelDetails

Model

```
[JsonPropertyName("model")]
public string Model { get; set; }
```

Value

string

Name

```
[JsonPropertyName("name")]
public string Name { get; set; }
```

Value

string

Size

```
[JsonPropertyName("size")]
public long Size { get; set; }
```

Value

long

Class OllamaBenchmarkTagsResponse

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OllamaBenchmarkTagsResponse
```

Inheritance
object
OllamaBenchmarkTagsResponse

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

OllamaBenchmarkTagsResponse()

```
public OllamaBenchmarkTagsResponse()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 1

Models

```
[JsonPropertyName("models")]
public List<OllamaBenchmarkModelInfo> Models { get; set; }
```

Value

List<OllamaBenchmarkModelInfo>

Class OllamaChatMessage

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌞

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OllamaChatMessage
```

Inheritance
object
OllamaChatMessage

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

OllamaChatMessage()

```
public OllamaChatMessage()
```

Properties ðŸ±ðŸ¶ âœ¨ 6

Content

```
public string Content { get; set; }
```

Value

string

Images

```
[JsonPropertyName("images")]
public List<string>? Images { get; set; }
```

Value

List<string>

Role

```
public string Role { get; set; }
```

Value

string

Thinking

```
public string? Thinking { get; set; }
```

Value

string

ToolCalls

```
[JsonPropertyName("tool_calls")]
public List<OllamaToolCall>? ToolCalls { get; set; }
```

Value

List<OllamaToolCall>

ToolName

```
[JsonPropertyName("tool_name")]
public string? ToolName { get; set; }
```

Value

string

Class OllamaChatRequest

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OllamaChatRequest
```

Inheritance object
OllamaChatRequest

Inherited Members object.GetType()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

OllamaChatRequest()

```
public OllamaChatRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 6

KeepAlive

```
public string KeepAlive { get; set; }
```

Value

string

Messages

```
public List<OllamaChatMessage> Messages { get; set; }
```

Value

List<OllamaChatMessage>

Model

```
public string Model { get; set; }
```

Value

string

Options

```
public OllamaRequestOptions? Options { get; set; }
```

Value

OllamaRequestOptions

Stream

```
public bool Stream { get; set; }
```

Value

bool

Tools

```
public List<OllamaToolDefinition>? Tools { get; set; }
```

Value

List<OllamaToolDefinition>

Class OllamaChatResponse

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OllamaChatResponse
```

Inheritance
object
OllamaChatResponse

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

OllamaChatResponse()

```
public OllamaChatResponse()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Message

```
public OllamaChatMessage? Message { get; set; }
```

Value

OllamaChatMessage

Class OllamaCoreOptions

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class OllamaCoreOptions
```

Inheritance	object OllamaCoreOptions
Inherited Members	object.GetType() object.MemberwiseClone() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â¨ 1

OllamaCoreOptions()

```
public OllamaCoreOptions()
```

Fields ðŸ±ðŸ¶â¨ 1

OllamaCore

```
public const string OllamaCore = "OllamaCore"
```

Value

string

Properties ðŸ±ðŸ¶â¨ 3

ModelName

```
public string ModelName { get; set; }
```

Value

string

ResponseProtocol

```
public ChatResponseProtocol ResponseProtocol { get; set; }
```

Value

ChatResponseProtocol

Uri

```
public string Uri { get; set; }
```

Value

string

Class OllamaModelDetails

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed class OllamaModelDetails
```

Inheritance object
OllamaModelDetails

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

OllamaModelDetails()

```
public OllamaModelDetails()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 3

Family

```
public string? Family { get; set; }
```

Value

string

ParameterSize

```
[JsonPropertyName("parameter_size")]
public string? ParameterSize { get; set; }
```

Value

string

QuantizationLevel

```
[JsonPropertyName("quantization_level")]
public string? QuantizationLevel { get; set; }
```

Value

string

Class OllamaModelEntry

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OllamaModelEntry
```

Inheritance object
OllamaModelEntry

Inherited Members object.GetType()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸŸ± ðŸŸ¶ âœ¨ 1

OllamaModelEntry()

```
public OllamaModelEntry()
```

🐾 Properties ðŸŸ± ðŸŸ¶ âœ¨ 3

Details

```
public OllamaModelDetails? Details { get; set; }
```

Value

OllamaModelDetails

Model

```
public string? Model { get; set; }
```

Value

string

Name

```
public string? Name { get; set; }
```

Value

string

Class OllamaModelResponse

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OllamaModelResponse
```

Inheritance
object
OllamaModelResponse

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

OllamaModelResponse()

```
public OllamaModelResponse()
```

Properties ðŸ± ðŸ¶ â

3

Details

```
public OllamaModelDetails? Details { get; set; }
```

Value

OllamaModelDetails

Model

```
public string Model { get; set; }
```

Value

string

Name

```
public string Name { get; set; }
```

Value

string

Class OllamaProcessInfo

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record OllamaProcessInfo : IEquatable<OllamaProcessInfo>
```

Inheritance object
OllamaProcessInfo

Implements IEquatable<OllamaProcessInfo>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

OllamaProcessInfo(int, string, string?)

```
public OllamaProcessInfo(int ProcessId, string ProcessName, string? ExecutablePath)
```

Parameters

ProcessId int

ProcessName string

ExecutablePath string

Properties ðŸ±ðŸ¶â€â˜¨ 3

ExecutablePath

```
public string? ExecutablePath { get; init; }
```

Value

string

ProcessId

```
public int ProcessId { get; init; }
```

Value

int

ProcessName

```
public string ProcessName { get; init; }
```

Value

string

Methods ðŸ□± ðŸ□¶ âœ¨ 5

Deconstruct(out int, out string, out string?)

```
public void Deconstruct(out int ProcessId, out string ProcessName, out string? ExecutablePath)
```

Parameters

`ProcessId` **int**

`ProcessName` **string**

`ExecutablePath` **string**

Equals(OllamaProcessInfo?)

```
public bool Equals(OllamaProcessInfo? other)
```

Parameters

`other` **OllamaProcessInfo**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â¶ âœ¨ 2

operator ==(OllamaProcessInfo?, OllamaProcessInfo?)

```
public static bool operator ==(OllamaProcessInfo? left, OllamaProcessInfo? right)
```

Parameters

`left` **OllamaProcessInfo**

`right` **OllamaProcessInfo**

Returns

bool

operator !=(OllamaProcessInfo?, OllamaProcessInfo?)

```
public static bool operator !=(OllamaProcessInfo? left, OllamaProcessInfo? right)
```

Parameters

`left` **OllamaProcessInfo**

`right` **OllamaProcessInfo**

Returns

bool

Class OllamaProcessStatus

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✨ 🐾 🌞

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record OllamaProcessStatus : IEquatable<OllamaProcessStatus>
```

Inheritance object
OllamaProcessStatus

Implements IEquatable<OllamaProcessStatus>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

OllamaProcessStatus(bool, bool, string?, IReadOnlyList<OllamaProcessInfo>, string, string)

```
public OllamaProcessStatus(bool IsInstalled, bool IsRunning, string? ExecutablePath, IReadOnlyList<OllamaProcessInfo> Processes, string ProcessSummary, string Message)
```

Parameters

`IsInstalled` **bool**

`IsRunning` **bool**

`ExecutablePath` **string**

`Processes`
IReadOnlyList<OllamaProcessInfo>

`ProcessSummary` **string**

`Message` **string**

🐾 Properties ðŸ±ðŸ¶ âœ¨ 6

ExecutablePath

```
public string? ExecutablePath { get; init; }
```

Value

string

IsInstalled

```
public bool IsInstalled { get; init; }
```

Value

bool

IsRunning

```
public bool IsRunning { get; init; }
```

Value

bool

Message

```
public string Message { get; init; }
```

Value

string

ProcessSummary

```
public string ProcessSummary { get; init; }
```

Value

string

Processes

```
public IReadOnlyList<OllamaProcessInfo> Processes { get; init; }
```

Value

IReadOnlyList<OllamaProcessInfo>

Methods ðŸ±ðŸ¶ âœ¨ 5

Deconstruct(out bool, out bool, out string?, out IReadOnlyList<OllamaProcessInfo>, out string, out string)

```
public void Deconstruct(out bool IsInstalled, out bool IsRunning, out string? ExecutablePath, out IReadOnlyList<OllamaProcessInfo> Processes, out string ProcessSummary, out
string Message)
```

Parameters

`IsInstalled` **bool**

`IsRunning` **bool**

`ExecutablePath` **string**

`Processes`
IReadOnlyList<OllamaProcessInfo>

`ProcessSummary` **string**

`Message` **string**

Equals(OllamaProcessStatus?)

```
public bool Equals(OllamaProcessStatus? other)
```

Parameters

`other` **OllamaProcessStatus**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ± ðŸ¶ âœ¨ 2

operator ==(OllamaProcessStatus?, OllamaProcessStatus?)

```
public static bool operator ==(OllamaProcessStatus? left, OllamaProcessStatus? right)
```

Parameters

`left` **OllamaProcessStatus**

`right` **OllamaProcessStatus**

Returns

bool

operator !=(OllamaProcessStatus?, OllamaProcessStatus?)

```
public static bool operator !=(OllamaProcessStatus? left, OllamaProcessStatus? right)
```

Parameters

`left` **OllamaProcessStatus**

`right` **OllamaProcessStatus**

Returns

bool

Class OllamaRequestOptions

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✨ 🐾 🌞

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OllamaRequestOptions
```

Inheritance object
OllamaRequestOptions

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

OllamaRequestOptions()

```
public OllamaRequestOptions()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 4

NumCtx

```
[JsonPropertyName("num_ctx")]
public int? NumCtx { get; set; }
```

Value

int?

NumGpu

```
[JsonPropertyName("num_gpu")]
public int? NumGpu { get; set; }
```

Value

int?

NumPredict

```
[JsonPropertyName("num_predict")]
public int NumPredict { get; set; }
```

Value

int

Temperature

```
[JsonPropertyName("temperature")]
public double? Temperature { get; set; }
```

Value

double?

Class OllamaTagsResponse

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OllamaTagsResponse
```

Inheritance object
OllamaTagsResponse

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

OllamaTagsResponse()

```
public OllamaTagsResponse()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 1

Models

```
public List<OllamaModelEntry> Models { get; set; }
```

Value

List<OllamaModelEntry>

Class OllamaToolCall

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OllamaToolCall
```

Inheritance
object
OllamaToolCall

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

OllamaToolCall()

```
public OllamaToolCall()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 1

Function

```
public OllamaToolFunctionCall Function { get; set; }
```

Value

OllamaToolFunctionCall

Class OllamaToolDefinition

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OllamaToolDefinition
```

Inheritance
object
OllamaToolDefinition

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

OllamaToolDefinition()

```
public OllamaToolDefinition()
```

Properties ðŸ±ðŸ¶â œ¨ 2

Function

```
public OllamaToolFunctionDefinition Function { get; set; }
```

Value

OllamaToolFunctionDefinition

Type

```
public string Type { get; set; }
```

Value

string

Class OllamaToolFunctionCall

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OllamaToolFunctionCall
```

Inheritance
object
OllamaToolFunctionCall

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

OllamaToolFunctionCall()

```
public OllamaToolFunctionCall()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 2

Arguments

```
public JsonElement Arguments { get; set; }
```

Value

JsonElement

Name

```
public string Name { get; set; }
```

Value

string

Class OllamaToolFunctionDefinition

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OllamaToolFunctionDefinition
```

Inheritance
object
OllamaToolFunctionDefinition

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ± ðŸ¶ âœ¨ 1

OllamaToolFunctionDefinition()

```
public OllamaToolFunctionDefinition()
```

Properties ðŸ±ðŸ¶â¨ 3

Description

```
public string Description { get; set; }
```

Value

string

Name

```
public string Name { get; set; }
```

Value

string

Parameters

```
public JsonElement Parameters { get; set; }
```

Value

JsonElement

Class OllamaUnloadRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OllamaUnloadRequest
```

Inheritance
object
OllamaUnloadRequest

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

OllamaUnloadRequest()

```
public OllamaUnloadRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 4

KeepAlive

```
[JsonPropertyName("keep_alive")]
public string KeepAlive { get; set; }
```

Value

string

Model

```
public string Model { get; set; }
```

Value

string

Prompt

```
public string Prompt { get; set; }
```

Value

string

Stream

```
public bool Stream { get; set; }
```

Value

bool

Class OnboardingInstallerProfile

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Describes one installer profile that can prepare models or repository knowledge for a LocalGPT workstation.

```
[DocumentationUpdated("2.1.20")]
public sealed record OnboardingInstallerProfile : IEquatable<OnboardingInstallerProfile>
```

Inheritance object
OnboardingInstallerProfile

Implements IEquatable<OnboardingInstallerProfile>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

OnboardingInstallerProfile(string, string, string, string, IReadOnlyList<string>, IReadOnlyList<string>)

Describes one installer profile that can prepare models or repository knowledge for a LocalGPT workstation.

```
public OnboardingInstallerProfile(string Key, string DisplayName, string Purpose, string Command, IReadOnlyList<string> Models, IReadOnlyList<string> Repositories)
```

Parameters

Key string	Stable profile key used by UI and API clients.
DisplayName string	Human-readable profile name.
Purpose string	Short explanation of the profile's intended workload.
Command string	Reviewable installer command that the user can run explicitly.
Models IReadOnlyList<string>	Recommended Ollama model tags for the profile.
Repositories IReadOnlyList<string>	Recommended GitHub repositories for the profile's learning base.

Properties ðŸ±ðŸ¶â¨ 8

Command

Reviewable installer command that the user can run explicitly.

```
public string Command { get; init; }
```

Value

string

DisplayName

Human-readable profile name.

```
public string DisplayName { get; init; }
```

Value

string

Key

Stable profile key used by UI and API clients.

```
public string Key { get; init; }
```

Value

string

ModelSummary

Gets the comma-separated recommended model labels for display.

```
public string ModelSummary { get; }
```

Value

string

Models

Recommended Ollama model tags for the profile.

```
public IReadOnlyList<string> Models { get; init; }
```

Value

IReadOnlyList<string>

Purpose

Short explanation of the profile's intended workload.

```
public string Purpose { get; init; }
```

Value

string

Repositories

Recommended GitHub repositories for the profile's learning base.

```
public IReadOnlyList<string> Repositories { get; init; }
```

Value

IReadOnlyList<string>

RepositorySummary

Gets the comma-separated recommended repository labels for display.

```
public string RepositorySummary { get; }
```

Value

string

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out string, out string, out string, out string, out IReadOnlyList<string>, out IReadOnlyList<string>)

```
public void Deconstruct(out string Key, out string DisplayName, out string Purpose, out string Command, out IReadOnlyList<string> Models, out IReadOnlyList<string> Repositories)
```

Parameters

`Key` **string**

`DisplayName` **string**

`Purpose` **string**

`Command` **string**

`Models` **IReadOnlyList<string>**

`Repositories`
IReadOnlyList<string>

Equals(OnboardingInstallerProfile?)

```
public bool Equals(OnboardingInstallerProfile? other)
```

Parameters

`other`
OnboardingInstallerProfile

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶ âœ¨ 2

operator ==(OnboardingInstallerProfile?, OnboardingInstallerProfile?)

```
public static bool operator ==(OnboardingInstallerProfile? left, OnboardingInstallerProfile? right)
```

Parameters

`left`
OnboardingInstallerProfile

`right`
OnboardingInstallerProfile

Returns

bool

operator !=(OnboardingInstallerProfile?, OnboardingInstallerProfile?)

```
public static bool operator !=(OnboardingInstallerProfile? left, OnboardingInstallerProfile? right)
```

Parameters

`left`
OnboardingInstallerProfile

`right`
OnboardingInstallerProfile

Returns

bool

Class OneWireDispatchContext

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OneWireDispatchContext
```

Inheritance
object
OneWireDispatchContext

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)

object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

OneWireDispatchContext()

```
public OneWireDispatchContext()
```

🐾 Properties ðŸ±ðŸ¶ â€¨ 5

AuthenticatedPeerId

```
public string AuthenticatedPeerId { get; init; }
```

Value

string

ConnectionId

```
public Guid ConnectionId { get; init; }
```

Value

Guid

IsInternal

```
public bool IsInternal { get; init; }
```

Value

bool

IsLoopback

```
public bool IsLoopback { get; init; }
```

Value

bool

Transport

```
public string Transport { get; init; }
```

Value

string

Class OneWireOptions

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed class OneWireOptions
```

Inheritance object
OneWireOptions

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

OneWireOptions()

```
public OneWireOptions()
```

Fields ðŸ±ðŸ¶â œ¨ 1

SectionName

```
public const string SectionName = "OneWire"
```

Value

string

Properties ðŸ±ðŸ¶â œ¨ 10

BroadcastAddress

```
public string BroadcastAddress { get; set; }
```

Value

string

BroadcastIntervalSeconds

```
public int BroadcastIntervalSeconds { get; set; }
```

Value

int

DiscoveryPort

```
public int DiscoveryPort { get; set; }
```

Value

int

EnableDiscovery

```
public bool EnableDiscovery { get; set; }
```

Value

bool

EnableLanTransport

```
public bool EnableLanTransport { get; set; }
```

Value

bool

Enabled

```
public bool Enabled { get; set; }
```

Value

bool

ListenAddress

```
public string ListenAddress { get; set; }
```

Value

string

MaximumMessageBytes

```
public int MaximumMessageBytes { get; set; }
```

Value

int

PeerExpirySeconds

```
public int PeerExpirySeconds { get; set; }
```

Value

int

ServicePort

```
public int ServicePort { get; set; }
```

Value

int

Class OneWirePendingCouncilRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OneWirePendingCouncilRequest
```

Inheritance
object
OneWirePendingCouncilRequest

Inherited Members
object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ 1

OneWirePendingCouncilRequest()

```
public OneWirePendingCouncilRequest()
```

🐾 Properties ðŸ±ðŸ¶â€¨ 4

ApprovalRequestId

```
public Guid? ApprovalRequestId { get; set; }
```

Value

Guid?

Envelope

```
public OneWireEnvelope Envelope { get; set; }
```

Value

OneWireEnvelope

LastCheckedUtc

```
public DateTimeOffset LastCheckedUtc { get; set; }
```

Value

DateTimeOffset

QueuedUtc

```
public DateTimeOffset QueuedUtc { get; set; }
```

Value

DateTimeOffset

Class OneWireProtocolProfile

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Describes the active LocalGPT 1-Wire surface and safe runtime settings for local and linked frontends.

```
[DocumentationUpdated("2.3.6")]
public sealed class OneWireProtocolProfile
```

Inheritance object
OneWireProtocolProfile

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

OneWireProtocolProfile()

```
public OneWireProtocolProfile()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 11

Capabilities

```
public List<OneWireCapabilityDescriptor> Capabilities { get; set; }
```

Value

List<OneWireCapabilityDescriptor>

Hardware

```
public List<OneWireHardwareDescriptor> Hardware { get; set; }
```

Value

List<OneWireHardwareDescriptor>

MinimumCompatibleVersion

```
public string MinimumCompatibleVersion { get; set; }
```

Value

string

Peer

```
public OneWirePeerAdvertisement Peer { get; set; }
```

Value

OneWirePeerAdvertisement

PollWorkRoute

```
public string PollWorkRoute { get; set; }
```

Value

string

PostEnvelopeRoute

```
public string PostEnvelopeRoute { get; set; }
```

Value

string

ProtocolVersion

```
public string ProtocolVersion { get; set; }
```

Value

string

Security

```
public OneWireSecurityDescriptor Security { get; set; }
```

Value

OneWireSecurityDescriptor

Settings

```
public OneWirePublicSettings Settings { get; set; }
```

Value

OneWirePublicSettings

Skills

```
public List<OneWireSkillDescriptor> Skills { get; set; }
```

Value

List<OneWireSkillDescriptor>

UiFeatures

```
public List<OneWireUiFeatureDescriptor> UiFeatures { get; set; }
```

Value

List<OneWireUiFeatureDescriptor>

Class OneWirePublicSettings

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Safe LocalGPT 1-Wire settings shown to users and linked clients.

```
[DocumentationUpdated("2.3.6")]
public sealed class OneWirePublicSettings
```

Inheritance object
OneWirePublicSettings

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

OneWirePublicSettings()

```
public OneWirePublicSettings()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 10

BroadcastIntervalSeconds

```
public int BroadcastIntervalSeconds { get; set; }
```

Value

int

DiscoveryEnabled

```
public bool DiscoveryEnabled { get; set; }
```

Value

bool

DiscoveryPort

```
public int DiscoveryPort { get; set; }
```

Value

int

Enabled

```
public bool Enabled { get; set; }
```

Value

bool

LanTransportEnabled

```
public bool LanTransportEnabled { get; set; }
```

Value

bool

ListenAddress

```
public string ListenAddress { get; set; }
```

Value

string

MaximumMessageBytes

```
public int MaximumMessageBytes { get; set; }
```

Value

int

PeerExpirySeconds

```
public int PeerExpirySeconds { get; set; }
```

Value

int

ServicePort

```
public int ServicePort { get; set; }
```

Value

int

SupportedTransports

```
public List<string> SupportedTransports { get; set; }
```

Value

List<string>

Class OneWireReplayPolicySnapshot

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OneWireReplayPolicySnapshot
```

Inheritance
object
OneWireReplayPolicySnapshot

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

OneWireReplayPolicySnapshot()

```
public OneWireReplayPolicySnapshot()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 4

AllowedFutureSkew

```
public TimeSpan AllowedFutureSkew { get; init; }
```

Value

TimeSpan

CleanupInterval

```
public int CleanupInterval { get; init; }
```

Value

int

MaximumTrackedMessages

```
public int MaximumTrackedMessages { get; init; }
```

Value

int

Retention

```
public TimeSpan Retention { get; init; }
```

Value

TimeSpan

Class OneWireWorkItem

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Local runtime state for a protocol work item. Transfer contracts live in LocalGPT.WireProtocolVersion.

```
public sealed class OneWireWorkItem
```

Inheritance
object
OneWireWorkItem

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

OneWireWorkItem()

```
public OneWireWorkItem()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 13

CapabilityKey

```
public string CapabilityKey { get; set; }
```

Value

string

CorrelationId

```
public Guid CorrelationId { get; set; }
```

Value

Guid

CreatedUtc

```
public DateTimeOffset CreatedUtc { get; set; }
```

Value

DateTimeOffset

Error

```
public string Error { get; set; }
```

Value

string

ExecutionMode

```
public OneWireExecutionMode ExecutionMode { get; set; }
```

Value

OneWireExecutionMode

Id

```
public Guid Id { get; set; }
```

Value

Guid

NotBeforeUtc

```
public DateTimeOffset? NotBeforeUtc { get; set; }
```

Value

DateTimeOffset?

Request

```
public OneWireEnvelope Request { get; set; }
```

Value

OneWireEnvelope

RequestType

```
public OneWireMessageType RequestType { get; set; }
```

Value

OneWireMessageType

ResultJson

```
public string ResultJson { get; set; }
```

Value

string

SourcePeerId

```
public string SourcePeerId { get; set; }
```

Value

string

Status

```
public OneWireWorkStatus Status { get; set; }
```

Value

OneWireWorkStatus

UpdatedUtc

```
public DateTimeOffset UpdatedUtc { get; set; }
```

Value

DateTimeOffset

Class OpenAICompatOptions

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class OpenAICompatOptions
```

Inheritance	object OpenAICompatOptions
Inherited Members	object.GetType() object.MemberwiseClone() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â

1

OpenAICompatOptions()

```
public OpenAICompatOptions()
```

Fields ðŸ±ðŸ¶â

1

OpenAICore

```
public const string OpenAICore = "OpenAICore"
```

Value

string

Properties ðŸ±ðŸ¶â

3

ApiKey

```
public string ApiKey { get; set; }
```

Value

string

Endpoint

```
public string Endpoint { get; set; }
```

Value

string

ModelName

```
public string ModelName { get; set; }
```

Value

string

Class OpenAIModelEntry

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✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed class OpenAIModelEntry
```

Inheritance object
OpenAIModelEntry

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ â œ¨ 1

OpenAIModelEntry()

```
public OpenAIModelEntry()
```

🐾 Properties ðŸ± ðŸ¶ â œ¨ 1

Id

```
public string Id { get; set; }
```

Value

string

Class OpenAIModelsResponse

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OpenAIModelsResponse
```

Inheritance object
OpenAIModelsResponse

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶âœ¨ 1

OpenAIModelsResponse()

```
public OpenAIModelsResponse()
```

🐾 Properties ðŸ±ðŸ¶âœ¨ 1

Data

```
public List<OpenAIModelEntry> Data { get; set; }
```

Value

List<OpenAIModelEntry>

Class OpenAIServiceCoreOptions

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class OpenAIServiceCoreOptions
```

Inheritance

object
OpenAIServiceCoreOptions

Inherited Members

object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods

StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â…¨ 1

OpenAIServiceCoreOptions()

```
public OpenAIServiceCoreOptions()
```

Fields ðŸ±ðŸ¶â…¨ 1

OpenAIServiceCore

```
public const string OpenAIServiceCore = "OpenAIServiceCore"
```

Value

string

Properties ðŸ±ðŸ¶â…¨ 3

DeploymentName

```
public string DeploymentName { get; set; }
```

Value

string

Endpoint

```
public string Endpoint { get; set; }
```

Value

string

Key

```
public string Key { get; set; }
```

Value

string

Class OrganicAddonControllerMethodManifest

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OrganicAddonControllerMethodManifest
```

Inheritance object
OrganicAddonControllerMethodManifest

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

OrganicAddonControllerMethodManifest()

```
public OrganicAddonControllerMethodManifest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 6

Controller

```
public string Controller { get; set; }
```

Value

string

HttpMethod

```
public string HttpMethod { get; set; }
```

Value

string

IsReadOnly

```
public bool IsReadOnly { get; set; }
```

Value

bool

MethodName

```
public string MethodName { get; set; }
```

Value

string

Purpose

```
public string Purpose { get; set; }
```

Value

string

Route

```
public string Route { get; set; }
```

Value

string

Class OrganicAddonManifest

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Offline, source-controlled description of an organic add-on. The manifest makes an add-on's controller surface discoverable while its process is offline; invocation still requires a live, trusted 1-Wire peer and the existing user-controlled catalog policy.

```
public sealed class OrganicAddonManifest
```

Inheritance
object
OrganicAddonManifest

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

OrganicAddonManifest()

```
public OrganicAddonManifest()
```

🐾 Properties ðŸ±ðŸ¶ âœ¨ 8

CapabilityKeys

```
public List<string> CapabilityKeys { get; set; }
```

Value

List<string>

ControllerMethods

```
public List<OrganicAddonControllerMethodManifest> ControllerMethods { get; set; }
```

Value

List<OrganicAddonControllerMethodManifest>

Description

```
public string Description { get; set; }
```

Value

string

DisplayName

```
public string DisplayName { get; set; }
```

Value

string

Key

```
public string Key { get; set; }
```

Value

string

Organs

```
public List<string> Organs { get; set; }
```

Value

List<string>

SourcePeerId

```
public string SourcePeerId { get; set; }
```

Value

string

UiActivationKeys

```
public List<string> UiActivationKeys { get; set; }
```

Value

List<string>

Class OrganicCouncilRoleDefinition

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Defines one role and its AI, human, language, runtime-class and pairing policies.

```
[DocumentationUpdated("2.1.20")]
public sealed class OrganicCouncilRoleDefinition
```

Inheritance
object
OrganicCouncilRoleDefinition

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

OrganicCouncilRoleDefinition()

```
public OrganicCouncilRoleDefinition()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 14

AiSelectionMode

Gets or sets how AI participants are selected for the role.

```
public CouncilRoleAiSelectionMode AiSelectionMode { get; set; }
```

Value

CouncilRoleAiSelectionMode

BoundaryMode

Gets or sets the role-boundary strictness.

```
public CouncilRoleBoundaryMode BoundaryMode { get; set; }
```

Value

CouncilRoleBoundaryMode

DistinctAiAssignmentGroup

Gets or sets the assignment group that requires distinct model identities.

```
public string DistinctAiAssignmentGroup { get; set; }
```

Value

string

Expertise

Gets or sets the expertise expected from participants assigned to the role.

```
public string Expertise { get; set; }
```

Value

string

HumanParticipationMode

Gets or sets the human participation policy.

```
public HumanParticipationMode HumanParticipationMode { get; set; }
```

Value

HumanParticipationMode

LanguageMode

Gets or sets the role language policy.

```
public CouncilRoleLanguageMode LanguageMode { get; set; }
```

Value

CouncilRoleLanguageMode

MatchAiParticipantCountToRole

Gets or sets another role whose participant count this role mirrors.

```
public string MatchAiParticipantCountToRole { get; set; }
```

Value

string

MaximumAiParticipants

Gets or sets the maximum AI participant count.

```
public int MaximumAiParticipants { get; set; }
```

Value

int

MinimumAiParticipants

Gets or sets the minimum AI participant count.

```
public int MinimumAiParticipants { get; set; }
```

Value

int

PairedRole

Gets or sets the role paired one-to-one with this role.

```
public string PairedRole { get; set; }
```

Value

string

PerformanceMode

Gets or sets the task-specialist or improvisation behavior.

```
public CouncilRolePerformanceMode PerformanceMode { get; set; }
```

Value

CouncilRolePerformanceMode

Responsibility

Gets or sets the responsibility and ownership boundary of the role.

```
public string Responsibility { get; set; }
```

Value

string

Role

Gets or sets the unique role name within the team.

```
public string Role { get; set; }
```

Value

string

RuntimeClassKeys

Gets or sets runtime-class keys exposed to participants in this role.

```
public List<string> RuntimeClassKeys { get; set; }
```

Value

List<string>

Class OrganicCouncilTeamDefinition

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Defines one editable LocalGPT Council team, its roles, workflow and architecture contracts.

```
[DocumentationUpdated("2.1.20")]
public sealed class OrganicCouncilTeamDefinition
```

Inheritance
object
OrganicCouncilTeamDefinition

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

OrganicCouncilTeamDefinition()

```
public OrganicCouncilTeamDefinition()
```

Properties ðŸ±ðŸ¶ âœ¨ 13

ArchitectureContracts

Gets or sets architecture and safety contracts that every round must preserve.

```
public List<string> ArchitectureContracts { get; set; }
```

Value

List<string>

DisplayName

Gets or sets the human-readable team name.

```
public string DisplayName { get; set; }
```

Value

string

ExpertPreparationPromptTemplate

Gets or sets the expert-preparation prompt used by the built-in workflow.

```
public string ExpertPreparationPromptTemplate { get; set; }
```

Value

string

IsEnabled

Gets or sets whether the team may be selected for new runs.

```
public bool IsEnabled { get; set; }
```

Value

bool

IsSystemSeed

Gets or sets whether the row originated from maintained seed data.

```
public bool IsSystemSeed { get; set; }
```

Value

bool

IsUserModified

Gets or sets whether a user edited the seed-owned row.

```
public bool IsUserModified { get; set; }
```

Value

bool

Key

Gets or sets the stable lowercase team key.

```
public string Key { get; set; }
```

Value

string

LeaderSynthesisPromptTemplate

Gets or sets the leader-synthesis prompt used by the built-in workflow.

```
public string LeaderSynthesisPromptTemplate { get; set; }
```

Value

string

MainRoundInstructionTemplate

Gets or sets the common main-round instruction.

```
public string MainRoundInstructionTemplate { get; set; }
```

Value

string

PreferredCapabilities

Gets or sets preferred registered DXFunction and organic capability keys.

```
public List<string> PreferredCapabilities { get; set; }
```

Value

List<string>

Purpose

Gets or sets the bounded purpose of the team.

```
public string Purpose { get; set; }
```

Value

string

Roles

Gets or sets the role definitions used by the team.

```
public List<OrganicCouncilRoleDefinition> Roles { get; set; }
```

Value

List<OrganicCouncilRoleDefinition>

WorkflowSteps

Gets or sets the literal ordered Council workflow.

```
public List<CouncilWorkflowStepDefinition> WorkflowSteps { get; set; }
```

Value

List<CouncilWorkflowStepDefinition>

Class OrganicSkillDefinition

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class OrganicSkillDefinition
```

Inheritance object
OrganicSkillDefinition

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

OrganicSkillDefinition()

```
public OrganicSkillDefinition()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 15

CapabilityKeysJson

```
[Column(TypeName = "TEXT")]
public string CapabilityKeysJson { get; set; }
```

Value

string

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

Description

```
[MaxLength(2000)]
public string Description { get; set; }
```

Value

string

DisplayName

```
[Required]
[MaxLength(240)]
public string DisplayName { get; set; }
```

Value

string

Id

```
public Guid Id { get; set; }
```

Value

Guid

IsEnabled

```
public bool IsEnabled { get; set; }
```

Value

bool

IsOnline

```
public bool IsOnline { get; set; }
```

Value

bool

IsUserApproved

```
public bool IsUserApproved { get; set; }
```

Value

bool

Key

```
[Required]
[MaxLength(200)]
public string Key { get; set; }
```

Value

string

MemberLinks

```
public ICollection<CouncilMemberOrganicSkillLink> MemberLinks { get; set; }
```

Value

ICollection<CouncilMemberOrganicSkillLink>

OrgansJson

```
[Column(TypeName = "TEXT")]
public string OrgansJson { get; set; }
```

Value

string

ProjectLinks

```
public ICollection<ProjectOrganicSkillLink> ProjectLinks { get; set; }
```

Value

ICollection<ProjectOrganicSkillLink>

SourcePeerId

```
[MaxLength(240)]
public string SourcePeerId { get; set; }
```

Value

string

UiActivationKeysJson

```
[Column(TypeName = "TEXT")]
public string UiActivationKeysJson { get; set; }
```

Value

string

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

Class ProjectArchitectureGetParameters

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProjectArchitectureGetParameters
```

Inheritance object
ProjectArchitectureGetParameters

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ProjectArchitectureGetParameters()

```
public ProjectArchitectureGetParameters()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

ProjectId

```
public Guid ProjectId { get; set; }
```

Value

Guid

Class ProjectArtifactSaveParameters

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProjectArtifactSaveParameters
```

Inheritance
object
ProjectArtifactSaveParameters

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â…¨ âœ¨ 1

ProjectArtifactSaveParameters()

```
public ProjectArtifactSaveParameters()
```

Properties ðŸ±ðŸ¶â…¨ âœ¨ 2

ProjectId

```
public Guid ProjectId { get; set; }
```

Value

Guid

Request

```
public SaveProjectArtifactRequest Request { get; set; }
```

Value

SaveProjectArtifactRequest

Class ProjectBuildVerification

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProjectBuildVerification
```

Inheritance
object
ProjectBuildVerification

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ProjectBuildVerification()

```
public ProjectBuildVerification()
```

Properties ðŸ±ðŸ¶â€ â˜¯ 29

Arguments

```
[Column(TypeName = "TEXT")]
public string Arguments { get; set; }
```

Value

string

BuildSucceeded

```
public bool BuildSucceeded { get; set; }
```

Value

bool

CompilerInstallation

```
public ProjectCompilerInstallation? CompilerInstallation { get; set; }
```

Value

ProjectCompilerInstallation

CompilerInstallationId

```
public Guid? CompilerInstallationId { get; set; }
```

Value

Guid?

CompletedAtUtc

```
public DateTime? CompletedAtUtc { get; set; }
```

Value

DateTime?

Configuration

```
[MaxLength(80)]
public string Configuration { get; set; }
```

Value

string

CouncilReviewSucceeded

```
public bool CouncilReviewSucceeded { get; set; }
```

Value

bool

CouncilReviewSummary

```
[Column(TypeName = "TEXT")]
public string CouncilReviewSummary { get; set; }
```

Value

string

EvidenceManifestPath

```
[MaxLength(2048)]
public string EvidenceManifestPath { get; set; }
```

Value

string

ExecutablePath

```
[Required]
[MaxLength(2048)]
public string ExecutablePath { get; set; }
```

Value

string

ExitCode

```
public int? ExitCode { get; set; }
```

Value

int?

Id

```
public Guid Id { get; set; }
```

Value

Guid

OutputHash

```
[MaxLength(128)]
public string OutputHash { get; set; }
```

Value

string

OutputLogPath

```
[MaxLength(2048)]
public string OutputLogPath { get; set; }
```

Value

string

Project

```
public LocalGptProject? Project { get; set; }
```

Value

LocalGptProject

ProjectId

```
public Guid ProjectId { get; set; }
```

Value

Guid

Revision

```
public LocalGptProjectRevision? Revision { get; set; }
```

Value

LocalGptProjectRevision

RevisionId

```
public Guid RevisionId { get; set; }
```

Value

Guid

RuntimeIdentifier

```
[MaxLength(80)]
public string RuntimeIdentifier { get; set; }
```

Value

string

SnapshotArchivePath

```
[MaxLength(2048)]
public string SnapshotArchivePath { get; set; }
```

Value

string

SourceChangedDuringVerification

```
public bool SourceChangedDuringVerification { get; set; }
```

Value

bool

SourceSnapshotHash

```
[MaxLength(128)]
public string SourceSnapshotHash { get; set; }
```

Value

string

StartedAtUtc

```
public DateTime StartedAtUtc { get; set; }
```

Value

DateTime

Summary

```
[Column(TypeName = "TEXT")]
public string Summary { get; set; }
```

Value

string

TargetFramework

```
[MaxLength(160)]
public string TargetFramework { get; set; }
```

Value

string

TestsExecuted

```
public bool TestsExecuted { get; set; }
```

Value

bool

TestsSucceeded

```
public bool TestsSucceeded { get; set; }
```

Value

bool

UserApprovedReadyForTest

```
public bool UserApprovedReadyForTest { get; set; }
```

Value

bool

WorkingDirectory

```
[Required]
[MaxLength(2048)]
public string WorkingDirectory { get; set; }
```

Value

string

Class ProjectCompilerInstallation

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProjectCompilerInstallation
```

Inheritance object
ProjectCompilerInstallation

Inherited Members object.GetType()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ProjectCompilerInstallation()

```
public ProjectCompilerInstallation()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 17

Architecture

```
[MaxLength(80)]
public string Architecture { get; set; }
```

Value

string

CompilerHomePath

```
[MaxLength(2048)]
public string CompilerHomePath { get; set; }
```

Value

string

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

DiscoverySource

```
[MaxLength(80)]
public string DiscoverySource { get; set; }
```

Value

string

EnvironmentVariablesJson

```
[Column(TypeName = "TEXT")]
public string EnvironmentVariablesJson { get; set; }
```

Value

string

ExecutablePath

```
[Required]
[MaxLength(2048)]
public string ExecutablePath { get; set; }
```

Value

string

Id

```
public Guid Id { get; set; }
```

Value

Guid

IsDefaultForLanguage

```
public bool IsDefaultForLanguage { get; set; }
```

Value

bool

IsEnabled

```
public bool IsEnabled { get; set; }
```

Value

bool

Language

```
[Required]
[MaxLength(80)]
public string Language { get; set; }
```

Value

string

LastValidatedAtUtc

```
public DateTime? LastValidatedAtUtc { get; set; }
```

Value

DateTime?

LastValidationMessage

```
[MaxLength(4000)]
public string LastValidationMessage { get; set; }
```

Value

string

LastValidationSucceeded

```
public bool LastValidationSucceeded { get; set; }
```

Value

bool

Name

```
[Required]
[MaxLength(200)]
public string Name { get; set; }
```

Value

string

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

ValidationArguments

```
[MaxLength(500)]
public string ValidationArguments { get; set; }
```

Value

string

Version

```
[MaxLength(160)]
public string Version { get; set; }
```

Value

string

Class ProjectCouncilBuildReviewRecordParameters

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProjectCouncilBuildReviewRecordParameters
```

Inheritance object
ProjectCouncilBuildReviewRecordParameters

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ 1

ProjectCouncilBuildReviewRecordParameters()

```
public ProjectCouncilBuildReviewRecordParameters()
```

🐾 Properties ðŸ±ðŸ¶â€¨ 2

Request

```
public RecordCouncilBuildReviewRequest Request { get; set; }
```

Value

RecordCouncilBuildReviewRequest

VerificationId

```
public Guid VerificationId { get; set; }
```

Value

Guid

Class ProjectDocumentImport

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProjectDocumentImport
```

Inheritance
object
ProjectDocumentImport

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ProjectDocumentImport()

```
public ProjectDocumentImport()
```

Properties ðŸ±ðŸ¶â åœ¨ 15

ContentHash

```
[Required]
[MaxLength(128)]
public string ContentHash { get; set; }
```

Value

string

ContentType

```
[MaxLength(120)]
public string ContentType { get; set; }
```

Value

string

EncodingName

```
[MaxLength(80)]
public string EncodingName { get; set; }
```

Value

string

ExtractedText

```
[Column(TypeName = "TEXT")]
public string ExtractedText { get; set; }
```

Value

string

Id

```
public Guid Id { get; set; }
```

Value

Guid

ImportedAtUtc

```
public DateTime ImportedAtUtc { get; set; }
```

Value

DateTime

IsUserApproved

```
public bool IsUserApproved { get; set; }
```

Value

bool

Project

```
public LocalGptProject? Project { get; set; }
```

Value

LocalGptProject

ProjectId

```
public Guid ProjectId { get; set; }
```

Value

Guid

Revision

```
public LocalGptProjectRevision? Revision { get; set; }
```

Value

LocalGptProjectRevision

RevisionId

```
public Guid? RevisionId { get; set; }
```

Value

Guid?

SafetyNotes

```
[MaxLength(2000)]
public string SafetyNotes { get; set; }
```

Value

string

SourceName

```
[Required]
[MaxLength(260)]
public string SourceName { get; set; }
```

Value

string

SourceUri

```
[MaxLength(2048)]
public string SourceUri { get; set; }
```

Value

string

Status

```
[MaxLength(80)]
public string Status { get; set; }
```

Value

string

Class ProjectFilePatternsSaveParameters

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProjectFilePatternsSaveParameters
```

Inheritance
object
ProjectFilePatternsSaveParameters

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ProjectFilePatternsSaveParameters()

```
public ProjectFilePatternsSaveParameters()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 2

Request

```
public SaveTrackedFilePatternRequest Request { get; set; }
```

Value

SaveTrackedFilePatternReques t

TrackedFileId

```
public Guid TrackedFileId { get; set; }
```

Value

Guid

Class ProjectFilesScanParameters

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProjectFilesScanParameters
```

Inheritance object
ProjectFilesScanParameters

Inherited Members object.GetType()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ProjectFilesScanParameters()

```
public ProjectFilesScanParameters()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 2

ProjectId

```
public Guid ProjectId { get; set; }
```

Value

Guid

Request

```
public ScanProjectFilesRequest Request { get; set; }
```

Value

ScanProjectFilesRequest

Class ProjectMaintenanceGetParameters

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProjectMaintenanceGetParameters
```

Inheritance object
ProjectMaintenanceGetParameters

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ProjectMaintenanceGetParameters()

```
public ProjectMaintenanceGetParameters()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 2

ProjectId

```
public Guid ProjectId { get; set; }
```

Value

Guid

RevisionId

```
public Guid? RevisionId { get; set; }
```

Value

Guid?

Class ProjectOrganicContext

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Stores project and revision metadata used to route organic Council capabilities.

```
[DocumentationUpdated("2.1.20")]
public class ProjectOrganicContext
```

Inheritance	object ProjectOrganicContext
Derived	SaveProjectOrganicContextRequest
Inherited Members	object.GetType() object.MemberwiseClone() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ProjectOrganicContext()

```
public ProjectOrganicContext()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 14

BuildSuccessful

Gets or sets the latest known build result.

```
public bool? BuildSuccessful { get; set; }
```

Value

bool?

Compilers

Gets or sets known compiler or tool names.

```
public List<string> Compilers { get; set; }
```

Value

List<string>

DebugPaths

Gets or sets approved debug and diagnostic paths.

```
public List<string> DebugPaths { get; set; }
```

Value

List<string>

ExternalOrganPlugins

Gets or sets external organic plugin identifiers.

```
public List<string> ExternalOrganPlugins { get; set; }
```

Value

List<string>

FileRegexPatterns

Gets or sets file-level regex patterns.

```
public List<string> FileRegexPatterns { get; set; }
```

Value

List<string>

HasInstaller

Gets or sets whether an installer is known to exist.

```
public bool? HasInstaller { get; set; }
```

Value

bool?

InstallerPath

Gets or sets the recorded installer path.

```
public string InstallerPath { get; set; }
```

Value

string

KnowledgeReferences

Gets or sets knowledge references relevant to the project.

```
public List<string> KnowledgeReferences { get; set; }
```

Value

List<string>

LastCouncilActivityUtc

Gets or sets the most recent Council activity time.

```
public DateTimeOffset? LastCouncilActivityUtc { get; set; }
```

Value

DateTimeOffset?

ProjectId

Gets or sets the owning project identifier.

```
public Guid ProjectId { get; set; }
```

Value

Guid

ProjectRegexPatterns

Gets or sets project-level regex patterns.

```
public List<string> ProjectRegexPatterns { get; set; }
```

Value

List<string>

RequiredOrganicCapabilities

Gets or sets required organic capability keys.

```
public List<string> RequiredOrganicCapabilities { get; set; }
```

Value

List<string>

RevisionId

Gets or sets the optional project revision identifier.

```
public Guid? RevisionId { get; set; }
```

Value

Guid?

SystemCommands

Gets or sets bounded system-command descriptions.

```
public List<string> SystemCommands { get; set; }
```

Value

List<string>

Class ProjectOrganicSkillLink

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProjectOrganicSkillLink
```

Inheritance
object
ProjectOrganicSkillLink

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors

ProjectOrganicSkillLink()

```
public ProjectOrganicSkillLink()
```

Properties ðŸ±ðŸ¶â œ¨ 9

Id

```
public Guid Id { get; set; }
```

Value

Guid

IsEnabled

```
public bool IsEnabled { get; set; }
```

Value

bool

IsRequired

```
public bool IsRequired { get; set; }
```

Value

bool

Notes

```
[MaxLength(2000)]
public string Notes { get; set; }
```

Value

string

Project

```
public LocalGptProject? Project { get; set; }
```

Value

LocalGptProject

ProjectId

```
public Guid ProjectId { get; set; }
```

Value

Guid

Skill

```
public OrganicSkillDefinition? Skill { get; set; }
```

Value

OrganicSkillDefinition

SkillId

```
public Guid SkillId { get; set; }
```

Value

Guid

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

Class ProjectRequirementSaveParameters

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProjectRequirementSaveParameters
```

Inheritance object
ProjectRequirementSaveParameters

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ProjectRequirementSaveParameters()

```
public ProjectRequirementSaveParameters()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 2

ProjectId

```
public Guid ProjectId { get; set; }
```

Value

Guid

Request

```
public SaveProjectRequirementRequest Request { get; set; }
```

Value

SaveProjectRequirementRequest

Class ProjectRevisionApproveParameters

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProjectRevisionApproveParameters
```

Inheritance
object
ProjectRevisionApproveParameters

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ProjectRevisionApproveParameters()

```
public ProjectRevisionApproveParameters()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 3

ProjectId

```
public Guid ProjectId { get; set; }
```

Value

Guid

Request

```
public ApproveRevisionReadyForTestRequest Request { get; set; }
```

Value

ApproveRevisionReadyForTest Request

RevisionId

```
public Guid RevisionId { get; set; }
```

Value

Guid

Class ProjectRevisionBuildVerifyParameters

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProjectRevisionBuildVerifyParameters
```

Inheritance object
ProjectRevisionBuildVerifyParameters

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ 1

ProjectRevisionBuildVerifyParameters()

```
public ProjectRevisionBuildVerifyParameters()
```

🐾 Properties ðŸ±ðŸ¶â€¨ 2

ProjectId

```
public Guid ProjectId { get; set; }
```

Value

Guid

Request

```
public RunProjectBuildVerificationRequest Request { get; set; }
```

Value

RunProjectBuildVerificationRequest

Class ProjectRevisionSaveParameters

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProjectRevisionSaveParameters
```

Inheritance
object
ProjectRevisionSaveParameters

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

ProjectRevisionSaveParameters()

```
public ProjectRevisionSaveParameters()
```

🐾 Properties ðŸ±ðŸ¶ â€¨ 2

ProjectId

```
public Guid ProjectId { get; set; }
```

Value
Guid

Request

```
public SaveProjectRevisionRequest Request { get; set; }
```

Value
SaveProjectRevisionRequest

Class ProjectRevisionWorkspaceRegisterParameters

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProjectRevisionWorkspaceRegisterParameters
```

Inheritance
object
ProjectRevisionWorkspaceRegisterParameters

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ProjectRevisionWorkspaceRegisterParameters()

```
public ProjectRevisionWorkspaceRegisterParameters()
```

Properties ðŸ±ðŸ¶â€¨ 4

ProjectId

```
public Guid ProjectId { get; set; }
```

Value

Guid

RevisionId

```
public Guid RevisionId { get; set; }
```

Value

Guid

SolutionPath

```
public string SolutionPath { get; set; }
```

Value

string

SourceRootPath

```
public string SourceRootPath { get; set; }
```

Value

string

Class ProjectScanResult

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record ProjectScanResult : IEquatable<ProjectScanResult>
```

Inheritance
object
ProjectScanResult

Implements IEquatable<ProjectScanResult>

Inherited Members
object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ProjectScanResult(Guid, Guid?, string, string, int, int, int, IReadOnlyList<string>)

```
public ProjectScanResult(Guid ProjectId, Guid? RevisionId, string ProjectRootPath, string SolutionPath, int FilesSeen, int FilesStored, int FilesSkipped,
IReadOnlyList<string> Warnings)
```

Parameters

`ProjectId` **Guid**

`RevisionId` **Guid?**

`ProjectRootPath` **string**

`SolutionPath` **string**

`FilesSeen` **int**

`FilesStored` **int**

`FilesSkipped` **int**

`Warnings`
IReadOnlyList<string>

Properties ðŸ±ðŸ¾ â€¨ 8

FilesSeen

```
public int FilesSeen { get; init; }
```

Value

int

FilesSkipped

```
public int FilesSkipped { get; init; }
```

Value

int

FilesStored

```
public int FilesStored { get; init; }
```

Value

int

ProjectId

```
public Guid ProjectId { get; init; }
```

Value

Guid

ProjectRootPath

```
public string ProjectRootPath { get; init; }
```

Value

string

RevisionId

```
public Guid? RevisionId { get; init; }
```

Value

Guid?

SolutionPath

```
public string SolutionPath { get; init; }
```

Value

string

Warnings

```
public IReadOnlyList<string> Warnings { get; init; }
```

Value

IReadOnlyList<string>

Methods ðŸ±ðŸ¶â…¨ 5

Deconstruct(out Guid, out Guid?, out string, out string, out int, out int, out int, out IReadOnlyList<string>)

```
public void Deconstruct(out Guid ProjectId, out Guid? RevisionId, out string ProjectRootPath, out string SolutionPath, out int FilesSeen, out int FilesStored, out int FilesSkipped,
out IReadOnlyList<string> Warnings)
```

Parameters

ProjectId Guid

RevisionId Guid?

ProjectRootPath string

SolutionPath string

FilesSeen int

FilesStored int

FilesSkipped int

Warnings
IReadOnlyList<string>

Equals(ProjectScanResult?)

```
public bool Equals(ProjectScanResult? other)
```

Parameters

`other` **ProjectScanResult**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â œ 2

operator ==(ProjectScanResult?, ProjectScanResult?)

```
public static bool operator ==(ProjectScanResult? left, ProjectScanResult? right)
```

Parameters

`left` **ProjectScanResult**

`right` **ProjectScanResult**

Returns

bool

operator !=(ProjectScanResult?, ProjectScanResult?)

```
public static bool operator !=(ProjectScanResult? left, ProjectScanResult? right)
```

Parameters

`left` **ProjectScanResult**

`right` **ProjectScanResult**

Returns

bool

Class ProjectTextDocumentImportParameters

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProjectTextDocumentImportParameters
```

Inheritance object
ProjectTextDocumentImportParameters

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ProjectTextDocumentImportParameters()

```
public ProjectTextDocumentImportParameters()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 3

FilePath

```
public string FilePath { get; set; }
```

Value

string

ProjectId

```
public Guid ProjectId { get; set; }
```

Value

Guid

RevisionId

```
public Guid? RevisionId { get; set; }
```

Value

Guid?

Class ProjectWorkspaceEnvironmentAssessParameters

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProjectWorkspaceEnvironmentAssessParameters
```

Inheritance object
ProjectWorkspaceEnvironmentAssessParameters

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸŽ± ðŸ¶ âœ¨ 1

ProjectWorkspaceEnvironmentAssessParameters()

```
public ProjectWorkspaceEnvironmentAssessParameters()
```

🐾 Properties ðŸŽ± ðŸ¶ âœ¨ 1

WorkspaceRootId

```
public Guid WorkspaceRootId { get; set; }
```

Value

Guid

Class ProjectWorkspaceEnvironmentSaveParameters

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProjectWorkspaceEnvironmentSaveParameters
```

Inheritance
object
ProjectWorkspaceEnvironmentSaveParameters

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ProjectWorkspaceEnvironmentSaveParameters()

```
public ProjectWorkspaceEnvironmentSaveParameters()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 1

Request

```
public SaveProjectWorkspaceRootRequest Request { get; set; }
```

Value

SaveProjectWorkspaceRootRequest

Class ProjectWorkspaceResolution

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record ProjectWorkspaceResolution : IEquatable<ProjectWorkspaceResolution>
```

Inheritance
object
ProjectWorkspaceResolution

Implements IEquatable<ProjectWorkspaceResolution>

Inherited Members
object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ProjectWorkspaceResolution(Guid?, string, string, string, bool)

```
public ProjectWorkspaceResolution(Guid? WorkspaceRootId, string RootPath, string ScopeKind, string MatchReason, bool Exists)
```

Parameters

`WorkspaceRootId` **Guid?**

`RootPath` **string**

`ScopeKind` **string**

`MatchReason` **string**

`Exists` **bool**

Properties ðŸ±ðŸ¾ âœ¨ 5

Exists

```
public bool Exists { get; init; }
```

Value

bool

MatchReason

```
public string MatchReason { get; init; }
```

Value

string

RootPath

```
public string RootPath { get; init; }
```

Value

string

ScopeKind

```
public string ScopeKind { get; init; }
```

Value

string

WorkspaceRootId

```
public Guid? WorkspaceRootId { get; init; }
```

Value

Guid?

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out Guid?, out string, out string, out string, out bool)

```
public void Deconstruct(out Guid? WorkspaceRootId, out string RootPath, out string ScopeKind, out string MatchReason, out bool Exists)
```

Parameters

`WorkspaceRootId` **Guid?**

`RootPath` **string**

`ScopeKind` **string**

`MatchReason` **string**

`Exists` **bool**

Equals(ProjectWorkspaceResolution?)

```
public bool Equals(ProjectWorkspaceResolution? other)
```

Parameters

`other`
ProjectWorkspaceResolution

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â¨ 2

operator ==(ProjectWorkspaceResolution?, ProjectWorkspaceResolution?)

```
public static bool operator ==(ProjectWorkspaceResolution? left, ProjectWorkspaceResolution? right)
```

Parameters

`left`
ProjectWorkspaceResolution

`right`
ProjectWorkspaceResolution

Returns

bool

operator !=(ProjectWorkspaceResolution?, ProjectWorkspaceResolution?)

```
public static bool operator !=(ProjectWorkspaceResolution? left, ProjectWorkspaceResolution? right)
```

Parameters

`left`
ProjectWorkspaceResolution

`right`
ProjectWorkspaceResolution

Returns

bool

Class ProjectWorkspaceRoot

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProjectWorkspaceRoot
```

Inheritance object
ProjectWorkspaceRoot

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶âœ¨ 1

ProjectWorkspaceRoot()

```
public ProjectWorkspaceRoot()
```

🐾 Properties ðŸ±ðŸ¶âœ¨ 28

AccessPolicyJson

```
[Column(TypeName = "TEXT")]
public string AccessPolicyJson { get; set; }
```

Value

string

BuildArguments

```
[Column(TypeName = "TEXT")]
public string BuildArguments { get; set; }
```

Value

string

CreatedAtUtc

```
public DateTime CreatedAtUtc { get; set; }
```

Value

DateTime

DefaultSubdirectoriesJson

```
[Column(TypeName = "TEXT")]
public string DefaultSubdirectoriesJson { get; set; }
```

Value

string

EnvironmentKind

```
[MaxLength(80)]
public string EnvironmentKind { get; set; }
```

Value

string

EnvironmentRootPath

```
[MaxLength(2048)]
public string EnvironmentRootPath { get; set; }
```

Value

string

EnvironmentVariablesJson

```
[Column(TypeName = "TEXT")]
public string EnvironmentVariablesJson { get; set; }
```

Value

string

ExpectedStructureRegex

```
[Column(TypeName = "TEXT")]
public string ExpectedStructureRegex { get; set; }
```

Value

string

Id

```
public Guid Id { get; set; }
```

Value

Guid

IsDefault

```
public bool IsDefault { get; set; }
```

Value

bool

IsEnabled

```
public bool IsEnabled { get; set; }
```

Value

bool

LastPermissionCheckedAtUtc

```
public DateTime? LastPermissionCheckedAtUtc { get; set; }
```

Value

DateTime?

LastPermissionReadAccess

```
public bool LastPermissionReadAccess { get; set; }
```

Value

bool

LastPermissionStatus

```
[MaxLength(80)]
public string LastPermissionStatus { get; set; }
```

Value

string

LastPermissionSummary

```
[MaxLength(4000)]
public string LastPermissionSummary { get; set; }
```

Value

string

LastPermissionWriteAccess

```
public bool LastPermissionWriteAccess { get; set; }
```

Value

bool

LastResolutionStatus

```
[MaxLength(80)]
public string LastResolutionStatus { get; set; }
```

Value

string

LastResolvedAtUtc

```
public DateTime? LastResolvedAtUtc { get; set; }
```

Value

DateTime?

Name

```
[Required]
[MaxLength(200)]
public string Name { get; set; }
```

Value

string

PreferredCompilerInstallationId

```
public Guid? PreferredCompilerInstallationId { get; set; }
```

Value

Guid?

Priority

```
public int Priority { get; set; }
```

Value

int

Project

```
public LocalGptProject? Project { get; set; }
```

Value

LocalGptProject

ProjectId

```
public Guid? ProjectId { get; set; }
```

Value

Guid?

ProjectTypePattern

```
[MaxLength(240)]
public string ProjectTypePattern { get; set; }
```

Value

string

RootPath

```
[Required]
[MaxLength(2048)]
public string RootPath { get; set; }
```

Value

string

ScopeKind

```
[Required]
[MaxLength(40)]
public string ScopeKind { get; set; }
```

Value

string

SolutionPattern

```
[MaxLength(1000)]
public string SolutionPattern { get; set; }
```

Value

string

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

Class PromptConfig

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class PromptConfig
```

Inheritance
object
PromptConfig

Inherited Members
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

PromptConfig()

```
public PromptConfig()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 5

Id

```
[Key]
public int Id { get; set; }
```

Value

int

Key

```
[Required]
[MaxLength(128)]
public string Key { get; set; }
```

Value

string

Language

```
[MaxLength(10)]
public string? Language { get; set; }
```

Value

string

LastUpdated

```
public DateTime LastUpdated { get; set; }
```

Value

DateTime

Text

```
[Required]
[Column(TypeName = "TEXT")]
public string Text { get; set; }
```

Value

string

Class PromptSuggestion

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Describes one reusable Chat prompt and its optional Council-team ownership.

```
[DocumentationUpdated("2.1.22")]
public sealed class PromptSuggestion
```

Inheritance	object PromptSuggestion
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

PromptSuggestion(string, string, string, string?, IEnumerable<string>?, bool)

Creates one prompt suggestion.

```
public PromptSuggestion(string title, string text, string promptMessage, string? key = null, IEnumerable<string>? teamKeys = null, bool startsCouncilDirectly = false)
```

Parameters

`title` string	Visible prompt title.
`text` string	Compact prompt description.
`promptMessage` string	Full submitted prompt text.
`key` string	Optional stable route key; a title-derived key is used when omitted.
`teamKeys` IEnumerable<string>	Optional Council-team keys associated with the prompt.
`startsCouncilDirectly` bool	Whether invoking the prompt should select AI Council and create a fresh Council chat.

🐾 Properties ðŸ±ðŸ¶â œ¨ 6

Key

Gets the stable prompt key used by direct Council starter routes.

```
public string Key { get; }
```

Value

string

PromptMessage

Gets or sets the full text submitted to the selected chat or Council session.

```
[Column(TypeName = "TEXT")]
public string PromptMessage { get; set; }
```

Value

string

StartsCouncilDirectly

Gets whether the prompt is intended to create a fresh AI Council run rather than a normal single-model reply.

```
public bool StartsCouncilDirectly { get; }
```

Value

bool

TeamKeys

Gets the Council-team keys for which this prompt is recommended.

```
public IReadOnlyList<string> TeamKeys { get; }
```

Value

IReadOnlyList<string>

Text

Gets or sets the compact prompt description.

```
[Column(TypeName = "TEXT")]
public string Text { get; set; }
```

Value

string

Title

Gets or sets the visible prompt title.

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

Value

string

Methods ðŸ±ðŸ¶â…¨ 1

IsAvailableForTeam(string?)

Returns whether this prompt is generic or assigned to the requested Council team.

```
public bool IsAvailableForTeam(string? teamKey)
```

Parameters

teamKey **string**	Selected Council-team key.

Returns

bool	True when the prompt should be displayed for the selected team.

Class ProviderModelBenchmarkAppliedEvent

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record ProviderModelBenchmarkAppliedEvent : IEquatable<ProviderModelBenchmarkAppliedEvent>
```

Inheritance
object
ProviderModelBenchmarkAppliedEvent

Implements IEquatable<ProviderModelBenchmarkAppliedEvent>

Inherited Members
object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ProviderModelBenchmarkAppliedEvent(ProviderModelReference, OneWireCouncilModelRoute, CouncilModelPreset)

```
public ProviderModelBenchmarkAppliedEvent(ProviderModelReference Model, OneWireCouncilModelRoute Route, CouncilModelPreset Preset)
```

Parameters

`Model` **ProviderModelReference**

`Route`
OneWireCouncilModelRoute

`Preset` **CouncilModelPreset**

Properties ðŸ¾ 3

Model

```
public ProviderModelReference Model { get; init; }
```

Value

ProviderModelReference

Preset

```
public CouncilModelPreset Preset { get; init; }
```

Value

CouncilModelPreset

Route

```
public OneWireCouncilModelRoute Route { get; init; }
```

Value

OneWireCouncilModelRoute

Methods ðŸ±ðŸ¶ â€¨ 5

Deconstruct(out ProviderModelReference, out OneWireCouncilModelRoute, out CouncilModelPreset)

```
public void Deconstruct(out ProviderModelReference Model, out OneWireCouncilModelRoute Route, out CouncilModelPreset Preset)
```

Parameters

`Model` **ProviderModelReference**

`Route`
OneWireCouncilModelRoute

`Preset` **CouncilModelPreset**

Equals(ProviderModelBenchmarkAppliedEvent?)

```
public bool Equals(ProviderModelBenchmarkAppliedEvent? other)
```

Parameters

`other`
**ProviderModelBenchmarkAppli
edEvent**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

obj **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â åœ¨ 2

operator ==(ProviderModelBenchmarkAppliedEvent?, ProviderModelBenchmarkAppliedEvent?)

```
public static bool operator ==(ProviderModelBenchmarkAppliedEvent? left, ProviderModelBenchmarkAppliedEvent? right)
```

Parameters

`left`
ProviderModelBenchmarkAppliedEvent

`right`
ProviderModelBenchmarkAppliedEvent

Returns

bool

operator !=(ProviderModelBenchmarkAppliedEvent?, ProviderModelBenchmarkAppliedEvent?)

```
public static bool operator !=(ProviderModelBenchmarkAppliedEvent? left, ProviderModelBenchmarkAppliedEvent? right)
```

Parameters

`left`
ProviderModelBenchmarkAppliedEvent

`right`
ProviderModelBenchmarkAppliedEvent

Returns

bool

Class ProviderModelBenchmarkBatchAppliedEvent

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record ProviderModelBenchmarkBatchAppliedEvent : IEquatable<ProviderModelBenchmarkBatchAppliedEvent>
```

Inheritance object
ProviderModelBenchmarkBatchAppliedEvent

Implements IEquatable<ProviderModelBenchmarkBatchAppliedEvent>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

ProviderModelBenchmarkBatchAppliedEvent(IReadOnlyList<ProviderModelReference>, IReadOnlyList<OneWireCouncilModelRoute>, CouncilModelPreset)

```
public ProviderModelBenchmarkBatchAppliedEvent(IReadOnlyList<ProviderModelReference> Models, IReadOnlyList<OneWireCouncilModelRoute> Routes, CouncilModelPreset Preset)
```

Parameters

`Models` IReadOnlyList<ProviderModelReference>

`Routes` IReadOnlyList<OneWireCouncilModelRoute>

`Preset` CouncilModelPreset

Properties ðŸ± ðŸ¶ â

3

Models

```
public IReadOnlyList<ProviderModelReference> Models { get; init; }
```

Value

IReadOnlyList<ProviderModelReference>

Preset

```
public CouncilModelPreset Preset { get; init; }
```

Value

CouncilModelPreset

Routes

```
public IReadOnlyList<OneWireCouncilModelRoute> Routes { get; init; }
```

Value

IReadOnlyList<OneWireCouncilModelRoute>

Methods ðŸ± ðŸ¶ â

5

Deconstruct(out IReadOnlyList<ProviderModelReference>, out IReadOnlyList<OneWireCouncilModelRoute>, out CouncilModelPreset)

```
public void Deconstruct(out IReadOnlyList<ProviderModelReference> Models, out IReadOnlyList<OneWireCouncilModelRoute> Routes, out CouncilModelPreset Preset)
```

Parameters

`Models`
IReadOnlyList<ProviderModelReference>

`Routes`
IReadOnlyList<OneWireCouncilModelRoute>

`Preset` CouncilModelPreset

Equals(ProviderModelBenchmarkBatchAppliedEvent?)

```
public bool Equals(ProviderModelBenchmarkBatchAppliedEvent? other)
```

Parameters

`other`
ProviderModelBenchmarkBatchAppliedEvent

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` object

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶ âœ¨ 2

operator ==(ProviderModelBenchmarkBatchAppliedEvent?, ProviderModelBenchmarkBatchAppliedEvent?)

```
public static bool operator ==(ProviderModelBenchmarkBatchAppliedEvent? left, ProviderModelBenchmarkBatchAppliedEvent? right)
```

Parameters

`left`
ProviderModelBenchmarkBatchAppliedEvent

`right`
ProviderModelBenchmarkBatchAppliedEvent

Returns

bool

operator !=(ProviderModelBenchmarkBatchAppliedEvent?, ProviderModelBenchmarkBatchAppliedEvent?)

```
public static bool operator !=(ProviderModelBenchmarkBatchAppliedEvent? left, ProviderModelBenchmarkBatchAppliedEvent? right)
```

Parameters

`left`
ProviderModelBenchmarkBatchAppliedEvent

`right`
ProviderModelBenchmarkBatchAppliedEvent

Returns

bool

Class ProviderModelBenchmarkProfileResult

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProviderModelBenchmarkProfileResult
```

Inheritance
object
ProviderModelBenchmarkProfileResult

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)

object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ProviderModelBenchmarkProfileResult()

```
public ProviderModelBenchmarkProfileResult()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 9

AverageQualityScore

```
public double AverageQualityScore { get; set; }
```

Value

double

AverageTokensPerSecond

```
public double AverageTokensPerSecond { get; set; }
```

Value

double

AverageTotalMilliseconds

```
public double AverageTotalMilliseconds { get; set; }
```

Value

double

ContextTokens

```
public int ContextTokens { get; set; }
```

Value

int

OllamaNumGpu

```
public int? OllamaNumGpu { get; set; }
```

Value

int?

OutputTokens

```
public int OutputTokens { get; set; }
```

Value

int

ProfileName

```
public string ProfileName { get; set; }
```

Value

string

Score

```
public double Score { get; set; }
```

Value

double

Tasks

```
public List<ProviderModelBenchmarkTaskResult> Tasks { get; set; }
```

Value

List<ProviderModelBenchmarkTaskResult>

Class ProviderModelBenchmarkRecommendation

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProviderModelBenchmarkRecommendation
```

Inheritance object
ProviderModelBenchmarkRecommendation

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ProviderModelBenchmarkRecommendation()

```
public ProviderModelBenchmarkRecommendation()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 7

ContextTokens

```
public int ContextTokens { get; set; }
```

Value

int

CouncilScore

```
public double CouncilScore { get; set; }
```

Value

double

EmpiricalScore

```
public double EmpiricalScore { get; set; }
```

Value

double

OllamaNumGpu

```
public int? OllamaNumGpu { get; set; }
```

Value

int?

OutputTokens

```
public int OutputTokens { get; set; }
```

Value

int

ProfileName

```
public string ProfileName { get; set; }
```

Value

string

Rationale

```
public string Rationale { get; set; }
```

Value

string

Class ProviderModelBenchmarkReport

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✨ 🐾 🌞

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProviderModelBenchmarkReport
```

Inheritance object
ProviderModelBenchmarkReport

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â¨ 1

ProviderModelBenchmarkReport()

```
public ProviderModelBenchmarkReport()
```

🐾 Properties ðŸ±ðŸ¶â¨ 8

AppliedPresetId

```
public Guid? AppliedPresetId { get; set; }
```

Value

Guid?

AppliedPresetName

```
public string AppliedPresetName { get; set; }
```

Value

string

CompletedAtUtc

```
public DateTimeOffset CompletedAtUtc { get; set; }
```

Value

DateTimeOffset

CouncilMembers

```
public List<string> CouncilMembers { get; set; }
```

Value

List<string>

RunId

```
public Guid RunId { get; set; }
```

Value

Guid

StartedAtUtc

```
public DateTimeOffset StartedAtUtc { get; set; }
```

Value

DateTimeOffset

Targets

```
public List<ProviderModelBenchmarkTargetResult> Targets { get; set; }
```

Value

List<ProviderModelBenchmarkTargetResult>

Warnings

```
public List<string> Warnings { get; set; }
```

Value

List<string>

Class ProviderModelBenchmarkRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProviderModelBenchmarkRequest
```

Inheritance object
ProviderModelBenchmarkRequest

Inherited Members object.GetType()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ProviderModelBenchmarkRequest()

```
public ProviderModelBenchmarkRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 11

CouncilReviewers

```
public List<ProviderModelReference> CouncilReviewers { get; set; }
```

Value

List<ProviderModelReference>

ImprovementThresholdPercent

```
public double ImprovementThresholdPercent { get; set; }
```

Value

double

IncludeCouncilReview

```
public bool IncludeCouncilReview { get; set; }
```

Value

bool

MaxCouncilReviewers

```
public int MaxCouncilReviewers { get; set; }
```

Value

int

MaxProfilesPerModel

```
public int MaxProfilesPerModel { get; set; }
```

Value

int

MaxSecondsPerCall

```
public int MaxSecondsPerCall { get; set; }
```

Value

int

MaxTasks

```
public int MaxTasks { get; set; }
```

Value

int

MaximumContextTokens

```
public int MaximumContextTokens { get; set; }
```

Value

int

MaximumOutputTokens

```
public int MaximumOutputTokens { get; set; }
```

Value

int

RunId

```
public Guid RunId { get; set; }
```

Value

Guid

Targets

```
public List<ProviderModelReference> Targets { get; set; }
```

Value

List<ProviderModelReference>

Class ProviderModelBenchmarkTargetResult

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProviderModelBenchmarkTargetResult
```

Inheritance object
ProviderModelBenchmarkTargetResult

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¦ 1

ProviderModelBenchmarkTargetResult()

```
public ProviderModelBenchmarkTargetResult()
```

🐾 Properties ðŸ±ðŸ¶ â€¦ 6

CouncilReviews

```
public List<ProviderModelCouncilReview> CouncilReviews { get; set; }
```

Value

List<ProviderModelCouncilReview>

Error

```
public string Error { get; set; }
```

Value

string

Model

```
public ProviderModelReference Model { get; set; }
```

Value

ProviderModelReference

Profiles

```
public List<ProviderModelBenchmarkProfileResult> Profiles { get; set; }
```

Value

List<ProviderModelBenchmarkProfileResult>

Recommendation

```
public ProviderModelBenchmarkRecommendation Recommendation { get; set; }
```

Value

ProviderModelBenchmarkRecommendation

StoppedBecauseImprovementWasBelowThreshold

```
public bool StoppedBecauseImprovementWasBelowThreshold { get; set; }
```

Value

bool

Class ProviderModelBenchmarkTaskResult

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProviderModelBenchmarkTaskResult
```

Inheritance
object
ProviderModelBenchmarkTaskResult

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ProviderModelBenchmarkTaskResult()

```
public ProviderModelBenchmarkTaskResult()
```

Properties ðŸ±ðŸ¶ â€¨ 7

Error

```
public string Error { get; set; }
```

Value

string

QualityScore

```
public double QualityScore { get; set; }
```

Value

double

ResponsePreview

```
public string ResponsePreview { get; set; }
```

Value

string

Succeeded

```
public bool Succeeded { get; set; }
```

Value

bool

TaskName

```
public string TaskName { get; set; }
```

Value

string

TokensPerSecond

```
public double TokensPerSecond { get; set; }
```

Value

double

TotalMilliseconds

```
public long TotalMilliseconds { get; set; }
```

Value

long

Class ProviderModelCouncilReview

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ProviderModelCouncilReview
```

Inheritance object
ProviderModelCouncilReview

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ProviderModelCouncilReview()

```
public ProviderModelCouncilReview()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 7

Error

```
public string Error { get; set; }
```

Value

string

QualityScore

```
public double QualityScore { get; set; }
```

Value

double

Rationale

```
public string Rationale { get; set; }
```

Value

string

RecommendedContextTokens

```
public int RecommendedContextTokens { get; set; }
```

Value

int

RecommendedOutputTokens

```
public int RecommendedOutputTokens { get; set; }
```

Value

int

ReliabilityScore

```
public double ReliabilityScore { get; set; }
```

Value

double

Reviewer

```
public ProviderModelReference Reviewer { get; set; }
```

Value

ProviderModelReference

Class ProviderModelReference

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Provider-qualified model identity. No credential is stored in this object; credentials are resolved from the matching configured provider at execution time.

```
public sealed class ProviderModelReference
```

Inheritance
object
ProviderModelReference

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ProviderModelReference()

```
public ProviderModelReference()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 14

Details

```
public string Details { get; set; }
```

Value

string

DisplayName

```
public string DisplayName { get; }
```

Value

string

Endpoint

```
public string Endpoint { get; set; }
```

Value

string

EndpointLabel

```
public string EndpointLabel { get; }
```

Value

string

IsConfigured

```
public bool IsConfigured { get; set; }
```

Value

bool

IsLoaded

```
public bool IsLoaded { get; set; }
```

Value

bool

IsLocal

```
public bool IsLocal { get; set; }
```

Value

bool

IsReachable

```
public bool IsReachable { get; set; }
```

Value

bool

ModelName

```
public string ModelName { get; set; }
```

Value

string

ProviderKind

```
public string ProviderKind { get; set; }
```

Value

string

ProviderName

```
public string ProviderName { get; set; }
```

Value

string

SelectionKey

```
public string SelectionKey { get; }
```

Value

string

StableId

```
public string StableId { get; }
```

Value

string

SupportsBenchmark

```
public bool SupportsBenchmark { get; set; }
```

Value

bool

Class PublicServiceMethodInvocationParameters

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class PublicServiceMethodInvocationParameters
```

Inheritance
object
PublicServiceMethodInvocationParameters

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

PublicServiceMethodInvocationParameters()

```
public PublicServiceMethodInvocationParameters()
```

Properties ðŸ±ðŸ¶â œ¨ 2

CatalogKey

```
public string CatalogKey { get; set; }
```

Value

string

Parameters

```
public JsonElement Parameters { get; set; }
```

Value

JsonElement

Class PublicServiceMethodInvocationRequest

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class PublicServiceMethodInvocationRequest
```

Inheritance object
PublicServiceMethodInvocationRequest

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

PublicServiceMethodInvocationRequest()

```
public PublicServiceMethodInvocationRequest()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 3

CatalogKey

```
public string CatalogKey { get; set; }
```

Value

string

Parameters

```
public JsonElement Parameters { get; set; }
```

Value

JsonElement

RequestedBy

```
public string RequestedBy { get; set; }
```

Value

string

Class PythonCoreOptions

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class PythonCoreOptions
```

Inheritance

object

PythonCoreOptions

Inherited Members

object.GetType()

object.MemberwiseClone()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

PythonCoreOptions()

```
public PythonCoreOptions()
```

Fields ðŸ±ðŸ¶â œ¨ 1

PythonCore

```
public const string PythonCore = "PythonCore"
```

Value

string

Properties ðŸ±ðŸ¶â œ¨ 1

PythonRuntime

```
public string? PythonRuntime { get; set; }
```

Value

string

Class RecentApplicationLogListParameters

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class RecentApplicationLogListParameters
```

Inheritance
object
RecentApplicationLogListParameters

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

RecentApplicationLogListParameters()

```
public RecentApplicationLogListParameters()
```

Properties ðŸ±ðŸ¶âœ¨ 2

MinimumLevel

```
public string MinimumLevel { get; set; }
```

Value

string

Take

```
public int Take { get; set; }
```

Value

int

Class RecordCouncilBuildReviewRequest

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class RecordCouncilBuildReviewRequest
```

Inheritance object
RecordCouncilBuildReviewRequest

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

RecordCouncilBuildReviewRequest()

```
public RecordCouncilBuildReviewRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 3

CompileErrorsAbsent

```
public bool CompileErrorsAbsent { get; set; }
```

Value

bool

Summary

```
public string Summary { get; set; }
```

Value

string

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class RecoveredDxAiFunctionCall

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class RecoveredDxAiFunctionCall
```

Inheritance object
RecoveredDxAiFunctionCall

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

RecoveredDxAiFunctionCall()

```
public RecoveredDxAiFunctionCall()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 4

Arguments

```
public JsonElement Arguments { get; set; }
```

Value

JsonElement

FunctionName

```
public string FunctionName { get; set; }
```

Value

string

SourceFormat

```
public string SourceFormat { get; set; }
```

Value

string

TransportName

```
public string TransportName { get; set; }
```

Value

string

Class RegexPattern

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✨ 🐾 🌞

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class RegexPattern
```

Inheritance

object

RegexPattern

Inherited Members

object.GetType()

object.MemberwiseClone()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

RegexPattern()

```
public RegexPattern()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 6

CreatedOn

```
public DateTime CreatedOn { get; set; }
```

Value

DateTime

Flags

```
[MaxLength(32)]
public string? Flags { get; set; }
```

Value

string

Id

```
[Key]
public int Id { get; set; }
```

Value

int

Name

```
[Required]
[MaxLength(128)]
public string Name { get; set; }
```

Value

string

Pattern

```
[Required]
public string Pattern { get; set; }
```

Value

string

UpdatedOn

```
public DateTime UpdatedOn { get; set; }
```

Value

DateTime

Class RegexPatternListParameters

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class RegexPatternListParameters
```

Inheritance
object
RegexPatternListParameters

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

RegexPatternListParameters()

```
public RegexPatternListParameters()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 2

Prefix

```
public string Prefix { get; set; }
```

Value

string

Take

```
public int Take { get; set; }
```

Value

int

Class RegisterRevisionWorkspaceRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class RegisterRevisionWorkspaceRequest
```

Inheritance object
RegisterRevisionWorkspaceRequest

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ 1

RegisterRevisionWorkspaceRequest()

```
public RegisterRevisionWorkspaceRequest()
```

🐾 Properties ðŸ±ðŸ¶â€¨ 3

SolutionPath

```
public string SolutionPath { get; set; }
```

Value

string

SourceRootPath

```
public string SourceRootPath { get; set; }
```

Value

string

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class RejectCodeGenerationReviewRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class RejectCodeGenerationReviewRequest
```

Inheritance
object
RejectCodeGenerationReviewRequest

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

RejectCodeGenerationReviewRequest()

```
public RejectCodeGenerationReviewRequest()
```

Properties ðŸ±ðŸ¶â¨ 3

DecisionNote

```
public string DecisionNote { get; set; }
```

Value

string

ExpectedReviewHash

```
public string ExpectedReviewHash { get; set; }
```

Value

string

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class RemoteKnowledgeImportFile

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class RemoteKnowledgeImportFile
```

Inheritance
object
RemoteKnowledgeImportFile

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶âœ¨ 1

RemoteKnowledgeImportFile()

```
public RemoteKnowledgeImportFile()
```

🐾 Properties ðŸ±ðŸ¶âœ¨ 6

Imported

```
public bool Imported { get; set; }
```

Value

bool

Length

```
public long Length { get; set; }
```

Value

long

MatchesFilePolicy

```
public bool MatchesFilePolicy { get; set; }
```

Value

bool

RelativePath

```
public string RelativePath { get; set; }
```

Value

string

SourceUrl

```
public string SourceUrl { get; set; }
```

Value

string

Status

```
public string Status { get; set; }
```

Value

string

Class RemoteKnowledgeImportRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class RemoteKnowledgeImportRequest
```

Inheritance object
RemoteKnowledgeImportRequest

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ 1

RemoteKnowledgeImportRequest()

```
public RemoteKnowledgeImportRequest()
```

🐾 Properties ðŸ±ðŸ¶â€¨ 11

Branch

```
public string Branch { get; set; }
```

Value

string

FileIncludeRegex

```
public string FileIncludeRegex { get; set; }
```

Value

string

MaxFiles

```
public int MaxFiles { get; set; }
```

Value

int

MaxLinkedPages

```
public int MaxLinkedPages { get; set; }
```

Value

int

PreviewOnly

```
public bool PreviewOnly { get; set; }
```

Value

bool

RoleKeys

```
public List<string> RoleKeys { get; set; }
```

Value

List<string>

SaveToKnowledge

```
public bool SaveToKnowledge { get; set; }
```

Value

bool

SourceKind

```
public string SourceKind { get; set; }
```

Value

string

SourceUrl

```
public string SourceUrl { get; set; }
```

Value

string

Topics

```
public List<string> Topics { get; set; }
```

Value

List<string>

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class RemoteKnowledgeImportResult

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class RemoteKnowledgeImportResult
```

Inheritance
object
RemoteKnowledgeImportResult

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

RemoteKnowledgeImportResult()

```
public RemoteKnowledgeImportResult()
```

Properties ðŸ±ðŸ¶â€åœ¨ 11

AppliedTags

```
public List<string> AppliedTags { get; set; }
```

Value

List<string>

CacheRoot

```
public string CacheRoot { get; set; }
```

Value

string

DownloadedFileCount

```
public int DownloadedFileCount { get; set; }
```

Value

int

Files

```
public List<RemoteKnowledgeImportFile> Files { get; set; }
```

Value

List<RemoteKnowledgeImportFile>

ImportedKnowledgeCount

```
public int ImportedKnowledgeCount { get; set; }
```

Value

int

LearnBaseResult

```
public LearnBaseImportResult? LearnBaseResult { get; set; }
```

Value

LearnBaseImportResult

MatchedFileCount

```
public int MatchedFileCount { get; set; }
```

Value

int

ResolvedRevision

```
public string ResolvedRevision { get; set; }
```

Value

string

SourceKind

```
public string SourceKind { get; set; }
```

Value

string

SourceUrl

```
public string SourceUrl { get; set; }
```

Value

string

Warnings

```
public List<string> Warnings { get; set; }
```

Value

List<string>

Class RemoteWebEndpointOptions

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Optional second Kestrel endpoint for LAN/VPN/browser access. The historical loopback endpoint remains authoritative.

```
public sealed class RemoteWebEndpointOptions
```

Inheritance
object
RemoteWebEndpointOptions

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

RemoteWebEndpointOptions()

```
public RemoteWebEndpointOptions()
```

Fields ðŸ±ðŸ¶â€œ 1

SectionName

```
public const string SectionName = "LocalGPT:RemoteEndpoint"
```

Value

string

Properties ðŸ±ðŸ¶â€œ 5

Address

IP address to bind. Use 0.0.0.0 for all IPv4 interfaces or :: for all IPv6 interfaces.

```
public string Address { get; set; }
```

Value

string

CertificatePassword

Optional PFX password. Prefer an environment variable or command-line secret over committing it to appsettings.

```
public string CertificatePassword { get; set; }
```

Value

string

CertificatePath

Optional PFX/PKCS#12 certificate path. When set, the secondary endpoint uses HTTPS.

```
public string CertificatePath { get; set; }
```

Value

string

Enabled

Explicit opt-in. A command-line/environment/configured remote port also opts in.

```
public bool Enabled { get; set; }
```

Value

bool

Port

Secondary listener port. Zero keeps the endpoint disabled.

```
public int Port { get; set; }
```

Value

int

Class ReportCouncilMemberSkillRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ReportCouncilMemberSkillRequest
```

Inheritance object
ReportCouncilMemberSkillRequest

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ReportCouncilMemberSkillRequest()

```
public ReportCouncilMemberSkillRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 10

ControllerMethods

```
public List<string> ControllerMethods { get; set; }
```

Value

List<string>

DxFunctions

```
public List<string> DxFunctions { get; set; }
```

Value

List<string>

Evidence

```
public string Evidence { get; set; }
```

Value

string

IsEnabled

```
public bool IsEnabled { get; set; }
```

Value

bool

IsSelfRevealed

```
public bool IsSelfRevealed { get; set; }
```

Value

bool

MemberKey

```
public string MemberKey { get; set; }
```

Value

string

OrganicCapabilities

```
public List<string> OrganicCapabilities { get; set; }
```

Value

List<string>

Proficiency

```
public int Proficiency { get; set; }
```

Value

int

SkillId

```
public Guid SkillId { get; set; }
```

Value

Guid

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class RunProjectBuildVerificationRequest

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class RunProjectBuildVerificationRequest
```

Inheritance object
RunProjectBuildVerificationRequest

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ 1

RunProjectBuildVerificationRequest()

```
public RunProjectBuildVerificationRequest()
```

🐾 Properties ðŸ±ðŸ¶â€¨ 7

Arguments

```
public string Arguments { get; set; }
```

Value

string

CompilerInstallationId

```
public Guid CompilerInstallationId { get; set; }
```

Value

Guid

Configuration

```
public string Configuration { get; set; }
```

Value

string

RevisionId

```
public Guid RevisionId { get; set; }
```

Value

Guid

TestArguments

```
public string TestArguments { get; set; }
```

Value

string

TimeoutSeconds

```
public int TimeoutSeconds { get; set; }
```

Value

int

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class RuntimeCapabilityDirectorySnapshot

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Current dependency-injected function and organic-skill directory persisted for AI context.

```
public sealed class RuntimeCapabilityDirectorySnapshot
```

Inheritance
object
RuntimeCapabilityDirectorySnapshot

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors

RuntimeCapabilityDirectorySnapshot()

```
public RuntimeCapabilityDirectorySnapshot()
```

Properties ðŸ□± ðŸ□¶ âœ¨ 5

CatalogEntries

```
public IReadOnlyList<DxAiFunctionCatalogEntry> CatalogEntries { get; set; }
```

Value

IReadOnlyList<DxAiFunctionCatalogEntry>

Functions

```
public IReadOnlyList<DxaichatFunctionInfo> Functions { get; set; }
```

Value

IReadOnlyList<DxaichatFunctionInfo>

Skills

```
public IReadOnlyList<OneWireSkillDescriptor> Skills { get; set; }
```

Value

IReadOnlyList<OneWireSkillDescriptor>

SynchronizedAtUtc

```
public DateTime SynchronizedAtUtc { get; set; }
```

Value

DateTime

Warnings

```
public List<string> Warnings { get; set; }
```

Value

List<string>

Class RuntimeClassFieldDefinition

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class RuntimeClassFieldDefinition
```

Inheritance object
RuntimeClassFieldDefinition

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

RuntimeClassFieldDefinition()

```
public RuntimeClassFieldDefinition()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 13

AiAssignable

```
public bool AiAssignable { get; set; }
```

Value

bool

AllowedValuesJson

```
public string AllowedValuesJson { get; set; }
```

Value

string

BlocksNextRoundUntilHumanInput

```
public bool BlocksNextRoundUntilHumanInput { get; set; }
```

Value

bool

DataType

```
public string DataType { get; set; }
```

Value

string

DefaultValue

```
public string DefaultValue { get; set; }
```

Value

string

Description

```
public string Description { get; set; }
```

Value

string

DisplayName

```
public string DisplayName { get; set; }
```

Value

string

GamepadButton

```
public string GamepadButton { get; set; }
```

Value

string

HumanAssignable

```
public bool HumanAssignable { get; set; }
```

Value

bool

InputMode

```
public RuntimeFieldInputMode InputMode { get; set; }
```

Value

RuntimeFieldInputMode

IsRequired

```
public bool IsRequired { get; set; }
```

Value

bool

KeyboardKey

```
public string KeyboardKey { get; set; }
```

Value

string

Name

```
public string Name { get; set; }
```

Value

string

Enum RuntimeClassKind

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
[JsonConverter(typeof(JsonStringEnumConverter))]
public enum RuntimeClassKind
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Fields ðŸ±ðŸ¶â œ¨ 1

```
Actor = 4
Controller = 8
Event = 7
Frame = 9
Item = 6
Location = 3
Map = 2
Player = 5
Session = 0
State = 10
World = 1
```


Enum RuntimeFieldInputMode

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
[JsonConverter(typeof(JsonStringEnumConverter))]
public enum RuntimeFieldInputMode
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Fields ðŸ±ðŸ¶â œ 1

`Ai = 0`

`HumanOptional = 1`

`HumanRequired = 2`

`Shared = 3`

`System = 4`

Class RuntimeInputBindingDefinition

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class RuntimeInputBindingDefinition
```

Inheritance object
RuntimeInputBindingDefinition

Inherited Members object.GetType()
object.ToString()
object.Equals(object)

object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ□± ðŸ□¶ âœ¨ 1

RuntimeInputBindingDefinition()

```
public RuntimeInputBindingDefinition()
```

🐾 Properties ðŸ□± ðŸ□¶ âœ¨ 5

Action

```
public string Action { get; set; }
```

Value

string

Description

```
public string Description { get; set; }
```

Value

string

DisplayName

```
public string DisplayName { get; set; }
```

Value

string

GamepadButton

```
public string GamepadButton { get; set; }
```

Value

string

KeyboardKey

```
public string KeyboardKey { get; set; }
```

Value

string

Class SaveCouncilRuntimeClassRequest

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class SaveCouncilRuntimeClassRequest
```

Inheritance object
SaveCouncilRuntimeClassRequest

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

SaveCouncilRuntimeClassRequest()

```
public SaveCouncilRuntimeClassRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 2

Definition

```
public CouncilRuntimeClassDefinition Definition { get; set; }
```

Value

CouncilRuntimeClassDefinition

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class SaveCouncilTeamConfigurationRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Carries a reviewed Council team change and its persistence flags.

```
[DocumentationUpdated("2.1.20")]
public sealed class SaveCouncilTeamConfigurationRequest
```

Inheritance
object
SaveCouncilTeamConfigurationRequest

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ”± ðŸ¶ âœ¨ 1

SaveCouncilTeamConfigurationRequest()

```
public SaveCouncilTeamConfigurationRequest()
```

🐾 Properties ðŸ”± ðŸ¶ âœ¨ 3

IsEnabled

Gets or sets whether the saved team remains enabled.

```
public bool IsEnabled { get; set; }
```

Value

bool

Team

Gets or sets the team definition to save.

```
public OrganicCouncilTeamDefinition Team { get; set; }
```

Value

OrganicCouncilTeamDefinition

UserConfirmed

Gets or sets whether the current user confirmed the exact change.

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class SaveFeatureRecordRequest<TRecord>

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Approval-gated request for creating or updating one persistent feature record.

```
[DocumentationUpdated("2.1.23")]
public sealed class SaveFeatureRecordRequest<TRecord>
```

Type Parameters

TRecord Persistent record type.

Inheritance
object
SaveFeatureRecordRequest<TRecord>

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)

object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¦ 1

SaveFeatureRecordRequest()

```
public SaveFeatureRecordRequest()
```

🐾 Properties ðŸ±ðŸ¶ â€¦ 2

Record

Gets or sets the record to create or update.

```
public TRecord Record { get; set; }
```

Value

TRecord

UserConfirmed

Gets or sets whether the user explicitly approved this write.

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class SaveLocalGptProjectRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class SaveLocalGptProjectRequest
```

Inheritance
object
SaveLocalGptProjectRequest

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

SaveLocalGptProjectRequest()

```
public SaveLocalGptProjectRequest()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 14

CurrentVersion

```
public string CurrentVersion { get; set; }
```

Value

string

FileExcludePattern

```
public string FileExcludePattern { get; set; }
```

Value

string

FileIncludePattern

```
public string FileIncludePattern { get; set; }
```

Value

string

Id

```
public Guid? Id { get; set; }
```

Value

Guid?

IsArchived

```
public bool IsArchived { get; set; }
```

Value

bool

Name

```
public string Name { get; set; }
```

Value

string

ProjectType

```
public string ProjectType { get; set; }
```

Value

string

Purpose

```
public string Purpose { get; set; }
```

Value

string

RecommendGit

```
public bool RecommendGit { get; set; }
```

Value

bool

RootPath

```
public string RootPath { get; set; }
```

Value

string

SolutionPath

```
public string SolutionPath { get; set; }
```

Value

string

SolutionSearchPattern

```
public string SolutionSearchPattern { get; set; }
```

Value

string

Status

```
public string Status { get; set; }
```

Value

string

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class SaveOrganicSkillRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class SaveOrganicSkillRequest
```

Inheritance object
SaveOrganicSkillRequest

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

SaveOrganicSkillRequest()

```
public SaveOrganicSkillRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 11

CapabilityKeys

```
public List<string> CapabilityKeys { get; set; }
```

Value

List<string>

Description

```
public string Description { get; set; }
```

Value

string

DisplayName

```
public string DisplayName { get; set; }
```

Value

string

Id

```
public Guid? Id { get; set; }
```

Value

Guid?

IsEnabled

```
public bool IsEnabled { get; set; }
```

Value

bool

IsOnline

```
public bool IsOnline { get; set; }
```

Value

bool

Key

```
public string Key { get; set; }
```

Value

string

Organs

```
public List<string> Organs { get; set; }
```

Value

List<string>

SourcePeerId

```
public string SourcePeerId { get; set; }
```

Value

string

UiActivationKeys

```
public List<string> UiActivationKeys { get; set; }
```

Value

List<string>

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class SaveProjectArtifactRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class SaveProjectArtifactRequest
```

Inheritance
object
SaveProjectArtifactRequest

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

SaveProjectArtifactRequest()

```
public SaveProjectArtifactRequest()
```

Properties ðŸ±ðŸ¶ âœ¨ 11

ArtifactKind

```
public string ArtifactKind { get; set; }
```

Value

string

DataType

```
public string DataType { get; set; }
```

Value

string

Description

```
public string Description { get; set; }
```

Value

string

Flags

```
public string Flags { get; set; }
```

Value

string

Id

```
public Guid? Id { get; set; }
```

Value

Guid?

IsSensitive

```
public bool IsSensitive { get; set; }
```

Value

bool

Name

```
public string Name { get; set; }
```

Value

string

RequirementId

```
public Guid? RequirementId { get; set; }
```

Value

Guid?

RevisionId

```
public Guid? RevisionId { get; set; }
```

Value

Guid?

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

Value

```
public string Value { get; set; }
```

Value

string

Class SaveProjectCompilerInstallationRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class SaveProjectCompilerInstallationRequest
```

Inheritance object
SaveProjectCompilerInstallationRequest

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

SaveProjectCompilerInstallationRequest()

```
public SaveProjectCompilerInstallationRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 13

Architecture

```
public string Architecture { get; set; }
```

Value

string

CompilerHomePath

```
public string CompilerHomePath { get; set; }
```

Value

string

DiscoverySource

```
public string DiscoverySource { get; set; }
```

Value

string

EnvironmentVariablesJson

```
public string EnvironmentVariablesJson { get; set; }
```

Value

string

ExecutablePath

```
public string ExecutablePath { get; set; }
```

Value

string

Id

```
public Guid? Id { get; set; }
```

Value

Guid?

IsDefaultForLanguage

```
public bool IsDefaultForLanguage { get; set; }
```

Value

bool

IsEnabled

```
public bool IsEnabled { get; set; }
```

Value

bool

Language

```
public string Language { get; set; }
```

Value

string

Name

```
public string Name { get; set; }
```

Value

string

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

ValidationArguments

```
public string ValidationArguments { get; set; }
```

Value

string

Version

```
public string Version { get; set; }
```

Value

string

Class SaveProjectOrganicContextRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Extends project organic context with the confirmation required for persistence.

```
[DocumentationUpdated("2.1.20")]
public sealed class SaveProjectOrganicContextRequest : ProjectOrganicContext
```

Inheritance

object
ProjectOrganicContext
SaveProjectOrganicContextRequest

Inherited Members

ProjectOrganicContext.ProjectId
ProjectOrganicContext.RevisionId
ProjectOrganicContext.HasInstaller
ProjectOrganicContext.InstallerPath
ProjectOrganicContext.Compilers
ProjectOrganicContext.SystemCommands
ProjectOrganicContext.KnowledgeReferences
ProjectOrganicContext.ProjectRegexPatterns

ProjectOrganicContext.FileRegexPatterns
ProjectOrganicContext.DebugPaths
ProjectOrganicContext.BuildSuccessful
ProjectOrganicContext.LastCouncilActivityUtc
ProjectOrganicContext.RequiredOrganicCapabilities
ProjectOrganicContext.ExternalOrganPlugins
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

SaveProjectOrganicContextRequest()

```
public SaveProjectOrganicContextRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

UserConfirmed

Gets or sets whether the current user confirmed the exact change.

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class SaveProjectRequirementLinkRequest

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class SaveProjectRequirementLinkRequest
```

Inheritance
object
SaveProjectRequirementLinkRequest

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

SaveProjectRequirementLinkRequest()

```
public SaveProjectRequirementLinkRequest()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 7

LinkPurpose

```
public string LinkPurpose { get; set; }
```

Value

string

RequirementId

```
public Guid RequirementId { get; set; }
```

Value

Guid

TargetId

```
public string TargetId { get; set; }
```

Value

string

TargetKind

```
public string TargetKind { get; set; }
```

Value

string

TargetName

```
public string TargetName { get; set; }
```

Value

string

TargetTable

```
public string TargetTable { get; set; }
```

Value

string

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class SaveProjectRequirementRequest

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class SaveProjectRequirementRequest
```

Inheritance
object
SaveProjectRequirementRequest

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

SaveProjectRequirementRequest()

```
public SaveProjectRequirementRequest()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 10

CouncilRating

```
public int CouncilRating { get; set; }
```

Value
int

Description

```
public string Description { get; set; }
```

Value

string

Id

```
public Guid? Id { get; set; }
```

Value

Guid?

Name

```
public string Name { get; set; }
```

Value

string

Priority

```
public string Priority { get; set; }
```

Value

string

RequiredCapability

```
public string RequiredCapability { get; set; }
```

Value

string

RequirementType

```
public string RequirementType { get; set; }
```

Value

string

RevisionId

```
public Guid? RevisionId { get; set; }
```

Value

Guid?

Status

```
public string Status { get; set; }
```

Value

string

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class SaveProjectRevisionRequest

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Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed class SaveProjectRevisionRequest
```

Inheritance	object SaveProjectRevisionRequest
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

SaveProjectRevisionRequest()

```
public SaveProjectRevisionRequest()
```

Properties ðŸ±ðŸ¶â€åœ¨ 7

BranchName

```
public string BranchName { get; set; }
```

Value

string

IsCurrent

```
public bool IsCurrent { get; set; }
```

Value

bool

ParentRevisionId

```
public Guid? ParentRevisionId { get; set; }
```

Value

Guid?

ProjectStructureJson

```
public string ProjectStructureJson { get; set; }
```

Value

string

RevisionName

```
public string RevisionName { get; set; }
```

Value

string

Summary

```
public string Summary { get; set; }
```

Value

string

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class SaveProjectWorkspaceRootRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class SaveProjectWorkspaceRootRequest
```

Inheritance object
SaveProjectWorkspaceRootRequest

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶âœ¨ 1

SaveProjectWorkspaceRootRequest()

```
public SaveProjectWorkspaceRootRequest()
```

🐾 Properties ðŸ±ðŸ¶âœ¨ 19

AccessPolicyJson

```
public string AccessPolicyJson { get; set; }
```

Value

string

BuildArguments

```
public string BuildArguments { get; set; }
```

Value

string

DefaultSubdirectoriesJson

```
public string DefaultSubdirectoriesJson { get; set; }
```

Value

string

EnvironmentKind

```
public string EnvironmentKind { get; set; }
```

Value

string

EnvironmentRootPath

```
public string EnvironmentRootPath { get; set; }
```

Value

string

EnvironmentVariablesJson

```
public string EnvironmentVariablesJson { get; set; }
```

Value

string

ExpectedStructureRegex

```
public string ExpectedStructureRegex { get; set; }
```

Value

string

Id

```
public Guid? Id { get; set; }
```

Value

Guid?

IsDefault

```
public bool IsDefault { get; set; }
```

Value

bool

IsEnabled

```
public bool IsEnabled { get; set; }
```

Value

bool

Name

```
public string Name { get; set; }
```

Value

string

PreferredCompilerInstallationId

```
public Guid? PreferredCompilerInstallationId { get; set; }
```

Value

Guid?

Priority

```
public int Priority { get; set; }
```

Value

int

ProjectId

```
public Guid? ProjectId { get; set; }
```

Value

Guid?

ProjectTypePattern

```
public string ProjectTypePattern { get; set; }
```

Value

string

RootPath

```
public string RootPath { get; set; }
```

Value

string

ScopeKind

```
public string ScopeKind { get; set; }
```

Value

string

SolutionPattern

```
public string SolutionPattern { get; set; }
```

Value

string

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class SaveTrackedFilePatternRequest

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✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed class SaveTrackedFilePatternRequest
```

Inheritance object
SaveTrackedFilePatternRequest

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

SaveTrackedFilePatternRequest()

```
public SaveTrackedFilePatternRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 4

ContentFormatRegex

```
public string ContentFormatRegex { get; set; }
```

Value

string

FileRole

```
public string FileRole { get; set; }
```

Value

string

StructureRegex

```
public string StructureRegex { get; set; }
```

Value

string

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class ScanProjectFilesRequest

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✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed class ScanProjectFilesRequest
```

Inheritance object
ScanProjectFilesRequest

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ScanProjectFilesRequest()

```
public ScanProjectFilesRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 5

MaximumFileBytes

```
public long MaximumFileBytes { get; set; }
```

Value

long

MaximumFiles

```
public int MaximumFiles { get; set; }
```

Value

int

MaximumTextFileBytes

```
public long MaximumTextFileBytes { get; set; }
```

Value

long

RevisionId

```
public Guid? RevisionId { get; set; }
```

Value

Guid?

UserConfirmed

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class ServiceOperationBatch

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

Mutable aggregate for one service-operation diagnostics batch. The object is data only; batching and logging behavior remain owned by the diagnostics proxy.

```
public sealed class ServiceOperationBatch
```

Inheritance
object
ServiceOperationBatch

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â

1

ServiceOperationBatch()

```
public ServiceOperationBatch()
```

Properties ðŸ±ðŸ¶â

5

Count

```
public long Count { get; set; }
```

Value

long

MaximumElapsedMilliseconds

```
public long MaximumElapsedMilliseconds { get; set; }
```

Value

long

StartedAtUtc

```
public DateTimeOffset StartedAtUtc { get; set; }
```

Value

DateTimeOffset

SyncRoot

```
public object SyncRoot { get; }
```

Value

object

TotalElapsedMilliseconds

```
public long TotalElapsedMilliseconds { get; set; }
```

Value

long

Class ServiceOperationBatchSnapshot

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record ServiceOperationBatchSnapshot : IEquatable<ServiceOperationBatchSnapshot>
```

Inheritance object
ServiceOperationBatchSnapshot

Implements IEquatable<ServiceOperationBatchSnapshot>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ServiceOperationBatchSnapshot(long, long, long, DateTimeOffset, DateTimeOffset)

```
public ServiceOperationBatchSnapshot(long Count, long TotalElapsedMilliseconds, long MaximumElapsedMilliseconds, DateTimeOffset StartedAtUtc, DateTimeOffset EndedAtUtc)
```

Parameters

`Count` **long**

`TotalElapsedMilliseconds` **long**

`MaximumElapsedMilliseconds`
long

`StartedAtUtc` **DateTimeOffset**

`EndedAtUtc` **DateTimeOffset**

Properties ðŸ±ðŸ¶â œ¨ 5

Count

```
public long Count { get; init; }
```

Value

long

EndedAtUtc

```
public DateTimeOffset EndedAtUtc { get; init; }
```

Value

DateTimeOffset

MaximumElapsedMilliseconds

```
public long MaximumElapsedMilliseconds { get; init; }
```

Value

long

StartedAtUtc

```
public DateTimeOffset StartedAtUtc { get; init; }
```

Value

DateTimeOffset

TotalElapsedMilliseconds

```
public long TotalElapsedMilliseconds { get; init; }
```

Value

long

Methods ðŸ±ðŸ¶â¨ 5

Deconstruct(out long, out long, out long, out DateTimeOffset, out DateTimeOffset)

```
public void Deconstruct(out long Count, out long TotalElapsedMilliseconds, out long MaximumElapsedMilliseconds, out DateTimeOffset StartedAtUtc, out DateTimeOffset EndedAtUtc)
```

Parameters

Count long

TotalElapsedMilliseconds long

MaximumElapsedMilliseconds
long

`StartedAtUtc` **DateTimeOffset**

`EndedAtUtc` **DateTimeOffset**

Equals(ServiceOperationBatchSnapshot?)

```
public bool Equals(ServiceOperationBatchSnapshot? other)
```

Parameters

`other`
ServiceOperationBatchSnapsh ot

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶ â

2

operator ==(ServiceOperationBatchSnapshot?, ServiceOperationBatchSnapshot?)

```
public static bool operator ==(ServiceOperationBatchSnapshot? left, ServiceOperationBatchSnapshot? right)
```

Parameters

`left`
ServiceOperationBatchSnapshot

`right`
ServiceOperationBatchSnapshot

Returns

bool

operator !=(ServiceOperationBatchSnapshot?, ServiceOperationBatchSnapshot?)

```
public static bool operator !=(ServiceOperationBatchSnapshot? left, ServiceOperationBatchSnapshot? right)
```

Parameters

`left`
ServiceOperationBatchSnapshot

`right`
ServiceOperationBatchSnapshot

Returns

bool

Class SetCouncilGameControlModeRequest

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✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed class SetCouncilGameControlModeRequest
```

Inheritance	object SetCouncilGameControlModeRequest
Inherited Members	object.GetType() object.ToString() object.Equals(object)

object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

SetCouncilGameControlModeRequest()

```
public SetCouncilGameControlModeRequest()
```

🐾 Properties ðŸ±ðŸ¶ âœ¨ 4

AutoplayDelayMilliseconds

```
public int AutoplayDelayMilliseconds { get; set; }
```

Value

int

AutoplayEnabled

```
public bool AutoplayEnabled { get; set; }
```

Value

bool

ControlMode

```
public CouncilGameControlMode ControlMode { get; set; }
```

Value

CouncilGameControlMode

SessionId

```
public Guid SessionId { get; set; }
```

Value

Guid

Class SetCouncilGameInputGateRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class SetCouncilGameInputGateRequest
```

Inheritance object
SetCouncilGameInputGateRequest

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ 1

SetCouncilGameInputGateRequest()

```
public SetCouncilGameInputGateRequest()
```

🐾 Properties ðŸ±ðŸ¶â€¨ 4

HumanInputRequired

```
public bool HumanInputRequired { get; set; }
```

Value

bool

LegalActions

```
public IReadOnlyList<string> LegalActions { get; set; }
```

Value

IReadOnlyList<string>

Reason

```
public string Reason { get; set; }
```

Value

string

SessionId

```
public Guid SessionId { get; set; }
```

Value

Guid

Class SqliteCellUpdate

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✨ 🐾 🌞

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class SqliteCellUpdate
```

Inheritance

object

SqliteCellUpdate

Inherited Members

object.GetType()

object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

SqliteCellUpdate()

```
public SqliteCellUpdate()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 2

ColumnName

```
public string ColumnName { get; set; }
```

Value

string

Value

```
public string? Value { get; set; }
```

Value

string

Class SqliteColumnSummary

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record SqliteColumnSummary : IEquatable<SqliteColumnSummary>
```

Inheritance object
SqliteColumnSummary

Implements IEquatable<SqliteColumnSummary>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

SqliteColumnSummary(string, string, bool, bool, string?)

```
public SqliteColumnSummary(string Name, string Type, bool IsNotNull, bool IsPrimaryKey, string? DefaultValue)
```

Parameters

Name string

Type string

IsNotNull bool

IsPrimaryKey bool

DefaultValue string

Properties ðŸ±ðŸ¶â œ¨ 5

DefaultValue

```
public string? DefaultValue { get; init; }
```

Value

string

IsNotNull

```
public bool IsNotNull { get; init; }
```

Value

bool

IsPrimaryKey

```
public bool IsPrimaryKey { get; init; }
```

Value

bool

Name

```
public string Name { get; init; }
```

Value

string

Type

```
public string Type { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out string, out string, out bool, out bool, out string?)

```
public void Deconstruct(out string Name, out string Type, out bool IsNotNull, out bool IsPrimaryKey, out string? DefaultValue)
```

Parameters

`Name` **string**

`Type` **string**

`IsNotNull` **bool**

`IsPrimaryKey` **bool**

`DefaultValue` **string**

Equals(SqliteColumnSummary?)

```
public bool Equals(SqliteColumnSummary? other)
```

Parameters

`other` **SqliteColumnSummary**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â¨ 2

operator ==(SqliteColumnSummary?, SqliteColumnSummary?)

```
public static bool operator ==(SqliteColumnSummary? left, SqliteColumnSummary? right)
```

Parameters

`left` **SqliteColumnSummary**

`right` **SqliteColumnSummary**

Returns

bool

operator !=(SqliteColumnSummary?, SqliteColumnSummary?)

```
public static bool operator !=(SqliteColumnSummary? left, SqliteColumnSummary? right)
```

Parameters

`left` **SqliteColumnSummary**

`right` **SqliteColumnSummary**

Returns

bool

Class SqliteEditorFieldOverride

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class SqliteEditorFieldOverride
```

Inheritance object
SqliteEditorFieldOverride

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

SqliteEditorFieldOverride()

```
public SqliteEditorFieldOverride()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 10

ColumnName

```
[Required]
[MaxLength(160)]
public string ColumnName { get; set; }
```

Value

string

EditorKind

```
[Required]
[MaxLength(40)]
public string EditorKind { get; set; }
```

Value

string

FormatString

```
[MaxLength(160)]
public string FormatString { get; set; }
```

Value

string

Id

```
public Guid Id { get; set; }
```

Value

Guid

InputMask

```
[MaxLength(240)]
public string InputMask { get; set; }
```

Value

string

IsSensitive

```
public bool IsSensitive { get; set; }
```

Value

bool

NullText

```
[MaxLength(120)]
public string NullText { get; set; }
```

Value

string

RequireHumanApproval

```
public bool RequireHumanApproval { get; set; }
```

Value

bool

TableName

```
[Required]
[MaxLength(160)]
public string TableName { get; set; }
```

Value

string

UpdatedAtUtc

```
public DateTime UpdatedAtUtc { get; set; }
```

Value

DateTime

Class SqliteRowDeleteParameters

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class SqliteRowDeleteParameters
```

Inheritance object
SqliteRowDeleteParameters

Inherited Members object.GetType()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

SqliteRowDeleteParameters()

```
public SqliteRowDeleteParameters()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 2

RowId

```
public long RowId { get; set; }
```

Value

long

TableName

```
public string TableName { get; set; }
```

Value

string

Class SqliteRowSnapshot

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class SqliteRowSnapshot
```

Inheritance
object
SqliteRowSnapshot

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

SqliteRowSnapshot()

```
public SqliteRowSnapshot()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 3

DisplayName

```
public string DisplayName { get; }
```

Value

string

RowId

```
public long RowId { get; set; }
```

Value

long

Values

```
public Dictionary<string, string?> Values { get; set; }
```

Value

Dictionary<string, string>

Class SqliteRowUpsertParameters

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class SqliteRowUpsertParameters
```

Inheritance object
SqliteRowUpsertParameters

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

SqliteRowUpsertParameters()

```
public SqliteRowUpsertParameters()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 3

RowId

```
public long? RowId { get; set; }
```

Value

long?

TableName

```
public string TableName { get; set; }
```

Value

string

Values

```
public Dictionary<string, string?> Values { get; set; }
```

Value

Dictionary<string, string>

Class SqliteTableReadParameters

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class SqliteTableReadParameters
```

Inheritance object
SqliteTableReadParameters

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

SqliteTableReadParameters()

```
public SqliteTableReadParameters()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 2

TableName

```
public string TableName { get; set; }
```

Value

string

Take

```
public int Take { get; set; }
```

Value

int

Class SqliteTableSnapshot

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class SqliteTableSnapshot
```

Inheritance
object
SqliteTableSnapshot

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

SqliteTableSnapshot()

```
public SqliteTableSnapshot()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 4

Columns

```
public List<SqliteColumnSummary> Columns { get; set; }
```

Value

List<SqliteColumnSummary>

DatabasePath

```
public string DatabasePath { get; set; }
```

Value

string

Rows

```
public List<SqliteRowSnapshot> Rows { get; set; }
```

Value

List<SqliteRowSnapshot>

TableName

```
public string TableName { get; set; }
```

Value

string

Class SqliteTableSummary

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record SqliteTableSummary : IEquatable<SqliteTableSummary>
```

Inheritance object
SqliteTableSummary

Implements IEquatable<SqliteTableSummary>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

SqliteTableSummary(string, int, long, bool)

```
public SqliteTableSummary(string Name, int ColumnCount, long RowCount, bool HasPrimaryKey)
```

Parameters

`Name` **string**

`ColumnCount` **int**

`RowCount` **long**

`HasPrimaryKey` **bool**

Properties ðŸ±ðŸ¶âœ¨ 4

ColumnCount

```
public int ColumnCount { get; init; }
```

Value

int

HasPrimaryKey

```
public bool HasPrimaryKey { get; init; }
```

Value

bool

Name

```
public string Name { get; init; }
```

Value

string

RowCount

```
public long RowCount { get; init; }
```

Value

long

Methods ðŸ±ðŸ¶ â€¨ 5

Deconstruct(out string, out int, out long, out bool)

```
public void Deconstruct(out string Name, out int ColumnCount, out long RowCount, out bool HasPrimaryKey)
```

Parameters

`Name` **string**

`ColumnCount` **int**

`RowCount` **long**

`HasPrimaryKey` **bool**

Equals(SqliteTableSummary?)

```
public bool Equals(SqliteTableSummary? other)
```

Parameters

`other` **SqliteTableSummary**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶ âœ¨ 2

operator ==(SqliteTableSummary?, SqliteTableSummary?)

```
public static bool operator ==(SqliteTableSummary? left, SqliteTableSummary? right)
```

Parameters

`left` **SqliteTableSummary**

`right` **SqliteTableSummary**

Returns

bool

operator !=(SqliteTableSummary?, SqliteTableSummary?)

```
public static bool operator !=(SqliteTableSummary? left, SqliteTableSummary? right)
```

Parameters

`left` **SqliteTableSummary**

`right` **SqliteTableSummary**

Returns

bool

Class StartCouncilGameRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class StartCouncilGameRequest
```

Inheritance
object
StartCouncilGameRequest

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

StartCouncilGameRequest()

```
public StartCouncilGameRequest()
```

Properties ðŸ±ðŸ¶ âœ¨ 10

AutoplayDelayMilliseconds

```
public int AutoplayDelayMilliseconds { get; set; }
```

Value

int

AutoplayEnabled

```
public bool AutoplayEnabled { get; set; }
```

Value

bool

ControlMode

```
public CouncilGameControlMode ControlMode { get; set; }
```

Value

CouncilGameControlMode

ConversationId

```
public Guid? ConversationId { get; set; }
```

Value

Guid?

CreatureDirectorCount

```
public int CreatureDirectorCount { get; set; }
```

Value

int

DirectorMode

```
public CouncilGameDirectorMode DirectorMode { get; set; }
```

Value

CouncilGameDirectorMode

GameDirectorModelName

```
public string GameDirectorModelName { get; set; }
```

Value

string

GameKey

```
public string GameKey { get; set; }
```

Value

string

StartedBy

```
public string StartedBy { get; set; }
```

Value

string

TeamKey

```
public string TeamKey { get; set; }
```

Value

string

Class StructuredJsonCandidate

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record StructuredJsonCandidate : IEquatable<StructuredJsonCandidate>
```

Inheritance object
StructuredJsonCandidate

Implements IEquatable<StructuredJsonCandidate>

Inherited Members object.GetType()

object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

StructuredJsonCandidate(int, int, string)

```
public StructuredJsonCandidate(int Start, int Length, string Json)
```

Parameters

Start int

Length int

Json string

🐾 Properties ðŸ±ðŸ¶ âœ¨ 3

Json

```
public string Json { get; init; }
```

Value

string

Length

```
public int Length { get; init; }
```

Value

int

Start

```
public int Start { get; init; }
```

Value

int

Methods ðŸ±ðŸ¶â€¨ 5

Deconstruct(out int, out int, out string)

```
public void Deconstruct(out int Start, out int Length, out string Json)
```

Parameters

Start int

Length int

Json string

Equals(StructuredJsonCandidate?)

```
public bool Equals(StructuredJsonCandidate? other)
```

Parameters

other
StructuredJsonCandidate

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â™¨ âœ¨ 2

operator ==(StructuredJsonCandidate?, StructuredJsonCandidate?)

```
public static bool operator ==(StructuredJsonCandidate? left, StructuredJsonCandidate? right)
```

Parameters

`left` **StructuredJsonCandidate**

`right`
StructuredJsonCandidate

Returns

bool

operator !=(StructuredJsonCandidate?, StructuredJsonCandidate?)

```
public static bool operator !=(StructuredJsonCandidate? left, StructuredJsonCandidate? right)
```

Parameters

`left` **StructuredJsonCandidate**

`right`
StructuredJsonCandidate

Returns

bool

Class StructuredJsonDocument

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class StructuredJsonDocument
```

Inheritance object
StructuredJsonDocument

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ 1

StructuredJsonDocument()

```
public StructuredJsonDocument()
```

🐾 Properties ðŸ±ðŸ¶â€¨ 6

Index

```
public int Index { get; set; }
```

Value
int

Length

```
public int Length { get; set; }
```

Value
int

Markdown

```
public string Markdown { get; set; }
```

Value

string

NormalizedJson

```
public string NormalizedJson { get; set; }
```

Value

string

RootKind

```
public string RootKind { get; set; }
```

Value

string

StartIndex

```
public int StartIndex { get; set; }
```

Value

int

Class StructuredJsonTranslationRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class StructuredJsonTranslationRequest
```

Inheritance object
StructuredJsonTranslationRequest

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

StructuredJsonTranslationRequest()

```
public StructuredJsonTranslationRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 3

IncludeRawJson

```
public bool IncludeRawJson { get; set; }
```

Value

bool

MaximumDocuments

```
public int MaximumDocuments { get; set; }
```

Value

int

Text

```
public string Text { get; set; }
```

Value

string

Class StructuredJsonTranslationResult

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class StructuredJsonTranslationResult
```

Inheritance object
StructuredJsonTranslationResult

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

StructuredJsonTranslationResult()

```
public StructuredJsonTranslationResult()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 5

Documents

```
public List<StructuredJsonDocument> Documents { get; set; }
```

Value

List<StructuredJsonDocument>
>

Status

```
public string Status { get; set; }
```

Value

string

Succeeded

```
public bool Succeeded { get; set; }
```

Value

bool

TranslatedText

```
public string TranslatedText { get; set; }
```

Value

string

Warnings

```
public List<string> Warnings { get; set; }
```

Value

List<string>

Class SubmitCouncilGameFrameRequest

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class SubmitCouncilGameFrameRequest
```

Inheritance object
SubmitCouncilGameFrameRequest

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

SubmitCouncilGameFrameRequest()

```
public SubmitCouncilGameFrameRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 5

Caption

```
public string Caption { get; set; }
```

Value

string

FrameText

```
public string FrameText { get; set; }
```

Value

string

RendererName

```
public string RendererName { get; set; }
```

Value

string

SessionId

```
public Guid SessionId { get; set; }
```

Value

Guid

Turn

```
public long Turn { get; set; }
```

Value

long

Class SystemVariable

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public class SystemVariable
```

Inheritance

object
SystemVariable

Inherited Members

object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods

StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

SystemVariable()

```
public SystemVariable()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 5

DataType

```
[MaxLength(32)]
public string? DataType { get; set; }
```

Value

string

Id

```
[Key]
public int Id { get; set; }
```

Value

int

LastUpdated

```
public DateTime LastUpdated { get; set; }
```

Value

DateTime

Name

```
[Required]
[MaxLength(128)]
public string Name { get; set; }
```

Value

string

ValueString

```
[Required]
public string ValueString { get; set; }
```

Value

string

Class TestLabDownloadLink

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record TestLabDownloadLink : IEquatable<TestLabDownloadLink>
```

Inheritance
object
TestLabDownloadLink

Implements IEquatable<TestLabDownloadLink>

Inherited Members
object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

TestLabDownloadLink(string, string)

```
public TestLabDownloadLink(string Label, string AbsoluteUrl)
```

Parameters

`Label` **string**

`AbsoluteUrl` **string**

Properties ðŸ±ðŸ¶â€œ 2

AbsoluteUrl

```
public string AbsoluteUrl { get; init; }
```

Value

string

Label

```
public string Label { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶â€œ 5

Deconstruct(out string, out string)

```
public void Deconstruct(out string Label, out string AbsoluteUrl)
```

Parameters

`Label` **string**

`AbsoluteUrl` **string**

Equals(TestLabDownloadLink?)

```
public bool Equals(TestLabDownloadLink? other)
```

Parameters

`other` **TestLabDownloadLink**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â¨ 2

operator ==(TestLabDownloadLink?, TestLabDownloadLink?)

```
public static bool operator ==(TestLabDownloadLink? left, TestLabDownloadLink? right)
```

Parameters

`left` **TestLabDownloadLink**

`right` **TestLabDownloadLink**

Returns

bool

operator !=(TestLabDownloadLink?, TestLabDownloadLink?)

```
public static bool operator !=(TestLabDownloadLink? left, TestLabDownloadLink? right)
```

Parameters

`left` **TestLabDownloadLink**

`right` **TestLabDownloadLink**

Returns

bool

Class TestLabRoute

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record TestLabRoute : IEquatable<TestLabRoute>
```

Inheritance object
TestLabRoute

Implements IEquatable<TestLabRoute>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â œ¨ 1

TestLabRoute(string, string, ButtonRenderStyle)

```
public TestLabRoute(string Label, string Path, ButtonRenderStyle Style)
```

Parameters

`Label` **string**

`Path` **string**

`Style` **ButtonRenderStyle**

Properties ðŸ±ðŸ¶â œ¨ 3

Label

```
public string Label { get; init; }
```

Value

string

Path

```
public string Path { get; init; }
```

Value

string

Style

```
public ButtonRenderStyle Style { get; init; }
```

Value

ButtonRenderStyle

Methods ðŸ±ðŸ¶â œ¨ 5

Deconstruct(out string, out string, out ButtonRenderStyle)

```
public void Deconstruct(out string Label, out string Path, out ButtonRenderStyle Style)
```

Parameters

`Label` **string**

`Path` **string**

`Style` **ButtonRenderStyle**

Equals(TestLabRoute?)

```
public bool Equals(TestLabRoute? other)
```

Parameters

`other` **TestLabRoute**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â¨ 2

operator ==(TestLabRoute?, TestLabRoute?)

```
public static bool operator ==(TestLabRoute? left, TestLabRoute? right)
```

Parameters

`left` **TestLabRoute**

`right` **TestLabRoute**

Returns

bool

operator !=(TestLabRoute?, TestLabRoute?)

```
public static bool operator !=(TestLabRoute? left, TestLabRoute? right)
```

Parameters

`left` **TestLabRoute**

`right` **TestLabRoute**

Returns

bool

Class Theme

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class Theme
```

Inheritance
object
Theme

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

Theme(string, ITheme, bool, string?, string?, string?)

```
public Theme(string name, ITheme devExpressTheme, bool isBootstrapNative, string? title = null, string? bootstrapThemeMode = null, string? themePath = null)
```

Parameters

`name` **string**

`devExpressTheme` **ITheme**

`isBootstrapNative` **bool**

`title` **string**

`bootstrapThemeMode` **string**

`themePath` **string**

🐾 Properties ðŸ± ðŸ¶ âœ¨ 7

BootstrapThemeMode

```
public string BootstrapThemeMode { get; }
```

Value

string

DevExpressTheme

```
public ITheme DevExpressTheme { get; }
```

Value

ITheme

IconCssClass

```
public string IconCssClass { get; }
```

Value

string

IsBootstrapNative

```
public bool IsBootstrapNative { get; }
```

Value

bool

Name

```
public string Name { get; }
```

Value

string

ThemePath

```
public string ThemePath { get; }
```

Value

string

Title

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

Value

string

Methods ðŸ±ðŸ¶â œ¨ 1

GetCssClass(bool)

```
public string GetCssClass(bool isActive)
```

Parameters

`isActive` **bool**

Returns

string

Enum ThemeApplicationTarget

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✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public enum ThemeApplicationTarget
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Fields ðŸ± ðŸ¶ âœ¨ 1

`Components = 1`

`Shell = 0`

Class ThemeFusionStep

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

One successful selection in the order-sensitive Theme Fusion route. The route is intentionally preserved because repeated theme swaps can create a visual result that is not described by the final Base Theme and Style Layer alone.

```
public sealed class ThemeFusionStep
```

Inheritance
object
ThemeFusionStep

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

ThemeFusionStep(int, ThemeApplicationTarget, string)

```
public ThemeFusionStep(int sequence, ThemeApplicationTarget target, string themeName)
```

Parameters

sequence int

target
ThemeApplicationTarget

themeName string

Properties ðŸ±ðŸ¶â¨ 3

Sequence

```
public int Sequence { get; }
```

Value

int

Target

```
public ThemeApplicationTarget Target { get; }
```

Value

ThemeApplicationTarget

ThemeName

```
public string ThemeName { get; }
```

Value

string

Class ThemeSet

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class ThemeSet
```

Inheritance object
ThemeSet

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ThemeSet(string, params Theme[])

```
public ThemeSet(string title, params Theme[] themes)
```

Parameters

`title` **string**

`themes` **Theme[]**

Properties ðŸ±ðŸ¶â œ¨ 2

Themes

```
public Theme[] Themes { get; }
```

Value

Theme[]

Title

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

Value

string

Class WorkspaceAccessPolicyRule

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Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class WorkspaceAccessPolicyRule
```

Inheritance object
WorkspaceAccessPolicyRule

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

WorkspaceAccessPolicyRule()

```
public WorkspaceAccessPolicyRule()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 7

CouncilMaintained

```
public bool CouncilMaintained { get; set; }
```

Value

bool

ExpectedEntryKind

```
public string ExpectedEntryKind { get; set; }
```

Value

string

Name

```
public string Name { get; set; }
```

Value

string

RelativePathRegex

```
public string RelativePathRegex { get; set; }
```

Value

string

Required

```
public bool Required { get; set; }
```

Value

bool

RequiredAccess

```
public string RequiredAccess { get; set; }
```

Value

string

Severity

```
public string Severity { get; set; }
```

Value

string

Class WorkspaceContext

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✨ 🐾 🌟

Namespace	LocalGPT.BusinessObjects
Assembly	LocalGPT.dll

```
public sealed record WorkspaceContext : IEquatable<WorkspaceContext>
```

Inheritance	object WorkspaceContext
Implements	IEquatable<WorkspaceContext>
Inherited Members	object.GetType() object.Equals(object, object) object.ReferenceEquals(object, object)
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

WorkspaceContext(string, string, string, string, string, string, string, string, string, string, string, string)

```
public WorkspaceContext(string ProjectName, string ModId, string PackageName, string MainClassName, string ProjectRoot, string JavaRoot, string ResourceRoot, string AssetsRoot,
string BuildFilePath, string MainClassPath, string MetadataPath, string ReadmePath)
```

Parameters

`ProjectName` string

`ModId` string

`PackageName` string

`MainClassName` string

`ProjectRoot` string

`JavaRoot` string

`ResourceRoot` string

`AssetsRoot` string

`BuildFilePath` string

`MainClassPath` string

`MetadataPath` string

`ReadmePath` string

Properties ðŸ±ðŸ¶â œ¨ 12

AssetsRoot

```
public string AssetsRoot { get; init; }
```

Value

string

BuildFilePath

```
public string BuildFilePath { get; init; }
```

Value

string

JavaRoot

```
public string JavaRoot { get; init; }
```

Value

string

MainClassName

```
public string MainClassName { get; init; }
```

Value

string

MainClassPath

```
public string MainClassPath { get; init; }
```

Value

string

MetadataPath

```
public string MetadataPath { get; init; }
```

Value

string

ModId

```
public string ModId { get; init; }
```

Value

string

PackageName

```
public string PackageName { get; init; }
```

Value

string

ProjectName

```
public string ProjectName { get; init; }
```

Value

string

ProjectRoot

```
public string ProjectRoot { get; init; }
```

Value

string

ReadmePath

```
public string ReadmePath { get; init; }
```

Value

string

ResourceRoot

```
public string ResourceRoot { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶ âœ¨ 5

Deconstruct(out string, out string, out string, out string, out string, out string, out string, out string, out string, out string, out string, out string)

```
public void Deconstruct(out string ProjectName, out string ModId, out string PackageName, out string MainClassName, out string ProjectRoot, out string JavaRoot, out string
ResourceRoot, out string AssetsRoot, out string BuildFilePath, out string MainClassPath, out string MetadataPath, out string ReadmePath)
```

Parameters

ProjectName string

ModId string

PackageName string

MainClassName string

ProjectRoot string

JavaRoot string

ResourceRoot string

AssetsRoot string

BuildFilePath string

MainClassPath string

MetadataPath string

ReadmePath string

Equals(WorkspaceContext?)

```
public bool Equals(WorkspaceContext? other)
```

Parameters

other WorkspaceContext

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

obj **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â¯ âœ¨ 2

operator ==(WorkspaceContext?, WorkspaceContext?)

```
public static bool operator ==(WorkspaceContext? left, WorkspaceContext? right)
```

Parameters

left **WorkspaceContext**

right **WorkspaceContext**

Returns

bool

operator !=(WorkspaceContext?, WorkspaceContext?)

```
public static bool operator !=(WorkspaceContext? left, WorkspaceContext? right)
```

Parameters

`left` **WorkspaceContext**

`right` **WorkspaceContext**

Returns

bool

Class WorkspaceLayout

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed class WorkspaceLayout
```

Inheritance	object WorkspaceLayout
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

WorkspaceLayout(WorkspaceContext)

```
public WorkspaceLayout(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

🐾 Properties ðŸ±ðŸ¶ â€¨ 1

Context

```
public WorkspaceContext Context { get; }
```

Value

WorkspaceContext

⚙ Methods ðŸ±ðŸ¶ â€¨ 1

ToResult(string, string)

```
public MinecraftModWorkspace ToResult(string buildCommand = "powershell.exe -NoProfile -ExecutionPolicy Bypass -File .\\build-local.ps1", string eclipseImportHint = "File > Import > Gradle > Existing Gradle Project")
```

Parameters

buildCommand string

eclipseImportHint string

Returns

MinecraftModWorkspace

Class WorkspacePermissionAssessment

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record WorkspacePermissionAssessment : IEquatable<WorkspacePermissionAssessment>
```

Inheritance object
WorkspacePermissionAssessment

Implements IEquatable<WorkspacePermissionAssessment>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

WorkspacePermissionAssessment(Guid, string, DateTime, bool, bool, bool, string, Guid?, IReadOnlyList<string>, IReadOnlyList<WorkspacePermissionFinding>)

```
public WorkspacePermissionAssessment(Guid WorkspaceRootId, string Status, DateTime CheckedAtUtc, bool RootExists, bool ReadAccess, bool WriteAccess, string EnvironmentRootPath,
Guid? PreferredCompilerInstallationId, IReadOnlyList<string> ExpectedSubdirectories, IReadOnlyList<WorkspacePermissionFinding> Findings)
```

Parameters

`WorkspaceRootId` **Guid**

`Status` **string**

`CheckedAtUtc` **DateTime**

`RootExists` **bool**

`ReadAccess` **bool**

`WriteAccess` **bool**

`EnvironmentRootPath` **string**

`PreferredCompilerInstallatio nId` **Guid?**

`ExpectedSubdirectories` **IReadOnlyList<string>**

`Findings` **IReadOnlyList<WorkspacePerm issionFinding>**

Properties ðŸ±ðŸ¶â åœ¨ 10

CheckedAtUtc

```
public DateTime CheckedAtUtc { get; init; }
```

Value

DateTime

EnvironmentRootPath

```
public string EnvironmentRootPath { get; init; }
```

Value

string

ExpectedSubdirectories

```
public IReadOnlyList<string> ExpectedSubdirectories { get; init; }
```

Value

IReadOnlyList<string>

Findings

```
public IReadOnlyList<WorkspacePermissionFinding> Findings { get; init; }
```

Value

IReadOnlyList<WorkspacePermissionFinding>

PreferredCompilerInstallationId

```
public Guid? PreferredCompilerInstallationId { get; init; }
```

Value

Guid?

ReadAccess

```
public bool ReadAccess { get; init; }
```

Value

bool

RootExists

```
public bool RootExists { get; init; }
```

Value

bool

Status

```
public string Status { get; init; }
```

Value

string

WorkspaceRootId

```
public Guid WorkspaceRootId { get; init; }
```

Value

Guid

WriteAccess

```
public bool WriteAccess { get; init; }
```

Value

bool

Methods ðŸ±ðŸ¶ âœ¨ 5

Deconstruct(out Guid, out string, out DateTime, out bool, out bool, out bool, out string, out Guid?, out IReadOnlyList<string>, out IReadOnlyList<WorkspacePermissionFinding>)

```
public void Deconstruct(out Guid WorkspaceRootId, out string Status, out DateTime CheckedAtUtc, out bool RootExists, out bool ReadAccess, out bool WriteAccess, out string
EnvironmentRootPath, out Guid? PreferredCompilerInstallationId, out IReadOnlyList<string> ExpectedSubdirectories, out IReadOnlyList<WorkspacePermissionFinding> Findings)
```

Parameters

`WorkspaceRootId` **Guid**

`Status` **string**

`CheckedAtUtc` **DateTime**

`RootExists` **bool**

`ReadAccess` **bool**

`WriteAccess` **bool**

`EnvironmentRootPath` **string**

`PreferredCompilerInstallatio nId` **Guid?**

`ExpectedSubdirectories` **IReadOnlyList<string>**

`Findings` **IReadOnlyList<WorkspacePerm issionFinding>**

Equals(WorkspacePermissionAssessment?)

```
public bool Equals(WorkspacePermissionAssessment? other)
```

Parameters

other
WorkspacePermissionAssessme nt

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

obj object

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â¨ 2

operator ==(WorkspacePermissionAssessment?, WorkspacePermissionAssessment?)

```
public static bool operator ==(WorkspacePermissionAssessment? left, WorkspacePermissionAssessment? right)
```

Parameters

left
WorkspacePermissionAssessment

right
WorkspacePermissionAssessment

Returns

bool

operator !=(WorkspacePermissionAssessment?, WorkspacePermissionAssessment?)

```
public static bool operator !=(WorkspacePermissionAssessment? left, WorkspacePermissionAssessment? right)
```

Parameters

left
WorkspacePermissionAssessment

right
WorkspacePermissionAssessment

Returns

bool

Class WorkspacePermissionFinding

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.BusinessObjects

Assembly LocalGPT.dll

```
public sealed record WorkspacePermissionFinding : IEquatable<WorkspacePermissionFinding>
```

Inheritance object
WorkspacePermissionFinding

Implements IEquatable<WorkspacePermissionFinding>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

WorkspacePermissionFinding(string, string, string, string)

```
public WorkspacePermissionFinding(string Severity, string Code, string Message, string RelativePath = "")
```

Parameters

Severity string

Code string

Message string

RelativePath string

Properties ðŸ± ðŸ¶ âœ¨ 4

Code

```
public string Code { get; init; }
```

Value

string

Message

```
public string Message { get; init; }
```

Value

string

RelativePath

```
public string RelativePath { get; init; }
```

Value

string

Severity

```
public string Severity { get; init; }
```

Value

string

Methods ðŸ± ðŸ¶ âœ¨ 5

Deconstruct(out string, out string, out string, out string)

```
public void Deconstruct(out string Severity, out string Code, out string Message, out string RelativePath)
```

Parameters

`Severity` **string**

`Code` **string**

`Message` **string**

`RelativePath` **string**

Equals(WorkspacePermissionFinding?)

```
public bool Equals(WorkspacePermissionFinding? other)
```

Parameters

`other`
WorkspacePermissionFinding

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â œ¨ 2

operator ==(WorkspacePermissionFinding?, WorkspacePermissionFinding?)

```
public static bool operator ==(WorkspacePermissionFinding? left, WorkspacePermissionFinding? right)
```

Parameters

`left`
WorkspacePermissionFinding

`right`
WorkspacePermissionFinding

Returns

bool

operator !=(WorkspacePermissionFinding?, WorkspacePermissionFinding?)

```
public static bool operator !=(WorkspacePermissionFinding? left, WorkspacePermissionFinding? right)
```

Parameters

`left`
WorkspacePermissionFinding

`right`
WorkspacePermissionFinding

Returns

bool

Namespace LocalGPT.Components

Neko & Puppy namespace shelf Â· Types are grouped by kind, so every interface, class, and helper lands in a cozy little home, nya~ woof!

✨ 🐾 🌟

Namespaces

LocalGPT.Components.Layout

LocalGPT.Components.Pages

LocalGPT.Components.Shared

Classes

App

InteractiveStartupMarker

Routes

_Imports

Namespace LocalGPT.Components.Layout

Neko & Puppy namespace shelf Â· Types are grouped by kind, so every interface, class, and helper lands in a cozy little home, nya~ woof!

✨ 🐾 🌟

Classes

CouncilSpoolerPanel

Drawer

HumanCollaborationInbox

MainLayout

MenuIsland

NavMenu

SafeErrorBoundary

ThemeJsChangeDispatcher

Bridges LocalGPT's independently selectable shell and DevExpress component themes to the browser. Browser persistence is owned by the JavaScript module; DevExpress remains the owner of component theme resources.

ThemeSwitcher

ThemeSwitcherContainer

ThemeSwitcherItem

ToastWrapper

Class CouncilSpoolerPanel

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Components.Layout

Assembly LocalGPT.dll

```
public class CouncilSpoolerPanel : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender, IDisposable
```

Inheritance

object
ComponentBase
CouncilSpoolerPanel

Implements

IComponent
IHandleEvent
IHandleAfterRender
IDisposable

Inherited Members

ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods

StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

CouncilSpoolerPanel()

```
public CouncilSpoolerPanel()
```

Methods ðŸ± ðŸ¶ âœ¨ 3

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder **RenderTreeBuilder**

Dispose()

```
public void Dispose()
```

OnInitialized()

```
protected override void OnInitialized()
```


Class Drawer

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Components.Layout

Assembly LocalGPT.dll

```
public class Drawer : LayoutComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

object
ComponentBase
LayoutComponentBase
Drawer

Implements

IComponent
IHandleEvent
IHandleAfterRender

Inherited Members

LayoutComponentBase.SetParametersAsync(ParameterView)
LayoutComponentBase.Body
ComponentBase.OnInitialized()
ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods

StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

Drawer()

```
public Drawer()
```

Properties ðŸ±ðŸ¶â¨ 7

CssClass

```
[Parameter]
public string CssClass { get; set; }
```

Value

string

DrawerBody

```
[Parameter]
public RenderFragment? DrawerBody { get; set; }
```

Value

RenderFragment

DrawerFooter

```
[Parameter]
public RenderFragment? DrawerFooter { get; set; }
```

Value

RenderFragment

DrawerHeader

```
[Parameter]
public RenderFragment? DrawerHeader { get; set; }
```

Value

RenderFragment

DrawerTarget

```
[Parameter]
public RenderFragment? DrawerTarget { get; set; }
```

Value

RenderFragment

ToggledSidebar

```
[SupplyParameterFromQuery(Name = "toggledSidebar")]
public bool ToggledSidebar { get; set; }
```

Value

bool

Width

```
[Parameter]
public string Width { get; set; }
```

Value

string

Methods ðŸ± ðŸ¶ âœ¨ 3

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder RenderTreeBuilder

OnAfterRenderAsync(bool)

```
protected override Task OnAfterRenderAsync(bool firstRender)
```

Parameters

firstRender bool

Returns

Task

OnParametersSet()

```
protected override void OnParametersSet()
```


Class HumanCollaborationInbox

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Components.Layout

Assembly LocalGPT.dll

```
public class HumanCollaborationInbox : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender, IDisposable
```

Inheritance
object
ComponentBase
HumanCollaborationInbox

Implements
IComponent
IHandleEvent
IHandleAfterRender
IDisposable

Inherited Members
ComponentBase.OnInitialized()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

HumanCollaborationInbox()

```
public HumanCollaborationInbox()
```

Methods ðŸ± ðŸ¶ â¨ 3

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder RenderTreeBuilder

Dispose()

```
public void Dispose()
```

OnInitializedAsync()

```
protected override Task OnInitializedAsync()
```

Returns

Task

Class MainLayout

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.Components.Layout

Assembly LocalGPT.dll

```
public class MainLayout : LayoutComponentBase, IComponent, IHandleEvent, IHandleAfterRender, IDisposable
```

Inheritance
object
ComponentBase
LayoutComponentBase
MainLayout

Implements
IComponent
IHandleEvent
IHandleAfterRender
IDisposable

Inherited Members
LayoutComponentBase.SetParametersAsync(ParameterView)
LayoutComponentBase.Body
ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)

object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ 1

MainLayout()

```
public MainLayout()
```

🐾 Properties ðŸ±ðŸ¶â€¨ 1

ToggledSidebar

```
[SupplyParameterFromQuery(Name = "toggledSidebar")]
public bool ToggledSidebar { get; set; }
```

Value

bool

⚙ Methods ðŸ±ðŸ¶â€¨ 4

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder **RenderTreeBuilder**

Dispose()

```
public void Dispose()
```

OnInitialized()

```
protected override void OnInitialized()
```

OnParametersSet()

```
protected override void OnParametersSet()
```


Class MenuIsland

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Components.Layout

Assembly LocalGPT.dll

```
public class MenuIsland : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

object
ComponentBase
MenuIsland

Implements

IComponent
IHandleEvent

IHandleAfterRender

Inherited Members

ComponentBase.OnInitialized()
ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods

StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ□± ðŸ□¶ âœ¨ 1

MenuIsland()

```
public MenuIsland()
```

Methods ðŸ□± ðŸ□¶ âœ¨ 1

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` **RenderTreeBuilder**

Class NavMenu

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Components.Layout

Assembly LocalGPT.dll

```
public class NavMenu : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance
object
ComponentBase
NavMenu

Implements
IComponent
IHandleEvent
IHandleAfterRender

Inherited Members
ComponentBase.OnInitialized()
ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)

ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â€¨ 1

NavMenu()

```
public NavMenu()
```

Methods ðŸ±ðŸ¶â€¨ 1

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder **RenderTreeBuilder**

Class SafeErrorBoundary

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.Components.Layout

Assembly LocalGPT.dll

```
public class SafeErrorBoundary : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance
object
ComponentBase
SafeErrorBoundary

Implements
IComponent
IHandleEvent
IHandleAfterRender

Inherited Members
ComponentBase.OnInitialized()
ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)

object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

SafeErrorBoundary()

```
public SafeErrorBoundary()
```

🐾 Properties ðŸ±ðŸ¶ âœ¨ 3

Area

```
[Parameter]
public string Area { get; set; }
```

Value

string

ChildContent

```
[Parameter]
[EditorRequired]
public RenderFragment? ChildContent { get; set; }
```

Value

RenderFragment

ToastName

```
[Parameter]
public string ToastName { get; set; }
```

Value

string

Methods ðŸ±ðŸ¶âœ¨ 2

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder RenderTreeBuilder

Recover()

```
public void Recover()
```


Class ThemeJsChangeDispatcher

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Components.Layout

Assembly LocalGPT.dll

Bridges LocalGPT's independently selectable shell and DevExpress component themes to the browser. Browser persistence is owned by the JavaScript module; DevExpress remains the owner of component theme resources.

```
public sealed class ThemeJsChangeDispatcher : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender, IThemeChangeRequestDispatcher, IAsyncDisposable, IDisposable
```

Inheritance
object
ComponentBase
ThemeJsChangeDispatcher

Implements
IComponent
IHandleEvent
IHandleAfterRender
IThemeChangeRequestDispatcher
IAsyncDisposable
IDisposable

Inherited Members
ComponentBase.SetParametersAsync(ParameterView)
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ 1

ThemeJsChangeDispatcher()

```
public ThemeJsChangeDispatcher()
```

🐾 Properties ðŸ±ðŸ¶â€¨ 2

InitialComponentThemeName

```
[Parameter]
public required string InitialComponentThemeName { get; set; }
```

Value

string

InitialShellThemeName

```
[Parameter]
public required string InitialShellThemeName { get; set; }
```

Value

string

Methods ðŸ±ðŸ¶â…¨ 4

DisposeAsync()

```
public ValueTask DisposeAsync()
```

Returns

ValueTask

OnAfterRenderAsync(bool)

```
protected override Task OnAfterRenderAsync(bool firstRender)
```

Parameters

`firstRender` **bool**

Returns

Task

RequestThemeChangeAsync(Theme, ThemeApplicationTarget)

```
public Task RequestThemeChangeAsync(Theme theme, ThemeApplicationTarget target)
```

Parameters

`theme` **Theme**

`target`
ThemeApplicationTarget

Returns

Task

ResetFusionRouteAsync()

```
public Task ResetFusionRouteAsync()
```

Returns

Task

Class ThemeSwitcher

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Components.Layout

Assembly LocalGPT.dll

```
public class ThemeSwitcher : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender, IDisposable
```

Inheritance
object
ComponentBase
ThemeSwitcher

Implements
IComponent
IHandleEvent
IHandleAfterRender
IDisposable

Inherited Members
ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ThemeSwitcher()

```
public ThemeSwitcher()
```

Methods ðŸ± ðŸ¶ âœ¨ 3

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder RenderTreeBuilder

Dispose()

```
public void Dispose()
```

OnInitialized()

```
protected override void OnInitialized()
```

Class ThemeSwitcherContainer

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Components.Layout

Assembly LocalGPT.dll

```
public class ThemeSwitcherContainer : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender, IDisposable, IThemeLoadNotifier
```

Inheritance

object
ComponentBase
ThemeSwitcherContainer

Implements

IComponent
IHandleEvent
IHandleAfterRender
IDisposable
IThemeLoadNotifier

Inherited Members

ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods

StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ThemeSwitcherContainer()

```
public ThemeSwitcherContainer()
```

Properties ðŸ±ðŸ¶â¨ 6

ComponentThemeName

```
[Parameter]
public string? ComponentThemeName { get; set; }
```

Value

string

ComponentThemeNameChanged

```
[Parameter]
public EventCallback<string> ComponentThemeNameChanged { get; set; }
```

Value

EventCallback<string>

ShellThemeName

```
[Parameter]
public string? ShellThemeName { get; set; }
```

Value

string

ShellThemeNameChanged

```
[Parameter]
public EventCallback<string> ShellThemeNameChanged { get; set; }
```

Value

EventCallback<string>

Shown

```
[Parameter]
public bool Shown { get; set; }
```

Value

bool

ShownChanged

```
[Parameter]
public EventCallback<bool> ShownChanged { get; set; }
```

Value

EventCallback<bool>

Methods ðŸ±ðŸ¶â…¨ âœ¨ 4

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder **RenderTreeBuilder**

NotifyThemeLoadedAsync(Theme, ThemeApplicationTarget)

```
public Task NotifyThemeLoadedAsync(Theme theme, ThemeApplicationTarget target)
```

Parameters

`theme` **Theme**

`target`
ThemeApplicationTarget

Returns

Task

OnAfterRender(bool)

```
protected override void OnAfterRender(bool firstRender)
```

Parameters

`firstRender` **bool**

OnInitialized()

```
protected override void OnInitialized()
```


Class ThemeSwitcherItem

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Components.Layout

Assembly LocalGPT.dll

```
public class ThemeSwitcherItem : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

object
ComponentBase
ThemeSwitcherItem

Implements

IComponent
IHandleEvent
IHandleAfterRender

Inherited Members

ComponentBase.OnInitialized()
ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods

StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ThemeSwitcherItem()

```
public ThemeSwitcherItem()
```

Properties ðŸ±ðŸ¶ âœ¨ 3

Click

```
[Parameter]
public EventCallback<Theme> Click { get; set; }
```

Value

EventCallback<Theme>

IsActive

```
[Parameter]
public bool IsActive { get; set; }
```

Value

bool

Theme

```
[Parameter]
public Theme? Theme { get; set; }
```

Value

Theme

Methods ðŸ±ðŸ¶ âœ¨ 1

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` **RenderTreeBuilder**

Class ToastWrapper

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.Components.Layout

Assembly LocalGPT.dll

```
public class ToastWrapper : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

object
ComponentBase
ToastWrapper

Implements

IComponent
IHandleEvent
IHandleAfterRender

Inherited Members

ComponentBase.OnInitialized()
ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)

ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ToastWrapper()

```
public ToastWrapper()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 9

AnimationType

```
[Parameter]
public ToastAnimationType AnimationType { get; set; }
```

Value

ToastAnimationType

DisplayTime

```
[Parameter]
public TimeSpan DisplayTime { get; set; }
```

Value

TimeSpan

HorizontalAlignment

```
[Parameter]
public HorizontalAlignment HorizontalAlignment { get; set; }
```

Value

HorizontalAlignment

Name

```
[Parameter]
public string Name { get; set; }
```

Value

string

ShowCloseButton

```
[Parameter]
public bool ShowCloseButton { get; set; }
```

Value

bool

ShowIcon

```
[Parameter]
public bool ShowIcon { get; set; }
```

Value

bool

SizeMode

```
[Parameter]
public SizeMode? SizeMode { get; set; }
```

Value

SizeMode?

ThemeMode

```
[Parameter]
public ToastThemeMode ThemeMode { get; set; }
```

Value

ToastThemeMode

VerticalAlignment

```
[Parameter]
public VerticalEdge VerticalAlignment { get; set; }
```

Value

VerticalEdge

Methods ðŸ± ðŸ¶ âœ¨ 1

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` **RenderTreeBuilder**

Namespace LocalGPT.Components.Pages

Neko & Puppy namespace shelf Â· Types are grouped by kind, so every interface, class, and helper lands in a cozy little home, nya~ woof!

✨ 🐾 🌟

Classes

Chat

CouncilTeams

Database

DxFunctionCatalog

Error

Help

Index

Install

MinecraftModBuilder

ModelCouncil

OneWireSecurity

ProjectMaintenance

Projects

TestLab

Class Chat

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Components.Pages

Assembly LocalGPT.dll

```
[Route("/chat")]
public class Chat : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender, IDisposable
```

Inheritance	object ComponentBase Chat
Implements	IComponent IHandleEvent IHandleAfterRender IDisposable
Inherited Members	ComponentBase.OnInitialized() ComponentBase.OnParametersSet() ComponentBase.OnParametersSetAsync() ComponentBase.StateHasChanged() ComponentBase.ShouldRender() ComponentBase.OnAfterRender(bool) ComponentBase.InvokeAsync(Action) ComponentBase.InvokeAsync(Func<Task>) ComponentBase.DispatchExceptionAsync(Exception) ComponentBase.SetParametersAsync(ParameterView) ComponentBase.RendererInfo ComponentBase.Assets ComponentBase.AssignedRenderMode object.GetType() object.MemberwiseClone() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

Chat()

```
public Chat()
```

Properties ðŸ±ðŸ¶ âœ¨ 6

AutoStartCouncilStarter

```
[Parameter]
[SupplyParameterFromQuery(Name = "autoStartCouncil")]
public bool AutoStartCouncilStarter { get; set; }
```

Value

bool

RequestedCouncilStarterKey

```
[Parameter]
[SupplyParameterFromQuery(Name = "starter")]
public string? RequestedCouncilStarterKey { get; set; }
```

Value

string

RequestedCouncilTeamKey

```
[Parameter]
[SupplyParameterFromQuery(Name = "team")]
public string? RequestedCouncilTeamKey { get; set; }
```

Value

string

RequestedModelPresetName

```
[Parameter]
[SupplyParameterFromQuery(Name = "preset")]
public string? RequestedModelPresetName { get; set; }
```

Value

string

RequestedRejoinCouncilRunId

```
[Parameter]
[SupplyParameterFromQuery(Name = "rejoinCouncilRunId")]
public Guid? RequestedRejoinCouncilRunId { get; set; }
```

Value

Guid?

StartNewCouncilChat

```
[Parameter]
[SupplyParameterFromQuery(Name = "newCouncil")]
public bool StartNewCouncilChat { get; set; }
```

Value

bool

Methods ðŸ±ðŸ¶å œ¨ 6

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` **RenderTreeBuilder**

Dispose()

```
public void Dispose()
```

OnAfterRenderAsync(bool)

```
protected override Task OnAfterRenderAsync(bool firstRender)
```

Parameters

`firstRender` **bool**

Returns

Task

OnInitializedAsync()

```
protected override Task OnInitializedAsync()
```

Returns

Task

QueueLiveCouncilUserMessageAsync(string)

```
[JSInvokable]
public Task<bool> QueueLiveCouncilUserMessageAsync(string content)
```

Parameters

`content` **string**

Returns

Task<bool>

StopActiveCouncilRunAsync()

```
[JSInvokable]
public Task<bool> StopActiveCouncilRunAsync()
```

Returns

Task<bool>

Class CouncilTeams

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.Components.Pages

Assembly LocalGPT.dll

```
[Route("/council-teams")]
public class CouncilTeams : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance
object
ComponentBase
CouncilTeams

Implements
IComponent
IHandleEvent
IHandleAfterRender

Inherited Members
ComponentBase.OnInitialized()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()

ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

CouncilTeams()

```
public CouncilTeams()
```

⚙ Methods ðŸ±ðŸ¶ â€¨ 2

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` **RenderTreeBuilder**

OnInitializedAsync()

```
protected override Task OnInitializedAsync()
```

Returns

Task

Class Database

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Components.Pages

Assembly LocalGPT.dll

```
[Route("/database")]
public class Database : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance
object
ComponentBase
Database

Implements
IComponent
IHandleEvent
IHandleAfterRender

Inherited Members
ComponentBase.OnInitialized()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)

ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ âœ¨ 1

Database()

```
public Database()
```

⚙ Methods ðŸ±ðŸ¶â€¨ âœ¨ 2

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` **RenderTreeBuilder**

OnInitializedAsync()

```
protected override Task OnInitializedAsync()
```

Returns

Task

Class DxFunctionCatalog

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Components.Pages

Assembly LocalGPT.dll

```
[Route("/dx-functions")]
public class DxFunctionCatalog : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance
object
ComponentBase
DxFunctionCatalog

Implements
IComponent
IHandleEvent
IHandleAfterRender

Inherited Members
ComponentBase.OnInitialized()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)

ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â˜¨ 1

DxFunctionCatalog()

```
public DxFunctionCatalog()
```

⚙ Methods ðŸ±ðŸ¶â˜¨ 2

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` **RenderTreeBuilder**

OnInitializedAsync()

```
protected override Task OnInitializedAsync()
```

Returns

Task

Class Error

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Components.Pages

Assembly LocalGPT.dll

```
[Route("/Error")]
public class Error : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance
object
ComponentBase
Error

Implements
IComponent
IHandleEvent
IHandleAfterRender

Inherited Members
ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)

ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ âœ¨ 1

Error()

```
public Error()
```

⚙ Methods ðŸ±ðŸ¶â€¨ âœ¨ 2

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder **RenderTreeBuilder**

OnInitialized()

```
protected override void OnInitialized()
```


Class Help

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Components.Pages

Assembly LocalGPT.dll

```
[Route("/help")]
public class Help : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance
object
ComponentBase
Help

Implements
IComponent
IHandleEvent
IHandleAfterRender

Inherited Members
ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)

ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

Help()

```
public Help()
```

⚙ Methods ðŸ±ðŸ¶ âœ¨ 2

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder RenderTreeBuilder

OnInitialized()

```
protected override void OnInitialized()
```


Class Index

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Components.Pages

Assembly LocalGPT.dll

```
[Route("/")]
public class Index : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance
object
ComponentBase
Index

Implements
IComponent
IHandleEvent
IHandleAfterRender

Inherited Members
ComponentBase.OnInitialized()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)

ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

Index()

```
public Index()
```

Properties ðŸ±ðŸ¶â œ¨ 1

ToggledSidebar

```
[SupplyParameterFromQuery(Name = "toggledSidebar")]
public bool ToggledSidebar { get; set; }
```

Value

bool

Methods ðŸ±ðŸ¶â œ¨ 2

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder **RenderTreeBuilder**

OnInitializedAsync()

Loads the first-run guide and bounded loopback model-discovery state before rendering the page.

```
protected override Task OnInitializedAsync()
```

Returns

Task	A task that completes after the onboarding status has been loaded.

Class Install

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Components.Pages
Assembly	LocalGPT.dll

```
[Route("/install")]
public class Install : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance	object ComponentBase

Install

Implements

IComponent
IHandleEvent
IHandleAfterRender

Inherited Members

ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods

StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

Install()

```
public Install()
```

Methods ðŸ±ðŸ¶â œ¨ 3

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` **RenderTreeBuilder**

OnAfterRenderAsync(bool)

```
protected override Task OnAfterRenderAsync(bool firstRender)
```

Parameters

`firstRender` **bool**

Returns

Task

OnInitialized()

```
protected override void OnInitialized()
```


Class MinecraftModBuilder

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Components.Pages

Assembly LocalGPT.dll

```
[Route("/minecraft-mod-builder")]
public class MinecraftModBuilder : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance
object
ComponentBase
MinecraftModBuilder

Implements
IComponent
IHandleEvent
IHandleAfterRender

Inherited Members
ComponentBase.OnInitialized()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

MinecraftModBuilder()

```
public MinecraftModBuilder()
```

Methods ðŸ±ðŸ¶â œ¨ 2

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` **RenderTreeBuilder**

OnInitializedAsync()

```
protected override Task OnInitializedAsync()
```

Returns

Task

Class ModelCouncil

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Components.Pages

Assembly LocalGPT.dll

```
[Route("/model-council")]
public class ModelCouncil : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance
object
ComponentBase
ModelCouncil

Implements
IComponent
IHandleEvent
IHandleAfterRender

Inherited Members
ComponentBase.OnInitialized()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

ModelCouncil()

```
public ModelCouncil()
```

Methods ðŸ±ðŸ¶â œ 2

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder RenderTreeBuilder

OnInitializedAsync()

```
protected override Task OnInitializedAsync()
```

Returns

Task

Class OneWireSecurity

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Components.Pages

Assembly LocalGPT.dll

```
[Route("/onewire-security")]
public class OneWireSecurity : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender, IDisposable
```

Inheritance
object
ComponentBase
OneWireSecurity

Implements
IComponent
IHandleEvent
IHandleAfterRender
IDisposable

Inherited Members
ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

OneWireSecurity()

```
public OneWireSecurity()
```

Methods ðŸ±ðŸ¶ âœ¨ 4

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder RenderTreeBuilder

Dispose()

```
public void Dispose()
```

OnAfterRenderAsync(bool)

```
protected override Task OnAfterRenderAsync(bool firstRender)
```

Parameters

firstRender bool

Returns

Task

OnInitialized()

```
protected override void OnInitialized()
```


Class ProjectMaintenance

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Components.Pages

Assembly LocalGPT.dll

```
[Route("/project-maintenance")]
public class ProjectMaintenance : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance
object
ComponentBase
ProjectMaintenance

Implements
IComponent
IHandleEvent
IHandleAfterRender

Inherited Members
ComponentBase.OnInitialized()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)

ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

ProjectMaintenance()

```
public ProjectMaintenance()
```

⚙ Methods ðŸ±ðŸ¶ âœ¨ 2

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` **RenderTreeBuilder**

OnInitializedAsync()

```
protected override Task OnInitializedAsync()
```

Returns

Task

Class Projects

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.Components.Pages

Assembly LocalGPT.dll

```
[Route("/projects")]
public class Projects : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

object
ComponentBase
Projects

Implements

IComponent
IHandleEvent
IHandleAfterRender

Inherited Members

ComponentBase.OnInitialized()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo

ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸŸ± ðŸŸ¶ âœ¨ 1

Projects()

```
public Projects()
```

⚙ Methods ðŸŸ± ðŸŸ¶ âœ¨ 2

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` **RenderTreeBuilder**

OnInitializedAsync()

```
protected override Task OnInitializedAsync()
```

Returns

Task

Class TestLab

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.Components.Pages

Assembly LocalGPT.dll

```
[Route("/test-lab")]
public class TestLab : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

object
ComponentBase
TestLab

Implements

IComponent
IHandleEvent
IHandleAfterRender

Inherited Members

ComponentBase.OnInitialized()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo

ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ□± ðŸ□¶ âœ¨ 1

TestLab()

```
public TestLab()
```

⚙ Methods ðŸ□± ðŸ□¶ âœ¨ 2

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` **RenderTreeBuilder**

OnInitializedAsync()

```
protected override Task OnInitializedAsync()
```

Returns

Task

Namespace LocalGPT.Components.Shared

Neko & Puppy namespace shelf Â· Types are grouped by kind, so every interface, class, and helper lands in a cozy little home, nya~ woof! ✨ 🐾 🌟

Classes

BoundedNumberEditor

ChatGameConsole

CouncilHardwareRoadEditor

DocumentationViewerHost

LocalPathExplorer

ProviderModelBenchmarkCouncilPanel

ProviderModelPanel

Class BoundedNumberEditor

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace	LocalGPT.Components.Shared
Assembly	LocalGPT.dll

```
public class BoundedNumberEditor : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

object
ComponentBase
BoundedNumberEditor

Implements

IComponent
IHandleEvent
IHandleAfterRender

Inherited Members

ComponentBase.OnInitialized()
ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods

StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

BoundedNumberEditor()

```
public BoundedNumberEditor()
```

Properties ðŸ±ðŸ¶ âœ¨ 9

CssClass

```
[Parameter]
public string CssClass { get; set; }
```

Value

string

HelpText

```
[Parameter]
public string HelpText { get; set; }
```

Value

string

Label

```
[Parameter]
[EditorRequired]
public string Label { get; set; }
```

Value

string

Max

```
[Parameter]
public int Max { get; set; }
```

Value

int

Min

```
[Parameter]
public int Min { get; set; }
```

Value

int

Step

```
[Parameter]
public int Step { get; set; }
```

Value

int

Suffix

```
[Parameter]
public string Suffix { get; set; }
```

Value

string

Value

```
[Parameter]
public int Value { get; set; }
```

Value

int

ValueChanged

```
[Parameter]
public EventCallback<int> ValueChanged { get; set; }
```

Value

EventCallback<int>

Methods ðŸ±ðŸ¶â œ¨ 1

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder **RenderTreeBuilder**

Class ChatGameConsole

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Components.Shared

Assembly LocalGPT.dll

```
public class ChatGameConsole : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender, IAsyncDisposable
```

Inheritance
object
ComponentBase
ChatGameConsole

Implements
IComponent
IHandleEvent
IHandleAfterRender
IAsyncDisposable

Inherited Members
ComponentBase.OnInitialized()
ComponentBase.OnParametersSet()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ChatGameConsole()

```
public ChatGameConsole()
```

Properties ðŸ±ðŸ¶ â€¨ 3

CloseRequested

```
[Parameter]
public EventCallback CloseRequested { get; set; }
```

Value

EventCallback

ConversationId

```
[Parameter]
public Guid? ConversationId { get; set; }
```

Value

Guid?

SuggestedTeamKey

```
[Parameter]
public string SuggestedTeamKey { get; set; }
```

Value

string

Methods ðŸ±ðŸ¶ â€¨ 6

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` **RenderTreeBuilder**

DisposeAsync()

```
public ValueTask DisposeAsync()
```

Returns

ValueTask

OnAfterRenderAsync(bool)

```
protected override Task OnAfterRenderAsync(bool firstRender)
```

Parameters

`firstRender` **bool**

Returns

Task

OnInitializedAsync()

```
protected override Task OnInitializedAsync()
```

Returns

Task

OnParametersSetAsync()

```
protected override Task OnParametersSetAsync()
```

Returns

Task

SubmitControlFromJs(string)

```
[JSInvokable]
public Task SubmitControlFromJs(string action)
```

Parameters

`action` **string**

Returns

Task

Class CouncilHardwareRoadEditor

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Components.Shared

Assembly LocalGPT.dll

```
public class CouncilHardwareRoadEditor : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance
object
ComponentBase
CouncilHardwareRoadEditor

Implements
IComponent
IHandleEvent
IHandleAfterRender

Inherited Members
ComponentBase.OnInitialized()
ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSetAsync()

ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

CouncilHardwareRoadEditor()

```
public CouncilHardwareRoadEditor()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 4

Changed

```
[Parameter]
public EventCallback Changed { get; set; }
```

Value

EventCallback

ModelNames

```
[Parameter]
public IReadOnlyCollection<string> ModelNames { get; set; }
```

Value

IReadOnlyCollection<string>

ResourceLoadPercent

```
[Parameter]
public int ResourceLoadPercent { get; set; }
```

Value

int

Routes

```
[Parameter]
[EditorRequired]
public List<OneWireCouncilModelRoute> Routes { get; set; }
```

Value

List<OneWireCouncilModelRoute>

Methods ðŸ±ðŸ¶â¨ 2

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` **RenderTreeBuilder**

OnParametersSet()

```
protected override void OnParametersSet()
```


Class DocumentationViewerHost

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Components.Shared

Assembly LocalGPT.dll

```
public class DocumentationViewerHost : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender, IDisposable
```

Inheritance object
ComponentBase
DocumentationViewerHost

Implements IComponent
IHandleEvent

IHandleAfterRender
IDisposable

Inherited Members

ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods

StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

DocumentationViewerHost()

```
public DocumentationViewerHost()
```

Methods ðŸ±ðŸ¶â œ¨ 4

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` **RenderTreeBuilder**

CloseFromBrowser()

```
[JSInvokable]
public void CloseFromBrowser()
```

Dispose()

```
public void Dispose()
```

OnInitialized()

```
protected override void OnInitialized()
```


Class LocalPathExplorer

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace	LocalGPT.Components.Shared
Assembly	LocalGPT.dll

```
public class LocalPathExplorer : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

object
ComponentBase
LocalPathExplorer

Implements

IComponent
IHandleEvent
IHandleAfterRender

Inherited Members

ComponentBase.OnInitialized()
ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods

StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

LocalPathExplorer()

```
public LocalPathExplorer()
```

Properties ðŸ±ðŸ¶â™¨ 7

IncludeFiles

```
[Parameter]
public bool IncludeFiles { get; set; }
```

Value

bool

SelectedPath

```
[Parameter]
public string SelectedPath { get; set; }
```

Value

string

SelectedPathChanged

```
[Parameter]
public EventCallback<string> SelectedPathChanged { get; set; }
```

Value

EventCallback<string>

SelectionMode

```
[Parameter]
public string SelectionMode { get; set; }
```

Value

string

Title

```
[Parameter]
public string Title { get; set; }
```

Value

string

Visible

```
[Parameter]
public bool Visible { get; set; }
```

Value

bool

VisibleChanged

```
[Parameter]
public EventCallback<bool> VisibleChanged { get; set; }
```

Value

EventCallback<bool>

Methods ðŸ± ðŸ¶ âœ¨ 2

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` **RenderTreeBuilder**

OnParametersSet()

```
protected override void OnParametersSet()
```


Class ProviderModelBenchmarkCouncilPanel

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Components.Shared

Assembly LocalGPT.dll

```
public class ProviderModelBenchmarkCouncilPanel : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender, IDisposable
```

Inheritance
object
ComponentBase
ProviderModelBenchmarkCouncilPanel

Implements
IComponent
IHandleEvent
IHandleAfterRender
IDisposable

Inherited Members
ComponentBase.OnInitialized()
ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ProviderModelBenchmarkCouncilPanel()

```
public ProviderModelBenchmarkCouncilPanel()
```

Properties ðŸ±ðŸ¶ âœ¨ 3

BenchmarkApplied

```
[Parameter]
public EventCallback<ProviderModelBenchmarkBatchAppliedEvent> BenchmarkApplied { get; set; }
```

Value

EventCallback<ProviderModelBenchmarkBatchAppliedEvent>

BenchmarkStarted

```
[Parameter]
public EventCallback<Guid> BenchmarkStarted { get; set; }
```

Value

EventCallback<Guid>

Models

```
[Parameter]
public IReadOnlyList<ProviderModelReference> Models { get; set; }
```

Value

IReadOnlyList<ProviderModelReference>

Methods ðŸ±ðŸ¶ âœ¨ 3

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` **RenderTreeBuilder**

Dispose()

```
public void Dispose()
```

OnParametersSet()

```
protected override void OnParametersSet()
```


Class ProviderModelPanel

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Components.Shared

Assembly LocalGPT.dll

```
public class ProviderModelPanel : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender, IDisposable
```

Inheritance

object
ComponentBase
ProviderModelPanel

Implements

IComponent
IHandleEvent
IHandleAfterRender
IDisposable

Inherited Members

ComponentBase.OnInitialized()
ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods

StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

ProviderModelPanel()

```
public ProviderModelPanel()
```

Properties ðŸ±ðŸ¶ âœ¨ 10

Activated

```
[Parameter]
public EventCallback<ProviderModelReference> Activated { get; set; }
```

Value

EventCallback<ProviderModelReference>

BenchmarkApplied

```
[Parameter]
public EventCallback<ProviderModelBenchmarkAppliedEvent> BenchmarkApplied { get; set; }
```

Value

EventCallback<ProviderModelBenchmarkAppliedEvent>

BenchmarkStarted

```
[Parameter]
public EventCallback<Guid> BenchmarkStarted { get; set; }
```

Value

EventCallback<Guid>

CouncilModels

```
[Parameter]
public IReadOnlyList<ProviderModelReference> CouncilModels { get; set; }
```

Value

IReadOnlyList<ProviderModelReference>

Model

```
[Parameter]
[EditorRequired]
public ProviderModelReference Model { get; set; }
```

Value

ProviderModelReference

Selected

```
[Parameter]
public bool Selected { get; set; }
```

Value

bool

SelectedChanged

```
[Parameter]
public EventCallback<bool> SelectedChanged { get; set; }
```

Value

EventCallback<bool>

ShowSelection

```
[Parameter]
public bool ShowSelection { get; set; }
```

Value

bool

ShowUseAction

```
[Parameter]
public bool ShowUseAction { get; set; }
```

Value

bool

UseActionText

```
[Parameter]
public string UseActionText { get; set; }
```

Value

string

Methods ðŸ±ðŸ¶ âœ¨ 2

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` **RenderTreeBuilder**

Dispose()

```
public void Dispose()
```


Class App

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Components

Assembly LocalGPT.dll

```
public class App : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance
object
ComponentBase
App

Implements
IComponent
IHandleEvent
IHandleAfterRender

Inherited Members
ComponentBase.OnInitialized()
ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)

ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â€¨ 1

App()

```
public App()
```

Methods ðŸ±ðŸ¶â€¨ 1

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder **RenderTreeBuilder**

Class InteractiveStartupMarker

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.Components

Assembly LocalGPT.dll

```
public class InteractiveStartupMarker : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender, IDisposable
```

Inheritance
object
ComponentBase
InteractiveStartupMarker

Implements
IComponent
IHandleEvent
IHandleAfterRender
IDisposable

Inherited Members
ComponentBase.OnInitialized()
ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)

object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

InteractiveStartupMarker()

```
public InteractiveStartupMarker()
```

⚙ Methods ðŸ±ðŸ¶ âœ¨ 4

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` **RenderTreeBuilder**

Dispose()

```
public void Dispose()
```

OnAfterRenderAsync(bool)

```
protected override Task OnAfterRenderAsync(bool firstRender)
```

Parameters

`firstRender` **bool**

Returns

Task

ReportJavaScriptErrorAsync(string, string, string)

```
[JSInvokable]
public Task ReportJavaScriptErrorAsync(string context, string message, string stack)
```

Parameters

`context` **string**

`message` **string**

`stack` **string**

Returns

Task

Class Routes

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌞

Namespace LocalGPT.Components

Assembly LocalGPT.dll

```
public class Routes : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender, IDisposable
```

Inheritance object

ComponentBase
Routes

Implements

IComponent
IHandleEvent
IHandleAfterRender
IDisposable

Inherited Members

ComponentBase.OnInitializedAsync()
ComponentBase.OnParametersSet()
ComponentBase.OnParametersSetAsync()
ComponentBase.StateHasChanged()
ComponentBase.ShouldRender()
ComponentBase.OnAfterRender(bool)
ComponentBase.OnAfterRenderAsync(bool)
ComponentBase.InvokeAsync(Action)
ComponentBase.InvokeAsync(Func<Task>)
ComponentBase.DispatchExceptionAsync(Exception)
ComponentBase.SetParametersAsync(ParameterView)
ComponentBase.RendererInfo
ComponentBase.Assets
ComponentBase.AssignedRenderMode
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods

StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

Routes()

```
public Routes()
```

Methods ðŸ±ðŸ¶â¨ 3

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` **RenderTreeBuilder**

Dispose()

```
public void Dispose()
```

OnInitialized()

```
protected override void OnInitialized()
```


Class _Imports

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Components

Assembly LocalGPT.dll

```
public class _Imports
```

Inheritance object
_Imports

Inherited Members object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

_Imports()

```
public _Imports()
```

Methods ðŸ±ðŸ¶â œ¨ 1

Execute()

```
protected void Execute()
```

Namespace LocalGPT.Controller

Neko & Puppy namespace shelf Â· Types are grouped by kind, so every interface, class, and helper lands in a cozy little home, nya~ woof!

✨ 🐾 🌟

Classes

ChatController	
CodeGenerationController	
CompleteFirstRunOnboardingRequest	Carries the explicit confirmation required to dismiss first-run onboarding.
CouncilGameController	
CouncilRuntimeClassesController	
DatabaseKnowledgeController	
DatabaseQueryController	
DocumentationController	Exposes availability metadata, searchable XML comments and the versioned PDF produced by the DocFX build pipeline.
DxAiFunctionCatalogController	User-owned catalog for deciding which LocalGPT DX functions and public service methods are visible to AI chat or securely linked 1-Wire peers.
DxAiFunctionsController	
EmbeddedWorkbenchController	
FeaturePersistenceController	CRUD API for durable records owned by newer LocalGPT feature modules.
FirstRunOnboardingController	Exposes the bounded first-run setup status and completion operation to LocalGPT frontends.
ImportLocalizationCatalogRequest	Carries one user localization-catalog import request.
LocalGptDiagnosticController	
LocalGptProjectsController	
LocalPathExplorerController	
LocalizationController	Exposes localization catalogs, culture selection and validated user-catalog imports.
OneWireController	
OneWireHttpController	Transport-neutral JSON adapter for small user-built organic clients such as ESP32 firmware. It uses the same envelope, permissions, MFA trust and work spool as the TCP transport.
ProjectMaintenanceController	

ProjectOrganicContextController

RemoteKnowledgeImportController

RuntimePolicyController

StructuredTextController

Class ChatController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

```
public class ChatController : ControllerBase
```

Inheritance

object
ControllerBase
ChatController

Inherited Members

ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)
ControllerBase.Content(string, string, Encoding)
ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()
ControllerBase.Ok()
ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)

ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)
ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)
ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)
ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)
ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)

ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()

ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)
ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)
ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)
ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)
ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)

ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])
ControllerBase.SignIn(ClaimsPrincipal)
ControllerBase.SignIn(ClaimsPrincipal, string)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)
ControllerBase.SignOut()
ControllerBase.SignOut(AuthenticationProperties)
ControllerBase.SignOut(params string[])
ControllerBase.SignOut(AuthenticationProperties, params string[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync(object, Type, string)
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryValidateModel(object)
ControllerBase.TryValidateModel(object, string)
ControllerBase.HttpContext
ControllerBase.Request
ControllerBase.Response
ControllerBase.RouteData
ControllerBase.ModelState
ControllerBase.ControllerContext
ControllerBase.MetadataProvider
ControllerBase.ModelBinderFactory
ControllerBase.Url
ControllerBase.ObjectValidator
ControllerBase.ProblemDetailsFactory
ControllerBase.User
ControllerBase.Empty
object.GetType()

object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ â

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ChatController(IRegexPatternService, ILogger<ChatController>)

```
public ChatController(IRegexPatternService regexSvc, ILogger<ChatController> logger)
```

Parameters

`regexSvc` **IRegexPatternService**

`logger`
ILogger<ChatController>

Methods ðŸ± ðŸ¶ â

1

GetHelpMessage()

```
[HttpGet("help-message")]
public Task<IActionResult> GetHelpMessage()
```

Returns

Task<IActionResult>

Class CodeGenerationController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

```
[ApiController]
[Route("api/code-generation/reviews")]
public sealed class CodeGenerationController : ControllerBase
```

Inheritance

object
ControllerBase
CodeGenerationController

Inherited Members

ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)
ControllerBase.Content(string, string, Encoding)
ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()
ControllerBase.Ok()
ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)
ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)
ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)

ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)
ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)
ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)
ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)

ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()
ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)
ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)

ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)
ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)
ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)
ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])
ControllerBase.SignIn(ClaimsPrincipal)
ControllerBase.SignIn(ClaimsPrincipal, string)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)

ControllerBase.SignOut()
ControllerBase.SignOut(AuthenticationProperties)
ControllerBase.SignOut(params string[])
ControllerBase.SignOut(AuthenticationProperties, params string[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync(object, Type, string)
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryValidateModel(object)
ControllerBase.TryValidateModel(object, string)
ControllerBase.HttpContext
ControllerBase.Request
ControllerBase.Response
ControllerBase.RouteData
ControllerBase.ModelState
ControllerBase.ControllerContext
ControllerBase.MetadataProvider
ControllerBase.ModelBinderFactory
ControllerBase.Url
ControllerBase.ObjectValidator
ControllerBase.ProblemDetailsFactory
ControllerBase.User
ControllerBase.Empty
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

CodeGenerationController(ICodeGenerationWorkflowService, ILogger<CodeGenerationController>)

```
public CodeGenerationController(ICodeGenerationWorkflowService workflow, ILogger<CodeGenerationController> logger)
```

Parameters

`workflow`
ICodeGenerationWorkflowService

`logger`
ILogger<CodeGenerationController>

Methods ðŸ±ðŸ¶â¨ 5

CreateReview(CreateCodeGenerationReviewRequest, bool, CancellationToken)

```
[HttpPost]
[HumanApprovalRequired("code-generation.review.create", "Store exact code-generation review", "Persist the submitted reviewed change plan so the human can inspect its files,
outputs, hashes, and safety summary before execution.", "Medium", "Code review coordinator", false)]
public Task<IResult> CreateReview(CreateCodeGenerationReviewRequest request, bool userConfirmed, CancellationToken cancellationToken)
```

Parameters

`request`
CreateCodeGenerationReviewRequest

`userConfirmed` **bool**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

ExecuteReview(Guid, ExecuteCodeGenerationReviewRequest, CancellationToken)

```
[HttpPost("{reviewId:guid}/execute")]
[HumanApprovalRequired("code-generation.review.execute", "Execute exact code-generation review", "Generate the exact hash-bound reviewed files and, when requested by this same
input, run the bounded build inside the isolated artifact workspace.", "High", "Code-generation security reviewer", true)]
public Task<IResult> ExecuteReview(Guid reviewId, ExecuteCodeGenerationReviewRequest request, CancellationToken cancellationToken)
```

Parameters

`reviewId` **Guid**

`request`
ExecuteCodeGenerationRevie
wRequest

`cancellationToken`
CancellationToken

Returns

Task<IResult>

GetReview(Guid, CancellationToken)

```
[HttpGet("{reviewId:guid}")]
public Task<IResult> GetReview(Guid reviewId, CancellationToken cancellationToken)
```

Parameters

`reviewId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

ListReviews(Guid?, int, CancellationToken)

```
[HttpGet]
public Task<IResult> ListReviews(Guid? projectId, int take = 20, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid?**

`take` **int**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

RejectReview(Guid, RejectCodeGenerationReviewRequest, CancellationToken)

```
[HttpPost("{reviewId:guid}/reject")]
public Task<IResult> RejectReview(Guid reviewId, RejectCodeGenerationReviewRequest request, CancellationToken cancellationToken)
```

Parameters

`reviewId` **Guid**

`request`
RejectCodeGenerationReview Request

`cancellationToken`
CancellationToken

Returns

Task<IResult>

Class CompleteFirstRunOnboardingRequest

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

Carries the explicit confirmation required to dismiss first-run onboarding.

```
[DocumentationUpdated("2.1.20")]
public sealed class CompleteFirstRunOnboardingRequest
```

Inheritance
object
CompleteFirstRunOnboardingRequest

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

CompleteFirstRunOnboardingRequest()

```
public CompleteFirstRunOnboardingRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

UserConfirmed

Gets or sets whether the current user explicitly confirmed completion.

```
public bool UserConfirmed { get; set; }
```

Value

bool

Class CouncilGameController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

```
[ApiController]
[Route("api/council/games")]
public sealed class CouncilGameController : ControllerBase
```

Inheritance

object
ControllerBase
CouncilGameController

Inherited Members

ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)
ControllerBase.Content(string, string, Encoding)
ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()
ControllerBase.Ok()
ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)
ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)

ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)
ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)
ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)
ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)
ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)
ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)

ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()
ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)

ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)
ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)
ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)
ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)
ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)
ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])

	ControllerBase.SignIn(ClaimsPrincipal) ControllerBase.SignIn(ClaimsPrincipal, string) ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties) ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string) ControllerBase.SignOut() ControllerBase.SignOut(AuthenticationProperties) ControllerBase.SignOut(params string[]) ControllerBase.SignOut(AuthenticationProperties, params string[]) ControllerBase.TryUpdateModelAsync<TModel>(TModel) ControllerBase.TryUpdateModelAsync<TModel>(TModel, string) ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider) ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[]) ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>) ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[]) ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>) ControllerBase.TryUpdateModelAsync(object, Type, string) ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>) ControllerBase.TryValidateModel(object) ControllerBase.TryValidateModel(object, string) ControllerBase.HttpContext ControllerBase.Request ControllerBase.Response ControllerBase.RouteData ControllerBase.ModelState ControllerBase.ControllerContext ControllerBase.MetadataProvider ControllerBase.ModelBinderFactory ControllerBase.Url ControllerBase.ObjectValidator ControllerBase.ProblemDetailsFactory ControllerBase.User ControllerBase.Empty object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â…¨ 1

CouncilGameController(ICouncilGameSessionService, ILogger<CouncilGameController>)

```
public CouncilGameController(ICouncilGameSessionService games, ILogger<CouncilGameController> logger)
```

Parameters

games
ICouncilGameSessionService

logger
ILogger<CouncilGameControlle
r>

Methods ðŸ±ðŸ¶â…¨ 8

Control(CouncilGameControlRequest, CancellationToken)

```
[HttpPost("control")]
public Task<ActionResult<CouncilGameSessionSnapshot>> Control(CouncilGameControlRequest request, CancellationToken cancellationToken)
```

Parameters

request
CouncilGameControlRequest

cancellationToken
CancellationToken

Returns

Task<ActionResult<CouncilGa
meSessionSnapshot>>

ControlMode(SetCouncilGameControlModeRequest, CancellationToken)

```
[HttpPost("control-mode")]
public Task<ActionResult<CouncilGameSessionSnapshot>> ControlMode(SetCouncilGameControlModeRequest request, CancellationToken cancellationToken)
```

Parameters

`request`
SetCouncilGameControlModeRequest

`cancellationToken`
CancellationToken

Returns

Task<ActionResult<CouncilGameSessionSnapshot>>

Frame(SubmitCouncilGameFrameRequest, CancellationToken)

```
[HttpPost("frame")]
public Task<ActionResult<CouncilGameSessionSnapshot>> Frame(SubmitCouncilGameFrameRequest request, CancellationToken cancellationToken)
```

Parameters

`request`
SubmitCouncilGameFrameRequest

`cancellationToken`
CancellationToken

Returns

Task<ActionResult<CouncilGameSessionSnapshot>>

Get(Guid, CancellationToken)

```
[HttpGet("{sessionId:guid}")]
public Task<ActionResult<CouncilGameSessionSnapshot>> Get(Guid sessionId, CancellationToken cancellationToken)
```

Parameters

`sessionId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<ActionResult<CouncilGameSessionSnapshot>>

InputGate(SetCouncilGameInputGateRequest, CancellationToken)

```
[HttpPost("input-gate")]
public Task<ActionResult<CouncilGameSessionSnapshot>> InputGate(SetCouncilGameInputGateRequest request, CancellationToken cancellationToken)
```

Parameters

`request`
SetCouncilGameInputGateRequest

`cancellationToken`
CancellationToken

Returns

Task<ActionResult<CouncilGameSessionSnapshot>>

List(bool, CancellationToken)

```
[HttpGet]
public Task<ActionResult<IReadOnlyList<CouncilGameSessionSnapshot>>> List(bool includeCompleted, CancellationToken cancellationToken)
```

Parameters

`includeCompleted` **bool**

`cancellationToken`
CancellationToken

Returns

Task<ActionResult<IReadOnlyList<CouncilGameSessionSnaps

hot>>>

PreviewControl(CouncilGameControlRequest, CancellationToken)

```
[HttpPost("control/preview")]
public Task<ActionResult<CouncilGameDirectorDecision>> PreviewControl(CouncilGameControlRequest request, CancellationToken cancellationToken)
```

Parameters

request
CouncilGameControlRequest

cancellationToken
CancellationToken

Returns

Task<ActionResult<CouncilGameDirectorDecision>>

Start(StartCouncilGameRequest, CancellationToken)

```
[HttpPost("start")]
public Task<ActionResult<CouncilGameSessionSnapshot>> Start(StartCouncilGameRequest request, CancellationToken cancellationToken)
```

Parameters

request
StartCouncilGameRequest

cancellationToken
CancellationToken

Returns

Task<ActionResult<CouncilGameSessionSnapshot>>

Class CouncilRuntimeClassesController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

```
[ApiController]
[Route("api/council/runtime-classes")]
public sealed class CouncilRuntimeClassesController : ControllerBase
```

Inheritance

object
ControllerBase
CouncilRuntimeClassesController

Inherited Members

ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)
ControllerBase.Content(string, string, Encoding)
ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()
ControllerBase.Ok()
ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)
ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)
ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)

ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)
ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)
ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)
ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)

ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()
ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)
ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)

ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)
ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)
ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)
ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])
ControllerBase.SignIn(ClaimsPrincipal)
ControllerBase.SignIn(ClaimsPrincipal, string)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)

ControllerBase.SignOut()
ControllerBase.SignOut(AuthenticationProperties)
ControllerBase.SignOut(params string[])
ControllerBase.SignOut(AuthenticationProperties, params string[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync(object, Type, string)
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryValidateModel(object)
ControllerBase.TryValidateModel(object, string)
ControllerBase.HttpContext
ControllerBase.Request
ControllerBase.Response
ControllerBase.RouteData
ControllerBase.ModelState
ControllerBase.ControllerContext
ControllerBase.MetadataProvider
ControllerBase.ModelBinderFactory
ControllerBase.Url
ControllerBase.ObjectValidator
ControllerBase.ProblemDetailsFactory
ControllerBase.User
ControllerBase.Empty
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

CouncilRuntimeClassesController(ICouncilRuntimeClassService, ILogger<CouncilRuntimeClassesController>)

```
public CouncilRuntimeClassesController(ICouncilRuntimeClassService runtimeClasses, ILogger<CouncilRuntimeClassesController> logger)
```

Parameters

runtimeClasses
ICouncilRuntimeClassService

logger
ILogger<CouncilRuntimeClasse sController>

Methods ðŸ±ðŸ¶â åœ¨ 3

Get(string, CancellationToken)

```
[HttpGet("{key}")]
public Task<ActionResult<CouncilRuntimeClassDefinition>> Get(string key, CancellationToken cancellationToken)
```

Parameters

key **string**

cancellationToken
CancellationToken

Returns

Task<ActionResult<CouncilRun timeClassDefinition>>

GetAll(bool, CancellationToken)

```
[HttpGet]
public Task<ActionResult<IReadOnlyList<CouncilRuntimeClassDefinition>>> GetAll(bool includeDisabled, CancellationToken cancellationToken)
```

Parameters

includeDisabled **bool**

`cancellationToken`
CancellationToken

Returns

Task<ActionResult<IReadOnlyList<CouncilRuntimeClassDefinition>>>

Save(SaveCouncilRuntimeClassRequest, CancellationToken)

```
[HttpPost]
[HumanApprovalRequired("council.runtime-class.save", "Save Council runtime class", "Persist the reviewed runtime class fields, input ownership, keyboard/gamepad bindings, source references and recommended DXFunctions.", "High", "Runtime class reviewer", false)]
public Task<ActionResult<CouncilRuntimeClassDefinition>> Save(SaveCouncilRuntimeClassRequest request, CancellationToken cancellationToken)
```

Parameters

`request`
SaveCouncilRuntimeClassRequest

`cancellationToken`
CancellationToken

Returns

Task<ActionResult<CouncilRuntimeClassDefinition>>

Class DatabaseKnowledgeController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

```
[ApiController]
[Route("__diag/knowledge/[controller]")]
public class DatabaseKnowledgeController : ControllerBase
```

Inheritance

object
ControllerBase
DatabaseKnowledgeController

Inherited Members

ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)
ControllerBase.Content(string, string, Encoding)
ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()
ControllerBase.Ok()
ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)
ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)
ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)
ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)

ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)
ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)
ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)

ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()
ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)
ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)
ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)

ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)
ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)
ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])
ControllerBase.SignIn(ClaimsPrincipal)
ControllerBase.SignIn(ClaimsPrincipal, string)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)
ControllerBase.SignOut()
ControllerBase.SignOut(AuthenticationProperties)
ControllerBase.SignOut(params string[])
ControllerBase.SignOut(AuthenticationProperties, params string[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string)

ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync(object, Type, string)
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryValidateModel(object)
ControllerBase.TryValidateModel(object, string)
ControllerBase.HttpContext
ControllerBase.Request
ControllerBase.Response
ControllerBase.RouteData
ControllerBase.ModelState
ControllerBase.ControllerContext
ControllerBase.MetadataProvider
ControllerBase.ModelBinderFactory
ControllerBase.Url
ControllerBase.ObjectValidator
ControllerBase.ProblemDetailsFactory
ControllerBase.User
ControllerBase.Empty
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

DatabaseKnowledgeController(LocalGptMemoryDbContext, ILogger<DatabaseKnowledgeController>)

```
public DatabaseKnowledgeController(LocalGptMemoryDbContext db, ILogger<DatabaseKnowledgeController> logger)
```

Parameters

db LocalGptMemoryDbContext

logger
ILogger<DatabaseKnowledgeController>

Methods ðŸ±ðŸ¶ âœ¨ 2

GetConfigById(int)

```
[HttpGet("configs/{id:int}")]
public Task<IActionResult> GetConfigById(int id)
```

Parameters

id int

Returns

Task<IActionResult>

ListConfigs(int)

```
[HttpGet("configs")]
public Task<IActionResult> ListConfigs(int take = 100)
```

Parameters

take int

Returns

Task<IActionResult>

Class DatabaseQueryController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

```
[ApiController]
[Route("__diag/database/[controller]")]
public class DatabaseQueryController : ControllerBase
```

Inheritance

object
ControllerBase
DatabaseQueryController

Inherited Members

ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)
ControllerBase.Content(string, string, Encoding)
ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()
ControllerBase.Ok()
ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)
ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()

ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)
ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)
ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)
ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)
ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)
ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)

ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()
ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()

ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)
ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)
ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)
ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)
ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)
ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])

ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])
ControllerBase.SignIn(ClaimsPrincipal)
ControllerBase.SignIn(ClaimsPrincipal, string)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)
ControllerBase.SignOut()
ControllerBase.SignOut(AuthenticationProperties)
ControllerBase.SignOut(params string[])
ControllerBase.SignOut(AuthenticationProperties, params string[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync(object, Type, string)
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryValidateModel(object)
ControllerBase.TryValidateModel(object, string)
ControllerBase.HttpContext
ControllerBase.Request
ControllerBase.Response
ControllerBase.RouteData
ControllerBase.ModelState
ControllerBase.ControllerContext
ControllerBase.MetadataProvider
ControllerBase.ModelBinderFactory
ControllerBase.Url
ControllerBase.ObjectValidator
ControllerBase.ProblemDetailsFactory
ControllerBase.User
ControllerBase.Empty
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

DatabaseQueryController(LocalGptMemoryDbContext, ILogger<DatabaseQueryController>)

```
public DatabaseQueryController(LocalGptMemoryDbContext db, ILogger<DatabaseQueryController> logger)
```

Parameters

`db` **LocalGptMemoryDbContext**

`logger`
ILogger<DatabaseQueryContro
ller>

⚙ Methods ðŸ±ðŸ¶ âœ¨ 2

ListConfigs()

```
[HttpGet("configs")]
public Task<IActionResult> ListConfigs()
```

Returns

Task<IActionResult>

QueryDatabase(string, int)

```
[HttpGet("query")]
public Task<IActionResult> QueryDatabase(string table, int take = 100)
```

Parameters

`table` **string**

`take` **int**

Returns

Task<IActionResult>

Class DocumentationController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

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Namespace LocalGPT.Controller

Assembly LocalGPT.dll

Exposes availability metadata, searchable XML comments and the versioned PDF produced by the DocFX build pipeline.

```
[ApiController]
[Route("api/documentation")]
[DocumentationUpdated("2.3.6")]
public sealed class DocumentationController : ControllerBase
```

Inheritance

object
ControllerBase
DocumentationController

Inherited Members

ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)
ControllerBase.Content(string, string, Encoding)
ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()
ControllerBase.Ok()

ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)
ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)
ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)
ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)
ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)
ControllerBase.RedirectToPage(string, string, string)

ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)
ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.Unauthorized()

ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()
ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)
ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)
ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)
ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)
ControllerBase.AcceptedAtRoute(object)

ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)
ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])
ControllerBase.SignIn(ClaimsPrincipal)
ControllerBase.SignIn(ClaimsPrincipal, string)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)
ControllerBase.SignOut()
ControllerBase.SignOut(AuthenticationProperties)
ControllerBase.SignOut(params string[])
ControllerBase.SignOut(AuthenticationProperties, params string[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync(object, Type, string)
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryValidateModel(object)
ControllerBase.TryValidateModel(object, string)
ControllerBase.HttpContext
ControllerBase.Request
ControllerBase.Response
ControllerBase.RouteData
ControllerBase.ModelState
ControllerBase.ControllerContext
ControllerBase.MetadataProvider
ControllerBase.ModelBinderFactory
ControllerBase.Url
ControllerBase.ObjectValidator

ControllerBase.ProblemDetailsFactory
ControllerBase.User
ControllerBase.Empty
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â…¨ 1

DocumentationController(IDocumentationCatalogService, ILogger<DocumentationController>)

Exposes availability metadata, searchable XML comments and the versioned PDF produced by the DocFX build pipeline.

```
public DocumentationController(IDocumentationCatalogService documentation, ILogger<DocumentationController> logger)
```

Parameters

`documentation`
IDocumentationCatalogService

`logger`
ILogger<DocumentationController>

⚙ Methods ðŸ±ðŸ¶â…¨ 6

Comment(string, string?)

Returns one localized XML documentation member by its compiler member id.

```
[HttpGet("comment")]
public ActionResult<LocalGptDocumentationComment> Comment(string memberId, string? culture = null)
```

Parameters

`memberId` **string**

`culture` **string**

Returns

ActionResult<LocalGptDocumentationComment>

Comments(string?, int, string?)

Searches localized compiler-generated XML comments by member id, summary or remarks.

```
[HttpGet("comments")]
public ActionResult<IReadOnlyList<LocalGptDocumentationComment>> Comments(string? query = null, int limit = 100, string? culture = null)
```

Parameters

`query` **string**

`limit` **int**

`culture` **string**

Returns

ActionResult<IReadOnlyList<LocalGptDocumentationComment>>

Html(string?)

Serves generated DocFX HTML and supporting assets from the canonical installed documentation root.

```
[HttpGet("/help-docs")]
[HttpGet("/help-docs/{**relativePath}")]
public IActionResult Html(string? relativePath = null)
```

Parameters

`relativePath` **string**

Returns

IActionResult

Pdf()

Downloads the versioned LocalGPT PDF generated for the running build.

```
[HttpGet("pdf")]
public IActionResult Pdf()
```

Returns

IActionResult

Profile()

Returns the documentation routes and accessible viewer features exposed by the running application.

```
[HttpGet("profile")]
public ActionResult<LocalGptDocumentationProfile> Profile()
```

Returns

ActionResult<LocalGptDocumentationProfile>

Status()

Returns the current generated-documentation and XML-comment availability.

```
[HttpGet("status")]
public ActionResult<LocalGptDocumentationStatus> Status()
```

Returns

ActionResult<LocalGptDocumentationStatus>

Class DxAiFunctionCatalogController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

User-owned catalog for deciding which LocalGPT DX functions and public service methods are visible to AI chat or securely linked 1-Wire peers.

```
[ApiController]
[Route("api/dxai/catalog")]
public sealed class DxAiFunctionCatalogController : ControllerBase
```

Inheritance

object
ControllerBase
DxAiFunctionCatalogController

Inherited Members

ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)
ControllerBase.Content(string, string, Encoding)
ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()
ControllerBase.Ok()
ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)
ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)

ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)
ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)
ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)
ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)
ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)

ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()
ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)

ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)
ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)
ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)
ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)
ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])
ControllerBase.SignIn(ClaimsPrincipal)
ControllerBase.SignIn(ClaimsPrincipal, string)

ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)
ControllerBase.SignOut()
ControllerBase.SignOut(AuthenticationProperties)
ControllerBase.SignOut(params string[])
ControllerBase.SignOut(AuthenticationProperties, params string[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync(object, Type, string)
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryValidateModel(object)
ControllerBase.TryValidateModel(object, string)
ControllerBase.HttpContext
ControllerBase.Request
ControllerBase.Response
ControllerBase.RouteData
ControllerBase.ModelState
ControllerBase.ControllerContext
ControllerBase.MetadataProvider
ControllerBase.ModelBinderFactory
ControllerBase.Url
ControllerBase.ObjectValidator
ControllerBase.ProblemDetailsFactory
ControllerBase.User
ControllerBase.Empty
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

DxAiFunctionCatalogController(IDxAiFunctionCatalogService, ILogger<DxAiFunctionCatalogController>)

User-owned catalog for deciding which LocalGPT DX functions and public service methods are visible to AI chat or securely linked 1-Wire peers.

```
public DxAiFunctionCatalogController(IDxAiFunctionCatalogService catalog, ILogger<DxAiFunctionCatalogController> logger)
```

Parameters

`catalog`
IDxAiFunctionCatalogService

`logger`
ILogger<DxAiFunctionCatalogC ontroller>

Methods ðŸ±ðŸ¶â¨ 3

GetAsync(CancellationToken)

```
[HttpGet]
public Task<IResult> GetAsync(CancellationToken cancellationToken)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IResult>

SavePolicyAsync(DxAiFunctionCatalogSaveRequest, CancellationToken)

```
[HttpPut("policy")]
public Task<IResult> SavePolicyAsync(DxAiFunctionCatalogSaveRequest request, CancellationToken cancellationToken)
```

Parameters

`request`
DxAiFunctionCatalogSaveRequ

est

cancellationToken
CancellationToken

Returns

Task<IResult>

SynchronizeAsync(CancellationToken)

```
[HttpPost("synchronize")]
public Task<IResult> SynchronizeAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<IResult>

Class DxAiFunctionsController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

```
[ApiController]
[Route("api/dxai/functions")]
public sealed class DxAiFunctionsController : ControllerBase
```

Inheritance object

ControllerBase
DxAiFunctionsController

Inherited Members

ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)
ControllerBase.Content(string, string, Encoding)
ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()
ControllerBase.Ok()
ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)
ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)
ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)
ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)
ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)

ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)
ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)
ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)

ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()
ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)
ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)
ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)
ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)

ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)
ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)
ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])
ControllerBase.SignIn(ClaimsPrincipal)
ControllerBase.SignIn(ClaimsPrincipal, string)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)
ControllerBase.SignOut()
ControllerBase.SignOut(AuthenticationProperties)
ControllerBase.SignOut(params string[])
ControllerBase.SignOut(AuthenticationProperties, params string[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync(object, Type, string)
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryValidateModel(object)
ControllerBase.TryValidateModel(object, string)

ControllerBase.HttpContext
ControllerBase.Request
ControllerBase.Response
ControllerBase.RouteData
ControllerBase.ModelState
ControllerBase.ControllerContext
ControllerBase.MetadataProvider
ControllerBase.ModelBinderFactory
ControllerBase.Url
ControllerBase.ObjectValidator
ControllerBase.ProblemDetailsFactory
ControllerBase.User
ControllerBase.Empty
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

DxAiFunctionsController(IDxAiFunctionServiceClient, IDxAiFunctionCallRecoveryService, IDeferredDxAiInvocationService, ILogger<DxAiFunctionsController>)

```
public DxAiFunctionsController(IDxAiFunctionServiceClient functionClient, IDxAiFunctionCallRecoveryService recovery, IDeferredDxAiInvocationService deferredInvocations,
ILogger<DxAiFunctionsController> logger)
```

Parameters

`functionClient`
IDxAiFunctionServiceClient

`recovery`
IDxAiFunctionCallRecoveryService

`deferredInvocations`
IDeferredDxAiInvocationService

`logger`
ILogger<DxAiFunctionsController>

Methods ðŸ±ðŸ¶ âœ¨ 4

ExecuteApprovedDeferred(Guid, CancellationToken)

```
[HttpPost("deferred/{approvalRequestId:guid}/execute")]
public Task<IResult> ExecuteApprovedDeferred(Guid approvalRequestId, CancellationToken cancellationToken)
```

Parameters

`approvalRequestId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

InvokeFunction(string, DxAiFunctionInvocationRequest, CancellationToken)

```
[HttpPost("{functionName}/invoke")]
public Task<IResult> InvokeFunction(string functionName, DxAiFunctionInvocationRequest request, CancellationToken cancellationToken)
```

Parameters

`functionName` **string**

`request`
DxAiFunctionInvocationReque
st

`cancellationToken`
CancellationToken

Returns

Task<IResult>

ListFunctions()

```
[HttpGet]
public IResult ListFunctions()
```

Returns

IResult

RecoverFunctionText(DxAiFunctionTextRecoveryRequest, CancellationToken)

```
[HttpPost("recover")]
public Task<IResult> RecoverFunctionText(DxAiFunctionTextRecoveryRequest request, CancellationToken cancellationToken)
```

Parameters

`request`
DxAiFunctionTextRecoveryRequest

`cancellationToken`
CancellationToken

Returns

Task<IResult>

Class EmbeddedWorkbenchController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

```
[ApiController]
[Route("api/embedded")]
public sealed class EmbeddedWorkbenchController : ControllerBase
```

Inheritance
object
ControllerBase
EmbeddedWorkbenchController

Inherited Members
ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)
ControllerBase.Content(string, string, Encoding)
ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()

ControllerBase.Ok()
ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)
ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)
ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)
ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)
ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)

ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)
ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)

ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()
ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)
ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)
ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)
ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)

ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)
ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])
ControllerBase.SignIn(ClaimsPrincipal)
ControllerBase.SignIn(ClaimsPrincipal, string)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)
ControllerBase.SignOut()
ControllerBase.SignOut(AuthenticationProperties)
ControllerBase.SignOut(params string[])
ControllerBase.SignOut(AuthenticationProperties, params string[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync(object, Type, string)
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryValidateModel(object)
ControllerBase.TryValidateModel(object, string)
ControllerBase.HttpContext
ControllerBase.Request
ControllerBase.Response
ControllerBase.RouteData
ControllerBase.ModelState
ControllerBase.ControllerContext
ControllerBase.MetadataProvider
ControllerBase.ModelBinderFactory
ControllerBase.Url

ControllerBase.ObjectValidator
ControllerBase.ProblemDetailsFactory
ControllerBase.User
ControllerBase.Empty
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

EmbeddedWorkbenchController(IEmbeddedHardwareCatalogService, IEmbeddedWiringService, IEmbeddedFirmwarePlanningService, IEmbeddedTelemetryBridgeService, IEmbeddedTelemetryIngressService, ILogger<EmbeddedWorkbenchController>)

```
public EmbeddedWorkbenchController(IEmbeddedHardwareCatalogService catalog, IEmbeddedWiringService wiring, IEmbeddedFirmwarePlanningService planning, IEmbeddedTelemetryBridgeService
telemetryBridge, IEmbeddedTelemetryIngressService telemetryIngress, ILogger<EmbeddedWorkbenchController> logger)
```

Parameters

`catalog`
IEmbeddedHardwareCatalogService

`wiring`
IEmbeddedWiringService

`planning`
IEmbeddedFirmwarePlanningService

`telemetryBridge`
IEmbeddedTelemetryBridgeService

`telemetryIngress`
IEmbeddedTelemetryIngressService

`logger`
ILogger<EmbeddedWorkbenchController>

Methods ðŸ±ðŸ¶â åœ¨ 13

CreateFirmwareArtifacts(EmbeddedFirmwarePlanRequest, bool, CancellationToken)

```
[HttpPost("firmware/artifacts")]
[HumanApprovalRequired("embedded.firmware.artifacts.create", "Create embedded firmware artifacts", "Write the reviewed sketch, PlatformIO configuration, wiring contract and plan
archive. No compiler or flashing tool is executed.", "High", "Embedded firmware reviewer", false)]
public Task<IResult> CreateFirmwareArtifacts(EmbeddedFirmwarePlanRequest request, bool userConfirmed, CancellationToken cancellationToken)
```

Parameters

`request`
EmbeddedFirmwarePlanReque
st

`userConfirmed` **bool**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

CreateFirmwarePlan(EmbeddedFirmwarePlanRequest, CancellationToken)

```
[HttpPost("firmware/plan")]
public Task<IResult> CreateFirmwarePlan(EmbeddedFirmwarePlanRequest request, CancellationToken cancellationToken)
```

Parameters

`request`
EmbeddedFirmwarePlanReque
st

`cancellationToken`
CancellationToken

Returns

Task<IResult>

CreateWiringDraft(EmbeddedWiringDraftCreateRequest, CancellationToken)

```
[HttpPost("wiring/drafts")]
public Task<IResult> CreateWiringDraft(EmbeddedWiringDraftCreateRequest request, CancellationToken cancellationToken)
```

Parameters

`request`
EmbeddedWiringDraftCreateR
equest

`cancellationToken`
CancellationToken

Returns

Task<IResult>

GetBoard(string, CancellationToken)

```
[HttpGet("boards/{boardProfileKey}")]
public Task<IResult> GetBoard(string boardProfileKey, CancellationToken cancellationToken)
```

Parameters

`boardProfileKey` **string**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

GetBoards(CancellationToken)

```
[HttpGet("boards")]
public Task<IResult> GetBoards(CancellationToken cancellationToken)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IResult>

GetCatalog(CancellationToken)

```
[HttpGet("catalog")]
public Task<IResult> GetCatalog(CancellationToken cancellationToken)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<IResult>

GetProtocols(CancellationToken)

```
[HttpGet("protocols")]
public Task<IResult> GetProtocols(CancellationToken cancellationToken)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<IResult>

GetPublisherWorkbenchContract()

```
[HttpGet("publisher-workbench-contract")]
public IResult GetPublisherWorkbenchContract()
```

Returns

IResult

GetRecentTelemetry(string?, int)

```
[HttpGet("telemetry/recent")]
public IResult GetRecentTelemetry(string? deviceId, int maximum = 100)
```

Parameters

`deviceId` **string**

`maximum` **int**

Returns

IResult

PreviewOneWireEnvelope(EmbeddedTelemetryBridgeRequest, CancellationToken)

```
[HttpPost("telemetry/onewire-envelope")]
public Task<IResult> PreviewOneWireEnvelope(EmbeddedTelemetryBridgeRequest request, CancellationToken cancellationToken)
```

Parameters

`request`
EmbeddedTelemetryBridgeRequest

`cancellationToken`
CancellationToken

Returns

Task<IResult>

PreviewTelemetry(EmbeddedTelemetryBridgeRequest, CancellationToken)

```
[HttpPost("telemetry/preview")]
public Task<IResult> PreviewTelemetry(EmbeddedTelemetryBridgeRequest request, CancellationToken cancellationToken)
```

Parameters

`request`
EmbeddedTelemetryBridgeRequest

`cancellationToken`
CancellationToken

Returns

Task<IResult>

PublishTelemetry(EmbeddedTelemetryBridgeRequest, CancellationToken)

```
[HttpPost("telemetry/ingress")]
public Task<IResult> PublishTelemetry(EmbeddedTelemetryBridgeRequest request, CancellationToken cancellationToken)
```

Parameters

request
EmbeddedTelemetryBridgeRequest

cancellationToken
CancellationToken

Returns

Task<IResult>

ValidateWiring(EmbeddedWiringValidationRequest, CancellationToken)

```
[HttpPost("wiring/validate")]
public Task<IResult> ValidateWiring(EmbeddedWiringValidationRequest request, CancellationToken cancellationToken)
```

Parameters

request
EmbeddedWiringValidationRequest

cancellationToken
CancellationToken

Returns

Task<IResult>

Class FeaturePersistenceController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

CRUD API for durable records owned by newer LocalGPT feature modules.

```
[ApiController]
[Route("api/feature-persistence")]
[DocumentationUpdated("2.1.23")]
public sealed class FeaturePersistenceController : ControllerBase
```

Inheritance

object
ControllerBase
FeaturePersistenceController

Inherited Members

ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)
ControllerBase.Content(string, string, Encoding)
ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()
ControllerBase.Ok()
ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)
ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)

ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)
ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)
ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)
ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)
ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)

ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()
ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)

ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)
ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)
ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)
ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)
ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])
ControllerBase.SignIn(ClaimsPrincipal)
ControllerBase.SignIn(ClaimsPrincipal, string)

ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)
ControllerBase.SignOut()
ControllerBase.SignOut(AuthenticationProperties)
ControllerBase.SignOut(params string[])
ControllerBase.SignOut(AuthenticationProperties, params string[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync(object, Type, string)
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryValidateModel(object)
ControllerBase.TryValidateModel(object, string)
ControllerBase.HttpContext
ControllerBase.Request
ControllerBase.Response
ControllerBase.RouteData
ControllerBase.ModelState
ControllerBase.ControllerContext
ControllerBase.MetadataProvider
ControllerBase.ModelBinderFactory
ControllerBase.Url
ControllerBase.ObjectValidator
ControllerBase.ProblemDetailsFactory
ControllerBase.User
ControllerBase.Empty
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

FeaturePersistenceController(IFeaturePersistenceService, ILogger<FeaturePersistenceController>)

CRUD API for durable records owned by newer LocalGPT feature modules.

```
public FeaturePersistenceController(IFeaturePersistenceService persistence, ILogger<FeaturePersistenceController> logger)
```

Parameters

`persistence` **IFeaturePersistenceService**	Feature persistence service.
`logger` **ILogger<FeaturePersistenceController>**	Writes bounded controller diagnostics.

Methods ðŸ±ðŸ¶â€¨ 20

DeleteCouncilStarter(Guid, bool, CancellationToken)

Deletes a Council prompt starter.

```
[HttpDelete("council-starters/{id:guid}")]
[HumanApprovalRequired("feature.council-starter.delete", "Delete Council starter", "Delete one persistent prompt starter.", "Medium", "Council configuration maintainer", false)]
public Task<IResult> DeleteCouncilStarter(Guid id, bool userConfirmed, CancellationToken cancellationToken)
```

Parameters

`id` **Guid**

`userConfirmed` **bool**

`cancellationToken` **CancellationToken**

Returns

Task<IResult>

DeleteDocumentationBuild(Guid, bool, CancellationToken)

Deletes documentation build evidence.

```
[HttpDelete("documentation-builds/{id:guid}")]
[HumanApprovalRequired("feature.documentation-build.delete", "Delete documentation build", "Delete one stored documentation evidence record.", "Low", "Documentation
maintainer", false)]
public Task<IResult> DeleteDocumentationBuild(Guid id, bool userConfirmed, CancellationToken cancellationToken)
```

Parameters

`id` **Guid**

`userConfirmed` **bool**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

DeleteFirmwarePlan(Guid, bool, CancellationToken)

Deletes an embedded firmware plan record.

```
[HttpDelete("firmware-plans/{id:guid}")]
[HumanApprovalRequired("feature.firmware-plan.delete", "Delete firmware plan", "Delete one stored firmware planning envelope.", "Medium", "Embedded project maintainer", false)]
public Task<IResult> DeleteFirmwarePlan(Guid id, bool userConfirmed, CancellationToken cancellationToken)
```

Parameters

`id` **Guid**

`userConfirmed` **bool**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

DeleteGameSession(Guid, bool, CancellationToken)

Deletes an authoritative GameDirector session record.

```
[HttpDelete("game-sessions/{id:guid}")]
[HumanApprovalRequired("feature.game-session.delete", "Delete GameDirector session", "Delete one stored game-runtime snapshot envelope.", "Medium", "Game runtime
```

```
maintainer", false)]
public Task<IResult> DeleteGameSession(Guid id, bool userConfirmed, CancellationToken cancellationToken)
```

Parameters

`id` **Guid**

`userConfirmed` **bool**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

DeleteLocalizationCatalog(Guid, bool, CancellationToken)

Deletes a localization catalog registration.

```
[HttpDelete("localization-catalogs/{id:guid}")]
[HumanApprovalRequired("feature.localization-catalog.delete", "Delete localization catalog", "Delete one language-catalog registration without deleting unrelated files.", "Medium",
"Localization maintainer", false)]
public Task<IResult> DeleteLocalizationCatalog(Guid id, bool userConfirmed, CancellationToken cancellationToken)
```

Parameters

`id` **Guid**

`userConfirmed` **bool**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

GetCouncilStarter(Guid, CancellationToken)

Gets one persistent Council prompt starter.

```
[HttpGet("council-starters/{id:guid}")]
public Task<IResult> GetCouncilStarter(Guid id, CancellationToken cancellationToken)
```

Parameters

`id` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

GetCouncilStarters(bool, CancellationToken)

Lists persistent Council prompt starters.

```
[HttpGet("council-starters")]
public Task<IResult> GetCouncilStarters(bool includeDisabled, CancellationToken cancellationToken)
```

Parameters

`includeDisabled` **bool**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

GetDocumentationBuild(Guid, CancellationToken)

Gets one documentation build record.

```
[HttpGet("documentation-builds/{id:guid}")]
public Task<IResult> GetDocumentationBuild(Guid id, CancellationToken cancellationToken)
```

Parameters

`id` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

GetDocumentationBuilds(CancellationToken)

Lists documentation build evidence.

```
[HttpGet("documentation-builds")]
public Task<IResult> GetDocumentationBuilds(CancellationToken cancellationToken)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IResult>

GetFirmwarePlan(Guid, CancellationToken)

Gets one embedded firmware plan record.

```
[HttpGet("firmware-plans/{id:guid}")]
public Task<IResult> GetFirmwarePlan(Guid id, CancellationToken cancellationToken)
```

Parameters

`id` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

GetFirmwarePlans(CancellationToken)

Lists embedded firmware plan records.

```
[HttpGet("firmware-plans")]
public Task<IResult> GetFirmwarePlans(CancellationToken cancellationToken)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IResult>

GetGameSession(Guid, CancellationToken)

Gets one authoritative GameDirector session record.

```
[HttpGet("game-sessions/{id:guid}")]
public Task<IResult> GetGameSession(Guid id, CancellationToken cancellationToken)
```

Parameters

`id` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

GetGameSessions(CancellationToken)

Lists authoritative GameDirector session records.

```
[HttpGet("game-sessions")]
public Task<IResult> GetGameSessions(CancellationToken cancellationToken)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IResult>

GetLocalizationCatalog(Guid, CancellationToken)

Gets one localization catalog registration.

```
[HttpGet("localization-catalogs/{id:guid}")]
public Task<IResult> GetLocalizationCatalog(Guid id, CancellationToken cancellationToken)
```

Parameters

`id` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

GetLocalizationCatalogs(bool, CancellationToken)

Lists localization catalog registrations.

```
[HttpGet("localization-catalogs")]
public Task<IResult> GetLocalizationCatalogs(bool includeDisabled, CancellationToken cancellationToken)
```

Parameters

`includeDisabled` **bool**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

SaveCouncilStarter(SaveFeatureRecordRequest<CouncilPromptStarterConfiguration>, CancellationToken)

Creates or updates a Council prompt starter.

```
[HttpPut("council-starters")]
[HumanApprovalRequired("feature.council-starter.save", "Save Council starter", "Store one chat or direct-Council prompt configuration.", "Medium", "Council configuration
maintainer", false)]
public Task<IResult> SaveCouncilStarter(SaveFeatureRecordRequest<CouncilPromptStarterConfiguration> request, CancellationToken cancellationToken)
```

Parameters

`request`
SaveFeatureRecordRequest<C

ouncilPromptStarterConfigurat
ion>

cancellationToken
CancellationToken

Returns

Task<IResult>

SaveDocumentationBuild(SaveFeatureRecordRequest<DocumentationBuildRecord>, CancellationToken)

Creates or updates documentation build evidence.

```
[HttpPut("documentation-builds")]
[HumanApprovalRequired("feature.documentation-build.save", "Save documentation build", "Store one documentation generation evidence record.", "Low", "Documentation
maintainer", false)]
public Task<IResult> SaveDocumentationBuild(SaveFeatureRecordRequest<DocumentationBuildRecord> request, CancellationToken cancellationToken)
```

Parameters

request
SaveFeatureRecordRequest<D
ocumentationBuildRecord>

cancellationToken
CancellationToken

Returns

Task<IResult>

SaveFirmwarePlan(SaveFeatureRecordRequest<EmbeddedFirmwarePlanRecord>, CancellationToken)

Creates or updates an embedded firmware plan record.

```
[HttpPut("firmware-plans")]
[HumanApprovalRequired("feature.firmware-plan.save", "Save firmware plan", "Store one versioned embedded-hardware planning envelope.", "Medium", "Embedded project
maintainer", false)]
public Task<IResult> SaveFirmwarePlan(SaveFeatureRecordRequest<EmbeddedFirmwarePlanRecord> request, CancellationToken cancellationToken)
```

Parameters

request
SaveFeatureRecordRequest<E

mbeddedFirmwarePlanRecord
>

cancellationToken
CancellationToken

Returns

Task<IResult>

SaveGameSession(SaveFeatureRecordRequest<CouncilGameSessionRecord>, CancellationToken)

Creates or updates an authoritative GameDirector session record.

```
[HttpPut("game-sessions")]
[HumanApprovalRequired("feature.game-session.save", "Save GameDirector session", "Store one authoritative game-runtime snapshot envelope.", "Medium", "Game runtime
maintainer", false)]
public Task<IResult> SaveGameSession(SaveFeatureRecordRequest<CouncilGameSessionRecord> request, CancellationToken cancellationToken)
```

Parameters

request
SaveFeatureRecordRequest<C
ouncilGameSessionRecord>

cancellationToken
CancellationToken

Returns

Task<IResult>

SaveLocalizationCatalog(SaveFeatureRecordRequest<LocalizationCatalogRegistration>, CancellationToken)

Creates or updates a localization catalog registration.

```
[HttpPut("localization-catalogs")]
[HumanApprovalRequired("feature.localization-catalog.save", "Save localization catalog", "Store one validated language-catalog registration.", "Medium", "Localization
maintainer", false)]
public Task<IResult> SaveLocalizationCatalog(SaveFeatureRecordRequest<LocalizationCatalogRegistration> request, CancellationToken cancellationToken)
```

Parameters

request
SaveFeatureRecordRequest<L

ocalizationCatalogRegistration
>
cancellationToken
CancellationToken

Returns

Task<IResult>

Class FirstRunOnboardingController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

Exposes the bounded first-run setup status and completion operation to LocalGPT frontends.

```
[ApiController]
[Route("api/onboarding")]
[DocumentationUpdated("2.1.20")]
public sealed class FirstRunOnboardingController : ControllerBase
```

Inheritance

object
ControllerBase
FirstRunOnboardingController

Inherited Members

ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)
ControllerBase.Content(string, string, Encoding)
ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()

ControllerBase.Ok()
ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)
ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)
ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)
ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)
ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)

ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)
ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)

ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()
ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)
ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)
ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)
ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)

ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)
ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])
ControllerBase.SignIn(ClaimsPrincipal)
ControllerBase.SignIn(ClaimsPrincipal, string)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)
ControllerBase.SignOut()
ControllerBase.SignOut(AuthenticationProperties)
ControllerBase.SignOut(params string[])
ControllerBase.SignOut(AuthenticationProperties, params string[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync(object, Type, string)
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryValidateModel(object)
ControllerBase.TryValidateModel(object, string)
ControllerBase.HttpContext
ControllerBase.Request
ControllerBase.Response
ControllerBase.RouteData
ControllerBase.ModelState
ControllerBase.ControllerContext
ControllerBase.MetadataProvider
ControllerBase.ModelBinderFactory
ControllerBase.Url

ControllerBase.ObjectValidator
ControllerBase.ProblemDetailsFactory
ControllerBase.User
ControllerBase.Empty
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

FirstRunOnboardingController(IFirstRunOnboardingService)

Exposes the bounded first-run setup status and completion operation to LocalGPT frontends.

```
public FirstRunOnboardingController(IFirstRunOnboardingService onboarding)
```

Parameters

onboarding IFirstRunOnboardingService	Builds and persists the first-run guide.

⚙ Methods ðŸ±ðŸ¶ â€¨ 2

Complete(CompleteFirstRunOnboardingRequest, CancellationToken)

Records that the user reviewed or dismissed the first-run guide.

```
[HttpPost("complete")]
public Task<IActionResult> Complete(CompleteFirstRunOnboardingRequest request, CancellationToken cancellationToken = default)
```

Parameters

request CompleteFirstRunOnboardingR	Contains the required current confirmation flag.

equest

`cancellationToken` **CancellationToken** — Cancels the asynchronous persistence operation.

Returns

Task<IActionResult> — An action result indicating successful completion.

GetStatus(bool, CancellationToken)

Returns installer profiles, discovered local models, seeded councils and quick-start routes.

```
[HttpGet("status")]
public Task<ActionResult<FirstRunOnboardingStatus>> GetStatus(bool refreshConnectivity = false, CancellationToken cancellationToken = default)
```

Parameters

`refreshConnectivity` **bool** — When true, performs a bounded loopback provider discovery.

`cancellationToken` **CancellationToken** — Cancels the asynchronous request.

Returns

Task<ActionResult<FirstRunOnboardingStatus>> — An action result containing the current onboarding status.

Class ImportLocalizationCatalogRequest

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌞

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

Carries one user localization-catalog import request.

```
[DocumentationUpdated("2.2.8")]
public sealed class ImportLocalizationCatalogRequest
```

Inheritance object
ImportLocalizationCatalogRequest

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ImportLocalizationCatalogRequest()

```
public ImportLocalizationCatalogRequest()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 3

Culture

Gets or sets the requested .NET culture name.

```
public string Culture { get; set; }
```

Value

string

Json

Gets or sets the string-to-string JSON object.

```
public string Json { get; set; }
```

Value

string

Overwrite

Gets or sets whether an existing user catalog may be replaced.

```
public bool Overwrite { get; set; }
```

Value

bool

Class LocalGptDiagnosticController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

```
[ApiController]
[Route("")]
public class LocalGptDiagnosticController : ControllerBase
```

Inheritance

object
ControllerBase
LocalGptDiagnosticController

Inherited Members

ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)
ControllerBase.Content(string, string, Encoding)
ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()
ControllerBase.Ok()
ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)
ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)
ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)

ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)
ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)
ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)
ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)

ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()
ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)
ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)

ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)
ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)
ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)
ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])
ControllerBase.SignIn(ClaimsPrincipal)
ControllerBase.SignIn(ClaimsPrincipal, string)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)

ControllerBase.SignOut()
ControllerBase.SignOut(AuthenticationProperties)
ControllerBase.SignOut(params string[])
ControllerBase.SignOut(AuthenticationProperties, params string[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync(object, Type, string)
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryValidateModel(object)
ControllerBase.TryValidateModel(object, string)
ControllerBase.HttpContext
ControllerBase.Request
ControllerBase.Response
ControllerBase.RouteData
ControllerBase.ModelState
ControllerBase.ControllerContext
ControllerBase.MetadataProvider
ControllerBase.ModelBinderFactory
ControllerBase.Url
ControllerBase.ObjectValidator
ControllerBase.ProblemDetailsFactory
ControllerBase.User
ControllerBase.Empty
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

LocalGptDiagnosticController(ILogger<LocalGptDiagnosticController>, CouncilRuntimeService, CouncilTextService, DevExpressChatService, IDxAiFunctionRegistry, LocalGptCatalogService)

```
public LocalGptDiagnosticController(ILogger<LocalGptDiagnosticController> logger, CouncilRuntimeService councilRuntime, CouncilTextService councilText, DevExpressChatService
devExpressChat, IDxAiFunctionRegistry dxAiFunctionRegistry, LocalGptCatalogService catalog)
```

Parameters

`logger`
ILogger<LocalGptDiagnosticController>

`councilRuntime`
CouncilRuntimeService

`councilText`
CouncilTextService

`devExpressChat`
DevExpressChatService

`dxAiFunctionRegistry`
IDxAiFunctionRegistry

`catalog`
LocalGptCatalogService

Methods ðŸ±ðŸ¶â¨ 42

GetAiHostRebuildGuidance(IWebHostEnvironment, CancellationToken)

```
[HttpGet("/__diag/ai-host-rebuild-guidance")]
public Task<IResult> GetAiHostRebuildGuidance(IWebHostEnvironment env, CancellationToken ct)
```

Parameters

`env` **IWebHostEnvironment**

`ct` **CancellationToken**

Returns

Task<IResult>

GetAiSmoke(IChatClient, string?, bool, CancellationToken)

```
[HttpGet("/__diag/ai-smoke")]
[HumanApprovalRequired("diagnostic.ai.smoke", "Call configured AI client", "Send one exact diagnostic prompt to the configured AI client.", "Medium", "AI connectivity
reviewer", false)]
public Task<IResult> GetAiSmoke(IChatClient chatClient, string? prompt, bool userConfirmed, CancellationToken ct)
```

Parameters

`chatClient` **IChatClient**

`prompt` **string**

`userConfirmed` **bool**

`ct` **CancellationToken**

Returns

Task<IResult>

GetArtifactWorkspaceWorkspaceNameFile(string, string, ICouncilArtifactService, CancellationToken)

```
[HttpGet("/__diag/artifact-workspace/{workspaceName}/file")]
public Task<IResult> GetArtifactWorkspaceWorkspaceNameFile(string workspaceName, string path, ICouncilArtifactService artifacts, CancellationToken ct)
```

Parameters

`workspaceName` **string**

`path` **string**

`artifacts`
ICouncilArtifactService

`ct` **CancellationToken**

Returns

Task<IResult>

GetArtifactWorkspaceWorkspaceNameFiles(string, ICouncilArtifactService, int?)

```
[HttpGet("/__diag/artifact-workspace/{workspaceName}/files")]
public IResult GetArtifactWorkspaceWorkspaceNameFiles(string workspaceName, ICouncilArtifactService artifacts, int? take)
```

Parameters

`workspaceName` **string**

`artifacts`
ICouncilArtifactService

`take` **int?**

Returns

IResult

GetArtifactWorkspaceWorkspaceNameZip(string, ICouncilArtifactService, bool)

```
[HttpGet("/__diag/artifact-workspace/{workspaceName}/zip")]
[HumanApprovalRequired("artifact.workspace.zip.refresh", "Refresh generated workspace ZIP", "Replace the downloadable ZIP for one bounded generated artifact workspace.", "Medium",
"Artifact reviewer", false)]
public IResult GetArtifactWorkspaceWorkspaceNameZip(string workspaceName, ICouncilArtifactService artifacts, bool userConfirmed)
```

Parameters

`workspaceName` **string**

`artifacts`
ICouncilArtifactService

`userConfirmed` **bool**

Returns

IResult

GetArtifactWorkspaces(ICouncilArtifactService, int?)

```
[HttpGet("/__diag/artifact-workspaces")]
public IResult GetArtifactWorkspaces(ICouncilArtifactService artifacts, int? take)
```

Parameters

`artifacts`
ICouncilArtifactService

`take` **int?**

Returns

IResult

GetBenchmarkEngineering(bool?, bool?, bool?, int?, string?, IEngineeringBenchmarkService, bool, CancellationToken)

```
[HttpGet("/__diag/benchmark/engineering")]
[HumanApprovalRequired("diagnostic.engineering.benchmark", "Run engineering benchmark", "Run the bounded engineering benchmark and persist its reviewed diagnostic result.", "High",
"Engineering benchmark reviewer", false)]
public Task<IResult> GetBenchmarkEngineering(bool? importLearnBaseFirst, bool? saveToKnowledge, bool? validateBuildableArtifacts, int? maxBuildArtifacts, string? taskSet,
IEngineeringBenchmarkService benchmark, bool userConfirmed, CancellationToken ct)
```

Parameters

`importLearnBaseFirst` **bool?**

`saveToKnowledge` **bool?**

`validateBuildableArtifacts` **bool?**

`maxBuildArtifacts` **int?**

`taskSet` **string**

`benchmark` **IEngineeringBenchmarkService**

`userConfirmed` **bool**

`ct` **CancellationToken**

Returns

Task<IResult>

GetBlazorDevexpressGuidance(IWebHostEnvironment, CancellationToken)

```
[HttpGet("/__diag/blazor-devexpress-guidance")]
public Task<IResult> GetBlazorDevexpressGuidance(IWebHostEnvironment env, CancellationToken ct)
```

Parameters

`env` **IWebHostEnvironment**

`ct` **CancellationToken**

Returns

Task<IResult>

GetBuildDebugFiles(IBuildDebugInventoryService, bool?, CancellationToken)

```
[HttpGet("/__diag/build-debug-files")]
public Task<IResult> GetBuildDebugFiles(IBuildDebugInventoryService inventory, bool? copy, CancellationToken ct)
```

Parameters

`inventory`
IBuildDebugInventoryService

`copy` **bool?**

`ct` **CancellationToken**

Returns

Task<IResult>

GetCapabilityGapContract(IWebHostEnvironment, CancellationToken)

```
[HttpGet("/__diag/capability-gap-contract")]
public Task<IResult> GetCapabilityGapContract(IWebHostEnvironment env, CancellationToken ct)
```

Parameters

`env` **IWebHostEnvironment**

`ct` **CancellationToken**

Returns

Task<IResult>

GetChatUploadWorkspaceWorkspaceNameContext(string, IChatUploadWorkspaceService, int?, CancellationToken)

```
[HttpGet("/__diag/chat-upload-workspace/{workspaceName}/context")]
public Task<IResult> GetChatUploadWorkspaceWorkspaceNameContext(string workspaceName, IChatUploadWorkspaceService uploads, int? maxCharacters, CancellationToken ct)
```

Parameters

`workspaceName` **string**

`uploads`
IChatUploadWorkspaceService

maxCharacters int?

ct CancellationToken

Returns

Task<IResult>

GetChatUploadWorkspaceWorkspaceNameFile(string, string, IChatUploadWorkspaceService, int?, CancellationToken)

```
[HttpGet("/__diag/chat-upload-workspace/{workspaceName}/file")]
public Task<IResult> GetChatUploadWorkspaceWorkspaceNameFile(string workspaceName, string path, IChatUploadWorkspaceService uploads, int? maxCharacters, CancellationToken ct)
```

Parameters

workspaceName string

path string

uploads
IChatUploadWorkspaceService

maxCharacters int?

ct CancellationToken

Returns

Task<IResult>

GetChatUploadWorkspaceWorkspaceNameFiles(string, IChatUploadWorkspaceService, int?)

```
[HttpGet("/__diag/chat-upload-workspace/{workspaceName}/files")]
public IResult GetChatUploadWorkspaceWorkspaceNameFiles(string workspaceName, IChatUploadWorkspaceService uploads, int? take)
```

Parameters

workspaceName string

uploads
IChatUploadWorkspaceService

take int?

Returns

IResult

GetChatUploadWorkspaces(IChatUploadWorkspaceService, int?)

```
[HttpGet("/__diag/chat-upload-workspaces")]
public IResult GetChatUploadWorkspaces(IChatUploadWorkspaceService uploads, int? take)
```

Parameters

`uploads`
IChatUploadWorkspaceService

`take` **int?**

Returns

IResult

GetComponentActivity(IComponentActivityService, int?)

```
[HttpGet("/__diag/component-activity")]
public IResult GetComponentActivity(IComponentActivityService componentActivity, int? take)
```

Parameters

`componentActivity`
IComponentActivityService

`take` **int?**

Returns

IResult

GetCouncilArtifactSmoke(string?, string?, string?, ICouncilArtifactService, bool, CancellationToken)

```
[HttpGet("/__diag/council/artifact-smoke")]
[HumanApprovalRequired("diagnostic.council.artifact.create", "Create council artifact workspace", "Create one deterministic bounded council artifact workspace for diagnostics.",
"High", "Artifact reviewer", false)]
public Task<IResult> GetCouncilArtifactSmoke(string? target, string? prompt, string? finalAnswer, ICouncilArtifactService artifacts, bool userConfirmed, CancellationToken ct)
```

Parameters

`target` **string**

`prompt` **string**

finalAnswer string

artifacts
ICouncilArtifactService

userConfirmed bool

ct CancellationToken

Returns

Task<IResult>

GetCouncilBenchmarkPlan(IMultiModelCouncilService, CancellationToken)

```
[HttpGet("/__diag/council/benchmark-plan")]
public Task<IResult> GetCouncilBenchmarkPlan(IMultiModelCouncilService council, CancellationToken ct)
```

Parameters

council
IMultiModelCouncilService

ct CancellationToken

Returns

Task<IResult>

GetCouncilDevelopmentFeedbackTalk(string?, int?, int?, int?, int?, IMultiModelCouncilService, bool, CancellationToken)

```
[HttpGet("/__diag/council/development-feedback-talk")]
[HumanApprovalRequired("diagnostic.council.feedback", "Run council development feedback", "Start the requested local council feedback session and persist its bounded result.",
"Medium", "Council facilitator", false)]
public Task<IResult> GetCouncilDevelopmentFeedbackTalk(string? modelNames, int? maxOutputTokens, int? maxContextTokens, int? maxRounds, int? ollamaNumGpu, IMultiModelCouncilService
council, bool userConfirmed, CancellationToken ct)
```

Parameters

`modelNames` **string**

`maxOutputTokens` **int?**

`maxContextTokens` **int?**

`maxRounds` **int?**

`ollamaNumGpu` **int?**

`council`
IMultiModelCouncilService

`userConfirmed` **bool**

`ct` **CancellationToken**

Returns

Task<IResult>

GetCouncilFileName(string, ICouncilArtifactService)

```
[HttpGet("/__artifacts/council/{fileName}")]
public IResult GetCouncilFileName(string fileName, ICouncilArtifactService artifacts)
```

Parameters

`fileName` **string**

`artifacts`
ICouncilArtifactService

Returns

IResult

GetCouncilModels(IMultiModelCouncilService, CancellationToken)

```
[HttpGet("/__diag/council/models")]
public Task<IResult> GetCouncilModels(IMultiModelCouncilService council, CancellationToken ct)
```

Parameters

`council`
IMultiModelCouncilService

`ct` **CancellationToken**

Returns

Task<IResult>

GetDevexpress(IProjectLibraryInventoryService, CancellationToken)

```
[HttpGet("/__diag/devexpress")]
public Task<IResult> GetDevexpress(IProjectLibraryInventoryService inventory, CancellationToken ct)
```

Parameters

`inventory`
IProjectLibraryInventoryServic
e

`ct` **CancellationToken**

Returns

Task<IResult>

GetDotnetSampleCurriculum(IWebHostEnvironment, CancellationToken)

```
[HttpGet("/__diag/dotnet-sample-curriculum")]
public Task<IResult> GetDotnetSampleCurriculum(IWebHostEnvironment env, CancellationToken ct)
```

Parameters

`env` **IWebHostEnvironment**

`ct` **CancellationToken**

Returns

Task<IResult>

GetDxaichatFunctions()

```
[HttpGet("/__diag/dxaichat-functions")]
public IResult GetDxaichatFunctions()
```

Returns

IResult

GetFrontendDesignGuidance(IWebHostEnvironment, CancellationToken)

```
[HttpGet("/__diag/frontend-design-guidance")]
public Task<IResult> GetFrontendDesignGuidance(IWebHostEnvironment env, CancellationToken ct)
```

Parameters

`env` **IWebHostEnvironment**

`ct` **CancellationToken**

Returns

Task<IResult>

GetFrontendTestGuidance(IWebHostEnvironment, CancellationToken)

```
[HttpGet("/__diag/frontend-test-guidance")]
public Task<IResult> GetFrontendTestGuidance(IWebHostEnvironment env, CancellationToken ct)
```

Parameters

`env` **IWebHostEnvironment**

`ct` **CancellationToken**

Returns

Task<IResult>

GetKnowledge(ICouncilKnowledgeService, bool?, int?, CancellationToken)

```
[HttpGet("/__diag/knowledge")]
public Task<IResult> GetKnowledge(ICouncilKnowledgeService knowledge, bool? includeArchived, int? take, CancellationToken ct)
```

Parameters

`knowledge` ICouncilKnowledgeService

`includeArchived` bool?

`take` int?

`ct` CancellationToken

Returns

Task<IResult>

GetLearnBaseImport(string?, int?, bool?, string?, string?, string?, int?, bool?, bool?, bool?, ILearnBaseKnowledgeImporterService, bool, CancellationToken)

```
[HttpGet("/__diag/learn-base/import")]
[HumanApprovalRequired("learnbase.import", "Import local learn-base", "Read the selected local source tree and optionally persist normalized knowledge entries.", "High", "Knowledge
curator", false)]
public Task<IResult> GetLearnBaseImport(string? rootPath, int? maxProjects, bool? saveToKnowledge, string? fileExtensions, string? includeRegex, string? excludeRegex, int?
maximumFileBytes, bool? importLearningSourceManifests, bool? importKnownDocumentationCorpora, bool? importProjectArchitecture, ILearnBaseKnowledgeImporterService importer, bool
userConfirmed, CancellationToken ct)
```

Parameters

`rootPath` string

`maxProjects` int?

`saveToKnowledge` bool?

`fileExtensions` string

`includeRegex` string

`excludeRegex` string

`maximumFileBytes` int?

`importLearningSourceManifests` bool?

`importKnownDocumentationCorpora` bool?

`importProjectArchitecture` bool?

`importer` ILearnBaseKnowledgeImporterService

`userConfirmed` bool

ct CancellationToken

Returns

Task<IResult>

GetLogs(IApplicationLogReaderService, ILoggerFactory, string?, int?, bool?, CancellationToken)

```
[HttpGet("/__diag/logs")]
public Task<IResult> GetLogs(IApplicationLogReaderService logs, ILoggerFactory loggerFactory, string? minimumLevel, int? take, bool? writeSmoke, CancellationToken ct)
```

Parameters

logs
IApplicationLogReaderService

loggerFactory ILoggerFactory

minimumLevel string

take int?

writeSmoke bool?

ct CancellationToken

Returns

Task<IResult>

GetMemory(IChatMemoryService, CancellationToken)

```
[HttpGet("/__diag/memory")]
public Task<IResult> GetMemory(IChatMemoryService memory, CancellationToken ct)
```

Parameters

memory IChatMemoryService

ct CancellationToken

Returns

Task<IResult>

GetMemorySmoke(IChatMemoryService, IChatClient, bool, CancellationToken)

```
[HttpGet("/__diag/memory-smoke")]
[HumanApprovalRequired("diagnostic.memory.smoke", "Write diagnostic memory", "Persist a bounded diagnostic conversation and call the configured model.", "High", "Memory
reviewer", false)]
public Task<IResult> GetMemorySmoke(IChatMemoryService memory, IChatClient chatClient, bool userConfirmed, CancellationToken ct)
```

Parameters

`memory` **IChatMemoryService**

`chatClient` **IChatClient**

`userConfirmed` **bool**

`ct` **CancellationToken**

Returns

Task<IResult>

GetOllamaCompatibleSmoke(string, string?, string?, int?, int?, IPromptConfigService, IChatResponseFormatterFactory, IChatProtocolResolver, bool, CancellationToken)

```
[HttpGet("/__diag/ollama-compatible-smoke")]
[HumanApprovalRequired("diagnostic.ollama.smoke", "Call Ollama-compatible endpoint", "Send one exact diagnostic request to the selected Ollama-compatible endpoint.", "Medium", "AI
connectivity reviewer", false)]
public Task<IResult> GetOllamaCompatibleSmoke(string endpoint, string? model, string? prompt, int? numGpu, int? maxOutputTokens, IPromptConfigService promptConfigService,
IChatResponseFormatterFactory formatterFactory, IChatProtocolResolver protocolResolver, bool userConfirmed, CancellationToken ct)
```

Parameters

`endpoint` **string**

`model` **string**

`prompt` **string**

`numGpu` **int?**

`maxOutputTokens` **int?**

`promptConfigService`
IPromptConfigService

`formatterFactory`
**IChatResponseFormatterFacto
ry**

`protocolResolver`
IChatProtocolResolver

`userConfirmed` **bool**

ct CancellationToken

Returns

Task<IResult>

GetRoot(IWebHostEnvironment)

```
[HttpGet("/__diag")]
public IResult GetRoot(IWebHostEnvironment env)
```

Parameters

env IWebHostEnvironment

Returns

IResult

GetSqliteTableTableName(string, int?, IChatMemoryService, IApplicationLogReaderService, ICouncilKnowledgeService, ISqliteTableEditorService, CancellationToken)

```
[HttpGet("/__diag/sqlite/table/{tableName}")]
public Task<IResult> GetSqliteTableTableName(string tableName, int? take, IChatMemoryService memory, IApplicationLogReaderService logs, ICouncilKnowledgeService knowledge,
ISqliteTableEditorService tableEditor, CancellationToken ct)
```

Parameters

tableName string

take int?

memory IChatMemoryService

logs
IApplicationLogReaderService

knowledge
ICouncilKnowledgeService

tableEditor
ISqliteTableEditorService

ct CancellationToken

Returns

Task<IResult>

GetSqliteTables(IChatMemoryService, IApplicationLogReaderService, ICouncilKnowledgeService, ISqliteTableEditorService, CancellationToken)

```
[HttpGet("/__diag/sqlite/tables")]
public Task<IResult> GetSqliteTables(IChatMemoryService memory, IApplicationLogReaderService logs, ICouncilKnowledgeService knowledge, ISqliteTableEditorService tableEditor,
CancellationToken ct)
```

Parameters

`memory` **IChatMemoryService**

`logs`
IApplicationLogReaderService

`knowledge`
ICouncilKnowledgeService

`tableEditor`
ISqliteTableEditorService

`ct` **CancellationToken**

Returns

Task<IResult>

InvokeDxFunction(string, DxAiFunctionInvocationRequest, CancellationToken)

```
[HttpPost("/__diag/dxaichat-functions/{functionName}/invoke")]
public Task<IResult> InvokeDxFunction(string functionName, DxAiFunctionInvocationRequest request, CancellationToken cancellationToken)
```

Parameters

`functionName` **string**

`request`
DxAiFunctionInvocationReque
st

`cancellationToken`
CancellationToken

Returns

Task<IResult>

PostArtifactWorkspaceWorkspaceNameFile(string, ArtifactWorkspaceFileSaveRequest, ICouncilArtifactService, bool, CancellationToken)

```
[HttpPost("/__diag/artifact-workspace/{workspaceName}/file")]
[HumanApprovalRequired("artifact.workspace.file.write", "Write generated workspace file", "Write the reviewed text content to one bounded file inside a generated artifact
workspace.", "High", "Source workspace reviewer", false)]
public Task<IResult> PostArtifactWorkspaceWorkspaceNameFile(string workspaceName, ArtifactWorkspaceFileSaveRequest request, ICouncilArtifactService artifacts, bool userConfirmed,
CancellationToken ct)
```

Parameters

`workspaceName` **string**

`request`
ArtifactWorkspaceFileSaveReq
uest

`artifacts`
ICouncilArtifactService

`userConfirmed` **bool**

`ct` **CancellationToken**

Returns

Task<IResult>

PostBenchmarkEngineering(EngineeringBenchmarkRequest, IEngineeringBenchmarkService, bool, CancellationToken)

```
[HttpPost("/__diag/benchmark/engineering")]
[HumanApprovalRequired("diagnostic.engineering.benchmark", "Run engineering benchmark", "Run the bounded engineering benchmark and persist its reviewed diagnostic result.", "High",
"Engineering benchmark reviewer", false)]
public Task<IResult> PostBenchmarkEngineering(EngineeringBenchmarkRequest request, IEngineeringBenchmarkService benchmark, bool userConfirmed, CancellationToken ct)
```

Parameters

`request` **EngineeringBenchmarkRequest**

`benchmark` **IEngineeringBenchmarkService**

`userConfirmed` **bool**

`ct` **CancellationToken**

Returns

Task<IResult>

PostChatUploadWorkspaceSmoke(IChatUploadWorkspaceService, string?, bool, CancellationToken)

```
[HttpPost("/__diag/chat-upload-workspace/smoke")]
[HumanApprovalRequired("diagnostic.upload.workspace.create", "Create upload workspace", "Create a bounded diagnostic workspace from generated upload fixtures.", "High", "Workspace reviewer", false)]
public Task<IResult> PostChatUploadWorkspaceSmoke(IChatUploadWorkspaceService uploads, string? prompt, bool userConfirmed, CancellationToken ct)
```

Parameters

`uploads` **IChatUploadWorkspaceService**

`prompt` **string**

`userConfirmed` **bool**

`ct` **CancellationToken**

Returns

Task<IResult>

PostCouncil(MultiModelCouncilRequest, IMultiModelCouncilService, CancellationToken)

```
[HttpPost("/__diag/council")]
public Task<IResult> PostCouncil(MultiModelCouncilRequest request, IMultiModelCouncilService council, CancellationToken ct)
```

Parameters

`request`
MultiModelCouncilRequest

`council`
IMultiModelCouncilService

`ct` **CancellationToken**

Returns

Task<IResult>

PostDxaichatSmoke(DxaichatSmokeRequest, IChatClient, IChatMemoryService, bool, CancellationToken)

```
[HttpPost("/__diag/dxaichat-smoke")]
[HumanApprovalRequired("diagnostic.dxaichat.smoke", "Run DXAiChat diagnostic", "Call the configured chat client and optionally persist the exact diagnostic exchange.", "Medium",
"Chat workflow reviewer", false)]
public Task<IResult> PostDxaichatSmoke(DxaichatSmokeRequest request, IChatClient chatClient, IChatMemoryService memory, bool userConfirmed, CancellationToken ct)
```

Parameters

`request`
DxaichatSmokeRequest

`chatClient` **IChatClient**

`memory` **IChatMemoryService**

`userConfirmed` **bool**

`ct` **CancellationToken**

Returns

Task<IResult>

PostLearnBaseImport(LearnBaseImportRequest, ILearnBaseKnowledgeImporterService, bool, CancellationToken)

```
[HttpPost("/__diag/learn-base/import")]
[HumanApprovalRequired("learnbase.import", "Import local learn-base", "Read the selected local source tree and optionally persist normalized knowledge entries.", "High", "Knowledge
curator", false)]
public Task<IResult> PostLearnBaseImport(LearnBaseImportRequest request, ILearnBaseKnowledgeImporterService importer, bool userConfirmed, CancellationToken ct)
```

Parameters

`request`
LearnBaseImportRequest

importer
ILearnBaseKnowledgeImporter
Service

userConfirmed bool

ct CancellationToken

Returns

Task<IResult>

PostProcessReview(GroundedProcessReviewRequest, IChatMemoryService, IChatClient, bool, CancellationToken)

```
[HttpPost("/__diag/process-review")]
[HumanApprovalRequired("diagnostic.process.review", "Run grounded process review", "Run the submitted grounded process review through the configured model and memory workflow.",
"Medium", "Process reviewer", false)]
public Task<IResult> PostProcessReview(GroundedProcessReviewRequest request, IChatMemoryService memory, IChatClient chatClient, bool userConfirmed, CancellationToken ct)
```

Parameters

request
GroundedProcessReviewRequ
est

memory IChatMemoryService

chatClient IChatClient

userConfirmed bool

ct CancellationToken

Returns

Task<IResult>

Class LocalGptProjectsController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

```
[ApiController]
[Route("api/projects")]
public sealed class LocalGptProjectsController : ControllerBase
```

Inheritance

object
ControllerBase
LocalGptProjectsController

Inherited Members

ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)
ControllerBase.Content(string, string, Encoding)
ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()
ControllerBase.Ok()
ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)
ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)
ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)

ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)
ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)
ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)
ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)

ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()
ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)
ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)

ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)
ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)
ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)
ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])
ControllerBase.SignIn(ClaimsPrincipal)
ControllerBase.SignIn(ClaimsPrincipal, string)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)

ControllerBase.SignOut()
ControllerBase.SignOut(AuthenticationProperties)
ControllerBase.SignOut(params string[])
ControllerBase.SignOut(AuthenticationProperties, params string[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync(object, Type, string)
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryValidateModel(object)
ControllerBase.TryValidateModel(object, string)
ControllerBase.HttpContext
ControllerBase.Request
ControllerBase.Response
ControllerBase.RouteData
ControllerBase.ModelState
ControllerBase.ControllerContext
ControllerBase.MetadataProvider
ControllerBase.ModelBinderFactory
ControllerBase.Url
ControllerBase.ObjectValidator
ControllerBase.ProblemDetailsFactory
ControllerBase.User
ControllerBase.Empty
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

LocalGptProjectsController(ILocalGptProjectService, ILogger<LocalGptProjectsController>)

```
public LocalGptProjectsController(ILocalGptProjectService projects, ILogger<LocalGptProjectsController> logger)
```

Parameters

`projects`
ILocalGptProjectService

`logger`
ILogger<LocalGptProjectsController>

Methods ðŸ±ðŸ¶â åœ¨ 6

AddTopic(Guid, AddLocalGptProjectTopicRequest, CancellationToken)

```
[HttpPost("{projectId:guid}/topics")]
public Task<ActionResult<LocalGptProjectTopic>> AddTopic(Guid projectId, AddLocalGptProjectTopicRequest request, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`request`
AddLocalGptProjectTopicRequest

`cancellationToken`
CancellationToken

Returns

Task<ActionResult<LocalGptProjectTopic>>

AddVersion(Guid, AddLocalGptProjectVersionRequest, CancellationToken)

```
[HttpPost("{projectId:guid}/versions")]
public Task<ActionResult<LocalGptProjectVersion>> AddVersion(Guid projectId, AddLocalGptProjectVersionRequest request, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`request`
AddLocalGptProjectVersionRequest

`cancellationToken`
CancellationToken

Returns

Task<ActionResult<LocalGptProjectVersion>>

GetProject(Guid, CancellationToken)

```
[HttpGet("{projectId:guid}")]
public Task<ActionResult<LocalGptProjectDetails>> GetProject(Guid projectId, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<ActionResult<LocalGptProjectDetails>>

GetProjects(bool, CancellationToken)

```
[HttpGet]
public Task<ActionResult<IReadOnlyList<LocalGptProjectSummary>>> GetProjects(bool includeArchived = false, CancellationToken cancellationToken = default)
```

Parameters

includeArchived bool

cancellationToken
CancellationToken

Returns

Task<ActionResult<IReadOnlyList<LocalGptProjectSummary>>>

LinkKnowledge(Guid, LinkProjectTopicKnowledgeRequest, CancellationToken)

```
[HttpPost("topics/{projectTopicId:guid}/knowledge")]
public Task<IActionResult> LinkKnowledge(Guid projectTopicId, LinkProjectTopicKnowledgeRequest request, CancellationToken cancellationToken = default)
```

Parameters

projectTopicId Guid

request
LinkProjectTopicKnowledgeRequest

cancellationToken
CancellationToken

Returns

Task<IActionResult>

SaveProject(SaveLocalGptProjectRequest, CancellationToken)

```
[HttpPost]
public Task<ActionResult<LocalGptProject>> SaveProject(SaveLocalGptProjectRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
SaveLocalGptProjectRequest

`cancellationToken`
CancellationToken

Returns

Task<ActionResult<LocalGptProject>>

Class LocalPathExplorerController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

```
[ApiController]
[Route("api/local-paths")]
public sealed class LocalPathExplorerController : ControllerBase
```

Inheritance
object
ControllerBase
LocalPathExplorerController

Inherited Members
ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)
ControllerBase.Content(string, string, Encoding)
ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()

ControllerBase.Ok()
ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)
ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)
ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)
ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)
ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)

ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)
ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)

ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()
ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)
ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)
ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)
ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)

ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)
ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])
ControllerBase.SignIn(ClaimsPrincipal)
ControllerBase.SignIn(ClaimsPrincipal, string)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)
ControllerBase.SignOut()
ControllerBase.SignOut(AuthenticationProperties)
ControllerBase.SignOut(params string[])
ControllerBase.SignOut(AuthenticationProperties, params string[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[])
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ControllerBase.TryUpdateModelAsync(object, Type, string)
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryValidateModel(object)
ControllerBase.TryValidateModel(object, string)
ControllerBase.HttpContext
ControllerBase.Request
ControllerBase.Response
ControllerBase.RouteData
ControllerBase.ModelState
ControllerBase.ControllerContext
ControllerBase.MetadataProvider
ControllerBase.ModelBinderFactory
ControllerBase.Url

ControllerBase.ObjectValidator
ControllerBase.ProblemDetailsFactory
ControllerBase.User
ControllerBase.Empty
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

LocalPathExplorerController(ILocalPathExplorerService)

```
public LocalPathExplorerController(ILocalPathExplorerService paths)
```

Parameters

paths
ILocalPathExplorerService

⚙ Methods ðŸ±ðŸ¶â œ¨ 2

Browse(LocalPathBrowseRequest)

```
[HttpPost("browse")]
public IResult Browse(LocalPathBrowseRequest request)
```

Parameters

`request`
LocalPathBrowseRequest

Returns

IResult

Roots()

```
[HttpGet("roots")]
public IResult Roots()
```

Returns

IResult

Class LocalizationController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

Exposes localization catalogs, culture selection and validated user-catalog imports.

```
[ApiController]
[Route("api/localization")]
[DocumentationUpdated("2.2.8")]
public sealed class LocalizationController : ControllerBase
```

Inheritance object
ControllerBase

LocalizationController

Inherited Members

ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)
ControllerBase.Content(string, string, Encoding)
ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()
ControllerBase.Ok()
ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)
ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)
ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)
ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)
ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)

ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)
ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)
ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
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ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)

ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
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ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()
ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)
ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)
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ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)
ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)

ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)
ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)
ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
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ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])
ControllerBase.SignIn(ClaimsPrincipal)
ControllerBase.SignIn(ClaimsPrincipal, string)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)
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ControllerBase.SignOut(AuthenticationProperties)
ControllerBase.SignOut(params string[])
ControllerBase.SignOut(AuthenticationProperties, params string[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync(object, Type, string)
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryValidateModel(object)
ControllerBase.TryValidateModel(object, string)
ControllerBase.HttpContext

ControllerBase.Request
ControllerBase.Response
ControllerBase.RouteData
ControllerBase.ModelState
ControllerBase.ControllerContext
ControllerBase.MetadataProvider
ControllerBase.ModelBinderFactory
ControllerBase.Url
ControllerBase.ObjectValidator
ControllerBase.ProblemDetailsFactory
ControllerBase.User
ControllerBase.Empty
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

LocalizationController(ILocalGptLocalizationService, ILogger<LocalizationController>)

Exposes localization catalogs, culture selection and validated user-catalog imports.

```
public LocalizationController(ILocalGptLocalizationService localization, ILogger<LocalizationController> logger)
```

Parameters

localization **ILocalGptLocalizationService**	Reads and imports localization catalogs.
logger **ILogger<LocalizationController>**	Writes bounded localization diagnostics.

⚙ Methods ðŸ±ðŸ¶ â€¨ 5

Catalogs()

Returns built-in and user-supplied localization catalog descriptors.

```
[HttpGet("catalogs")]
public ActionResult<IReadOnlyList<LocalizationCatalogDescriptor>> Catalogs()
```

Returns

ActionResult<IReadOnlyList<LocalizationCatalogDescriptor>>	The available catalog list.

Current()

Returns strings for the current UI culture.

```
[HttpGet("current")]
public ActionResult<IReadOnlyDictionary<string, string>> Current()
```

Returns

ActionResult<IReadOnlyDictionary<string, string>>	The effective localization dictionary.

Get(string)

Returns effective strings for a requested culture.

```
[HttpGet("{culture}")]
public ActionResult<IReadOnlyDictionary<string, string>> Get(string culture)
```

Parameters

`culture` **string**	Requested .NET culture name.

Returns

ActionResult<IReadOnlyDictionary<string, string>>	The merged localization dictionary.

Import(ImportLocalizationCatalogRequest, CancellationToken)

Validates and imports a persistent user localization catalog.

```
[HttpPost("catalogs/import")]
public Task<ActionResult<LocalizationCatalogImportResult>> Import(ImportLocalizationCatalogRequest request, CancellationToken cancellationToken)
```

Parameters

`request` **ImportLocalizationCatalogRequest**	Culture, JSON content and overwrite decision.
`cancellationToken` **CancellationToken**	Cancels the import.

Returns

Task<ActionResult<LocalizationCatalogImportResult>>	A task that completes with the import result or validation error.

Select(string, string?)

Persists the requested UI culture cookie and returns to a local application route.

```
[HttpGet("select")]
public IActionResult Select(string culture, string? returnUrl = "/")
```

Parameters

`culture` **string**	Requested culture.
`returnUrl` **string**	Local route to reopen after setting the cookie.

Returns

IActionResult	A local redirect response.

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Class OneWireController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

```
[ApiController]
[Route("api/onewire")]
public sealed class OneWireController : ControllerBase
```

Inheritance

object
ControllerBase
OneWireController

Inherited Members

ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)
ControllerBase.Content(string, string, Encoding)
ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()
ControllerBase.Ok()
ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)
ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)

ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)
ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)
ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)
ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)
ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)

ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()
ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)

ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)
ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)
ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)
ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)
ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])
ControllerBase.SignIn(ClaimsPrincipal)
ControllerBase.SignIn(ClaimsPrincipal, string)

ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)
ControllerBase.SignOut()
ControllerBase.SignOut(AuthenticationProperties)
ControllerBase.SignOut(params string[])
ControllerBase.SignOut(AuthenticationProperties, params string[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync(object, Type, string)
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryValidateModel(object)
ControllerBase.TryValidateModel(object, string)
ControllerBase.HttpContext
ControllerBase.Request
ControllerBase.Response
ControllerBase.RouteData
ControllerBase.ModelState
ControllerBase.ControllerContext
ControllerBase.MetadataProvider
ControllerBase.ModelBinderFactory
ControllerBase.Url
ControllerBase.ObjectValidator
ControllerBase.ProblemDetailsFactory
ControllerBase.User
ControllerBase.Empty
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

OneWireController(IOneWireCapabilityCatalog, IOneWirePeerRegistry, IOneWireConnectionRegistry, IOneWireWorkSpooler, IOneWireEnvelopeCodec, IOneWireMessageDispatcher, IOneWireTransportSecurityPolicy, IOneWireDispatchContextFactory, IOneWireReplayPolicyDataService, IOrganicCouncilBlueprintService, ICouncilTeamConfigurationService, ILogger<OneWireController>)

```
public OneWireController(IOneWireCapabilityCatalog capabilities, IOneWirePeerRegistry peers, IOneWireConnectionRegistry connections, IOneWireWorkSpooler work, IOneWireEnvelopeCodec codec, IOneWireMessageDispatcher dispatcher, IOneWireTransportSecurityPolicy transportSecurityPolicy, IOneWireDispatchContextFactory dispatchContextFactory, IOneWireReplayPolicyDataService replayPolicy, IOrganicCouncilBlueprintService teams, ICouncilTeamConfigurationService teamConfigurations, ILogger<OneWireController> logger)
```

Parameters

`capabilities`
IOneWireCapabilityCatalog

`peers` **IOneWirePeerRegistry**

`connections`
IOneWireConnectionRegistry

`work` **IOneWireWorkSpooler**

`codec` **IOneWireEnvelopeCodec**

`dispatcher`
IOneWireMessageDispatcher

`transportSecurityPolicy`
IOneWireTransportSecurityPolicy

`dispatchContextFactory`
IOneWireDispatchContextFactory

`replayPolicy`
IOneWireReplayPolicyDataService

`teams`
IOrganicCouncilBlueprintService

`teamConfigurations`
ICouncilTeamConfigurationService

`logger`
ILogger<OneWireController>

Methods ðŸ±ðŸ¶ âœ¨ 12

Capabilities(CancellationToken)

```
[HttpGet("capabilities")]
public Task<ActionResult<IReadOnlyList<OneWireCapabilityDescriptor>>> Capabilities(CancellationToken cancellationToken)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<ActionResult<IReadOnlyList<OneWireCapabilityDescriptor>>>

CouncilTeams(CancellationToken)

```
[HttpGet("council/teams")]
public Task<ActionResult<IReadOnlyList<OrganicCouncilTeamDefinition>>> CouncilTeams(CancellationToken cancellationToken)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<ActionResult<IReadOnlyList<OrganicCouncilTeamDefinition>>>

Dispatch(OneWireEnvelope, CancellationToken)

```
[HttpPost("dispatch")]
public Task<IActionResult> Dispatch(OneWireEnvelope envelope, CancellationToken cancellationToken)
```

Parameters

`envelope` **OneWireEnvelope**

cancellationToken
CancellationToken

Returns

Task<IActionResult>

InvokePeer(string, OneWireEnvelope, CancellationToken)

```
[HttpPost("peers/{peerId}/invoke")]
[HumanApprovalRequired("onewire.peer.invoke", "Send organic plugin capability", "Send the exact reviewed capability request to the selected connected organic plugin peer.", "High",
"Organic plugin action reviewer", true)]
public Task<IActionResult> InvokePeer(string peerId, OneWireEnvelope envelope, CancellationToken cancellationToken)
```

Parameters

peerId string

envelope OneWireEnvelope

cancellationToken
CancellationToken

Returns

Task<IActionResult>

Peers()

```
[HttpGet("peers")]
public ActionResult<IReadOnlyList<OneWirePeerAdvertisement>> Peers()
```

Returns

ActionResult<IReadOnlyList<O
neWirePeerAdvertisement>>

ReplayPolicy()

```
[HttpGet("replay-policy")]
public ActionResult<OneWireReplayPolicySnapshot> ReplayPolicy()
```

Returns

ActionResult<OneWireReplayPolicySnapshot>

SaveCouncilTeam(SaveCouncilTeamConfigurationRequest, CancellationToken)

```
[HttpPost("council/teams")]
[HumanApprovalRequired("onewire.council-team.save", "Save AI Council team configuration", "Persist the reviewed team roles, prompts, workflow steps and architecture contracts
without deleting seeded or user knowledge.", "High", "AI Council configuration reviewer", false)]
public Task<ActionResult<OrganicCouncilTeamDefinition>> SaveCouncilTeam(SaveCouncilTeamConfigurationRequest request, CancellationToken cancellationToken)
```

Parameters

`request`
SaveCouncilTeamConfigurationRequest

`cancellationToken`
CancellationToken

Returns

Task<ActionResult<OrganicCouncilTeamDefinition>>

Status()

```
[HttpGet("status")]
public IActionResult Status()
```

Returns

IActionResult

TransportPolicy()

```
[HttpGet("transport-policy")]
public IActionResult TransportPolicy()
```

Returns

IActionResult

Validate(OneWireEnvelope)

```
[HttpPost("validate")]
public IActionResult Validate(OneWireEnvelope envelope)
```

Parameters

`envelope` **OneWireEnvelope**

Returns

IActionResult

Work()

```
[HttpGet("work")]
public ActionResult<IReadOnlyList<OneWireWorkItem>> Work()
```

Returns

ActionResult<IReadOnlyList<OneWireWorkItem>>

Work(Guid)

```
[HttpGet("work/{id:guid}")]
public ActionResult<OneWireWorkItem> Work(Guid id)
```

Parameters

`id` **Guid**

Returns

ActionResult<OneWireWorkItem>

Class OneWireHttpController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

Transport-neutral JSON adapter for small user-built organic clients such as ESP32 firmware. It uses the same envelope, permissions, MFA trust and work spool as the TCP transport.

```
[ApiController]
[Route("api/onewire/http-json")]
public sealed class OneWireHttpController : ControllerBase
```

Inheritance

object
ControllerBase
OneWireHttpController

Inherited Members

ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)
ControllerBase.Content(string, string, Encoding)
ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()
ControllerBase.Ok()
ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)
ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)

ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)
ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)
ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)
ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)
ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)
ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)

ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()
ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)

ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)
ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)
ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)
ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)
ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)
ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)

	ControllerBase.Forbid(AuthenticationProperties, params string[]) ControllerBase.SignIn(ClaimsPrincipal) ControllerBase.SignIn(ClaimsPrincipal, string) ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties) ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string) ControllerBase.SignOut() ControllerBase.SignOut(AuthenticationProperties) ControllerBase.SignOut(params string[]) ControllerBase.SignOut(AuthenticationProperties, params string[]) ControllerBase.TryUpdateModelAsync<TModel>(TModel) ControllerBase.TryUpdateModelAsync<TModel>(TModel, string) ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider) ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[]) ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>) ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[]) ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>) ControllerBase.TryUpdateModelAsync(object, Type, string) ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>) ControllerBase.TryValidateModel(object) ControllerBase.TryValidateModel(object, string) ControllerBase.HttpContext ControllerBase.Request ControllerBase.Response ControllerBase.RouteData ControllerBase.ModelState ControllerBase.ControllerContext ControllerBase.MetadataProvider ControllerBase.ModelBinderFactory ControllerBase.Url ControllerBase.ObjectValidator ControllerBase.ProblemDetailsFactory ControllerBase.User ControllerBase.Empty object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â…¨ âœ¨ 1

OneWireHttpController(IOneWireEnvelopeCodec, IOneWireRuntimeSecurityService, IOneWireMessageDispatcher, IOneWireTransportSecurityPolicy, IOneWireDispatchContextFactory, IOneWireWorkSpooler, IOneWireCapabilityCatalog, IOptions<OneWireOptions>, ILogger<OneWireHttpController>)

Transport-neutral JSON adapter for small user-built organic clients such as ESP32 firmware. It uses the same envelope, permissions, MFA trust and work spool as the TCP transport.

```
public OneWireHttpController(IOneWireEnvelopeCodec codec, IOneWireRuntimeSecurityService security, IOneWireMessageDispatcher dispatcher, IOneWireTransportSecurityPolicy
transportSecurityPolicy, IOneWireDispatchContextFactory dispatchContextFactory, IOneWireWorkSpooler spooler, IOneWireCapabilityCatalog capabilities, IOptions<OneWireOptions>
configuredOptions, ILogger<OneWireHttpController> logger)
```

Parameters

`codec` **IOneWireEnvelopeCodec**

`security` **IOneWireRuntimeSecurityService**

`dispatcher` **IOneWireMessageDispatcher**

`transportSecurityPolicy` **IOneWireTransportSecurityPolicy**

`dispatchContextFactory` **IOneWireDispatchContextFactory**

`spooler` **IOneWireWorkSpooler**

`capabilities` **IOneWireCapabilityCatalog**

`configuredOptions` **IOptions<OneWireOptions>**

`logger` **ILogger<OneWireHttpController>**

Methods ðŸ±ðŸ¶â…¨ âœ¨ 3

Dispatch(JsonElement, CancellationToken)

```
[HttpPost]
[RequestSizeLimit(8388608)]
public Task<IActionResult> Dispatch(JsonElement body, CancellationToken cancellationToken)
```

Parameters

body JsonElement

cancellationToken
CancellationToken

Returns

Task<IActionResult>

Profile(CancellationToken)

```
[HttpGet("profile")]
public Task<ActionResult<OneWireProtocolProfile>> Profile(CancellationToken cancellationToken)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<ActionResult<OneWirePr
otocolProfile>>

Work(Guid, CancellationToken)

```
[HttpGet("work/{correlationId:guid}")]
public Task<IActionResult> Work(Guid correlationId, CancellationToken cancellationToken)
```

Parameters

`correlationId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<IActionResult>

Class ProjectMaintenanceController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace	LocalGPT.Controller
Assembly	LocalGPT.dll

```
[ApiController]
[Route("api/project-maintenance")]
public sealed class ProjectMaintenanceController : ControllerBase
```

Inheritance	object ControllerBase ProjectMaintenanceController
Inherited Members	ControllerBase.StatusCode(int) ControllerBase.StatusCode(int, object) ControllerBase.Content(string) ControllerBase.Content(string, string) ControllerBase.Content(string, string, Encoding) ControllerBase.Content(string, MediaTypeHeaderValue) ControllerBase.NoContent() ControllerBase.Ok() ControllerBase.Ok(object)

ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)
ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)
ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)
ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)
ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)
ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)

ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)
ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)

ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()
ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)
ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)
ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)
ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)
ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)

ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)
ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])
ControllerBase.SignIn(ClaimsPrincipal)
ControllerBase.SignIn(ClaimsPrincipal, string)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)
ControllerBase.SignOut()
ControllerBase.SignOut(AuthenticationProperties)
ControllerBase.SignOut(params string[])
ControllerBase.SignOut(AuthenticationProperties, params string[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync(object, Type, string)
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryValidateModel(object)
ControllerBase.TryValidateModel(object, string)
ControllerBase.HttpContext
ControllerBase.Request
ControllerBase.Response
ControllerBase.RouteData
ControllerBase.ModelState
ControllerBase.ControllerContext
ControllerBase.MetadataProvider
ControllerBase.ModelBinderFactory
ControllerBase.Url
ControllerBase.ObjectValidator
ControllerBase.ProblemDetailsFactory

ControllerBase.User
ControllerBase.Empty
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ProjectMaintenanceController(IProjectMaintenanceService, ILogger<ProjectMaintenanceController>)

```
public ProjectMaintenanceController(IProjectMaintenanceService maintenance, ILogger<ProjectMaintenanceController> logger)
```

Parameters

`maintenance`
IProjectMaintenanceService

`logger`
ILogger<ProjectMaintenanceController>

⚙ Methods ðŸ±ðŸ¶â œ¨ 16

ApproveReady(Guid, Guid, ApproveRevisionReadyForTestRequest, CancellationToken)

```
[HttpPost("projects/{projectId:guid}/revisions/{revisionId:guid}/approve-ready")]
[HumanApprovalRequired("project.revision.ready.approve", "Approve revision for testing", "After successful build, requested tests, and council review, create a lossless source snapshot and mark the revision ready for human testing.", "High", "Release approval reviewer", true)]
public Task<IResult> ApproveReady(Guid projectId, Guid revisionId, ApproveRevisionReadyForTestRequest request, CancellationToken cancellationToken)
```

Parameters

`projectId` **Guid**

`revisionId` **Guid**

request
ApproveRevisionReadyForTest
Request

cancellationToken
CancellationToken

Returns

Task<IResult>

AssessWorkspacePermissions(Guid, bool, CancellationToken)

```
[HttpPost("workspaces/{workspaceRootId:guid}/assess")]
[HumanApprovalRequired("project.workspace.permissions.assess", "Assess workspace permissions", "Inspect the configured workspace structure and optionally perform one bounded
create/delete write probe.", "Medium", "Workspace security reviewer", false)]
public Task<IResult> AssessWorkspacePermissions(Guid workspaceRootId, bool userConfirmedWriteProbe, CancellationToken cancellationToken)
```

Parameters

workspaceRootId Guid

userConfirmedWriteProbe bool

cancellationToken
CancellationToken

Returns

Task<IResult>

DeleteCompiler(Guid, bool, CancellationToken)

```
[HttpDelete("compilers/{compilerId:guid}")]
[HumanApprovalRequired("project.compiler.delete", "Delete compiler installation", "Remove one stored compiler profile that is not referenced by a workspace or verification record.",
"Medium", "Project toolchain administrator", false)]
public Task<IResult> DeleteCompiler(Guid compilerId, bool userConfirmed, CancellationToken cancellationToken)
```

Parameters

`compilerId` **Guid**

`userConfirmed` **bool**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

DiscoverCompilers(DiscoverProjectCompilersRequest, CancellationToken)

```
[HttpPost("compilers/discover")]
[HumanApprovalRequired("project.compiler.discover", "Discover compiler installations", "Scan common and user-selected directories for compiler executables and store the detected
paths.", "Medium", "Project toolchain administrator", false)]
public Task<IResult> DiscoverCompilers(DiscoverProjectCompilersRequest request, CancellationToken cancellationToken)
```

Parameters

`request`
**DiscoverProjectCompilersRequ
est**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

GetCompilers(CancellationToken)

```
[HttpGet("compilers")]
public Task<IResult> GetCompilers(CancellationToken cancellationToken)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IResult>

GetFiles(Guid, Guid?, CancellationToken)

```
[HttpGet("projects/{projectId:guid}/files")]
public Task<IResult> GetFiles(Guid projectId, Guid? revisionId, CancellationToken cancellationToken)
```

Parameters

`projectId` **Guid**

`revisionId` **Guid?**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

GetWorkspaces(Guid?, CancellationToken)

```
[HttpGet("workspaces")]
public Task<IResult> GetWorkspaces(Guid? projectId, CancellationToken cancellationToken)
```

Parameters

`projectId` **Guid?**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

RecordCouncilReview(Guid, RecordCouncilBuildReviewRequest, CancellationToken)

```
[HttpPost("verifications/{verificationId:guid}/council-review")]
[HumanApprovalRequired("project.revision.council-review", "Record council build review", "Store the council's review of the compile and test evidence.", "Medium", "Council build
reviewer", false)]
public Task<IResult> RecordCouncilReview(Guid verificationId, RecordCouncilBuildReviewRequest request, CancellationToken cancellationToken)
```

Parameters

`verificationId` **Guid**

`request`
RecordCouncilBuildReviewRequest

`cancellationToken`
CancellationToken

Returns

Task<IResult>

RegisterRevisionWorkspace(Guid, Guid, RegisterRevisionWorkspaceRequest, CancellationToken)

```
[HttpPost("projects/{projectId:guid}/revisions/{revisionId:guid}/workspace")]
[HumanApprovalRequired("project.revision.workspace.save", "Save revision workspace", "Associate one existing local workspace and optional solution file with the selected project revision.", "High", "Project workspace administrator", false)]
public Task<IResult> RegisterRevisionWorkspace(Guid projectId, Guid revisionId, RegisterRevisionWorkspaceRequest request, CancellationToken cancellationToken)
```

Parameters

`projectId` **Guid**

`revisionId` **Guid**

`request`
RegisterRevisionWorkspaceRequest

`cancellationToken`
CancellationToken

Returns

Task<IResult>

ResolveWorkspace(Guid, CancellationToken)

```
[HttpGet("workspaces/{projectId:guid}/resolve")]
public Task<IResult> ResolveWorkspace(Guid projectId, CancellationToken cancellationToken)
```

Parameters

`projectId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

SaveCompiler(SaveProjectCompilerInstallationRequest, CancellationToken)

```
[HttpPost("compilers")]
[HumanApprovalRequired("project.compiler.save", "Save compiler installation", "Store one compiler executable and validation profile.", "Medium", "Project toolchain
administrator", false)]
public Task<IResult> SaveCompiler(SaveProjectCompilerInstallationRequest request, CancellationToken cancellationToken)
```

Parameters

`request`
SaveProjectCompilerInstallatio
nRequest

`cancellationToken`
CancellationToken

Returns

Task<IResult>

SaveFilePatterns(Guid, SaveTrackedFilePatternRequest, CancellationToken)

```
[HttpPut("files/{trackedFileId:guid}/patterns")]
[HumanApprovalRequired("project.file.patterns.save", "Save file structure patterns", "Store the approved structure and content-format regular expressions for one tracked project
file.", "Medium", "Project structure maintainer", false)]
public Task<IResult> SaveFilePatterns(Guid trackedFileId, SaveTrackedFilePatternRequest request, CancellationToken cancellationToken)
```

Parameters

`trackedFileId` **Guid**

`request`
SaveTrackedFilePatternRequest

`cancellationToken`
CancellationToken

Returns

Task<IResult>

SaveWorkspace(SaveProjectWorkspaceRootRequest, CancellationToken)

```
[HttpPost("workspaces")]
[HumanApprovalRequired("project.workspace.save", "Save project workspace", "Store one project, project-type, or global workspace root.", "Medium", "Project workspace
administrator", false)]
public Task<IResult> SaveWorkspace(SaveProjectWorkspaceRootRequest request, CancellationToken cancellationToken)
```

Parameters

`request`
SaveProjectWorkspaceRootRequest

`cancellationToken`
CancellationToken

Returns

Task<IResult>

ScanProject(Guid, ScanProjectFilesRequest, CancellationToken)

```
[HttpPost("projects/{projectId:guid}/scan")]
[HumanApprovalRequired("project.files.scan", "Scan project files", "Read the selected project tree, store stable path metadata and hashes, and detect its solution file.", "Medium",
"Project structure maintainer", false)]
public Task<IResult> ScanProject(Guid projectId, ScanProjectFilesRequest request, CancellationToken cancellationToken)
```

Parameters

`projectId` **Guid**

`request`
ScanProjectFilesRequest

`cancellationToken`
CancellationToken

Returns

Task<IResult>

ValidateCompiler(Guid, bool, CancellationToken)

```
[HttpPost("compilers/{compilerId:guid}/validate")]
[HumanApprovalRequired("project.compiler.validate", "Validate compiler installation", "Execute the selected compiler's bounded version probe.", "Medium", "Project toolchain
administrator", false)]
public Task<IResult> ValidateCompiler(Guid compilerId, bool userConfirmed, CancellationToken cancellationToken)
```

Parameters

`compilerId` **Guid**

`userConfirmed` **bool**

`cancellationToken`
CancellationToken

Returns

Task<IResult>

VerifyRevision(Guid, RunProjectBuildVerificationRequest, CancellationToken)

```
[HttpPost("projects/{projectId:guid}/verify")]
[HumanApprovalRequired("project.revision.build.verify", "Build project revision", "Execute the selected compiler against the approved project revision and store the bounded
build/test evidence.", "High", "Build verification reviewer", true)]
public Task<IResult> VerifyRevision(Guid projectId, RunProjectBuildVerificationRequest request, CancellationToken cancellationToken)
```

Parameters

`projectId` **Guid**

`request`
RunProjectBuildVerificationRe
quest

cancellationToken
CancellationToken

Returns

Task<IResult>

Class ProjectOrganicContextController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

```
[ApiController]
[Route("api/projects/{projectId:guid}/organic-context")]
public sealed class ProjectOrganicContextController : ControllerBase
```

Inheritance

object
ControllerBase
ProjectOrganicContextController

Inherited Members

ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)
ControllerBase.Content(string, string, Encoding)
ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()
ControllerBase.Ok()
ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)

ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)
ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)
ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)
ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)
ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)

ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()

ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)
ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)
ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)
ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)
ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)

ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])
ControllerBase.SignIn(ClaimsPrincipal)
ControllerBase.SignIn(ClaimsPrincipal, string)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)
ControllerBase.SignOut()
ControllerBase.SignOut(AuthenticationProperties)
ControllerBase.SignOut(params string[])
ControllerBase.SignOut(AuthenticationProperties, params string[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync(object, Type, string)
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryValidateModel(object)
ControllerBase.TryValidateModel(object, string)
ControllerBase.HttpContext
ControllerBase.Request
ControllerBase.Response
ControllerBase.RouteData
ControllerBase.ModelState
ControllerBase.ControllerContext
ControllerBase.MetadataProvider
ControllerBase.ModelBinderFactory
ControllerBase.Url
ControllerBase.ObjectValidator
ControllerBase.ProblemDetailsFactory
ControllerBase.User
ControllerBase.Empty
object.GetType()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸŽ± ðŸ¶ âœ¨ 1

ProjectOrganicContextController(IProjectOrganicContextService, ILogger<ProjectOrganicContextController>)

```
public ProjectOrganicContextController(IProjectOrganicContextService context, ILogger<ProjectOrganicContextController> logger)
```

Parameters

context
IProjectOrganicContextService

logger
ILogger<ProjectOrganicContextController>

⚙ Methods ðŸŽ± ðŸ¶ âœ¨ 2

Get(Guid, Guid?, CancellationToken)

```
[HttpGet]
public Task<ActionResult<ProjectOrganicContext>> Get(Guid projectId, Guid? revisionId, CancellationToken cancellationToken)
```

Parameters

`projectId` **Guid**

`revisionId` **Guid?**

`cancellationToken`
CancellationToken

Returns

Task<ActionResult<ProjectOrganicContext>>

Save(Guid, SaveProjectOrganicContextRequest, CancellationToken)

```
[HttpPost]
[HumanApprovalRequired("project.organic-context.save", "Save project organic wiring", "Persist the exact reviewed installer, compiler, command, knowledge, RegEx, debug and organ-
plugin metadata for this project revision.", "High", "Project architecture reviewer", false)]
public Task<ActionResult<ProjectOrganicContext>> Save(Guid projectId, SaveProjectOrganicContextRequest request, CancellationToken cancellationToken)
```

Parameters

`projectId` **Guid**

`request`
SaveProjectOrganicContextRequest

`cancellationToken`
CancellationToken

Returns

Task<ActionResult<ProjectOrganicContext>>

Class RemoteKnowledgeImportController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

```
[ApiController]
[Route("api/knowledge/remote-import")]
public sealed class RemoteKnowledgeImportController : ControllerBase
```

Inheritance

object
ControllerBase
RemoteKnowledgeImportController

Inherited Members

ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)
ControllerBase.Content(string, string, Encoding)
ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()
ControllerBase.Ok()
ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)
ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)
ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)

ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)
ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)
ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)
ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)

ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()
ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)
ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)

ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)
ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)
ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)
ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])
ControllerBase.SignIn(ClaimsPrincipal)
ControllerBase.SignIn(ClaimsPrincipal, string)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)

ControllerBase.SignOut()
ControllerBase.SignOut(AuthenticationProperties)
ControllerBase.SignOut(params string[])
ControllerBase.SignOut(AuthenticationProperties, params string[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync(object, Type, string)
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryValidateModel(object)
ControllerBase.TryValidateModel(object, string)
ControllerBase.HttpContext
ControllerBase.Request
ControllerBase.Response
ControllerBase.RouteData
ControllerBase.ModelState
ControllerBase.ControllerContext
ControllerBase.MetadataProvider
ControllerBase.ModelBinderFactory
ControllerBase.Url
ControllerBase.ObjectValidator
ControllerBase.ProblemDetailsFactory
ControllerBase.User
ControllerBase.Empty
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

RemoteKnowledgeImportController(IRemoteKnowledgeImportService, ILogger<RemoteKnowledgeImportController>)

```
public RemoteKnowledgeImportController(IRemoteKnowledgeImportService importer, ILogger<RemoteKnowledgeImportController> logger)
```

Parameters

`importer`
IRemoteKnowledgeImportService

`logger`
ILogger<RemoteKnowledgeImportController>

Methods ðŸ±ðŸ¶ âœ¨ 2

Import(RemoteKnowledgeImportRequest, CancellationToken)

```
[HttpPost]
[HumanApprovalRequired("knowledge.remote.import", "Import GitHub or webpage knowledge", "Download the selected public source, safely extract matching files, and save compact source maps to LocalGPT knowledge.", "High", "Knowledge curator", false)]
public Task<ActionResult<RemoteKnowledgeImportResult>> Import(RemoteKnowledgeImportRequest request, CancellationToken cancellationToken)
```

Parameters

`request`
RemoteKnowledgeImportRequest

`cancellationToken`
CancellationToken

Returns

Task<ActionResult<RemoteKnowledgeImportResult>>

Preview(RemoteKnowledgeImportRequest, CancellationToken)

```
[HttpPost("preview")]
```

```
public Task<ActionResult<RemoteKnowledgeImportResult>> Preview(RemoteKnowledgeImportRequest request, CancellationToken cancellationToken)
```

Parameters

`request`
RemoteKnowledgeImportRequest

`cancellationToken`
CancellationToken

Returns

Task<ActionResult<RemoteKnowledgeImportResult>>

Class RuntimePolicyController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌞

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

```
[ApiController]
[Route("api/runtime-policy")]
public sealed class RuntimePolicyController : ControllerBase
```

Inheritance
object
ControllerBase
RuntimePolicyController

Inherited Members
ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)

ControllerBase.Content(string, string, Encoding)
ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()
ControllerBase.Ok()
ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)
ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)
ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)
ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)
ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)

ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)
ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)
ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)

ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()
ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)
ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)
ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)
ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)

ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)
ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)
ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])
ControllerBase.SignIn(ClaimsPrincipal)
ControllerBase.SignIn(ClaimsPrincipal, string)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)
ControllerBase.SignOut()
ControllerBase.SignOut(AuthenticationProperties)
ControllerBase.SignOut(params string[])
ControllerBase.SignOut(AuthenticationProperties, params string[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync(object, Type, string)
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryValidateModel(object)
ControllerBase.TryValidateModel(object, string)
ControllerBase.HttpContext
ControllerBase.Request
ControllerBase.Response
ControllerBase.RouteData
ControllerBase.ModelState
ControllerBase.ControllerContext

ControllerBase.MetadataProvider
ControllerBase.ModelBinderFactory
ControllerBase.Url
ControllerBase.ObjectValidator
ControllerBase.ProblemDetailsFactory
ControllerBase.User
ControllerBase.Empty
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸŸ± ðŸŸ¶ âœ¨ 1

RuntimePolicyController(ILocalGptRuntimePolicyDataService, ILocalGptRuntimePolicyStoreService, ILocalGptRuntimePolicySeedDataService, ILogger<RuntimePolicyController>)

```
public RuntimePolicyController(ILocalGptRuntimePolicyDataService runtimePolicy, ILocalGptRuntimePolicyStoreService runtimePolicyStore, ILocalGptRuntimePolicySeedDataService
runtimePolicySeed, ILogger<RuntimePolicyController> logger)
```

Parameters

`runtimePolicy`
ILocalGptRuntimePolicyDataService

`runtimePolicyStore`
ILocalGptRuntimePolicyStoreService

`runtimePolicySeed`
ILocalGptRuntimePolicySeedDataService

`logger`
ILogger<RuntimePolicyController>

Methods ðŸ±ðŸ¶â¨ 4

Get()

```
[HttpGet]
public ActionResult<LocalGptRuntimePolicySnapshot> Get()
```

Returns

ActionResult<LocalGptRuntimePolicySnapshot>

GetDefinition()

```
[HttpGet("definition")]
```

```
public ActionResult<LocalGptRuntimePolicyDefinition> GetDefinition()
```

Returns

ActionResult<LocalGptRuntimePolicyDefinition>

GetSeed()

```
[HttpGet("seed")]
public ActionResult<LocalGptRuntimePolicySeedModel> GetSeed()
```

Returns

ActionResult<LocalGptRuntimePolicySeedModel>

Reload()

```
[HttpPost("reload")]
public ActionResult<LocalGptRuntimePolicySnapshot> Reload()
```

Returns

ActionResult<LocalGptRuntimePolicySnapshot>

Class StructuredTextController

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✨ 🐾 🌟

Namespace LocalGPT.Controller

Assembly LocalGPT.dll

```
[ApiController]
[Route("api/text/structured")]
public sealed class StructuredTextController : ControllerBase
```

Inheritance

object
ControllerBase
StructuredTextController

Inherited Members

ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)
ControllerBase.Content(string, string, Encoding)
ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()
ControllerBase.Ok()
ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)
ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)
ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)
ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)

ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)
ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)
ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)
ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)

ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()
ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)
ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)
ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)

ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)
ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)
ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)
ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])
ControllerBase.SignIn(ClaimsPrincipal)
ControllerBase.SignIn(ClaimsPrincipal, string)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)
ControllerBase.SignOut()
ControllerBase.SignOut(AuthenticationProperties)
ControllerBase.SignOut(params string[])
ControllerBase.SignOut(AuthenticationProperties, params string[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string)

ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync(object, Type, string)
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryValidateModel(object)
ControllerBase.TryValidateModel(object, string)
ControllerBase.HttpContext
ControllerBase.Request
ControllerBase.Response
ControllerBase.RouteData
ControllerBase.ModelState
ControllerBase.ControllerContext
ControllerBase.MetadataProvider
ControllerBase.ModelBinderFactory
ControllerBase.Url
ControllerBase.ObjectValidator
ControllerBase.ProblemDetailsFactory
ControllerBase.User
ControllerBase.Empty
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

StructuredTextController(IStructuredTextTranslationService, IRegexPatternService, ILogger<StructuredTextController>)

```
public StructuredTextController(IStructuredTextTranslationService translator, IRegexPatternService regexPatterns, ILogger<StructuredTextController> logger)
```

Parameters

`translator`
IStructuredTextTranslationService

`regexPatterns`
IRegexPatternService

`logger`
ILogger<StructuredTextController>

Methods ðŸ±ðŸ¶â€¨ 3

InspectJson(StructuredJsonTranslationRequest)

```
[HttpPost("json/inspect")]
public IResult InspectJson(StructuredJsonTranslationRequest request)
```

Parameters

`request`
StructuredJsonTranslationRequest

Returns

IResult

ListJsonRegexes(CancellationToken)

```
[HttpGet("json/regexes")]
public Task<IResult> ListJsonRegexes(CancellationToken cancellationToken)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IResult>

TranslateJson(StructuredJsonTranslationRequest)

```
[HttpPost("json/translate")]
public IResult TranslateJson(StructuredJsonTranslationRequest request)
```

Parameters

`request`
StructuredJsonTranslationRequest

Returns

IResult

Namespace LocalGPT.Diagnostics

Neko & Puppy namespace shelf Â· Types are grouped by kind, so every interface, class, and helper lands in a cozy little home, nya~ woof!

Classes

ControllerRequestLoggingFilter	Applies structured diagnostics to every MVC controller action without requiring each controller to repeat request lifecycle logging. Client disconnects remain cancellations; unexpected failures are logged and recorded in bounded activity.
LocalGptCircuitDiagnosticsHandler	Records circuit transitions so a disconnected browser is distinguishable from a blocked UI operation. This handler never performs UI work and therefore cannot delay rendering or disposal.
ServiceMethodLoggingDispatchProxy	Adds bounded operation diagnostics to LocalGPT interface services without logging arguments, return values, prompts, source, database rows, credentials, or other payload content.

Class ControllerRequestLoggingFilter

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace	LocalGPT.Diagnostics
Assembly	LocalGPT.dll

Applies structured diagnostics to every MVC controller action without requiring each controller to repeat request lifecycle logging. Client disconnects remain cancellations; unexpected failures are logged and recorded in bounded activity.

```
public sealed class ControllerRequestLoggingFilter : IAsyncActionFilter, IFilterMetadata
```

Inheritance	object ControllerRequestLoggingFilter
Implements	IAsyncActionFilter IFilterMetadata
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â…¨ 1

ControllerRequestLoggingFilter(ILogger<ControllerRequestLoggingFilter>, IComponentActivityService)

Applies structured diagnostics to every MVC controller action without requiring each controller to repeat request lifecycle logging. Client disconnects remain cancellations; unexpected failures are logged and recorded in bounded activity.

```
public ControllerRequestLoggingFilter(ILogger<ControllerRequestLoggingFilter> logger, IComponentActivityService componentActivity)
```

Parameters

`logger`
ILogger<ControllerRequestLoggingFilter>

`componentActivity`
IComponentActivityService

⚙ Methods ðŸ±ðŸ¶â…¨ 1

OnActionExecutionAsync(ActionExecutingContext, ActionExecutionDelegate)

```
public Task OnActionExecutionAsync(ActionExecutingContext context, ActionExecutionDelegate next)
```

Parameters

`context`
ActionExecutingContext

`next` **ActionExecutionDelegate**

Returns

Task

Class LocalGptCircuitDiagnosticsHandler

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Diagnostics

Assembly LocalGPT.dll

Records circuit transitions so a disconnected browser is distinguishable from a blocked UI operation. This handler never performs UI work and therefore cannot delay rendering or disposal.

```
public sealed class LocalGptCircuitDiagnosticsHandler : CircuitHandler
```

Inheritance

object
CircuitHandler
LocalGptCircuitDiagnosticsHandler

Inherited Members

CircuitHandler.CreateInboundActivityHandler(Func<CircuitInboundActivityContext, Task>)
CircuitHandler.Order
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods

StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸŸ± ðŸŸ¶ âœ¨ 1

LocalGptCircuitDiagnosticsHandler(ILogger<LocalGptCircuitDiagnosticsHandler>, IComponentActivityService)

Records circuit transitions so a disconnected browser is distinguishable from a blocked UI operation. This handler never performs UI work and therefore cannot delay rendering or disposal.

```
public LocalGptCircuitDiagnosticsHandler(ILogger<LocalGptCircuitDiagnosticsHandler> logger, IComponentActivityService componentActivity)
```

Parameters

`logger`
ILogger<LocalGptCircuitDiagnosticsHandler>

`componentActivity`
IComponentActivityService

⚙ Methods ðŸŸ± ðŸŸ¶ âœ¨ 4

OnCircuitClosedAsync(Circuit, CancellationToken)

```
public override Task OnCircuitClosedAsync(Circuit circuit, CancellationToken cancellationToken)
```

Parameters

`circuit` **Circuit**

`cancellationToken`
CancellationToken

Returns

Task

OnCircuitOpenedAsync(Circuit, CancellationToken)

```
public override Task OnCircuitOpenedAsync(Circuit circuit, CancellationToken cancellationToken)
```

Parameters

`circuit` **Circuit**

`cancellationToken`
CancellationToken

Returns

Task

OnConnectionDownAsync(Circuit, CancellationToken)

```
public override Task OnConnectionDownAsync(Circuit circuit, CancellationToken cancellationToken)
```

Parameters

`circuit` **Circuit**

`cancellationToken`
CancellationToken

Returns

Task

OnConnectionUpAsync(Circuit, CancellationToken)

```
public override Task OnConnectionUpAsync(Circuit circuit, CancellationToken cancellationToken)
```

Parameters

`circuit` **Circuit**

`cancellationToken`
CancellationToken

Returns

Task

Class ServiceMethodLoggingDispatchProxy

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Diagnostics

Assembly LocalGPT.dll

Adds bounded operation diagnostics to LocalGPT interface services without logging arguments, return values, prompts, source, database rows, credentials, or other payload content.

```
public class ServiceMethodLoggingDispatchProxy : DispatchProxy
```

Inheritance

object
DispatchProxy
ServiceMethodLoggingDispatchProxy

Inherited Members

DispatchProxy.Create<T, TProxy>()
DispatchProxy.Create(Type, Type)
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods

StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ□± ðŸ□¶ âœ¨ 1

ServiceMethodLoggingDispatchProxy()

```
public ServiceMethodLoggingDispatchProxy()
```

⚙ Methods ðŸ□± ðŸ□¶ âœ¨ 2

Initialize(object, ILoggerFactory, bool)

```
public void Initialize(object serviceTarget, ILoggerFactory loggerFactory, bool isDevelopment)
```

Parameters

`serviceTarget` **object**

`loggerFactory` **ILoggerFactory**

`isDevelopment` **bool**

Invoke(MethodInfo?, object?[]?)

```
protected override object? Invoke(MethodInfo? targetMethod, object?[]? args)
```

Parameters

`targetMethod` **MethodInfo**

`args` **object[]**

Returns

object

Namespace LocalGPT.Endpoints

Neko & Puppy namespace shelf Â· Types are grouped by kind, so every interface, class, and helper lands in a cozy little home, nya~ woof!

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Classes

MinecraftDiagnosticController

Class MinecraftDiagnosticController

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Endpoints

Assembly LocalGPT.dll

```
[ApiController]
[Route("")]
public class MinecraftDiagnosticController : ControllerBase
```

Inheritance
object
ControllerBase
MinecraftDiagnosticController

Inherited Members
ControllerBase.StatusCode(int)
ControllerBase.StatusCode(int, object)
ControllerBase.Content(string)
ControllerBase.Content(string, string)
ControllerBase.Content(string, string, Encoding)

ControllerBase.Content(string, MediaTypeHeaderValue)
ControllerBase.NoContent()
ControllerBase.Ok()
ControllerBase.Ok(object)
ControllerBase.Redirect(string)
ControllerBase.RedirectPermanent(string)
ControllerBase.RedirectPreserveMethod(string)
ControllerBase.RedirectPermanentPreserveMethod(string)
ControllerBase.LocalRedirect(string)
ControllerBase.LocalRedirectPermanent(string)
ControllerBase.LocalRedirectPreserveMethod(string)
ControllerBase.LocalRedirectPermanentPreserveMethod(string)
ControllerBase.RedirectToAction()
ControllerBase.RedirectToAction(string)
ControllerBase.RedirectToAction(string, object)
ControllerBase.RedirectToAction(string, string)
ControllerBase.RedirectToAction(string, string, object)
ControllerBase.RedirectToAction(string, string, string)
ControllerBase.RedirectToAction(string, string, object, string)
ControllerBase.RedirectToActionPreserveMethod(string, string, object, string)
ControllerBase.RedirectToActionPermanent(string)
ControllerBase.RedirectToActionPermanent(string, object)
ControllerBase.RedirectToActionPermanent(string, string)
ControllerBase.RedirectToActionPermanent(string, string, string)
ControllerBase.RedirectToActionPermanent(string, string, object)
ControllerBase.RedirectToActionPermanent(string, string, object, string)
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string)
ControllerBase.RedirectToRoute(string)
ControllerBase.RedirectToRoute(object)
ControllerBase.RedirectToRoute(string, object)
ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string)
ControllerBase.RedirectToRoutePreserveMethod(string, object, string)
ControllerBase.RedirectToRoutePermanent(string)
ControllerBase.RedirectToRoutePermanent(object)
ControllerBase.RedirectToRoutePermanent(string, object)
ControllerBase.RedirectToRoutePermanent(string, string)
ControllerBase.RedirectToRoutePermanent(string, object, string)
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string)
ControllerBase.RedirectToPage(string)
ControllerBase.RedirectToPage(string, object)

ControllerBase.RedirectToPage(string, string)
ControllerBase.RedirectToPage(string, string, object)
ControllerBase.RedirectToPage(string, string, string)
ControllerBase.RedirectToPage(string, string, object, string)
ControllerBase.RedirectToPagePermanent(string)
ControllerBase.RedirectToPagePermanent(string, object)
ControllerBase.RedirectToPagePermanent(string, string)
ControllerBase.RedirectToPagePermanent(string, string, string)
ControllerBase.RedirectToPagePermanent(string, string, object, string)
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string)
ControllerBase.File(byte[], string)
ControllerBase.File(byte[], string, bool)
ControllerBase.File(byte[], string, string)
ControllerBase.File(byte[], string, string, bool)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string)
ControllerBase.File(Stream, string, bool)
ControllerBase.File(Stream, string, string)
ControllerBase.File(Stream, string, string, bool)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string)
ControllerBase.File(string, string, bool)
ControllerBase.File(string, string, string)
ControllerBase.File(string, string, string, bool)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.PhysicalFile(string, string)
ControllerBase.PhysicalFile(string, string, bool)
ControllerBase.PhysicalFile(string, string, string)
ControllerBase.PhysicalFile(string, string, string, bool)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool)

ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue)
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue, bool)
ControllerBase.Unauthorized()
ControllerBase.Unauthorized(object)
ControllerBase.NotFound()
ControllerBase.NotFound(object)
ControllerBase.BadRequest()
ControllerBase.BadRequest(object)
ControllerBase.BadRequest(ModelStateDictionary)
ControllerBase.UnprocessableEntity()
ControllerBase.UnprocessableEntity(object)
ControllerBase.UnprocessableEntity(ModelStateDictionary)
ControllerBase.Conflict()
ControllerBase.Conflict(object)
ControllerBase.Conflict(ModelStateDictionary)
ControllerBase.Problem(string, string, int?, string, string)
ControllerBase.Problem(string, string, int?, string, string, IDictionary<string, object>)
ControllerBase.ValidationProblem(ValidationProblemDetails)
ControllerBase.ValidationProblem(ModelStateDictionary)
ControllerBase.ValidationProblem()
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary)
ControllerBase.ValidationProblem(string, string, int?, string, string, ModelStateDictionary, IDictionary<string, object>)
ControllerBase.Created()
ControllerBase.Created(string, object)
ControllerBase.Created(Uri, object)
ControllerBase.CreatedAtAction(string, object)
ControllerBase.CreatedAtAction(string, object, object)
ControllerBase.CreatedAtAction(string, string, object, object)
ControllerBase.CreatedAtRoute(string, object)
ControllerBase.CreatedAtRoute(object, object)
ControllerBase.CreatedAtRoute(string, object, object)
ControllerBase.Accepted()
ControllerBase.Accepted(object)
ControllerBase.Accepted(Uri)
ControllerBase.Accepted(string)
ControllerBase.Accepted(string, object)
ControllerBase.Accepted(Uri, object)
ControllerBase.AcceptedAtAction(string)
ControllerBase.AcceptedAtAction(string, string)
ControllerBase.AcceptedAtAction(string, object)
ControllerBase.AcceptedAtAction(string, string, object)

ControllerBase.AcceptedAtAction(string, object, object)
ControllerBase.AcceptedAtAction(string, string, object, object)
ControllerBase.AcceptedAtRoute(object)
ControllerBase.AcceptedAtRoute(string)
ControllerBase.AcceptedAtRoute(string, object)
ControllerBase.AcceptedAtRoute(object, object)
ControllerBase.AcceptedAtRoute(string, object, object)
ControllerBase.Challenge()
ControllerBase.Challenge(params string[])
ControllerBase.Challenge(AuthenticationProperties)
ControllerBase.Challenge(AuthenticationProperties, params string[])
ControllerBase.Forbid()
ControllerBase.Forbid(params string[])
ControllerBase.Forbid(AuthenticationProperties)
ControllerBase.Forbid(AuthenticationProperties, params string[])
ControllerBase.SignIn(ClaimsPrincipal)
ControllerBase.SignIn(ClaimsPrincipal, string)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)
ControllerBase.SignOut()
ControllerBase.SignOut(AuthenticationProperties)
ControllerBase.SignOut(params string[])
ControllerBase.SignOut(AuthenticationProperties, params string[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params Expression<Func<TModel, object>>[])
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryUpdateModelAsync(object, Type, string)
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
ControllerBase.TryValidateModel(object)
ControllerBase.TryValidateModel(object, string)
ControllerBase.HttpContext
ControllerBase.Request
ControllerBase.Response
ControllerBase.RouteData
ControllerBase.ModelState
ControllerBase.ControllerContext
ControllerBase.MetadataProvider

ControllerBase.ModelBinderFactory
ControllerBase.Url
ControllerBase.ObjectValidator
ControllerBase.ProblemDetailsFactory
ControllerBase.User
ControllerBase.Empty
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

MinecraftDiagnosticController(ILogger<MinecraftDiagnosticController>, CouncilRuntimeService, CouncilTextService, LocalGptCatalogService)

```
public MinecraftDiagnosticController(ILogger<MinecraftDiagnosticController> logger, CouncilRuntimeService councilRuntime, CouncilTextService councilText,
LocalGptCatalogService catalog)
```

Parameters

`logger`
ILogger<MinecraftDiagnosticController>

`councilRuntime`
CouncilRuntimeService

`councilText`
CouncilTextService

`catalog`
LocalGptCatalogService

⚙ Methods ðŸ±ðŸ¶ âœ¨ 5

GetMinecraftDatapackBenchmark(IMinecraftModWorkspaceService, INativeCommandRunner, ICouncilKnowledgeService, string?, bool, CancellationToken)

```
[HttpGet("/__diag/minecraft/datapack-benchmark")]
[HumanApprovalRequired("diagnostic.minecraft.datapack.benchmark", "Build Minecraft datapack benchmark", "Create, validate, build, and persist the exact Minecraft datapack benchmark request.", "High", "Minecraft build reviewer", true)]
public Task<IResult> GetMinecraftDatapackBenchmark(IMinecraftModWorkspaceService workspaceService, INativeCommandRunner commandRunner, ICouncilKnowledgeService knowledgeService,
string? minecraftVersion, bool userConfirmed, CancellationToken ct)
```

Parameters

`workspaceService`
IMinecraftModWorkspaceService

`commandRunner`
INativeCommandRunner

`knowledgeService`
ICouncilKnowledgeService

`minecraftVersion` **string**

`userConfirmed` **bool**

`ct` **CancellationToken**

Returns

Task<IResult>

GetMinecraftDatapackVersion(string?)

```
[HttpGet("/__diag/minecraft/datapack-version")]
public IResult GetMinecraftDatapackVersion(string? minecraftVersion)
```

Parameters

`minecraftVersion` **string**

Returns

IResult

GetMinecraftDependencyVersion(string?, string?, string?, string?)

```
[HttpGet("/__diag/minecraft/dependency-version")]
public IResult GetMinecraftDependencyVersion(string? loader, string? minecraftVersion, string? javaVersion, string? gradleVersion)
```

Parameters

loader string

minecraftVersion string

javaVersion string

gradleVersion string

Returns

IResult

GetMinecraftProjectNameFileName(string, string, IMinecraftModWorkspaceService)

```
[HttpGet("/__artifacts/minecraft/{projectName}/{fileName}")]
public IResult GetMinecraftProjectNameFileName(string projectName, string fileName, IMinecraftModWorkspaceService workspaces)
```

Parameters

projectName string

fileName string

workspaces IMinecraftModWorkspaceService

Returns

IResult

GetMinecraftWorkspaceSmoke(IMinecraftModWorkspaceService, string?, bool, CancellationToken)

```
[HttpGet("/__diag/minecraft/workspace-smoke")]
[HumanApprovalRequired("diagnostic.minecraft.workspace.create", "Create Minecraft diagnostic workspace", "Create one bounded Minecraft diagnostic workspace from the exact selected
loader and versions.", "High", "Minecraft workspace reviewer", false)]
public Task<IResult> GetMinecraftWorkspaceSmoke(IMinecraftModWorkspaceService workspaceService, string? loader, bool userConfirmed, CancellationToken ct)
```

Parameters

`workspaceService` IMinecraftModWorkspaceService

`loader` string

`userConfirmed` bool

`ct` CancellationToken

Returns

Task<IResult>

Namespace LocalGPT.Extensions

Neko & Puppy namespace shelf Â· Types are grouped by kind, so every interface, class, and helper lands in a cozy little home, nya~ woof!

✨ 🐾 🌟

Classes

ObservableCollectionExtensions

StringExtensions

Class ObservableCollectionExtensions

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✨ 🐾 🌟

Namespace LocalGPT.Extensions

Assembly LocalGPT.dll

```
public static class ObservableCollectionExtensions
```

Inheritance
object
ObservableCollectionExtensions

Inherited Members
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)

object.ReferenceEquals(object, object)
object.GetHashCode()

Methods ðŸ±ðŸ¶â¨ 1

SyncWith<T, TKey>(IList<T>, IEnumerable<T>, Func<T, TKey>, bool, ConfiguredTaskAwaitable?)

```
public static Task SyncWith<T, TKey>(this IList<T> target, IEnumerable<T> updated, Func<T, TKey> keySelector, bool replaceIfDifferent = false, ConfiguredTaskAwaitable?
configuredTaskAwaitableToInformUpdates = null) where TKey : notnull
```

Parameters

`target` **IList<T>**

`updated` **IEnumerable<T>**

`keySelector` **Func<T, TKey>**

`replaceIfDifferent` **bool**

`configuredTaskAwaitableToInformUpdates` **ConfiguredTaskAwaitable?**

Returns

Task

Type Parameters

`T`

`TKey`

Class StringExtensions

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Namespace LocalGPT.Extensions

Assembly LocalGPT.dll

```
public static class StringExtensions
```

Inheritance
object
StringExtensions

Inherited Members
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Methods ðŸ±ðŸ¶â œ 1

ToJsonString(object, JsonSerializerOptions?)

```
public static string ToJsonString(this object obj, JsonSerializerOptions? jsonOptions = null)
```

Parameters

obj **object**

jsonOptions
JsonSerializerOptions

Returns

string

Namespace LocalGPT.Helper

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Classes

ConfigureEmailLoggerOptions

ConfigureFileLoggerOptions

DisposableScope

Class ConfigureEmailLoggerOptions

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Namespace LocalGPT.Helper

Assembly LocalGPT.dll

```
public class ConfigureEmailLoggerOptions : IConfigureOptions<EmailLoggerCoreOptions>
```

Inheritance object
ConfigureEmailLoggerOptions

Implements IConfigureOptions<EmailLoggerCoreOptions>

Inherited Members object.GetType()
object.MemberwiseClone()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸŸ± ðŸŸ¶ âœ¨ 1

ConfigureEmailLoggerOptions(IOptionsMonitor<EmailLoggerCoreOptions>)

```
public ConfigureEmailLoggerOptions(IOptionsMonitor<EmailLoggerCoreOptions> loggingOptions)
```

Parameters

loggingOptions
IOptionsMonitor<EmailLoggerCoreOptions>

⚙ Methods ðŸŸ± ðŸŸ¶ âœ¨ 1

Configure(EmailLoggerCoreOptions)

```
public void Configure(EmailLoggerCoreOptions options)
```

Parameters

options
EmailLoggerCoreOptions

Class ConfigureFileLoggerOptions

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Namespace LocalGPT.Helper

Assembly LocalGPT.dll

```
public class ConfigureFileLoggerOptions : IConfigureOptions<FileLoggerCoreOptions>
```

Inheritance object
ConfigureFileLoggerOptions

Implements IConfigureOptions<FileLoggerCoreOptions>

Inherited Members
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¾âœ¨ 1

ConfigureFileLoggerOptions(IOptionsMonitor<FileLoggerCoreOptions>)

```
public ConfigureFileLoggerOptions(IOptionsMonitor<FileLoggerCoreOptions> loggingOptions)
```

Parameters

loggingOptions
IOptionsMonitor<FileLoggerCoreOptions>

Methods ðŸ±ðŸ¶â¨ 1

Configure(FileLoggerCoreOptions)

```
public void Configure(FileLoggerCoreOptions options)
```

Parameters

options
FileLoggerCoreOptions

Class DisposableScope

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Namespace LocalGPT.Helper

Assembly LocalGPT.dll

```
public class DisposableScope : IDisposable
```

Inheritance	object DisposableScope
Implements	IDisposable
Inherited Members	object.GetType() object.MemberwiseClone() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ 1

DisposableScope(string)

```
public DisposableScope(string scopeInfo)
```

Parameters

scopeInfo **string**

🐾 Properties ðŸ±ðŸ¶â€¨ 1

ScopeInfo

```
public string ScopeInfo { get; }
```

Value

string

⚙ Methods ðŸ±ðŸ¶â€¨ 2

Dispose()

```
public void Dispose()
```

Dispose(bool)

```
protected virtual void Dispose(bool disposing)
```

Parameters

`disposing` **bool**

Namespace LocalGPT.Hubs

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Classes

ChatHub

Class ChatHub

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Namespace LocalGPT.Hubs

Assembly LocalGPT.dll

```
public class ChatHub : Hub, IDisposable
```

Inheritance
object
Hub
ChatHub

Implements IDisposable

Inherited Members
Hub.Dispose(bool)
Hub.Dispose()
Hub.Clients
Hub.Context
Hub.Groups

object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

ChatHub(ILogger<ChatHub>)

```
public ChatHub(ILogger<ChatHub> logger)
```

Parameters

`logger` **ILogger<ChatHub>**

⚙ Methods ðŸ±ðŸ¶ âœ¨ 3

NotifyNewChatbotAnswer(string)

```
public Task NotifyNewChatbotAnswer(string message)
```

Parameters

`message` **string**

Returns

Task

OnConnectedAsync()

```
public override Task OnConnectedAsync()
```

Returns

Task

OnDisconnectedAsync(Exception?)

```
public override Task OnDisconnectedAsync(Exception? exception)
```

Parameters

`exception` **Exception**

Returns

Task

Namespace LocalGPT.Interfaces

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Classes

InitialVariable	
SafeTextDocument	
SystemVariableDefinition<T>	Describes one strongly typed database-backed system-variable key and its seed default.

Interfaces

IAiConnectivityProbe	
IAiContextBootstrapService	
IAiFeatureReportService	
IAmbientLocalGptContext	
IApplicationLogReaderService	
IArtifactBuildExecutor	
IBuildDebugInventoryService	
IChatClientFactory	
IChatContentRenderer	Converts the progressively accumulated chat response into safe, renderable HTML for the Blazor message template. The renderer is stateless; response buffering remains owned by the per-response formatter.
IChatMemoryMessageMapper	
IChatMemoryService	
IChatProtocolProfile	A model-family-specific protocol boundary. Profiles are stateless and selected once per response stream; they must never modify another protocol's content.
IChatProtocolProfileCatalog	
IChatProtocolResolver	
IChatProtocolTextService	
IChatResponseFormatter	
IChatResponseFormatterFactory	
IChatSessionContext	
IChatUploadWorkspaceService	

ICodeGenerationWorkflowService	
IComponentActivityService	
IConfigurationWriter	
ICouncilArtifactService	
ICouncilCodeGenerationPlanService	
ICouncilDxFunctionOrchestrator	
ICouncilDxFunctionPolicyDataService	
ICouncilGameActorRuntimeFactory	Creates bounded runtime actor instances and maps them to Council role slots.
ICouncilGameDirectorService	Acts as the authoritative game engine boundary. Controllers and Council actors may propose actions, but only an approved director decision may advance a session.
ICouncilGameSessionService	
ICouncilGameSubdirector	Predicts consequences for one family of runtime actors without owning the authoritative state.
ICouncilHardwareRoadConfigurationService	Normalizes editable per-model CPU/GPU road settings without coupling the UI to the council scheduler. The returned routes remain transport-compatible 1-Wire business objects.
ICouncilHardwareRoadPlanner	Resolves a stable, bounded hardware road for every council member. The planner is deliberately separate from the council orchestration so hardware growth does not turn the heartbeat service into another monolith.
ICouncilKnowledgeService	
ICouncilLiveSessionService	
ICouncilModelRequestLease	
ICouncilPreflightService	
ICouncilRunConfigurationService	
ICouncilRuntimeClassService	
ICouncilSpoolerService	

ICouncilTeamConfigurationService	Reads, resolves and user-confirmedly persists database-owned Council team and workflow definitions.
ICouncilTextPatternDataService	Supplies Council text patterns from the database-backed regex catalog. Runtime text services consume this contract instead of owning regex literals, options, timeouts, or process-wide pattern fields.
ICustomVersion	
IDatabaseFileHealthService	Owns SQLite file validation and conservative recovery before EF Core opens the store.
IDatabaseInitializationService	
IDatabaseLoggerReadiness	Keeps database-backed diagnostics dormant until migration and deterministic seeding have completed.
IDatabaseMigrationCompatibilityService	Reconciles verified legacy SQLite schema state with EF migration history before normal migration. It preserves data, creates compatibility backups, and refuses ambiguous partial schemas.
IDebugArtifactInspectionService	
IDeferredDxAiInvocationService	
IDocumentationCatalogService	Locates versioned DocFX artifacts and exposes searchable compiler-generated XML comments for the running LocalGPT build.
IDocumentationTranslationAdapter	Adapts maintained XML comment text to the active localization catalog while preserving the original text as fallback.
IDocumentationViewerService	Coordinates accessible in-application documentation viewing for one LocalGPT circuit.
IDxAiFunctionCallRecoveryService	
IDxAiFunctionCatalogService	
IDxAiFunctionHandler	
IDxAiFunctionJsonService	
IDxAiFunctionRegistry	
IDxAiFunctionServiceClient	
IEmbeddedFirmwarePlanningService	
IEmbeddedHardwareCatalogSer	

vice	
IEmbeddedTelemetryBridgeService	
IEmbeddedTelemetryIngressService	
IEmbeddedWiringService	
IEngineeringBenchmarkService	
IFeaturePersistenceService	Provides approval-gated CRUD access to persistent records introduced by LocalGPT feature modules.
IFirstRunOnboardingService	Provides the persisted first-run guide, local model discovery summary, installer profiles and council quick starts.
IHardwareInventoryService	
IHumanApprovalExecutionContext	Capability-bearing boundary for execution of one exact persisted approval. It must never be injected into ordinary UI, model tools, or general services.
IHumanCollaborationService	
IInitialDataCatalog	
IKnowledgeRatingService	
ILearnBaseKnowledgeImporterService	
ILearningRoundService	
ILocalGptProjectService	
ILocalGptRequestFactoryService	
ILocalGptRuntimePolicyDataService	
ILocalGptRuntimePolicySeedDataService	
ILocalGptRuntimePolicyStoreService	
ILocalGptVocabularyService	
ILocalHumanInteractionContext	Capability-bearing boundary for trusted local-human UI interaction only. It can create peer participation context, never operation approval.

ILocalPathExplorerService

ILocalVisionOcrService

IMinecraftModWorkspaceService

IModelCapabilitySelfAssessmentService

IModelPresetService

IMultiModelCouncilService

INativeCommandRunner

INotificationService

IOllamaProcessService

IOneWireCapabilityCatalog

IOneWireConnectionRegistry

IOneWireDispatchContextFactory

IOneWireEnvelopeCodec

IOneWireListenAddressResolver

IOneWireMessageDispatcher

IOneWireOperationExecutor

IOneWirePeerRegistry

IOneWirePendingCouncilStore

IOneWireReplayGuard

IOneWireReplayPolicyDataService

IOneWireRuntimeSecurityService

IOneWireTargetApprovalPolicy

IOneWireTransportSecurityPolicy

IOneWireWorkSpooler

IOrganicAddonManifestService	
IOrganicCouncilBlueprintSeedDataService	
IOrganicCouncilBlueprintService	
IOrganicDxFunctionSupport	
IOrganicSkillRegistryService	
IProjectArchitectureService	
IProjectLibraryInventoryService	
IProjectMaintenanceService	
IProjectOrganicContextService	
IPromptConfigService	
IProviderModelBenchmarkService	
IProviderModelRuntimeService	
IPublicServiceMethodInvoker	
IPublisherInteractionDxSupport	
IRegexFunctionParameterService	
IRegexPatternService	
IRemoteKnowledgeImportService	
IRuntimeCapabilityDirectoryService	
ISafeTextDocumentService	
IServiceActivityService	Records bounded, sanitized service-operation state for LocalGPT short-term context. The executor never swallows failures: cancellation and exceptions are recorded and rethrown.
ISqliteEditorPreferenceService	
ISqliteTableEditorService	

IStructuredTextTranslationService	
ISupervisedTaskRunner	Starts intentionally non-blocking work while observing completion, cancellation, and failure. Use this instead of discarding a Task returned by an asynchronous method.
ISystemVariableDefinitionService	Owns maintained LocalGPT system-variable keys so services never depend on ad-hoc string literals.
IThemeChangeRequestDispatcher	
IThemeLoadNotifier	
IVariableStoreService	

Interface IAiConnectivityProbe

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IAiConnectivityProbe
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 6

DiscoverLocalHostsAsync(CancellationToken)

```
Task<IReadOnlyList<LocalAiHostDiscoveryResult>> DiscoverLocalHostsAsync(CancellationToken ct)
```

Parameters

ct **CancellationToken**

Returns

Task<IReadOnlyList<LocalAiHostDiscoveryResult>>

TestAzureAsync(OpenAIServiceCoreOptions, CancellationToken)

```
Task<(bool ok, string message)> TestAzureAsync(OpenAIServiceCoreOptions o, CancellationToken ct)
```

Parameters

o **OpenAIServiceCoreOptions**

ct **CancellationToken**

Returns

Task<(bool ok, string message)>

TestLocalOpenAICompatAsync(ChatGPTLocalCoreOptions, CancellationToken)

```
Task<(bool ok, string message)> TestLocalOpenAICompatAsync(ChatGPTLocalCoreOptions o, CancellationToken ct)
```

Parameters

o **ChatGPTLocalCoreOptions**

ct **CancellationToken**

Returns

Task<(bool ok, string message)>

TestOllamaAsync(OllamaCoreOptions, CancellationToken)

```
Task<(bool ok, string message)> TestOllamaAsync(OllamaCoreOptions o, CancellationToken ct)
```

Parameters

o **OllamaCoreOptions**

ct **CancellationToken**

Returns

Task<(bool ok, string message)>

TestOpenAIAsync(OpenAICompatOptions, CancellationToken)

```
Task<(bool ok, string message)> TestOpenAIAsync(OpenAICompatOptions o, CancellationToken ct)
```

Parameters

o **OpenAICompatOptions**

ct **CancellationToken**

Returns

Task<(bool ok, string message)>

TryStartLocalAsync(ChatGPTLocalCoreOptions, CancellationToken)

```
Task<(bool ok, string message)> TryStartLocalAsync(ChatGPTLocalCoreOptions o, CancellationToken ct)
```

Parameters

o **ChatGPTLocalCoreOptions**

ct **CancellationToken**

Returns

Task<(bool ok, string message)>

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Interface IAiContextBootstrapService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IAiContextBootstrapService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ â¨ 1

BuildBootstrapPromptAsync(CancellationToken)

```
Task<string> BuildBootstrapPromptAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<string>

Interface IAiFeatureReportService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IAiFeatureReportService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Properties ðŸ±ðŸ¶âœ¨ 1

ReportRoot

```
string ReportRoot { get; }
```

Value

string

Methods ðŸ±ðŸ¶âœ¨ 1

WriteIfMissingFeatureReportAsync(string, string, CancellationToken)

```
Task<string?> WriteIfMissingFeatureReportAsync(string source, string responseText, CancellationToken cancellationToken = default)
```

Parameters

`source` **string**

`responseText` **string**

`cancellationToken`
CancellationToken

Returns

Task<string>

Interface IAmbientLocalGptContext

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IAmbientLocalGptContext
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

🐾 Properties ðŸ± ðŸ¶ âœ¨ 1

Current

```
AmbientLocalGptContextSnapshot Current { get; }
```

Value

AmbientLocalGptContextSnaps
hot

Methods ðŸ±ðŸ¶â…¨ 2

PushCouncil(Guid, int, string, string?)

```
IDisposable PushCouncil(Guid councilRunId, int councilRound, string phase, string? correlationId = null)
```

Parameters

`councilRunId` Guid

`councilRound` int

`phase` string

`correlationId` string

Returns

IDisposable

PushSystem(string, string?)

```
IDisposable PushSystem(string source, string? correlationId = null)
```

Parameters

`source` **string**

`correlationId` **string**

Returns

IDisposable

Interface IApplicationLogReaderService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IApplicationLogReaderService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

🐾 Properties ðŸ± ðŸ¶ âœ¨ 1

DatabasePath

```
string DatabasePath { get; }
```

Value

string

Methods ðŸ±ðŸ¶â¨ 2

BuildAiLogBriefingAsync(LogLevel, int, CancellationToken)

```
Task<string> BuildAiLogBriefingAsync(LogLevel minimumLevel = LogLevel.Warning, int take = 8, CancellationToken cancellationToken = default)
```

Parameters

`minimumLevel` **LogLevel**

`take` **int**

`cancellationToken` **CancellationToken**

Returns

Task<string>

GetRecentAsync(LogLevel, int, CancellationToken)

```
Task<IReadOnlyList<ApplicationLogSummary>> GetRecentAsync(LogLevel minimumLevel = LogLevel.Warning, int take = 20, CancellationToken cancellationToken = default)
```

Parameters

`minimumLevel` **LogLevel**

`take` **int**

`cancellationToken` **CancellationToken**

Returns

Task<IReadOnlyList<ApplicationLogSummary>>

Interface IArtifactBuildExecutor

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IArtifactBuildExecutor
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶ âœ¨ 1

BuildAsync(string, string, string, string?, TimeSpan, CancellationToken, bool)

```
Task<ArtifactBuildExecutionResult> BuildAsync(string targetPath, string allowedRoot, string configuration, string? outputDirectory, TimeSpan requestedTimeout, CancellationToken
cancellationToken = default, bool userConfirmed = false)
```

Parameters

`targetPath` **string**

`allowedRoot` **string**

`configuration` **string**

`outputDirectory` **string**

`requestedTimeout` **TimeSpan**

`cancellationToken` **CancellationToken**

`userConfirmed` **bool**

Returns

Task<ArtifactBuildExecutionResult>

Interface IBuildDebugInventoryService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IBuildDebugInventoryService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Properties ðŸ± ðŸ¶ âœ¨ 1

ArtifactRoot

```
string ArtifactRoot { get; }
```

Value

string

Methods ðŸ± ðŸ¶ âœ¨ 2

BuildBriefingAsync(CancellationToken)

```
Task<string> BuildBriefingAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<string>

CaptureAsync(bool, CancellationToken)

```
Task<BuildDebugInventory> CaptureAsync(bool copyFiles = false, CancellationToken cancellationToken = default)
```

Parameters

`copyFiles` **bool**

`cancellationToken`
CancellationToken

Returns

Task<BuildDebugInventory>

Interface IChatClientFactory

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IChatClientFactory
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â¨ 1

Build()

```
CompositeChatClient Build()
```

Returns

CompositeChatClient

Interface IChatContentRenderer

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

Converts the progressively accumulated chat response into safe, renderable HTML for the Blazor message template. The renderer is stateless; response buffering remains owned by the per-response formatter.

```
public interface IChatContentRenderer
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â¨ 2

NormalizeForRender(string?)

```
string NormalizeForRender(string? content)
```

Parameters

content **string**

Returns

string

Render(string?)

```
string Render(string? content)
```

Parameters

content **string**

Returns

string

Interface IChatMemoryMessageMapper

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IChatMemoryMessageMapper
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ□± ðŸ□¶ âœ¨ 4

BuildTitle(IReadOnlyList<BlazorChatMessage>)

```
string BuildTitle(IReadOnlyList<BlazorChatMessage> messages)
```

Parameters

messages
IReadOnlyList<BlazorChatMessage>

Returns

string

EnsureVisibleCouncilPrompt(ChatMemoryConversation, List<BlazorChatMessage>)

```
List<BlazorChatMessage> EnsureVisibleCouncilPrompt(ChatMemoryConversation conversation, List<BlazorChatMessage> messages)
```

Parameters

conversation
ChatMemoryConversation

messages
List<BlazorChatMessage>

Returns

List<BlazorChatMessage>

ToBlazorChatMessage(ChatMemoryMessage)

```
BlazorChatMessage ToBlazorChatMessage(ChatMemoryMessage message)
```

Parameters

`message` **ChatMemoryMessage**

Returns

BlazorChatMessage

ToRoleName(ChatMessageRole)

```
string ToRoleName(ChatMessageRole role)
```

Parameters

`role` **ChatMessageRole**

Returns

string

Interface IChatMemoryService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IChatMemoryService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

🐾 Properties ðŸ± ðŸ¶ âœ¨ 1

DatabasePath

```
string DatabasePath { get; }
```

Value

string

Methods ðŸ±ðŸ¶ âœ¨ 7

BuildMemoryBriefingAsync(int, int, CancellationToken)

```
Task<string> BuildMemoryBriefingAsync(int conversationTake = 5, int thoughtTake = 5, CancellationToken cancellationToken = default)
```

Parameters

conversationTake int

thoughtTake int

cancellationToken
CancellationToken

Returns

Task<string>

GetConversationsAsync(int, CancellationToken)

```
Task<IReadOnlyList<ChatMemoryConversationSummary>> GetConversationsAsync(int take = 50, CancellationToken cancellationToken = default)
```

Parameters

`take` **int**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<ChatMemoryConversationSummary>>

GetMessageFeedbackAsync(Guid, CancellationToken)

```
Task<IReadOnlyList<ChatMessageFeedbackSnapshot>> GetMessageFeedbackAsync(Guid conversationId, CancellationToken cancellationToken = default)
```

Parameters

`conversationId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<ChatMessageFeedbackSnapshot>>

GetRecentThoughtsAsync(int, CancellationToken)

```
Task<IReadOnlyList<ChatMemoryThought>> GetRecentThoughtsAsync(int take = 12, CancellationToken cancellationToken = default)
```

Parameters

`take` **int**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<ChatMemoryThought>>

LoadConversationAsync(Guid, CancellationToken)

```
Task<ChatMemoryConversationSnapshot?> LoadConversationAsync(Guid conversationId, CancellationToken cancellationToken = default)
```

Parameters

`conversationId` **Guid**

`cancellationToken`
CancellationToken

Returns

**Task<ChatMemoryConversatio
nSnapshot>**

RecordMessageFeedbackAsync(Guid, int, bool?, string?, CancellationToken)

```
Task<bool> RecordMessageFeedbackAsync(Guid conversationId, int sortOrder, bool? isPositive, string? comment, CancellationToken cancellationToken = default)
```

Parameters

`conversationId` **Guid**

`sortOrder` **int**

`isPositive` **bool?**

`comment` **string**

`cancellationToken`
CancellationToken

Returns

Task<bool>

SaveConversationAsync(string, IReadOnlyList<BlazorChatMessage>, Guid?, CancellationToken)

```
Task<Guid?> SaveConversationAsync(string providerName, IReadOnlyList<BlazorChatMessage> messages, Guid? conversationId = null, CancellationToken cancellationToken = default)
```

Parameters

`providerName` **string**

`messages`
IReadOnlyList<BlazorChatMess

age>

conversationId Guid?

cancellationToken
CancellationToken

Returns

Task<Guid?>

Interface IChatProtocolProfile

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

A model-family-specific protocol boundary. Profiles are stateless and selected once per response stream; they must never modify another protocol's content.

```
public interface IChatProtocolProfile
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

🐾 Properties ðŸ± ðŸ¶ âœ¨ 2

Priority

```
int Priority { get; }
```

Value

int

Protocol

```
ChatResponseProtocol Protocol { get; }
```

Value

ChatResponseProtocol

Methods ðŸ±ðŸ¶â€¨ 3

MatchesModel(string)

```
bool MatchesModel(string modelName)
```

Parameters

`modelName` **string**

Returns

bool

NormalizeContent(string)

```
string NormalizeContent(string text)
```

Parameters

`text` **string**

Returns

string

NormalizeThinking(string)

```
string NormalizeThinking(string text)
```

Parameters

`text` **string**

Returns

string

Interface IChatProtocolProfileCatalog

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IChatProtocolProfileCatalog
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

🐾 Properties ðŸ± ðŸ¶ âœ¨ 1

Profiles

```
IReadOnlyList<IChatProtocolProfile> Profiles { get; }
```

Value

IReadOnlyList<IChatProtocolProfile>

Methods ðŸ±ðŸ¶â œ 1

ResolveExact(ChatResponseProtocol)

```
IChatProtocolProfile ResolveExact(ChatResponseProtocol protocol)
```

Parameters

`protocol`
ChatResponseProtocol

Returns

IChatProtocolProfile

Interface IChatProtocolResolver

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Namespace	LocalGPT.Interfaces
Assembly	LocalGPT.dll

```
public interface IChatProtocolResolver
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â œ¨ 1

Resolve(OllamaCoreOptions)

```
ChatResponseProtocol Resolve(OllamaCoreOptions options)
```

Parameters

`options` **OllamaCoreOptions**

Returns

ChatResponseProtocol

Interface IChatProtocolTextService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IChatProtocolTextService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â¨ 2

ContainsAny(string, LocalGptRuntimeCollection)

```
bool ContainsAny(string value, LocalGptRuntimeCollection collection)
```

Parameters

value string

collection
LocalGptRuntimeCollection

Returns

bool

ReplaceAll(string, LocalGptRuntimeCollection)

```
string ReplaceAll(string text, LocalGptRuntimeCollection collection)
```

Parameters

text string

collection
LocalGptRuntimeCollection

Returns

string

Interface IChatResponseFormatter

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IChatResponseFormatter
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶âœ¨ 3

AppendContent(string)

```
IEnumerable<string> AppendContent(string text)
```

Parameters

text string

Returns

IEnumerable<string>

AppendThinking(string)

```
IEnumerable<string> AppendThinking(string text)
```

Parameters

text string

Returns

IEnumerable<string>

Complete()

```
IEnumerable<string> Complete()
```

Returns

IEnumerable<string>

Interface IChatResponseFormatterFactory

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IChatResponseFormatterFactory
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 1

Create(ChatResponseProtocol, string?)

```
IChatResponseFormatter Create(ChatResponseProtocol protocol, string? missingFinalAnswerNotice = null)
```

Parameters

protocol
ChatResponseProtocol

missingFinalAnswerNotice
string

Returns

IChatResponseFormatter

Interface IChatSessionContext

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IChatSessionContext
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Properties ðŸ± ðŸ¶ âœ¨ 4

ApplicationVersion

```
string ApplicationVersion { get; }
```

Value

string

ConversationId

```
Guid? ConversationId { get; }
```

Value

Guid?

ProjectId

```
Guid? ProjectId { get; }
```

Value

Guid?

ProjectVersionId

```
Guid? ProjectVersionId { get; }
```

Value

Guid?

Methods ðŸ±ðŸ¶â¨ 4

Restore(ChatSessionContextSnapshot)

```
void Restore(ChatSessionContextSnapshot snapshot)
```

Parameters

snapshot
ChatSessionContextSnapshot

SetConversation(Guid?)

```
void SetConversation(Guid? conversationId)
```

Parameters

`conversationId` **Guid?**

SetProject(Guid?, Guid?)

```
void SetProject(Guid? projectId, Guid? projectVersionId)
```

Parameters

`projectId` **Guid?**

`projectVersionId` **Guid?**

Snapshot()

```
ChatSessionContextSnapshot Snapshot()
```

Returns

ChatSessionContextSnapshot

Interface IChatUploadWorkspaceService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IChatUploadWorkspaceService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Properties ðŸ±ðŸ¶â€¦ 1

WorkspaceRoot

```
string WorkspaceRoot { get; }
```

Value

string

Methods ðŸ±ðŸ¶â€¦ 8

CreateWorkspaceAsync(string, IEnumerable<ChatUploadWorkspaceInputFile>, CancellationToken)

```
Task<ChatUploadWorkspaceResult> CreateWorkspaceAsync(string prompt, IEnumerable<ChatUploadWorkspaceInputFile> files, CancellationToken cancellationToken = default)
```

Parameters

`prompt` **string**

`files`
IEnumerable<ChatUploadWorkspaceInputFile>

`cancellationToken`
CancellationToken

Returns

Task<ChatUploadWorkspaceResult>

GetLatestContextMarkdown(int, TimeSpan?)

```
string GetLatestContextMarkdown(int maxCharacters, TimeSpan? maxAge = null)
```

Parameters

`maxCharacters` **int**

`maxAge` **TimeSpan?**

Returns

string

GetLatestWorkspace(TimeSpan?)

```
ChatUploadWorkspaceSummary? GetLatestWorkspace(TimeSpan? maxAge = null)
```

Parameters

`maxAge` **TimeSpan?**

Returns

ChatUploadWorkspaceSummary

ListFiles(string, int)

```
IReadOnlyList<ChatUploadWorkspaceFileSummary> ListFiles(string workspaceName, int take = 250)
```

Parameters

workspaceName string

take int

Returns

IReadOnlyList<ChatUploadWorkspaceFileSummary>

ListWorkspaces(int)

```
IReadOnlyList<ChatUploadWorkspaceSummary> ListWorkspaces(int take = 20)
```

Parameters

take int

Returns

IReadOnlyList<ChatUploadWorkspaceSummary>

ReadContextMarkdownAsync(string, int, CancellationToken)

```
Task<string> ReadContextMarkdownAsync(string workspaceName, int maxCharacters, CancellationToken cancellationToken = default)
```

Parameters

workspaceName string

maxCharacters int

cancellationToken CancellationToken

Returns

Task<string>

ReadFileAsync(string, string, int, CancellationToken)

```
Task<ChatUploadWorkspaceFileReadResult?> ReadFileAsync(string workspaceName, string relativePath, int maxCharacters, CancellationToken cancellationToken = default)
```

Parameters

workspaceName string

relativePath string

maxCharacters int

cancellationToken
CancellationToken

Returns

Task<ChatUploadWorkspaceFileReadResult>

ResolveWorkspacePath(string)

```
string? ResolveWorkspacePath(string workspaceName)
```

Parameters

workspaceName string

Returns

string

Interface ICodeGenerationWorkflowService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ICodeGenerationWorkflowService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â¨ 5

CreateReviewAsync(CreateCodeGenerationReviewRequest, CancellationToken)

```
Task<CodeGenerationReviewSnapshot> CreateReviewAsync(CreateCodeGenerationReviewRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
CreateCodeGenerationReviewRequest

`cancellationToken`
CancellationToken

Returns

Task<CodeGenerationReviewSnapshot>

ExecuteReviewAsync(Guid, ExecuteCodeGenerationReviewRequest, CancellationToken)

```
Task<CodeGenerationExecutionResult> ExecuteReviewAsync(Guid reviewId, ExecuteCodeGenerationReviewRequest request, CancellationToken cancellationToken = default)
```

Parameters

`reviewId` **Guid**

`request`
ExecuteCodeGenerationReviewRequest

`cancellationToken`
CancellationToken

Returns

Task<CodeGenerationExecutionResult>

GetReviewAsync(Guid, CancellationToken)

```
Task<CodeGenerationReviewSnapshot?> GetReviewAsync(Guid reviewId, CancellationToken cancellationToken = default)
```

Parameters

`reviewId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<CodeGenerationReviewSnapshot>

ListReviewsAsync(Guid?, int, CancellationToken)

```
Task<IReadOnlyList<CodeGenerationReviewSnapshot>> ListReviewsAsync(Guid? projectId = null, int take = 20, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid?**

`take` **int**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<CodeGenerationReviewSnapshot>>

RejectReviewAsync(Guid, RejectCodeGenerationReviewRequest, CancellationToken)

```
Task<CodeGenerationReviewSnapshot> RejectReviewAsync(Guid reviewId, RejectCodeGenerationReviewRequest request, CancellationToken cancellationToken = default)
```

Parameters

`reviewId` **Guid**

`request`
RejectCodeGenerationReviewRequest

`cancellationToken`
CancellationToken

Returns

Task<CodeGenerationReviewSnapshot>

Interface IComponentActivityService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IComponentActivityService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â…¨ 6

BuildBriefing(int)

```
string BuildBriefing(int take = 12)
```

Parameters

take **int**

Returns

string

GetRecent(int)

```
IReadOnlyList<ComponentActivitySnapshot> GetRecent(int take = 20)
```

Parameters

take **int**

Returns

IReadOnlyList<ComponentActivitySnapshot>

RecordFailure(string, string, Exception, string?)

```
void RecordFailure(string component, string operation, Exception exception, string? route = null)
```

Parameters

`component` **string**

`operation` **string**

`exception` **Exception**

`route` **string**

RecordInformation(string, string, string, string?)

```
void RecordInformation(string component, string operation, string summary, string? route = null)
```

Parameters

`component` **string**

`operation` **string**

`summary` **string**

`route` **string**

RecordNavigation(string)

```
void RecordNavigation(string route)
```

Parameters

`route` **string**

RecordWarning(string, string, string, string?)

```
void RecordWarning(string component, string operation, string summary, string? route = null)
```

Parameters

`component` **string**

`operation` **string**

`summary` **string**

`route` **string**

Interface IConfigurationWriter

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IConfigurationWriter
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 1

SaveAsync(ConfigurationRoot, CancellationToken)

```
Task SaveAsync(ConfigurationRoot root, CancellationToken ct = default)
```

Parameters

`root` **ConfigurationRoot**

`ct` **CancellationToken**

Returns

Task

Interface ICouncilArtifactService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ICouncilArtifactService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Properties ðŸ¾ 1

ArtifactRoot

```
string ArtifactRoot { get; }
```

Value

string

Methods ðŸ¾ 5

CreateImplementationArtifactsAsync(MultiModelCouncilRequest, MultiModelCouncilResult, CancellationToken)

```
Task<IReadOnlyList<CouncilArtifact>> CreateImplementationArtifactsAsync(MultiModelCouncilRequest request, MultiModelCouncilResult result, CancellationToken cancellationToken
= default)
```

Parameters

`request`
MultiModelCouncilRequest

`result`
MultiModelCouncilResult

`cancellationToken`
CancellationToken

Returns

**Task<IReadOnlyList<CouncilAr
tifact>>**

CreateMinecraftDatapackArtifactsAsync(MultiModelCouncilRequest, MultiModelCouncilResult, string, CancellationToken)

```
Task<IReadOnlyList<CouncilArtifact>> CreateMinecraftDatapackArtifactsAsync(MultiModelCouncilRequest request, MultiModelCouncilResult result, string timestamp,
CancellationToken cancellationToken)
```

Parameters

`request`
MultiModelCouncilRequest

`result`
MultiModelCouncilResult

`timestamp` **string**

`cancellationToken`
CancellationToken

Returns

**Task<IReadOnlyList<CouncilAr
tifact>>**

CreateMinecraftSkeletonMatrixArtifactsAsync(MultiModelCouncilRequest, MultiModelCouncilResult, string, CancellationToken)

```
Task<IReadOnlyList<CouncilArtifact>> CreateMinecraftSkeletonMatrixArtifactsAsync(MultiModelCouncilRequest request, MultiModelCouncilResult result, string timestamp,
CancellationToken cancellationToken)
```

Parameters

`request`
MultiModelCouncilRequest

`result`
MultiModelCouncilResult

`timestamp` **string**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<CouncilArtifact>>

CreateSolutionZipArtifactAsync(MultiModelCouncilRequest, MultiModelCouncilResult, string, CancellationToken)

```
Task<CouncilArtifact> CreateSolutionZipArtifactAsync(MultiModelCouncilRequest request, MultiModelCouncilResult result, string timestamp, CancellationToken cancellationToken)
```

Parameters

`request`
MultiModelCouncilRequest

`result`
MultiModelCouncilResult

`timestamp` **string**

`cancellationToken`
CancellationToken

Returns

Task<CouncilArtifact>

TryCreateDllArtifactAsync(string, string, string, bool, CancellationToken)

```
Task<CouncilArtifact?> TryCreateDllArtifactAsync(string sourceFileName, string source, string targetArea, bool userConfirmedArtifactBuild, CancellationToken cancellationToken)
```

Parameters

`sourceFileName` **string**

`source` **string**

`targetArea` **string**

`userConfirmedArtifactBuild`
bool

`cancellationToken`
CancellationToken

Returns

Task<CouncilArtifact>

Interface ICouncilCodeGenerationPlanService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ICouncilCodeGenerationPlanService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 1

Parse(string)

```
CouncilCodeGenerationPlanResult Parse(string councilAnswer)
```

Parameters

`councilAnswer` **string**

Returns

CouncilCodeGenerationPlanResult

Interface ICouncilDxFunctionOrchestrator

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ICouncilDxFunctionOrchestrator
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 1

ExecuteRequestedCallsAsync(MultiModelCouncilResult, MultiModelCouncilStep, CancellationToken)

```
Task<IReadOnlyList<MultiModelCouncilStep>> ExecuteRequestedCallsAsync(MultiModelCouncilResult result, MultiModelCouncilStep sourceStep, CancellationToken cancellationToken
= default)
```

Parameters

`result`
MultiModelCouncilResult

`sourceStep`
MultiModelCouncilStep

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<MultiModelCouncilStep>>

Interface ICouncilDxFunctionPolicyDataService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ICouncilDxFunctionPolicyDataService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 1

GetPolicyAsync(CancellationToken)

```
Task<CouncilDxFunctionPolicy> GetPolicyAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<CouncilDxFunctionPolicy
>

Interface ICouncilGameActorRuntimeFactory

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌞

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

Creates bounded runtime actor instances and maps them to Council role slots.

```
public interface ICouncilGameActorRuntimeFactory
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 1

CreateActors(CouncilGameDirectorContext, CouncilGameActorKind)

Creates the actor instances owned by one subdirector for the current immutable turn snapshot.

```
IReadOnlyList<CouncilGameActorRuntimeDescriptor> CreateActors(CouncilGameDirectorContext context, CouncilGameActorKind actorKind)
```

Parameters

`context`
CouncilGameDirectorContext

`actorKind`
CouncilGameActorKind

Returns

IReadOnlyList<CouncilGameActorRuntimeDescriptor>

Interface ICouncilGameDirectorService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

Acts as the authoritative game engine boundary. Controllers and Council actors may propose actions, but only an approved director decision may advance a session.

```
public interface ICouncilGameDirectorService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶âœ¨ 1

EvaluateAsync(CouncilGameDirectorContext, CancellationToken)

Validates one proposal and gathers bounded creature/object predictions without mutating session state.

```
Task<CouncilGameDirectorDecision> EvaluateAsync(CouncilGameDirectorContext context, CancellationToken cancellationToken = default)
```

Parameters

`context`
CouncilGameDirectorContext

`cancellationToken`
CancellationToken

Returns

Task<CouncilGameDirectorDecision>

Interface ICouncilGameSessionService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ICouncilGameSessionService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 9

ApplyControlAsync(CouncilGameControlRequest, CancellationToken)

```
Task<CouncilGameSessionSnapshot> ApplyControlAsync(CouncilGameControlRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
CouncilGameControlRequest

`cancellationToken`
CancellationToken

Returns

Task<CouncilGameSessionSnapshot>

GetActiveAsync(Guid?, CancellationToken)

```
Task<CouncilGameSessionSnapshot?> GetActiveAsync(Guid? conversationId, CancellationToken cancellationToken = default)
```

Parameters

`conversationId` **Guid?**

`cancellationToken`
CancellationToken

Returns

Task<CouncilGameSessionSnapshot>

GetAsync(Guid, CancellationToken)

```
Task<CouncilGameSessionSnapshot?> GetAsync(Guid sessionId, CancellationToken cancellationToken = default)
```

Parameters

`sessionId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<CouncilGameSessionSnapshot>

ListAsync(bool, CancellationToken)

```
Task<IReadOnlyList<CouncilGameSessionSnapshot>> ListAsync(bool includeCompleted = false, CancellationToken cancellationToken = default)
```

Parameters

`includeCompleted` **bool**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<CouncilGameSessionSnapshot>>

PreviewControlAsync(CouncilGameControlRequest, CancellationToken)

```
Task<CouncilGameDirectorDecision> PreviewControlAsync(CouncilGameControlRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
CouncilGameControlRequest

`cancellationToken`
CancellationToken

Returns

Task<CouncilGameDirectorDecision>

SetControlModeAsync(Guid, CouncilGameControlMode, bool, int, CancellationToken)

```
Task<CouncilGameSessionSnapshot> SetControlModeAsync(Guid sessionId, CouncilGameControlMode mode, bool autoplayEnabled, int autoplayDelayMilliseconds = 1200, CancellationToken
cancellationToken = default)
```

Parameters

`sessionId` **Guid**

`mode` **CouncilGameControlMode**

`autoplayEnabled` **bool**

`autoplayDelayMilliseconds` **int**

`cancellationToken`
CancellationToken

Returns

Task<CouncilGameSessionSnapshot>

SetInputGateAsync(SetCouncilGameInputGateRequest, CancellationToken)

```
Task<CouncilGameSessionSnapshot> SetInputGateAsync(SetCouncilGameInputGateRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
SetCouncilGameInputGateRequest

`cancellationToken`
CancellationToken

Returns

Task<CouncilGameSessionSnapshot>

StartAsync(StartCouncilGameRequest, CancellationToken)

```
Task<CouncilGameSessionSnapshot> StartAsync(StartCouncilGameRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
StartCouncilGameRequest

`cancellationToken`
CancellationToken

Returns

Task<CouncilGameSessionSnapshot>

SubmitFrameAsync(SubmitCouncilGameFrameRequest, CancellationToken)

```
Task<CouncilGameSessionSnapshot> SubmitFrameAsync(SubmitCouncilGameFrameRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
SubmitCouncilGameFrameRequest

`cancellationToken`
CancellationToken

Returns

Task<CouncilGameSessionSnapshot>

Events ðŸ± ðŸ¶ âœ¨ 1

Changed

```
event Action<Guid>? Changed
```

Event Type

Action<Guid>

Interface ICouncilGameSubdirector

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

Predicts consequences for one family of runtime actors without owning the authoritative state.

```
public interface ICouncilGameSubdirector
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

🐾 Properties ð± ð¶ âœ¨ 2

ActorKind

```
CouncilGameActorKind ActorKind { get; }
```

Value

CouncilGameActorKind

Key

```
string Key { get; }
```

Value

string

Methods ðŸ± ðŸ¶ â˜¨ 1

PredictAsync(CouncilGameDirectorContext, CancellationToken)

Produces a bounded prediction for the proposed action.

```
Task<CouncilGameSubdirectorPrediction> PredictAsync(CouncilGameDirectorContext context, CancellationToken cancellationToken = default)
```

Parameters

context
CouncilGameDirectorContext

cancellationToken
CancellationToken

Returns

Task<CouncilGameSubdirector Prediction>

Interface ICouncilHardwareRoadConfigurationService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

Normalizes editable per-model CPU/GPU road settings without coupling the UI to the council scheduler. The returned routes remain transport-compatible 1-Wire business objects.

```
public interface ICouncilHardwareRoadConfigurationService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶ âœ¨ 4

Interpolate(int, int, int)

```
int Interpolate(int minimum, int maximum, int loadPercent)
```

Parameters

minimum int

maximum int

loadPercent int

Returns

int

Normalize(OneWireCouncilModelRoute)

```
OneWireCouncilModelRoute Normalize(OneWireCouncilModelRoute route)
```

Parameters

`route`
OneWireCouncilModelRoute

Returns

OneWireCouncilModelRoute

NormalizeLoadPercent(int)

```
int NormalizeLoadPercent(int value)
```

Parameters

`value` **int**

Returns

int

Synchronize(IEnumerable<string>, IEnumerable<OneWireCouncilModelRoute>?)

```
IReadOnlyList<OneWireCouncilModelRoute> Synchronize(IEnumerable<string> modelNames, IEnumerable<OneWireCouncilModelRoute>? existingRoutes)
```

Parameters

`modelNames`
IEnumerable<string>

`existingRoutes`
IEnumerable<OneWireCouncilModelRoute>

Returns

IReadOnlyList<OneWireCouncilModelRoute>

Interface ICouncilHardwareRoadPlanner

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

Resolves a stable, bounded hardware road for every council member. The planner is deliberately separate from the council orchestration so hardware growth does not turn the heartbeat service into another monolith.

```
public interface ICouncilHardwareRoadPlanner
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â œ¨ 1

BuildPlans(IReadOnlyCollection<OneWireCouncilModelRoute>?, IReadOnlyCollection<string>, int, int, int, int?)

```
IReadOnlyDictionary<string, CouncilHardwareRoadPlan> BuildPlans(IReadOnlyCollection<OneWireCouncilModelRoute>? configuredRoutes, IReadOnlyCollection<string> participants, int
requestedMaxOutputTokens, int requestedMaxContextTokens, int resourceLoadPercent, int? fallbackOllamaNumGpu)
```

Parameters

`configuredRoutes` IReadOnlyCollection<OneWireCouncilModelRoute>

`participants` IReadOnlyCollection<string>

`requestedMaxOutputTokens` int

`requestedMaxContextTokens` int

`resourceLoadPercent` int

`fallbackOllamaNumGpu` int?

Returns

IReadOnlyDictionary<string, CouncilHardwareRoadPlan>

Interface ICouncilKnowledgeService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ICouncilKnowledgeService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Properties ðŸ± ðŸ¶ âœ¨ 1

DatabasePath

```
string DatabasePath { get; }
```

Value

string

Methods ðŸ±ðŸ¶ âœ¨ 6

BuildKnowledgeBriefingAsync(int, CancellationToken)

```
Task<string> BuildKnowledgeBriefingAsync(int take = 8, CancellationToken cancellationToken = default)
```

Parameters

take int

cancellationToken
CancellationToken

Returns

Task<string>

DeleteEntryAsync(Guid, CancellationToken)

```
Task DeleteEntryAsync(Guid id, CancellationToken cancellationToken = default)
```

Parameters

id Guid

cancellationToken
CancellationToken

Returns

Task

EnsureCreatedAsync(CancellationToken)

```
Task EnsureCreatedAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task

GetEntriesAsync(bool, int, CancellationToken)

```
Task<IReadOnlyList<CouncilKnowledgeEntry>> GetEntriesAsync(bool includeArchived = false, int take = 100, CancellationToken cancellationToken = default)
```

Parameters

`includeArchived` **bool**

`take` **int**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<CouncilKnowledgeEntry>>

SaveEntryAsync(CouncilKnowledgeEntry, CancellationToken)

```
Task<CouncilKnowledgeEntry> SaveEntryAsync(CouncilKnowledgeEntry entry, CancellationToken cancellationToken = default)
```

Parameters

`entry` **CouncilKnowledgeEntry**

`cancellationToken`
CancellationToken

Returns

Task<CouncilKnowledgeEntry>

SaveFromCouncilRunAsync(MultiModelCouncilResult, CancellationToken)

```
Task<Guid> SaveFromCouncilRunAsync(MultiModelCouncilResult result, CancellationToken cancellationToken = default)
```

Parameters

`result`
MultiModelCouncilResult

`cancellationToken`
CancellationToken

Returns

Task<Guid>

Interface ICouncilLiveSessionService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ICouncilLiveSessionService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶ â€¨ 9

Append(Guid, string)

```
void Append(Guid runId, string text)
```

Parameters

`runId` **Guid**

`text` **string**

AppendUserMessage(Guid, string)

```
void AppendUserMessage(Guid runId, string text)
```

Parameters

`runId` **Guid**

`text` **string**

Begin(Guid, IReadOnlyList<string>, string, string)

```
CancellationToken Begin(Guid runId, IReadOnlyList<string> councilMembers, string userMessage, string initialTranscript)
```

Parameters

`runId` **Guid**

`councilMembers` **IReadOnlyList<string>**

`userMessage` **string**

`initialTranscript` **string**

Returns

CancellationToken

Cancel(Guid)

```
bool Cancel(Guid runId)
```

Parameters

`runId` **Guid**

Returns

bool

Complete(Guid)

```
void Complete(Guid runId)
```

Parameters

`runId` **Guid**

Get(Guid)

```
CouncilLiveSessionSnapshot? Get(Guid runId)
```

Parameters

`runId` **Guid**

Returns

CouncilLiveSessionSnapshot

GetActive()

```
IReadOnlyList<CouncilLiveSessionSnapshot> GetActive()
```

Returns

IReadOnlyList<CouncilLiveSessionSnapshot>

GetActiveSummaries()

```
IReadOnlyList<CouncilLiveSessionSummary> GetActiveSummaries()
```

Returns

IReadOnlyList<CouncilLiveSessionSummary>

GetSummary(Guid)

```
CouncilLiveSessionSummary? GetSummary(Guid runId)
```

Parameters

`runId` **Guid**

Returns

CouncilLiveSessionSummary

Events ðŸ± ðŸ¶ âœ¨ 1

Changed

```
event Action<Guid>? Changed
```

Event Type

Action<Guid>

Interface ICouncilModelRequestLease

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ICouncilModelRequestLease : IDisposable
```

Inherited Members IDisposable.Dispose()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

🐾 Properties ðŸ± ðŸ¶ âœ¨ 3

IsEnabled

```
bool IsEnabled { get; }
```

Value

bool

Plan

```
CouncilHardwareRoadPlan Plan { get; }
```

Value

CouncilHardwareRoadPlan

Revision

```
long Revision { get; }
```

Value

long

Interface ICouncilPreflightService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ICouncilPreflightService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 2

BuildMemberReadinessPrompt(string, IReadOnlyList<string>, CouncilPreflightReport)

```
string BuildMemberReadinessPrompt(string modelName, IReadOnlyList<string> participants, CouncilPreflightReport report)
```

Parameters

`modelName` **string**

`participants`
IReadOnlyList<string>

`report` **CouncilPreflightReport**

Returns

string

PrepareAsync(MultiModelCouncilRequest, IReadOnlyList<string>, IReadOnlyDictionary<string, CouncilHardwareRoadPlan>, CancellationToken)

```
Task<CouncilPreflightReport> PrepareAsync(MultiModelCouncilRequest request, IReadOnlyList<string> participants, IReadOnlyDictionary<string, CouncilHardwareRoadPlan> modelRoutes,
CancellationToken cancellationToken = default)
```

Parameters

`request`
MultiModelCouncilRequest

`participants`
IReadOnlyList<string>

`modelRoutes`
IReadOnlyDictionary<string, CouncilHardwareRoadPlan>

`cancellationToken`
CancellationToken

Returns

Task<CouncilPreflightReport>

Interface ICouncilRunConfigurationService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ICouncilRunConfigurationService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶ âœ¨ 11

AcquireModelRequestAsync(Guid, string, CouncilHardwareRoadPlan, CancellationToken)

```
ValueTask<ICouncilModelRequestLease> AcquireModelRequestAsync(Guid runId, string modelName, CouncilHardwareRoadPlan fallbackPlan, CancellationToken cancellationToken = default)
```

Parameters

`runId` **Guid**

`modelName` **string**

`fallbackPlan` **CouncilHardwareRoadPlan**

`cancellationToken` **CancellationToken**

Returns

ValueTask<ICouncilModelRequestLease>

BeginRound(Guid, int, string)

```
void BeginRound(Guid runId, int round, string phase)
```

Parameters

`runId` **Guid**

`round` **int**

`phase` **string**

Complete(Guid)

```
void Complete(Guid runId)
```

Parameters

`runId` **Guid**

Ensure(MultiModelCouncilRequest, IReadOnlyCollection<string>)

```
CouncilRunConfigurationSnapshot Ensure(MultiModelCouncilRequest request, IReadOnlyCollection<string> participants)
```

Parameters

`request`
MultiModelCouncilRequest

`participants`
IReadOnlyCollection<string>

Returns

CouncilRunConfigurationSnaps
hot

Get(Guid)

```
CouncilRunConfigurationSnapshot? Get(Guid runId)
```

Parameters

`runId` **Guid**

Returns

CouncilRunConfigurationSnapshot

GetPreparation()

```
CouncilPreparationConfiguration? GetPreparation()
```

Returns

CouncilPreparationConfiguration

GetRoundCancellationToken(Guid, int, string)

```
CancellationToken GetRoundCancellationToken(Guid runId, int round, string phase)
```

Parameters

`runId` **Guid**

`round` **int**

`phase` **string**

Returns

CancellationToken

IsRoundSkipRequested(Guid, int, string)

```
bool IsRoundSkipRequested(Guid runId, int round, string phase)
```

Parameters

`runId` **Guid**

`round` **int**

`phase` **string**

Returns

bool

RequestSkipCurrentRound(Guid)

```
bool RequestSkipCurrentRound(Guid runId)
```

Parameters

`runId` **Guid**

Returns

bool

SavePreparation(CouncilPreparationConfiguration)

```
CouncilPreparationConfiguration SavePreparation(CouncilPreparationConfiguration configuration)
```

Parameters

`configuration`
CouncilPreparationConfigurati on

Returns

CouncilPreparationConfigurati on

Update(Guid, IReadOnlyCollection<OneWireCouncilModelRoute>, int, int, int, int?, bool)

```
bool Update(Guid runId, IReadOnlyCollection<OneWireCouncilModelRoute> routes, int resourceLoadPercent, int requestedMaxOutputTokens, int requestedMaxContextTokens, int?
fallbackOllamaNumGpu, bool allowParallelHardwareRoads)
```

Parameters

`runId` **Guid**

`routes`
IReadOnlyCollection<OneWire CouncilModelRoute>

`resourceLoadPercent` **int**

`requestedMaxOutputTokens` **int**

`requestedMaxContextTokens` **int**

`fallbackOllamaNumGpu` **int?**

`allowParallelHardwareRoads`
bool

Returns

bool

Events ðŸ±ðŸ¶â¨ 1

Changed

```
event Action<Guid>? Changed
```

Event Type

Action<Guid>

Interface ICouncilRuntimeClassService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ICouncilRuntimeClassService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â…¨ 3

FindAsync(string?, CancellationToken)

```
Task<CouncilRuntimeClassDefinition?> FindAsync(string? key, CancellationToken cancellationToken = default)
```

Parameters

key string

cancellationToken
CancellationToken

Returns

Task<CouncilRuntimeClassDefinition>

GetDefinitionsAsync(bool, CancellationToken)

```
Task<IReadOnlyList<CouncilRuntimeClassDefinition>> GetDefinitionsAsync(bool includeDisabled = false, CancellationToken cancellationToken = default)
```

Parameters

includeDisabled bool

cancellationToken
CancellationToken

Returns

Task<IReadOnlyList<CouncilRuntimeClassDefinition>>

SaveAsync(SaveCouncilRuntimeClassRequest, CancellationToken)

```
Task<CouncilRuntimeClassDefinition> SaveAsync(SaveCouncilRuntimeClassRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
SaveCouncilRuntimeClassRequest

`cancellationToken`
CancellationToken

Returns

Task<CouncilRuntimeClassDefinition>

Interface ICouncilSpoolerService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ICouncilSpoolerService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 6

AddStep(Guid, MultiModelCouncilStep)

```
void AddStep(Guid runId, MultiModelCouncilStep step)
```

Parameters

`runId` **Guid**

`step` **MultiModelCouncilStep**

Begin(MultiModelCouncilResult)

```
void Begin(MultiModelCouncilResult result)
```

Parameters

`result`
MultiModelCouncilResult

Complete(MultiModelCouncilResult, bool)

```
void Complete(MultiModelCouncilResult result, bool failed = false)
```

Parameters

`result`
MultiModelCouncilResult

`failed` **bool**

GetSnapshot(Guid)

```
CouncilSpoolerSnapshot? GetSnapshot(Guid runId)
```

Parameters

`runId` **Guid**

Returns

CouncilSpoolerSnapshot

GetSnapshots(bool, int)

```
IReadOnlyList<CouncilSpoolerSnapshot> GetSnapshots(bool includeCompleted = true, int take = 30)
```

Parameters

`includeCompleted` **bool**

`take` **int**

Returns

IReadOnlyList<CouncilSpooler Snapshot>

Update(Guid, int, string)

```
void Update(Guid runId, int round, string phase)
```

Parameters

`runId` **Guid**

`round` **int**

`phase` **string**

Events ðŸ± ðŸ¶ âœ¨ 1

Changed

```
event Action? Changed
```

Event Type

Action

Interface ICouncilTeamConfigurationService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

Reads, resolves and user-confirmedly persists database-owned Council team and workflow definitions.

```
[DocumentationUpdated("2.1.20")]
public interface ICouncilTeamConfigurationService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 3

FindTeamAsync(string?, CancellationToken)

Finds one enabled Council team by stable key, falling back to the general key for blank input.

```
Task<OrganicCouncilTeamDefinition?> FindTeamAsync(string? key, CancellationToken cancellationToken = default)
```

Parameters

`key` **string**	Stable Council-team key.
`cancellationToken` **CancellationToken**	Cancels the asynchronous database operation.

Returns

Task<OrganicCouncilTeamDefinition>	A task that completes with the team definition, or null when it is unavailable.

GetTeamsAsync(bool, CancellationToken)

Returns enabled or complete Council-team configuration records.

```
Task<IReadOnlyList<OrganicCouncilTeamDefinition>> GetTeamsAsync(bool includeDisabled = false, CancellationToken cancellationToken = default)
```

Parameters

`includeDisabled` **bool**	Whether disabled teams are included.
`cancellationToken` **CancellationToken**	Cancels the asynchronous database operation.

Returns

Task<IReadOnlyList<OrganicCouncilTeamDefinition>>	A task that completes with the ordered Council-team definitions.

SaveAsync(SaveCouncilTeamConfigurationRequest, CancellationToken)

Creates or updates one Council team after explicit user confirmation and validation.

```
Task<OrganicCouncilTeamDefinition> SaveAsync(SaveCouncilTeamConfigurationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request` SaveCouncilTeamConfigurationRequest	Confirmed team save request.
`cancellationToken` CancellationToken	Cancels the asynchronous database operation.

Returns

Task<OrganicCouncilTeamDefinition>	A task that completes with the persisted normalized definition.

Interface ICouncilTextPatternDataService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

Supplies Council text patterns from the database-backed regex catalog. Runtime text services consume this contract instead of owning regex literals, options, timeouts, or process-wide pattern fields.

```
public interface ICouncilTextPatternDataService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

🐾 Properties ðŸ± ðŸ¶ âœ¨ 38

AlphaNumericWordPattern

```
Regex AlphaNumericWordPattern { get; }
```

Value

Regex

BlazorFrontendPattern

```
Regex BlazorFrontendPattern { get; }
```

Value

Regex

CapabilityGapBlockPattern

```
Regex CapabilityGapBlockPattern { get; }
```

Value

Regex

CouncilDxFunctionCallPattern

```
Regex CouncilDxFunctionCallPattern { get; }
```

Value

Regex

DatapackPattern

```
Regex DatapackPattern { get; }
```

Value

Regex

DevExpressDocumentPattern

```
Regex DevExpressDocumentPattern { get; }
```

Value

Regex

DotNetPattern

```
Regex DotNetPattern { get; }
```

Value

Regex

FormerThoughtBreakPattern

```
Regex FormerThoughtBreakPattern { get; }
```

Value

Regex

FormerThoughtClosingFencePattern

```
Regex FormerThoughtClosingFencePattern { get; }
```

Value

Regex

FormerThoughtCodeWrapperPattern

```
Regex FormerThoughtCodeWrapperPattern { get; }
```

Value

Regex

FormerThoughtExcessLineBreakPattern

```
Regex FormerThoughtExcessLineBreakPattern { get; }
```

Value

Regex

FormerThoughtOpeningFencePattern

```
Regex FormerThoughtOpeningFencePattern { get; }
```

Value

Regex

FormerThoughtPresentationWrapperPattern

```
Regex FormerThoughtPresentationWrapperPattern { get; }
```

Value

Regex

FrontendPattern

```
Regex FrontendPattern { get; }
```

Value

Regex

HelpfulSourceLinePattern

```
Regex HelpfulSourceLinePattern { get; }
```

Value

Regex

IdentifierSeparatorPattern

```
Regex IdentifierSeparatorPattern { get; }
```

Value

Regex

IntegerPattern

```
Regex IntegerPattern { get; }
```

Value

Regex

KnowledgeBlockPattern

```
Regex KnowledgeBlockPattern { get; }
```

Value

Regex

LoggingPattern

```
Regex LoggingPattern { get; }
```

Value

Regex

MarkdownHeadingProjectNamePattern

```
Regex MarkdownHeadingProjectNamePattern { get; }
```

Value

Regex

MinecraftExplicitProjectNamePattern

```
Regex MinecraftExplicitProjectNamePattern { get; }
```

Value

Regex

MinecraftNamedProjectPattern

```
Regex MinecraftNamedProjectPattern { get; }
```

Value

Regex

MinecraftPattern

```
Regex MinecraftPattern { get; }
```

Value

Regex

MinecraftQuotedProjectNamePattern

```
Regex MinecraftQuotedProjectNamePattern { get; }
```

Value

Regex

MinecraftSkeletonMatrixPattern

```
Regex MinecraftSkeletonMatrixPattern { get; }
```

Value

Regex

MinecraftVersionPattern

```
Regex MinecraftVersionPattern { get; }
```

Value

Regex

MissingFeaturePattern

```
Regex MissingFeaturePattern { get; }
```

Value

Regex

ModIdCleanerPattern

```
Regex ModIdCleanerPattern { get; }
```

Value

Regex

NameCleanerPattern

```
Regex NameCleanerPattern { get; }
```

Value

Regex

PackagePartCleanerPattern

```
Regex PackagePartCleanerPattern { get; }
```

Value

Regex

PackageReferencePattern

```
Regex PackageReferencePattern { get; }
```

Value

Regex

SensitiveNamePattern

```
Regex SensitiveNamePattern { get; }
```

Value

Regex

StreamStatusPattern

```
Regex StreamStatusPattern { get; }
```

Value

Regex

StructuredFieldPattern

```
Regex StructuredFieldPattern { get; }
```

Value

Regex

TargetFrameworkPattern

```
Regex TargetFrameworkPattern { get; }
```

Value

Regex

ThinkingBlockPattern

```
Regex ThinkingBlockPattern { get; }
```

Value

Regex

TruncatedTailPattern

```
Regex TruncatedTailPattern { get; }
```

Value

Regex

WhitespacePattern

```
Regex WhitespacePattern { get; }
```

Value

Regex

Methods ðŸ±ðŸ¶â¨ 1

ExtractStructuredField(string, string)

```
string? ExtractStructuredField(string body, string name)
```

Parameters

body **string**

name **string**

Returns

string

Interface ICustomVersion

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ICustomVersion
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Properties ðŸ¾ âœ¨ 1

Version

```
string Version { get; set; }
```

Value

string

Interface IDatabaseFileHealthService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

Owns SQLite file validation and conservative recovery before EF Core opens the store.

```
public interface IDatabaseFileHealthService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Properties ðŸ±ðŸ¶â€¨ 1

DatabasePath

```
string DatabasePath { get; }
```

Value

string

Methods ðŸ±ðŸ¶â€¨ 3

EnsureHealthyOrRecoverAsync(CancellationToken)

```
Task EnsureHealthyOrRecoverAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task

IsSqliteCorruption(Exception)

```
bool IsSqliteCorruption(Exception exception)
```

Parameters

`exception` **Exception**

Returns

bool

RecoverMalformedDatabaseAsync(CancellationToken)

```
Task RecoverMalformedDatabaseAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task

Interface IDatabaseInitializationService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IDatabaseInitializationService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â¨ 1

InitializeAsync(CancellationToken)

```
Task InitializeAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task

Interface IDatabaseLoggerReadiness

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

Keeps database-backed diagnostics dormant until migration and deterministic seeding have completed.

```
public interface IDatabaseLoggerReadiness
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Properties ðŸ±ðŸ¶â¨ 1

IsReady

```
bool IsReady { get; }
```

Value

bool

Methods ðŸ±ðŸ¶â¨ 2

MarkReady()

```
void MarkReady()
```

WaitUntilReadyAsync(CancellationToken)

```
Task WaitUntilReadyAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task

Interface IDatabaseMigrationCompatibilityService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

Reconciles verified legacy SQLite schema state with EF migration history before normal migration. It preserves data, creates compatibility backups, and refuses ambiguous partial schemas.

```
public interface IDatabaseMigrationCompatibilityService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â œ¨ 1

PrepareAsync(CancellationToken)

```
Task PrepareAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task

Interface IDebugArtifactInspectionService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IDebugArtifactInspectionService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â œ¨ 1

InspectAsync(string, CancellationToken)

```
Task<DebugArtifactInspectionResult> InspectAsync(string filePath, CancellationToken cancellationToken = default)
```

Parameters

filePath **string**

cancellationToken
CancellationToken

Returns

Task<DebugArtifactInspection Result>

Interface IDeferredDxAiInvocationService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IDeferredDxAiInvocationService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶ âœ¨ 3

ExecuteApprovedForApprovalRequestAsync(Guid, int, CancellationToken)

```
Task<IReadOnlyList<DeferredDxAiExecutionOutcome>> ExecuteApprovedForApprovalRequestAsync(Guid approvalRequestId, int councilRound = 0, CancellationToken cancellationToken = default)
```

Parameters

approvalRequestId Guid

councilRound int

cancellationToken CancellationToken

Returns

Task<IReadOnlyList<DeferredDxAiExecutionOutcome>>

ExecuteApprovedForHeartbeatAsync(Guid, int, CancellationToken)

```
Task<IReadOnlyList<DeferredDxAiExecutionOutcome>> ExecuteApprovedForHeartbeatAsync(Guid councilRunId, int councilRound, CancellationToken cancellationToken = default)
```

Parameters

councilRunId Guid

councilRound int

cancellationToken
CancellationToken

Returns

Task<IReadOnlyList<DeferredDxAiExecutionOutcome>>

QueueAsync(string, DxAiFunctionInvocationRequest, Guid, string, Guid?, CancellationToken)

```
Task QueueAsync(string functionName, DxAiFunctionInvocationRequest request, Guid approvalRequestId, string correlationId, Guid? councilRunId, CancellationToken cancellationToken
= default)
```

Parameters

functionName string

request
DxAiFunctionInvocationRequest

approvalRequestId Guid

correlationId string

councilRunId Guid?

cancellationToken
CancellationToken

Returns

Task

Interface IDocumentationCatalogService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

Locates versioned DocFX artifacts and exposes searchable compiler-generated XML comments for the running LocalGPT build.

```
[DocumentationUpdated("2.2.8")]
public interface IDocumentationCatalogService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â¨ 5

GetComment(string, string?)

Returns one localized XML documentation member by its stable compiler member identifier.

```
LocalGptDocumentationComment? GetComment(string memberId, string? culture = null)
```

Parameters

`memberId` **string**

`culture` **string**

Returns

LocalGptDocumentationComment

GetHtmlFilePath(string?)

Returns one generated HTML or supporting asset path from the selected documentation root.

```
string? GetHtmlFilePath(string? relativePath)
```

Parameters

`relativePath` **string**

Returns

string

GetPdfPath()

Returns the absolute PDF path when a compatible generated documentation artifact exists.

```
string? GetPdfPath()
```

Returns

string

GetStatus()

Returns availability, version and application-relative links for generated documentation.

```
LocalGptDocumentationStatus GetStatus()
```

Returns

LocalGptDocumentationStatus

SearchComments(string?, int, string?)

Searches member identifiers, summaries and remarks without exposing arbitrary files.

```
IReadOnlyList<LocalGptDocumentationComment> SearchComments(string? query, int limit = 100, string? culture = null)
```

Parameters

`query` **string**

`limit` **int**

`culture` **string**

Returns

IReadOnlyList<LocalGptDocumentationComment>

Interface IDocumentationTranslationAdapter

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

Adapts maintained XML comment text to the active localization catalog while preserving the original text as fallback.

```
[DocumentationUpdated("2.1.20")]
public interface IDocumentationTranslationAdapter
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 1

Adapt(LocalGptDocumentationComment, string?)

Returns a localized copy of one documentation comment for the requested culture.

```
LocalGptDocumentationComment Adapt(LocalGptDocumentationComment comment, string? culture = null)
```

Parameters

`comment`
LocalGptDocumentationComment

`culture` **string**

Returns

LocalGptDocumentationComment

Interface IDocumentationViewerService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

Coordinates accessible in-application documentation viewing for one LocalGPT circuit.

```
[DocumentationUpdated("2.3.6")]
public interface IDocumentationViewerService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

🐾 Properties ðŸ± ðŸ¶ âœ¨ 1

State

Gets the current scoped viewer state.

```
LocalGptDocumentationViewerState State { get; }
```

Value

LocalGptDocumentationViewerState

Methods ðŸ±ðŸ¶ âœ¨ 2

Close()

Closes the current viewer.

```
void Close()
```

Open(LocalGptDocumentationViewerRequest)

Opens one safe same-origin documentation route.

```
void Open(LocalGptDocumentationViewerRequest request)
```

Parameters

`request`
LocalGptDocumentationViewe
rRequest

Events ðŸ± ðŸ¶ â€¨ 1

StateChanged

Raised when the viewer state changes.

```
event Action? StateChanged
```

Event Type

Action

Interface IDxAiFunctionCallRecoveryService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IDxAiFunctionCallRecoveryService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

ðŸ± ðŸ¶ â€¨ 2

Methods

LooksLikeStructuredFunctionCall(string)

```
bool LooksLikeStructuredFunctionCall(string content)
```

Parameters

`content` **string**

Returns

bool

Recover(string, bool)

```
DxAiFunctionTextRecoveryResult Recover(string content, bool automaticInvocation = true)
```

Parameters

`content` **string**

`automaticInvocation` **bool**

Returns

DxAiFunctionTextRecoveryResult

Interface IDxAiFunctionCatalogService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IDxAiFunctionCatalogService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â…¨ 6

GetByFunctionNameAsync(string, CancellationToken)

```
Task<DxAiFunctionCatalogEntry?> GetByFunctionNameAsync(string functionName, CancellationToken cancellationToken = default)
```

Parameters

functionName **string**

cancellationToken
CancellationToken

Returns

Task<DxAiFunctionCatalogEntry>

GetEntriesAsync(CancellationToken)

```
Task<IReadOnlyList<DxAiFunctionCatalogEntry>> GetEntriesAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<IReadOnlyList<DxAiFunctionCatalogEntry>>

GetEntryAsync(string, CancellationToken)

```
Task<DxAiFunctionCatalogEntry?> GetEntryAsync(string catalogKey, CancellationToken cancellationToken = default)
```

Parameters

catalogKey **string**

cancellationToken
CancellationToken

Returns

Task<DxAiFunctionCatalogEntry>

GetExposedToPeerAsync(string, CancellationToken)

```
Task<IReadOnlyList<DxAiFunctionCatalogEntry>> GetExposedToPeerAsync(string peerId, CancellationToken cancellationToken = default)
```

Parameters

peerId **string**

cancellationToken
CancellationToken

Returns

Task<IReadOnlyList<DxAiFunctionCatalogEntry>>

SavePolicyAsync(DxAiFunctionCatalogSaveRequest, CancellationToken)

```
Task<DxAiFunctionCatalogEntry> SavePolicyAsync(DxAiFunctionCatalogSaveRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionCatalogSaveRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionCatalogEntry>

SynchronizeAsync(CancellationToken)

```
Task<IReadOnlyList<DxAiFunctionCatalogEntry>> SynchronizeAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<DxAiFunctionCatalogEntry>>

Interface IDxAiFunctionHandler

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Namespace	LocalGPT.Interfaces
Assembly	LocalGPT.dll

```
public interface IDxAiFunctionHandler
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Properties ðŸ±ðŸ¶â€¨ 1

Descriptor

```
DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â€¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Interface IDxAiFunctionJsonService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IDxAiFunctionJsonService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

🐾 Properties ðŸ± ðŸ¶ âœ¨ 1

Options

```
JsonSerializerOptions Options { get; }
```

Value

JsonSerializerOptions

⚙ Methods ðŸ± ðŸ¶ âœ¨ 4

Bind<T>(JsonElement)

```
DxAiFunctionParameterBinding<T> Bind<T>(JsonElement element) where T : new()
```

Parameters

`element` **JsonElement**

Returns

DxAiFunctionParameterBinding<T>

Type Parameters

`T`

Deserialize<T>(JsonElement)

```
T Deserialize<T>(JsonElement element) where T : new()
```

Parameters

`element` **JsonElement**

Returns

T

Type Parameters

`T`

InvalidParameters(string)

```
DxAiFunctionInvocationResult InvalidParameters(string error)
```

Parameters

`error` **string**

Returns

DxAiFunctionInvocationResult

Success(object?, string)

```
DxAiFunctionInvocationResult Success(object? value = null, string status = "Completed")
```

Parameters

`value` **object**

`status` **string**

Returns

DxAiFunctionInvocationResult

Interface IDxAiFunctionRegistry

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IDxAiFunctionRegistry
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 2

GetFunctions()

```
IReadOnlyList<DxaichatFunctionInfo> GetFunctions()
```

Returns

IReadOnlyList<DxaichatFunctionInfo>

InvokeAsync(string, DxAiFunctionInvocationRequest, CancellationToken)

```
Task<DxAiFunctionInvocationResult> InvokeAsync(string functionName, DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`functionName` **string**

`request`
DxAiFunctionInvocationReque st

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationR esult>

Interface IDxAiFunctionServiceClient

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IDxAiFunctionServiceClient
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Properties ðŸ±ðŸ¶â¦ âœ¨ 1

CurrentOperationId

```
Guid? CurrentOperationId { get; }
```

Value

Guid?

Methods ðŸ±ðŸ¶â¦ âœ¨ 5

CallAsync(string, DxAiFunctionInvocationRequest, CancellationToken)

```
Task<DxAiFunctionInvocationResult> CallAsync(string functionName, DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`functionName` **string**

`request`
DxAiFunctionInvocationReque
st

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationR
esult>

CallAsync(string, object?, bool, bool, string, CancellationToken)

```
Task<DxAiFunctionInvocationResult> CallAsync(string functionName, object? parameters = null, bool userConfirmed = false, bool automaticInvocation = false, string requestedBy =
"CurrentUser", CancellationToken cancellationToken = default)
```

Parameters

`functionName` **string**

`parameters` **object**

`userConfirmed` **bool**

`automaticInvocation` **bool**

`requestedBy` **string**

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Cancel()

```
void Cancel()
```

CancelWithReason(string)

```
void CancelWithReason(string reason)
```

Parameters

`reason` **string**

GetFunctions()

```
IReadOnlyList<DxaichatFunctionInfo> GetFunctions()
```

Returns

IReadOnlyList<DxaichatFunctionInfo>

Interface IEmbeddedFirmwarePlanningService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IEmbeddedFirmwarePlanningService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 2

CreateArtifactsAsync(EmbeddedFirmwarePlanRequest, bool, CancellationToken)

```
Task<EmbeddedFirmwareArtifactResult> CreateArtifactsAsync(EmbeddedFirmwarePlanRequest request, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`request` **EmbeddedFirmwarePlanRequest**

`userConfirmed` **bool**

`cancellationToken` **CancellationToken**

Returns

Task<EmbeddedFirmwareArtifactResult>

CreatePlanAsync(EmbeddedFirmwarePlanRequest, CancellationToken)

```
Task<EmbeddedFirmwarePlan> CreatePlanAsync(EmbeddedFirmwarePlanRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
EmbeddedFirmwarePlanReque st

`cancellationToken`
CancellationToken

Returns

Task<EmbeddedFirmwarePlan >

Interface IEmbeddedHardwareCatalogService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IEmbeddedHardwareCatalogService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 5

GetBoardProfileAsync(string, CancellationToken)

```
Task<EmbeddedBoardProfile?> GetBoardProfileAsync(string boardProfileKey, CancellationToken cancellationToken = default)
```

Parameters

boardProfileKey string

cancellationToken
CancellationToken

Returns

Task<EmbeddedBoardProfile>

GetBoardProfilesAsync(CancellationToken)

```
Task<IReadOnlyList<EmbeddedBoardProfile>> GetBoardProfilesAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<IReadOnlyList<EmbeddedBoardProfile>>

GetCatalogAsync(CancellationToken)

```
Task<EmbeddedBoardCatalog> GetCatalogAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<EmbeddedBoardCatalog>

GetProtocolDescriptorsAsync(CancellationToken)

```
Task<IReadOnlyList<EmbeddedProtocolDescriptor>> GetProtocolDescriptorsAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<IReadOnlyList<EmbeddedProtocolDescriptor>>

GetPublisherWorkbenchContract()

```
EmbeddedPublisherWorkbenchContract GetPublisherWorkbenchContract()
```

Returns

EmbeddedPublisherWorkbenchContract

Interface IEmbeddedTelemetryBridgeService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Interfaces
Assembly	LocalGPT.dll

```
public interface IEmbeddedTelemetryBridgeService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶ â€¨ 2

CreateOneWireEnvelopeAsync(EmbeddedTelemetryBridgeRequest, CancellationToken)

```
Task<EmbeddedTelemetryBridgeResult> CreateOneWireEnvelopeAsync(EmbeddedTelemetryBridgeRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
EmbeddedTelemetryBridgeRequest

`cancellationToken`
CancellationToken

Returns

Task<EmbeddedTelemetryBridgeResult>

PreviewAsync(EmbeddedTelemetryBridgeRequest, CancellationToken)

```
Task<EmbeddedTelemetryBridgeResult> PreviewAsync(EmbeddedTelemetryBridgeRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
EmbeddedTelemetryBridgeRequest

`cancellationToken`
CancellationToken

Returns

Task<EmbeddedTelemetryBridgeResult>

Interface IEmbeddedTelemetryIngressService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IEmbeddedTelemetryIngressService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 2

GetRecent(string?, int)

```
IReadOnlyList<EmbeddedTelemetrySnapshot> GetRecent(string? deviceId = null, int maximum = 100)
```

Parameters

`deviceId` **string**

`maximum` **int**

Returns

IReadOnlyList<EmbeddedTelemetrySnapshot>

PublishAsync(EmbeddedTelemetryBridgeRequest, CancellationToken)

```
Task<EmbeddedTelemetryIngressResult> PublishAsync(EmbeddedTelemetryBridgeRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
EmbeddedTelemetryBridgeRequest

`cancellationToken`
CancellationToken

Returns

Task<EmbeddedTelemetryIngressResult>

Interface IEmbeddedWiringService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IEmbeddedWiringService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 2

CreateDraftAsync(string, string, CancellationToken)

```
Task<EmbeddedWiringDraft> CreateDraftAsync(string boardProfileKey, string name, CancellationToken cancellationToken = default)
```

Parameters

`boardProfileKey` **string**

`name` **string**

`cancellationToken`
CancellationToken

Returns

Task<EmbeddedWiringDraft>

ValidateAsync(EmbeddedWiringValidationRequest, CancellationToken)

```
Task<EmbeddedWiringValidationResult> ValidateAsync(EmbeddedWiringValidationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
EmbeddedWiringValidationRequest

`cancellationToken`
CancellationToken

Returns

Task<EmbeddedWiringValidationResult>

Interface IEngineeringBenchmarkService

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Namespace	LocalGPT.Interfaces
Assembly	LocalGPT.dll

```
public interface IEngineeringBenchmarkService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â€¨ 1

RunAsync(EngineeringBenchmarkRequest, CancellationToken)

```
Task<EngineeringBenchmarkResult> RunAsync(EngineeringBenchmarkRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
EngineeringBenchmarkRequest

`cancellationToken`
CancellationToken

Returns

Task<EngineeringBenchmarkResult>

Interface IFeaturePersistenceService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

Provides approval-gated CRUD access to persistent records introduced by LocalGPT feature modules.

```
[DocumentationUpdated("2.1.23")]
public interface IFeaturePersistenceService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â œ¨ 20

DeleteCouncilGameSessionAsync(Guid, bool, CancellationToken)

Deletes one GameDirector session record.

```
Task<bool> DeleteCouncilGameSessionAsync(Guid id, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`id` **Guid**	Database identifier.
`userConfirmed` **bool**	Whether the user explicitly approved deletion.
`cancellationToken` **CancellationToken**	Cancels the database operation.

Returns

Task<bool>	A task that returns true when a row was deleted.

DeleteCouncilPromptStarterAsync(Guid, bool, CancellationToken)

Deletes one Council prompt starter.

```
Task<bool> DeleteCouncilPromptStarterAsync(Guid id, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`id` **Guid**	Database identifier.
`userConfirmed` **bool**	Whether the user explicitly approved deletion.
`cancellationToken` **CancellationToken**	Cancels the database operation.

Returns

Task<bool>	A task that returns true when a row was deleted.

DeleteDocumentationBuildAsync(Guid, bool, CancellationToken)

Deletes one documentation build record.

```
Task<bool> DeleteDocumentationBuildAsync(Guid id, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`id` **Guid**	Database identifier.
`userConfirmed` **bool**	Whether the user explicitly approved deletion.
`cancellationToken` **CancellationToken**	Cancels the database operation.

Returns

Task<bool>	A task that returns true when a row was deleted.

DeleteEmbeddedFirmwarePlanAsync(Guid, bool, CancellationToken)

Deletes one embedded firmware plan record.

```
Task<bool> DeleteEmbeddedFirmwarePlanAsync(Guid id, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`id` **Guid**	Database identifier.

`userConfirmed` **bool**

Whether the user explicitly approved deletion.

`cancellationToken`
CancellationToken

Cancels the database operation.

Returns

Task<bool>

A task that returns true when a row was deleted.

DeleteLocalizationCatalogAsync(Guid, bool, CancellationToken)

Deletes one localization catalog registration.

```
Task<bool> DeleteLocalizationCatalogAsync(Guid id, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`id` **Guid**

Database identifier.

`userConfirmed` **bool**

Whether the user explicitly approved deletion.

`cancellationToken`
CancellationToken

Cancels the database operation.

Returns

Task<bool>

A task that returns true when a row was deleted.

GetCouncilGameSessionAsync(Guid, CancellationToken)

Gets one GameDirector session record.

```
Task<CouncilGameSessionRecord?> GetCouncilGameSessionAsync(Guid id, CancellationToken cancellationToken = default)
```

Parameters

id Guid	Database identifier.
cancellationToken CancellationToken	Cancels the database operation.

Returns

Task<CouncilGameSessionRecord>	A task that returns the record or null.

GetCouncilGameSessionsAsync(CancellationToken)

Lists GameDirector session records.

```
Task<IReadOnlyList<CouncilGameSessionRecord>> GetCouncilGameSessionsAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken CancellationToken	Cancels the database operation.

Returns

Task<IReadOnlyList<CouncilGameSessionRecord>>	A task that returns GameDirector session records.

GetCouncilPromptStarterAsync(Guid, CancellationToken)

Gets one Council prompt starter.

```
Task<CouncilPromptStarterConfiguration?> GetCouncilPromptStarterAsync(Guid id, CancellationToken cancellationToken = default)
```

Parameters

`id` **Guid**	Database identifier.
`cancellationToken` **CancellationToken**	Cancels the database operation.

Returns

Task<CouncilPromptStarterConfiguration>	A task that returns the record or null.

GetCouncilPromptStartersAsync(bool, CancellationToken)

Lists Council prompt starters.

```
Task<IReadOnlyList<CouncilPromptStarterConfiguration>> GetCouncilPromptStartersAsync(bool includeDisabled = false, CancellationToken cancellationToken = default)
```

Parameters

`includeDisabled` **bool**	Whether disabled records are returned.
`cancellationToken` **CancellationToken**	Cancels the database operation.

Returns

Task<IReadOnlyList<CouncilPromptStarterConfiguration>>	A task that returns the matching starter records.

GetDocumentationBuildAsync(Guid, CancellationToken)

Gets one documentation build record.

```
Task<DocumentationBuildRecord?> GetDocumentationBuildAsync(Guid id, CancellationToken cancellationToken = default)
```

Parameters

`id` **Guid**	Database identifier.
`cancellationToken` **CancellationToken**	Cancels the database operation.

Returns

Task<DocumentationBuildRecord>	A task that returns the record or null.

GetDocumentationBuildsAsync(CancellationToken)

Lists documentation build records in newest-first order.

```
Task<IReadOnlyList<DocumentationBuildRecord>> GetDocumentationBuildsAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken` **CancellationToken**	Cancels the database operation.

Returns

Task<IReadOnlyList<DocumentationBuildRecord>>	A task that returns documentation evidence records.

GetEmbeddedFirmwarePlanAsync(Guid, CancellationToken)

Gets one embedded firmware plan record.

```
Task<EmbeddedFirmwarePlanRecord?> GetEmbeddedFirmwarePlanAsync(Guid id, CancellationToken cancellationToken = default)
```

Parameters

`id` **Guid**	Database identifier.
`cancellationToken` **CancellationToken**	Cancels the database operation.

Returns

Task<EmbeddedFirmwarePlanRecord>	A task that returns the record or null.

GetEmbeddedFirmwarePlansAsync(CancellationToken)

Lists embedded firmware plan records.

```
Task<IReadOnlyList<EmbeddedFirmwarePlanRecord>> GetEmbeddedFirmwarePlansAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken` **CancellationToken**	Cancels the database operation.

Returns

Task<IReadOnlyList<EmbeddedFirmwarePlanRecord>>	A task that returns firmware plan records.

GetLocalizationCatalogAsync(Guid, CancellationToken)

Gets one localization catalog registration.

```
Task<LocalizationCatalogRegistration?> GetLocalizationCatalogAsync(Guid id, CancellationToken cancellationToken = default)
```

Parameters

`id` **Guid**	Database identifier.
`cancellationToken` **CancellationToken**	Cancels the database operation.

Returns

Task<LocalizationCatalogRegistration>	A task that returns the record or null.

GetLocalizationCatalogsAsync(bool, CancellationToken)

Lists localization catalog registrations.

```
Task<IReadOnlyList<LocalizationCatalogRegistration>> GetLocalizationCatalogsAsync(bool includeDisabled = false, CancellationToken cancellationToken = default)
```

Parameters

`includeDisabled` **bool**	Whether disabled records are returned.
`cancellationToken` **CancellationToken**	Cancels the database operation.

Returns

Task<IReadOnlyList<LocalizationCatalogRegistration>>	A task that returns the matching catalog records.

SaveCouncilGameSessionAsync(SaveFeatureRecordRequest<CouncilGameSessionRecord>, CancellationToken)

Creates or updates one GameDirector session record.

```
Task<CouncilGameSessionRecord> SaveCouncilGameSessionAsync(SaveFeatureRecordRequest<CouncilGameSessionRecord> request, CancellationToken cancellationToken = default)
```

Parameters

`request` **SaveFeatureRecordRequest<CouncilGameSessionRecord>**	Approval-gated write request.
`cancellationToken` **CancellationToken**	Cancels the database operation.

Returns

Task<CouncilGameSessionRecord>	A task that returns the stored record.

SaveCouncilPromptStarterAsync(SaveFeatureRecordRequest<CouncilPromptStarterConfiguration>, CancellationToken)

Creates or updates one Council prompt starter.

```
Task<CouncilPromptStarterConfiguration> SaveCouncilPromptStarterAsync(SaveFeatureRecordRequest<CouncilPromptStarterConfiguration> request, CancellationToken cancellationToken
= default)
```

Parameters

`request` **SaveFeatureRecordRequest<CouncilPromptStarterConfiguration>**	Approval-gated write request.
`cancellationToken` **CancellationToken**	Cancels the database operation.

Returns

Task<CouncilPromptStarterConfiguration>	A task that returns the stored record.

SaveDocumentationBuildAsync(SaveFeatureRecordRequest<DocumentationBuildRecord>, CancellationToken)

Creates or updates one documentation build record.

```
Task<DocumentationBuildRecord> SaveDocumentationBuildAsync(SaveFeatureRecordRequest<DocumentationBuildRecord> request, CancellationToken cancellationToken = default)
```

Parameters

`request` **SaveFeatureRecordRequest<D**	Approval-gated write request.

ocumentationBuildRecord>

cancellationToken CancellationToken	Cancels the database operation.

Returns

Task<DocumentationBuildRecord>	A task that returns the stored record.

SaveEmbeddedFirmwarePlanAsync(SaveFeatureRecordRequest<EmbeddedFirmwarePlanRecord>, CancellationToken)

Creates or updates one embedded firmware plan record.

```
Task<EmbeddedFirmwarePlanRecord> SaveEmbeddedFirmwarePlanAsync(SaveFeatureRecordRequest<EmbeddedFirmwarePlanRecord> request, CancellationToken cancellationToken = default)
```

Parameters

request SaveFeatureRecordRequest<EmbeddedFirmwarePlanRecord>	Approval-gated write request.
cancellationToken CancellationToken	Cancels the database operation.

Returns

Task<EmbeddedFirmwarePlanRecord>	A task that returns the stored record.

SaveLocalizationCatalogAsync(SaveFeatureRecordRequest<LocalizationCatalogRegistration>, CancellationToken)

Creates or updates one localization catalog registration.

```
Task<LocalizationCatalogRegistration> SaveLocalizationCatalogAsync(SaveFeatureRecordRequest<LocalizationCatalogRegistration> request, CancellationToken cancellationToken = default)
```

Parameters

`request` SaveFeatureRecordRequest<LocalizationCatalogRegistration>	Approval-gated write request.
`cancellationToken` CancellationToken	Cancels the database operation.

Returns

Task<LocalizationCatalogRegistration>	A task that returns the stored record.

Interface IFirstRunOnboardingService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

Provides the persisted first-run guide, local model discovery summary, installer profiles and council quick starts.

```
[DocumentationUpdated("2.1.20")]
public interface IFirstRunOnboardingService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ â œ¨ 2

CompleteAsync(bool, CancellationToken)

Persists that the current user completed or dismissed the first-run guide.

```
Task CompleteAsync(bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`userConfirmed` **bool**	Must be true to record completion.
`cancellationToken` **CancellationToken**	Cancels the asynchronous persistence operation.

Returns

Task	A task that completes when the completion flag has been stored.

GetStatusAsync(bool, CancellationToken)

Builds the current onboarding status and optionally probes supported loopback AI providers.

```
Task<FirstRunOnboardingStatus> GetStatusAsync(bool refreshConnectivity, CancellationToken cancellationToken = default)
```

Parameters

`refreshConnectivity` **bool**	When true, runs a bounded loopback provider discovery before returning.
`cancellationToken` **CancellationToken**	Cancels the asynchronous status operation.

Returns

Task<FirstRunOnboardingStatus>	A task that completes with the current onboarding status.

Interface IHardwareInventoryService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IHardwareInventoryService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶âœ¨ 1

GetHardwareAsync(CancellationToken)

```
Task<IReadOnlyList<OneWireHardwareDescriptor>> GetHardwareAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<IReadOnlyList<OneWireHardwareDescriptor>>

Interface IHumanApprovalExecutionContext

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

Capability-bearing boundary for execution of one exact persisted approval. It must never be injected into ordinary UI, model tools, or general services.

```
public interface IHumanApprovalExecutionContext
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶ âœ¨ 1

PushHumanApproval(Guid, string, Guid, string, string, Guid?, int, string)

```
IDisposable PushHumanApproval(Guid humanProfileId, string displayName, Guid approvalRequestId, string source, string correlationId, Guid? councilRunId = null, int councilRound = 0,
string phase = "")
```

Parameters

`humanProfileId` **Guid**

`displayName` **string**

`approvalRequestId` **Guid**

`source` **string**

`correlationId` **string**

`councilRunId` **Guid?**

`councilRound` **int**

`phase` **string**

Returns

IDisposable

Interface IHumanCollaborationService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IHumanCollaborationService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 16

AuthorizeOrEnqueueAsync(HumanApprovalRequestSpec, bool, CancellationToken)

```
Task<HumanApprovalGateResult> AuthorizeOrEnqueueAsync(HumanApprovalRequestSpec request, bool directHumanConfirmation = false, CancellationToken cancellationToken = default)
```

Parameters

`request`
HumanApprovalRequestSpec

`directHumanConfirmation` **bool**

`cancellationToken`
CancellationToken

Returns

Task<HumanApprovalGateResult>

BeginCouncilRun(Guid, IReadOnlyList<string>)

```
void BeginCouncilRun(Guid runId, IReadOnlyList<string> members)
```

Parameters

`runId` **Guid**

`members` **IReadOnlyList<string>**

BuildCouncilBriefingAsync(Guid, int, CancellationToken)

```
Task<string> BuildCouncilBriefingAsync(Guid councilRunId, int currentRound, CancellationToken cancellationToken = default)
```

Parameters

`councilRunId` **Guid**

`currentRound` **int**

`cancellationToken`
CancellationToken

Returns

Task<string>

DrainContributionsAsync(Guid, int, CancellationToken)

```
Task<IReadOnlyList<HumanCouncilContribution>> DrainContributionsAsync(Guid councilRunId, int currentRound, CancellationToken cancellationToken = default)
```

Parameters

`councilRunId` **Guid**

`currentRound` **int**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<HumanCouncilContribution>>

EndCouncilRun(Guid)

```
void EndCouncilRun(Guid runId)
```

Parameters

`runId` **Guid**

GetGateStatusAsync(Guid, int, string, HumanCollaborationBoundary, CancellationToken)

```
Task<HumanCollaborationGateStatus> GetGateStatusAsync(Guid councilRunId, int upcomingRound, string upcomingPhase, HumanCollaborationBoundary boundary, CancellationToken
cancellationToken = default)
```

Parameters

`councilRunId` **Guid**

`upcomingRound` **int**

`upcomingPhase` **string**

`boundary`
HumanCollaborationBoundary

`cancellationToken`
CancellationToken

Returns

Task<HumanCollaborationGate Status>

GetProfileAsync(CancellationToken)

```
Task<HumanCouncilParticipantProfile> GetProfileAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<HumanCouncilParticipan tProfile>

GetSnapshotAsync(bool, int, CancellationToken)

```
Task<HumanCollaborationSnapshot> GetSnapshotAsync(bool includeResolved = true, int take = 80, CancellationToken cancellationToken = default)
```

Parameters

`includeResolved` **bool**

`take` **int**

`cancellationToken`
CancellationToken

Returns

Task<HumanCollaborationSnapshot>

HasRequiredPendingInputAsync(Guid, CancellationToken)

```
Task<bool> HasRequiredPendingInputAsync(Guid councilRunId, CancellationToken cancellationToken = default)
```

Parameters

`councilRunId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<bool>

MarkContributionsEvaluatedAsync(Guid, int, string, CancellationToken)

```
Task MarkContributionsEvaluatedAsync(Guid councilRunId, int afterRound, string evaluation, CancellationToken cancellationToken = default)
```

Parameters

`councilRunId` **Guid**

`afterRound` **int**

`evaluation` **string**

`cancellationToken`
CancellationToken

Returns

Task

QueueContributionAsync(Guid, string, CancellationToken)

```
Task<HumanCouncilContribution> QueueContributionAsync(Guid councilRunId, string content, CancellationToken cancellationToken = default)
```

Parameters

councilRunId Guid

content string

cancellationToken
CancellationToken

Returns

Task<HumanCouncilContributi
on>

QueueUserMessageAsync(Guid, string, CancellationToken)

```
Task<HumanCouncilContribution> QueueUserMessageAsync(Guid councilRunId, string content, CancellationToken cancellationToken = default)
```

Parameters

councilRunId Guid

content string

cancellationToken
CancellationToken

Returns

Task<HumanCouncilContributi
on>

ReadQueuedContributionsAsync(Guid, int, CancellationToken)

```
Task<IReadOnlyList<HumanCouncilContribution>> ReadQueuedContributionsAsync(Guid councilRunId, int currentRound, CancellationToken cancellationToken = default)
```

Parameters

councilRunId Guid

currentRound int

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<HumanCouncilContribution>>

ResolveRequestAsync(Guid, HumanDecisionSubmission, CancellationToken)

```
Task<HumanCollaborationRequest?> ResolveRequestAsync(Guid requestId, HumanDecisionSubmission submission, CancellationToken cancellationToken = default)
```

Parameters

`requestId` **Guid**

`submission`
HumanDecisionSubmission

`cancellationToken`
CancellationToken

Returns

Task<HumanCollaborationRequest>

SaveProfileAsync(HumanCouncilParticipantProfile, CancellationToken)

```
Task<HumanCouncilParticipantProfile> SaveProfileAsync(HumanCouncilParticipantProfile profile, CancellationToken cancellationToken = default)
```

Parameters

`profile`
HumanCouncilParticipantProfile

`cancellationToken`
CancellationToken

Returns

Task<HumanCouncilParticipantProfile>

UpdateCouncilRun(Guid, int, string, bool)

```
void UpdateCouncilRun(Guid runId, int currentRound, string phase, bool isWaitingForFinalHumanInput = false)
```

Parameters

runId Guid

currentRound int

phase string

isWaitingForFinalHumanInput
bool

Events ðŸ± ðŸ¶ â

2

Changed

```
event Action? Changed
```

Event Type

Action

DirectUserMessageQueued

```
event Action<HumanCouncilContribution>? DirectUserMessageQueued
```

Event Type

Action<HumanCouncilContribu
tion>

Interface IInitialDataCatalog

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IInitialDataCatalog
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Properties ðŸ±ðŸ¶âœ¨ 3

Prompts

```
IReadOnlyList<PromptConfigDto> Prompts { get; }
```

Value

IReadOnlyList<PromptConfigDto>

RegexPatterns

```
IReadOnlyList<RegexPatternDto> RegexPatterns { get; }
```

Value

IReadOnlyList<RegexPatternDto>

Variables

```
IReadOnlyList<InitialVariable> Variables { get; }
```

Value

IReadOnlyList<InitialVariable>

Methods ðŸ±ðŸ¶â œ¨ 1

LoadKnowledgeAsync(CancellationToken)

```
Task<IReadOnlyList<CouncilKnowledgeEntry>> LoadKnowledgeAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<IReadOnlyList<CouncilKnowledgeEntry>>

Interface IKnowledgeRatingService

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Namespace	LocalGPT.Interfaces
Assembly	LocalGPT.dll

```
public interface IKnowledgeRatingService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â¨ 2

GetRatingsAsync(Guid, CancellationToken)

```
Task<IReadOnlyList<CouncilKnowledgeUserRating>> GetRatingsAsync(Guid knowledgeEntryId, CancellationToken cancellationToken = default)
```

Parameters

`knowledgeEntryId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<CouncilKnowledgeUserRating>>

SaveRatingAsync(CouncilKnowledgeUserRating, bool, CancellationToken)

```
Task<CouncilKnowledgeUserRating> SaveRatingAsync(CouncilKnowledgeUserRating rating, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`rating`
CouncilKnowledgeUserRating

`userConfirmed` **bool**

`cancellationToken`
CancellationToken

Returns

Task<CouncilKnowledgeUserRating>

Interface ILearnBaseKnowledgeImporterService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ILearnBaseKnowledgeImporterService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 1

ImportAsync(LearnBaseImportRequest, CancellationToken)

```
Task<LearnBaseImportResult> ImportAsync(LearnBaseImportRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
LearnBaseImportRequest

`cancellationToken`
CancellationToken

Returns

Task<LearnBaseImportResult>

Interface ILearningRoundService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ILearningRoundService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 2

BuildSnapshotAsync(int, CancellationToken)

```
Task<LearningRoundSnapshot> BuildSnapshotAsync(int takePerSource = 200, CancellationToken cancellationToken = default)
```

Parameters

`takePerSource` **int**

`cancellationToken`
CancellationToken

Returns

Task<LearningRoundSnapshot>

MaintainAsync(LearningMaintenanceRequest, CancellationToken)

```
Task<LearningMaintenanceResult> MaintainAsync(LearningMaintenanceRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
LearningMaintenanceRequest

`cancellationToken`
CancellationToken

Returns

Task<LearningMaintenanceResult>

Interface ILocalGptProjectService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ILocalGptProjectService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶ â€¨ 7

AddTopicAsync(Guid, AddLocalGptProjectTopicRequest, CancellationToken)

```
Task<LocalGptProjectTopic> AddTopicAsync(Guid projectId, AddLocalGptProjectTopicRequest request, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`request`
AddLocalGptProjectTopicRequest

`cancellationToken`
CancellationToken

Returns

Task<LocalGptProjectTopic>

AddVersionAsync(Guid, AddLocalGptProjectVersionRequest, CancellationToken)

```
Task<LocalGptProjectVersion> AddVersionAsync(Guid projectId, AddLocalGptProjectVersionRequest request, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`request`
AddLocalGptProjectVersionRequest

`cancellationToken`
CancellationToken

Returns

Task<LocalGptProjectVersion>

BuildProjectBriefingAsync(Guid?, Guid?, CancellationToken)

```
Task<string> BuildProjectBriefingAsync(Guid? projectId, Guid? projectTopicId, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid?**

`projectTopicId` **Guid?**

`cancellationToken`
CancellationToken

Returns

Task<string>

GetProjectAsync(Guid, CancellationToken)

```
Task<LocalGptProjectDetails?> GetProjectAsync(Guid projectId, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<LocalGptProjectDetails>

GetProjectsAsync(bool, CancellationToken)

```
Task<IReadOnlyList<LocalGptProjectSummary>> GetProjectsAsync(bool includeArchived = false, CancellationToken cancellationToken = default)
```

Parameters

`includeArchived` **bool**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<LocalGptProjectSummary>>

LinkKnowledgeAsync(Guid, LinkProjectTopicKnowledgeRequest, CancellationToken)

```
Task LinkKnowledgeAsync(Guid projectTopicId, LinkProjectTopicKnowledgeRequest request, CancellationToken cancellationToken = default)
```

Parameters

`projectTopicId` **Guid**

`request`
LinkProjectTopicKnowledgeRequest

`cancellationToken`
CancellationToken

Returns

Task

SaveProjectAsync(SaveLocalGptProjectRequest, CancellationToken)

```
Task<LocalGptProject> SaveProjectAsync(SaveLocalGptProjectRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
SaveLocalGptProjectRequest

`cancellationToken`
CancellationToken

Returns

Task<LocalGptProject>

Interface ILocalGptRequestFactoryService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ILocalGptRequestFactoryService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 9

CreateArtifactRequest()

```
SaveProjectArtifactRequest CreateArtifactRequest()
```

Returns

SaveProjectArtifactRequest

CreateCompilerInstallationRequest()

```
SaveProjectCompilerInstallationRequest CreateCompilerInstallationRequest()
```

Returns

SaveProjectCompilerInstallatio nRequest

CreateProjectRequest()

```
SaveLocalGptProjectRequest CreateProjectRequest()
```

Returns

SaveLocalGptProjectRequest

CreateRequirementLinkRequest()

```
SaveProjectRequirementLinkRequest CreateRequirementLinkRequest()
```

Returns

SaveProjectRequirementLinkRequest

CreateRequirementRequest()

```
SaveProjectRequirementRequest CreateRequirementRequest()
```

Returns

SaveProjectRequirementRequest

CreateRevisionRequest()

```
SaveProjectRevisionRequest CreateRevisionRequest()
```

Returns

SaveProjectRevisionRequest

CreateTopicRequest()

```
AddLocalGptProjectTopicRequest CreateTopicRequest()
```

Returns

AddLocalGptProjectTopicRequest

CreateVersionRequest(string)

```
AddLocalGptProjectVersionRequest CreateVersionRequest(string path = "")
```

Parameters

`path` **string**

Returns

AddLocalGptProjectVersionRequest

CreateWorkspaceRootRequest()

```
SaveProjectWorkspaceRootRequest CreateWorkspaceRootRequest()
```

Returns

SaveProjectWorkspaceRootRequest

Interface ILocalGptRuntimePolicyDataService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ILocalGptRuntimePolicyDataService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Properties ðŸ±ðŸ¾âœ¨ 6

AllowedNativeExecutables

```
FrozenSet<string> AllowedNativeExecutables { get; }
```

Value

FrozenSet<string>

LocalGptCoreProjectId

```
Guid LocalGptCoreProjectId { get; }
```

Value

Guid

PowerShellFilePattern

```
Regex PowerShellFilePattern { get; }
```

Value

Regex

PowerShellInlineCommandPattern

```
Regex PowerShellInlineCommandPattern { get; }
```

Value

Regex

RegexTimeout

```
TimeSpan RegexTimeout { get; }
```

Value

TimeSpan

SensitiveArgumentPattern

```
Regex SensitiveArgumentPattern { get; }
```

Value

Regex

Methods ðŸ± ðŸ¶ âœ¨ 9

GetCollection(LocalGptRuntimeCollection)

```
FrozenSet<string> GetCollection(LocalGptRuntimeCollection key)
```

Parameters

key
LocalGptRuntimeCollection

Returns

FrozenSet<string>

GetGuid(LocalGptRuntimeValue)

```
Guid GetGuid(LocalGptRuntimeValue key)
```

Parameters

key **LocalGptRuntimeValue**

Returns

Guid

GetInt(LocalGptRuntimeValue)

```
int GetInt(LocalGptRuntimeValue key)
```

Parameters

key **LocalGptRuntimeValue**

Returns

int

GetJson<T>(LocalGptRuntimeValue)

```
T GetJson<T>(LocalGptRuntimeValue key)
```

Parameters

key **LocalGptRuntimeValue**

Returns

T

Type Parameters

T

GetLong(LocalGptRuntimeValue)

```
long GetLong(LocalGptRuntimeValue key)
```

Parameters

key **LocalGptRuntimeValue**

Returns

long

GetPattern(LocalGptRuntimePattern)

```
Regex GetPattern(LocalGptRuntimePattern key)
```

Parameters

key **LocalGptRuntimePattern**

Returns

Regex

GetSnapshot()

```
LocalGptRuntimePolicySnapshot GetSnapshot()
```

Returns

LocalGptRuntimePolicySnapshot

GetString(LocalGptRuntimeValue)

```
string GetString(LocalGptRuntimeValue key)
```

Parameters

`key` **LocalGptRuntimeValue**

Returns

string

Reload()

```
LocalGptRuntimePolicySnapshot Reload()
```

Returns

LocalGptRuntimePolicySnapshot

Interface ILocalGptRuntimePolicySeedDataService

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Namespace	LocalGPT.Interfaces
Assembly	LocalGPT.dll

```
public interface ILocalGptRuntimePolicySeedDataService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â¨ 1

GetSeed()

```
LocalGptRuntimePolicySeedModel GetSeed()
```

Returns

LocalGptRuntimePolicySeedModel

Interface ILocalGptRuntimePolicyStoreService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ILocalGptRuntimePolicyStoreService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â¨ 1

GetDefinition()

```
LocalGptRuntimePolicyDefinition? GetDefinition()
```

Returns

LocalGptRuntimePolicyDefiniti on

Interface ILocalGptVocabularyService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ILocalGptVocabularyService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 1

Get()

```
LocalGptVocabularySnapshot Get()
```

Returns

LocalGptVocabularySnapshot

Interface ILocalHumanInteractionContext

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

Capability-bearing boundary for trusted local-human UI interaction only. It can create peer participation context, never operation approval.

```
public interface ILocalHumanInteractionContext
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 1

PushHumanInteraction(Guid, string, string, string?, Guid?, int, string)

```
IDisposable PushHumanInteraction(Guid humanProfileId, string displayName, string source, string? correlationId = null, Guid? councilRunId = null, int councilRound = 0, string phase
= "")
```

Parameters

humanProfileId Guid

displayName string

source string

correlationId string

councilRunId Guid?

councilRound int

phase string

Returns

IDisposable

Interface ILocalPathExplorerService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ILocalPathExplorerService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 3

Browse(LocalPathBrowseRequest)

```
LocalPathBrowseResult Browse(LocalPathBrowseRequest request)
```

Parameters

`request`
LocalPathBrowseRequest

Returns

LocalPathBrowseResult

FormatWarnings(IEnumerable<string>)

```
string FormatWarnings(IEnumerable<string> warnings)
```

Parameters

`warnings` **IEnumerable<string>**

Returns

string

GetSuggestedRoots()

```
IReadOnlyList<string> GetSuggestedRoots()
```

Returns

IReadOnlyList<string>

Interface ILocalVisionOcrService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ILocalVisionOcrService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â¨ 1

RecognizeAsync(LocalVisionOcrRequest, CancellationToken)

```
Task<LocalVisionOcrResult> RecognizeAsync(LocalVisionOcrRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
LocalVisionOcrRequest

`cancellationToken`
CancellationToken

Returns

Task<LocalVisionOcrResult>

Interface IMinecraftModWorkspaceService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IMinecraftModWorkspaceService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Properties ðŸ±ðŸ¶â€¦ 1

WorkspaceRoot

```
string WorkspaceRoot { get; }
```

Value

string

Methods ðŸ±ðŸ¶â€¦ 3

CreateFabricWorkspaceAsync(MinecraftModBuildRequest, CancellationToken)

```
Task<MinecraftModWorkspace> CreateFabricWorkspaceAsync(MinecraftModBuildRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
MinecraftModBuildRequest

`cancellationToken`
CancellationToken

Returns

Task<MinecraftModWorkspace>

CreateWorkspaceAsync(MinecraftModBuildRequest, CancellationToken)

```
Task<MinecraftModWorkspace> CreateWorkspaceAsync(MinecraftModBuildRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
MinecraftModBuildRequest

`cancellationToken`
CancellationToken

Returns

Task<MinecraftModWorkspace>

IsPathInsideWorkspaceRoot(string)

```
bool IsPathInsideWorkspaceRoot(string path)
```

Parameters

`path` **string**

Returns

bool

Interface IModelCapabilitySelfAssessmentService

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Namespace	LocalGPT.Interfaces
Assembly	LocalGPT.dll

```
public interface IModelCapabilitySelfAssessmentService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â¨ 1

CaptureAndStripAsync(string, string, CancellationToken)

```
Task<string> CaptureAndStripAsync(string modelName, string visibleContent, CancellationToken cancellationToken = default)
```

Parameters

modelName **string**

visibleContent **string**

cancellationToken
CancellationToken

Returns

Task<string>

Interface IModelPresetService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IModelPresetService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â€¨ 3

ArchivePresetAsync(Guid, bool, CancellationToken)

```
Task ArchivePresetAsync(Guid presetId, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`presetId` **Guid**

`userConfirmed` **bool**

`cancellationToken`
CancellationToken

Returns

Task

GetPresetsAsync(bool, CancellationToken)

```
Task<IReadOnlyList<CouncilModelPreset>> GetPresetsAsync(bool includeArchived = false, CancellationToken cancellationToken = default)
```

Parameters

`includeArchived` **bool**

`cancellationToken`
CancellationToken

Returns

**Task<IReadOnlyList<CouncilMo
delPreset>>**

SavePresetAsync(CouncilModelPreset, bool, CancellationToken)

```
Task<CouncilModelPreset> SavePresetAsync(CouncilModelPreset preset, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`preset` **CouncilModelPreset**

`userConfirmed` **bool**

`cancellationToken`
CancellationToken

Returns

Task<CouncilModelPreset>

Interface IMultiModelCouncilService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IMultiModelCouncilService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 2

GetCandidatesAsync(CancellationToken)

```
Task<IReadOnlyList<MultiModelCouncilModelCandidate>> GetCandidatesAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<MultiModelCouncilModelCandidate>>

RunAsync(MultiModelCouncilRequest, CancellationToken)

```
Task<MultiModelCouncilResult> RunAsync(MultiModelCouncilRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
MultiModelCouncilRequest

`cancellationToken`
CancellationToken

Returns

Task<MultiModelCouncilResult>

Interface INativeCommandRunner

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface INativeCommandRunner
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â¨ 1

RunAsync(string, string, string, CancellationToken, bool)

```
Task<CommandExecutionResult?> RunAsync(string fileName, string arguments, string workingDirectory, CancellationToken cancellationToken = default, bool userConfirmed = false)
```

Parameters

fileName string

arguments string

workingDirectory string

cancellationToken CancellationToken

userConfirmed bool

Returns

Task<CommandExecutionResult>

Interface INotificationService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface INotificationService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶âœ¨ 6

Show(string, string, string, ToastRenderStyle)

```
void Show(string providerName, string title, string message, ToastRenderStyle renderStyle)
```

Parameters

providerName string

title string

message string

renderStyle ToastRenderStyle

ShowError(string, string, string)

```
void ShowError(string providerName, string message, string title = "Error")
```

Parameters

providerName string

message string

title string

ShowInfo(string, string, string)

```
void ShowInfo(string providerName, string message, string title = "Info")
```

Parameters

providerName string

message string

title string

ShowRegular(string, string, string)

```
void ShowRegular(string providerName, string message, string title = "Error")
```

Parameters

providerName string

message string

title string

ShowSuccess(string, string, string)

```
void ShowSuccess(string providerName, string message, string title = "Success")
```

Parameters

providerName string

message string

title string

ShowWarning(string, string, string)

```
void ShowWarning(string providerName, string message, string title = "Warning")
```

Parameters

`providerName` **string**

`message` **string**

`title` **string**

Interface IOllamaProcessService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IOllamaProcessService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 4

GetStatusAsync(CancellationToken)

```
Task<OllamaProcessStatus> GetStatusAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<OllamaProcessStatus>

RestartAsync(CancellationToken)

```
Task<OllamaProcessStatus> RestartAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<OllamaProcessStatus>

StartAsync(CancellationToken)

```
Task<OllamaProcessStatus> StartAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<OllamaProcessStatus>

StopAsync(CancellationToken)

```
Task<OllamaProcessStatus> StopAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<OllamaProcessStatus>

Interface IOneWireCapabilityCatalog

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✨ 🐾 🌞

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IOneWireCapabilityCatalog : IOneWireCapabilityProvider
```

Inherited Members
IOneWireCapabilityProvider.GetCapabilitiesAsync(CancellationToken)
IOneWireCapabilityProvider.GetSkillsAsync(CancellationToken)
IOneWireCapabilityProvider.GetUiFeaturesAsync(CancellationToken)
IOneWireCapabilityProvider.GetHardwareAsync(CancellationToken)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 5

GetLocalCapabilitiesAsync(CancellationToken)

```
Task<IReadOnlyList<OneWireCapabilityDescriptor>> GetLocalCapabilitiesAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<OneWireCapabilityDescriptor>>

GetLocalCapabilitiesForPeerAsync(string, CancellationToken)

```
Task<IReadOnlyList<OneWireCapabilityDescriptor>> GetLocalCapabilitiesForPeerAsync(string peerId, CancellationToken cancellationToken = default)
```

Parameters

`peerId` **string**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<OneWireCapabilityDescriptor>>

GetLocalHardwareAsync(CancellationToken)

```
Task<IReadOnlyList<OneWireHardwareDescriptor>> GetLocalHardwareAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<OneWireHardwareDescriptor>>

GetLocalSkillsAsync(CancellationToken)

```
Task<IReadOnlyList<OneWireSkillDescriptor>> GetLocalSkillsAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<OneWireS
killDescriptor>>

GetLocalUiFeaturesAsync(CancellationToken)

```
Task<IReadOnlyList<OneWireUiFeatureDescriptor>> GetLocalUiFeaturesAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<OneWireU
iFeatureDescriptor>>

Interface IOneWireConnectionRegistry

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IOneWireConnectionRegistry
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ□± ðŸ□¶ âœ¨ 6

IsConnected(string)

```
bool IsConnected(string peerId)
```

Parameters

peerId **string**

Returns

bool

Register(string, Func<OneWireEnvelope, CancellationToken, Task>)

```
void Register(string peerId, Func<OneWireEnvelope, CancellationToken, Task> sender)
```

Parameters

peerId **string**

sender
Func<OneWireEnvelope, CancellationToken, Task>

RegisterOwned(string, Func<OneWireEnvelope, CancellationToken, Task>)

```
Guid RegisterOwned(string peerId, Func<OneWireEnvelope, CancellationToken, Task> sender)
```

Parameters

`peerId` **string**

`sender`
Func<OneWireEnvelope, CancellationToken, Task>

Returns

Guid

SendAsync(string, OneWireEnvelope, CancellationToken)

```
Task<bool> SendAsync(string peerId, OneWireEnvelope envelope, CancellationToken cancellationToken = default)
```

Parameters

`peerId` **string**

`envelope` **OneWireEnvelope**

`cancellationToken`
CancellationToken

Returns

Task<bool>

Unregister(string)

```
void Unregister(string peerId)
```

Parameters

`peerId` **string**

Unregister(string, Guid)

```
bool Unregister(string peerId, Guid registrationId)
```

Parameters

`peerId` **string**

`registrationId` **Guid**

Returns

bool

Interface IOneWireDispatchContextFactory

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IOneWireDispatchContextFactory
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 2

CreateExternal(string, Guid, bool, string)

```
OneWireDispatchContext CreateExternal(string authenticatedPeerId, Guid connectionId, bool isLoopback, string transport)
```

Parameters

`authenticatedPeerId` **string**

`connectionId` **Guid**

`isLoopback` **bool**

`transport` **string**

Returns

OneWireDispatchContext

CreateInternal(string)

```
OneWireDispatchContext CreateInternal(string transport = "internal")
```

Parameters

`transport` **string**

Returns

OneWireDispatchContext

Interface IOneWireEnvelopeCodec

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IOneWireEnvelopeCodec
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Properties ðŸ□± ðŸ□¶ âœ¨ 1

JsonOptions

```
JsonSerializerOptions JsonOptions { get; }
```

Value

JsonSerializerOptions

Methods ðŸ□± ðŸ□¶ âœ¨ 3

DeserializeAndValidate(string)

```
OneWireEnvelope DeserializeAndValidate(string json)
```

Parameters

`json` **string**

Returns

OneWireEnvelope

Serialize(OneWireEnvelope, bool)

```
string Serialize(OneWireEnvelope envelope, bool seal = true)
```

Parameters

`envelope` **OneWireEnvelope**

`seal` **bool**

Returns

string

Validate(OneWireEnvelope, out string)

```
bool Validate(OneWireEnvelope envelope, out string error)
```

Parameters

`envelope` **OneWireEnvelope**

`error` **string**

Returns

bool

Interface IOneWireListenAddressResolver

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IOneWireListenAddressResolver
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â¨ 1

Resolve(OneWireOptions)

```
IPAddress Resolve(OneWireOptions configured)
```

Parameters

`configured` **OneWireOptions**

Returns

IPAddress

Interface IOneWireMessageDispatcher

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IOneWireMessageDispatcher
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â¨ 4

ApplyHumanResponse(OneWireEnvelope, string?)

```
void ApplyHumanResponse(OneWireEnvelope envelope, string? userResponse)
```

Parameters

`envelope` **OneWireEnvelope**

`userResponse` **string**

DispatchAsync(OneWireEnvelope, OneWireDispatchContext, CancellationToken)

```
Task<OneWireEnvelope?> DispatchAsync(OneWireEnvelope envelope, OneWireDispatchContext context, CancellationToken cancellationToken = default)
```

Parameters

`envelope` **OneWireEnvelope**

`context`
OneWireDispatchContext

`cancellationToken`
CancellationToken

Returns

Task<OneWireEnvelope>

DispatchAsync(OneWireEnvelope, CancellationToken)

```
Task<OneWireEnvelope?> DispatchAsync(OneWireEnvelope envelope, CancellationToken cancellationToken = default)
```

Parameters

`envelope` **OneWireEnvelope**

`cancellationToken`
CancellationToken

Returns

Task<OneWireEnvelope>

GetLocalAdvertisement()

```
OneWirePeerAdvertisement GetLocalAdvertisement()
```

Returns

OneWirePeerAdvertisement

Interface IOneWireOperationExecutor

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IOneWireOperationExecutor
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 1

ExecuteAsync(OneWireWorkItem, CancellationToken)

```
Task<string> ExecuteAsync(OneWireWorkItem item, CancellationToken cancellationToken = default)
```

Parameters

`item` **OneWireWorkItem**

`cancellationToken`
CancellationToken

Returns

Task<string>

Interface IOneWirePeerRegistry

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IOneWirePeerRegistry
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 5

GetPeer(string)

```
OneWirePeerAdvertisement? GetPeer(string peerId)
```

Parameters

`peerId` **string**

Returns

OneWirePeerAdvertisement

GetPeers()

```
IReadOnlyList<OneWirePeerAdvertisement> GetPeers()
```

Returns

IReadOnlyList<OneWirePeerAdvertisement>

RemoveExpired(TimeSpan)

```
void RemoveExpired(TimeSpan maximumAge)
```

Parameters

`maximumAge` **TimeSpan**

SetConnected(string, bool)

```
void SetConnected(string peerId, bool connected)
```

Parameters

`peerId` **string**

`connected` **bool**

Upsert(OneWirePeerAdvertisement)

```
void Upsert(OneWirePeerAdvertisement peer)
```

Parameters

peer
OneWirePeerAdvertisement

Interface IOneWirePendingCouncilStore

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IOneWirePendingCouncilStore
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 4

GetSnapshot()

```
IReadOnlyList<OneWirePendingCouncilRequest> GetSnapshot()
```

Returns

IReadOnlyList<OneWirePendingCouncilRequest>

MarkChecked(Guid)

```
void MarkChecked(Guid correlationId)
```

Parameters

`correlationId` **Guid**

Remove(Guid, out OneWirePendingCouncilRequest?)

```
bool Remove(Guid correlationId, out OneWirePendingCouncilRequest? request)
```

Parameters

`correlationId` **Guid**

`request` **OneWirePendingCouncilRequest**

Returns

bool

Upsert(OneWireEnvelope, Guid?)

```
void Upsert(OneWireEnvelope envelope, Guid? approvalRequestId)
```

Parameters

`envelope` **OneWireEnvelope**

`approvalRequestId` **Guid?**

Interface IOneWireReplayGuard

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IOneWireReplayGuard
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â¨ 1

TryAccept(string, Guid, DateTimeOffset)

```
bool TryAccept(string peerId, Guid messageId, DateTimeOffset createdUtc)
```

Parameters

`peerId` **string**

`messageId` **Guid**

`createdUtc` **DateTimeOffset**

Returns

bool

Interface IOneWireReplayPolicyDataService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IOneWireReplayPolicyDataService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â œ¨ 1

GetSnapshot()

```
OneWireReplayPolicySnapshot GetSnapshot()
```

Returns

OneWireReplayPolicySnapshot

Interface IOneWireRuntimeSecurityService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IOneWireRuntimeSecurityService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â œ¨ 12

CreatePairingTicketAsync(TimeSpan, CancellationToken)

```
Task<OneWirePairingTicket> CreatePairingTicketAsync(TimeSpan lifetime, CancellationToken cancellationToken = default)
```

Parameters

`lifetime` **TimeSpan**

`cancellationToken`
CancellationToken

Returns

Task<OneWirePairingTicket>

DeleteAsync(CancellationToken)

```
Task DeleteAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task

EnsureCreatedAsync(CancellationToken)

```
Task EnsureCreatedAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task

EstablishTrustAsync(OneWireTrustEstablishmentRequest, CancellationToken)

```
Task<bool> EstablishTrustAsync(OneWireTrustEstablishmentRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
OneWireTrustEstablishmentRequest

`cancellationToken`
CancellationToken

Returns

Task<bool>

GetOtpAuthUriAsync(CancellationToken)

```
Task<string> GetOtpAuthUriAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<string>

GetPublicDescriptorAsync(CancellationToken)

```
Task<OneWireSecurityDescriptor> GetPublicDescriptorAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<OneWireSecurityDescriptor>

GetStatusAsync(CancellationToken)

```
Task<OneWireRuntimeSecurityStatus> GetStatusAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<OneWireRuntimeSecurityStatus>

GetTrustedPeersAsync(CancellationToken)

```
Task<IReadOnlyList<OneWireTrustedPeerDescriptor>> GetTrustedPeersAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<OneWireTrustedPeerDescriptor>>

ProtectOutgoingAsync(OneWireEnvelope, CancellationToken)

```
Task ProtectOutgoingAsync(OneWireEnvelope envelope, CancellationToken cancellationToken = default)
```

Parameters

`envelope` **OneWireEnvelope**

`cancellationToken`
CancellationToken

Returns

Task

RegenerateAsync(CancellationToken)

```
Task RegenerateAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task

RevokeTrustAsync(string, CancellationToken)

```
Task<bool> RevokeTrustAsync(string peerId, CancellationToken cancellationToken = default)
```

Parameters

`peerId` **string**

`cancellationToken`
CancellationToken

Returns

Task<bool>

UnprotectIncomingAsync(OneWireEnvelope, CancellationToken)

```
Task UnprotectIncomingAsync(OneWireEnvelope envelope, CancellationToken cancellationToken = default)
```

Parameters

`envelope` **OneWireEnvelope**

`cancellationToken`
CancellationToken

Returns

Task

Interface IOneWireTargetApprovalPolicy

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IOneWireTargetApprovalPolicy
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 2

Create(OneWireEnvelope)

```
HumanApprovalRequestSpec Create(OneWireEnvelope envelope)
```

Parameters

`envelope` **OneWireEnvelope**

Returns

HumanApprovalRequestSpec

ReadEditor(OneWireEnvelope)

```
OneWireInteractionEditor ReadEditor(OneWireEnvelope envelope)
```

Parameters

`envelope` **OneWireEnvelope**

Returns

OneWireInteractionEditor

Interface IOneWireTransportSecurityPolicy

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IOneWireTransportSecurityPolicy
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 3

IsLoopback(IPAddress?)

```
bool IsLoopback(IPAddress? address)
```

Parameters

address IPAddress

Returns

bool

IsProtected(OneWireEnvelope)

```
bool IsProtected(OneWireEnvelope envelope)
```

Parameters

envelope OneWireEnvelope

Returns

bool

RequiresProtectedTransport(OneWireMessageType)

```
bool RequiresProtectedTransport(OneWireMessageType messageType)
```

Parameters

messageType
OneWireMessageType

Returns

bool

Interface IOneWireWorkSpooler

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IOneWireWorkSpooler
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¾ âœ¨ 9

ApplyExternalResult(Guid, string, string, OneWireWorkStatus?)

```
void ApplyExternalResult(Guid correlationId, string resultJson, string error, OneWireWorkStatus? status = null)
```

Parameters

`correlationId` **Guid**

`resultJson` **string**

`error` **string**

`status` **OneWireWorkStatus?**

Complete(Guid, string)

```
void Complete(Guid id, string resultJson)
```

Parameters

`id` **Guid**

`resultJson` **string**

DequeueAsync(CancellationToken)

```
Task<OneWireWorkItem> DequeueAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<OneWireWorkItem>

Enqueue(OneWireEnvelope)

```
OneWireWorkItem Enqueue(OneWireEnvelope envelope)
```

Parameters

envelope **OneWireEnvelope**

Returns

OneWireWorkItem

Fail(Guid, string)

```
void Fail(Guid id, string error)
```

Parameters

id **Guid**

error **string**

Get(Guid)

```
OneWireWorkItem? Get(Guid id)
```

Parameters

`id` **Guid**

Returns

OneWireWorkItem

GetSnapshot()

```
IReadOnlyList<OneWireWorkItem> GetSnapshot()
```

Returns

IReadOnlyList<OneWireWorkItem>

MarkPendingApproval(Guid, string)

```
void MarkPendingApproval(Guid correlationId, string resultJson)
```

Parameters

`correlationId` **Guid**

`resultJson` **string**

MarkRunning(Guid)

```
void MarkRunning(Guid id)
```

Parameters

`id` **Guid**

Interface IOrganicAddonManifestService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IOrganicAddonManifestService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶âœ¨ 3

GetCatalogEntries()

```
IReadOnlyList<DxAiFunctionCatalogEntry> GetCatalogEntries()
```

Returns

IReadOnlyList<DxAiFunctionCatalogEntry>

GetManifests()

```
IReadOnlyList<OrganicAddonManifest> GetManifests()
```

Returns

IReadOnlyList<OrganicAddonManifest>

GetSkillDescriptors()

```
IReadOnlyList<OneWireSkillDescriptor> GetSkillDescriptors()
```

Returns

IReadOnlyList<OneWireSkillDescriptor>

Interface IOrganicCouncilBlueprintSeedDataService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IOrganicCouncilBlueprintSeedDataService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 1

CreateDefaultTeams()

```
IReadOnlyList<OrganicCouncilTeamDefinition> CreateDefaultTeams()
```

Returns

IReadOnlyList<OrganicCouncilTeamDefinition>

Interface IOrganicCouncilBlueprintService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IOrganicCouncilBlueprintService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 5

BuildBriefingAsync(MultiModelCouncilRequest, CancellationToken)

```
Task<string> BuildBriefingAsync(MultiModelCouncilRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
MultiModelCouncilRequest

`cancellationToken`
CancellationToken

Returns

Task<string>

BuildExpertPreparationPrompt(MultiModelCouncilRequest, OrganicCouncilTeamDefinition)

```
string BuildExpertPreparationPrompt(MultiModelCouncilRequest request, OrganicCouncilTeamDefinition team)
```

Parameters

`request`
MultiModelCouncilRequest

`team`
OrganicCouncilTeamDefinition

Returns

string

BuildLeaderSynthesisPrompt(MultiModelCouncilRequest, OrganicCouncilTeamDefinition, string)

```
string BuildLeaderSynthesisPrompt(MultiModelCouncilRequest request, OrganicCouncilTeamDefinition team, string preparation)
```

Parameters

`request`
MultiModelCouncilRequest

`team`
OrganicCouncilTeamDefinition

`preparation` **string**

Returns

string

FindTeamAsync(string?, CancellationToken)

```
Task<OrganicCouncilTeamDefinition?> FindTeamAsync(string? key, CancellationToken cancellationToken = default)
```

Parameters

`key` **string**

`cancellationToken`
CancellationToken

Returns

Task<OrganicCouncilTeamDefinition>

GetTeamsAsync(CancellationToken)

```
Task<IReadOnlyList<OrganicCouncilTeamDefinition>> GetTeamsAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<OrganicCouncilTeamDefinition>>

Interface IOrganicDxFunctionSupport

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IOrganicDxFunctionSupport
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶ â€¨ 5

CreateInvokeEnvelope(string, OneWireCapabilityDescriptor, JsonElement, OneWireExecutionMode, string, DateTimeOffset?, bool, string)

```
OneWireEnvelope CreateInvokeEnvelope(string peerId, OneWireCapabilityDescriptor capability, JsonElement payload, OneWireExecutionMode executionMode, string workOrderKey,
DateTimeOffset? notBeforeUtc, bool userConfirmed, string interactionValueJson)
```

Parameters

`peerId` **string**

`capability` **OneWireCapabilityDescriptor**

`payload` **JsonElement**

`executionMode` **OneWireExecutionMode**

`workOrderKey` **string**

`notBeforeUtc` **DateTimeOffset?**

`userConfirmed` **bool**

`interactionValueJson` **string**

Returns

OneWireEnvelope

FindCapability(OneWirePeerAdvertisement, string)

```
OneWireCapabilityDescriptor? FindCapability(OneWirePeerAdvertisement peer, string key)
```

Parameters

`peer`
OneWirePeerAdvertisement

`key` **string**

Returns

OneWireCapabilityDescriptor

GetString(JsonElement, string, string)

```
string GetString(JsonElement element, string name, string fallback = "")
```

Parameters

`element` **JsonElement**

`name` **string**

`fallback` **string**

Returns

string

Invalid(string)

```
DxAiFunctionInvocationResult Invalid(string error)
```

Parameters

`error` **string**

Returns

DxAiFunctionInvocationResult

Queued(OneWireWorkItem, string, string)

```
DxAiFunctionInvocationResult Queued(OneWireWorkItem work, string peerId, string capabilityKey)
```

Parameters

`work` **OneWireWorkItem**

`peerId` **string**

`capabilityKey` **string**

Returns

DxAiFunctionInvocationResult

Interface IOrganicSkillRegistryService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IOrganicSkillRegistryService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 6

GetSkillsAsync(bool, CancellationToken)

```
Task<IReadOnlyList<OrganicSkillDefinition>> GetSkillsAsync(bool includeDisabled = false, CancellationToken cancellationToken = default)
```

Parameters

`includeDisabled` **bool**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<OrganicSkillDefinition>>

GetWireSkillsAsync(CancellationToken)

```
Task<IReadOnlyList<OneWireSkillDescriptor>> GetWireSkillsAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<OneWireSkillDescriptor>>

LinkProjectAsync(LinkProjectOrganicSkillRequest, CancellationToken)

```
Task<ProjectOrganicSkillLink> LinkProjectAsync(LinkProjectOrganicSkillRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
LinkProjectOrganicSkillRequest

`cancellationToken`
CancellationToken

Returns

Task<ProjectOrganicSkillLink>

RecordUntrustedSelfAssessmentAsync(OneWireModelSelfAssessment, CancellationToken)

```
Task RecordUntrustedSelfAssessmentAsync(OneWireModelSelfAssessment assessment, CancellationToken cancellationToken = default)
```

Parameters

assessment
OneWireModelSelfAssessment

cancellationToken
CancellationToken

Returns

Task

ReportMemberSkillAsync(ReportCouncilMemberSkillRequest, CancellationToken)

```
Task<CouncilMemberOrganicSkillLink> ReportMemberSkillAsync(ReportCouncilMemberSkillRequest request, CancellationToken cancellationToken = default)
```

Parameters

request
ReportCouncilMemberSkillRequest

cancellationToken
CancellationToken

Returns

Task<CouncilMemberOrganicSkillLink>

SaveSkillAsync(SaveOrganicSkillRequest, CancellationToken)

```
Task<OrganicSkillDefinition> SaveSkillAsync(SaveOrganicSkillRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
SaveOrganicSkillRequest

`cancellationToken`
CancellationToken

Returns

Task<OrganicSkillDefinition>

Interface IProjectArchitectureService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IProjectArchitectureService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 9

BuildArchitectureBriefingAsync(Guid, Guid?, CancellationToken)

```
Task<string> BuildArchitectureBriefingAsync(Guid projectId, Guid? revisionId, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`revisionId` **Guid?**

`cancellationToken`
CancellationToken

Returns

Task<string>

EnsureCouncilRunProjectAsync(Guid, string?, string, CancellationToken)

```
Task<(LocalGptProject Project, LocalGptProjectRevision Revision)> EnsureCouncilRunProjectAsync(Guid councilRunId, string? title, string prompt, CancellationToken cancellationToken
= default)
```

Parameters

`councilRunId` **Guid**

`title` **string**

`prompt` **string**

`cancellationToken`
CancellationToken

Returns

Task<(LocalGptProject Project, LocalGptProjectRevision Revision)>

GetArtifactsAsync(Guid, CancellationToken)

```
Task<IReadOnlyList<LocalGptProjectArtifact>> GetArtifactsAsync(Guid projectId, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`cancellationToken`
CancellationToken

Returns

**Task<IReadOnlyList<LocalGptP
rojectArtifact>>**

GetRequirementsAsync(Guid, CancellationToken)

```
Task<IReadOnlyList<LocalGptProjectRequirement>> GetRequirementsAsync(Guid projectId, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`cancellationToken`
CancellationToken

Returns

**Task<IReadOnlyList<LocalGptP
rojectRequirement>>**

GetRevisionsAsync(Guid, CancellationToken)

```
Task<IReadOnlyList<LocalGptProjectRevision>> GetRevisionsAsync(Guid projectId, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`cancellationToken`
CancellationToken

Returns

**Task<IReadOnlyList<LocalGptP
rojectRevision>>**

SaveArtifactAsync(Guid, SaveProjectArtifactRequest, CancellationToken)

```
Task<LocalGptProjectArtifact> SaveArtifactAsync(Guid projectId, SaveProjectArtifactRequest request, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`request`
SaveProjectArtifactRequest

`cancellationToken`
CancellationToken

Returns

Task<LocalGptProjectArtifact>

SaveRequirementAsync(Guid, SaveProjectRequirementRequest, CancellationToken)

```
Task<LocalGptProjectRequirement> SaveRequirementAsync(Guid projectId, SaveProjectRequirementRequest request, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`request`
SaveProjectRequirementRequest

`cancellationToken`
CancellationToken

Returns

Task<LocalGptProjectRequirement>

SaveRequirementLinkAsync(Guid, SaveProjectRequirementLinkRequest, CancellationToken)

```
Task<LocalGptProjectRequirementLink> SaveRequirementLinkAsync(Guid projectId, SaveProjectRequirementLinkRequest request, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`request`
SaveProjectRequirementLinkRequest

`cancellationToken`
CancellationToken

Returns

Task<LocalGptProjectRequirementLink>

SaveRevisionAsync(Guid, SaveProjectRevisionRequest, CancellationToken)

```
Task<LocalGptProjectRevision> SaveRevisionAsync(Guid projectId, SaveProjectRevisionRequest request, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`request`
SaveProjectRevisionRequest

`cancellationToken`
CancellationToken

Returns

Task<LocalGptProjectRevision>

Interface IProjectLibraryInventoryService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IProjectLibraryInventoryService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â¨ 1

BuildDevExpressBriefingAsync(CancellationToken)

```
Task<string> BuildDevExpressBriefingAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<string>

Interface IProjectMaintenanceService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IProjectMaintenanceService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â œ¨ 16

ApproveRevisionReadyForTestAsync(Guid, Guid, ApproveRevisionReadyForTestRequest, CancellationToken)

```
Task<ProjectBuildVerification> ApproveRevisionReadyForTestAsync(Guid projectId, Guid revisionId, ApproveRevisionReadyForTestRequest request, CancellationToken cancellationToken
= default)
```

Parameters

`projectId` **Guid**

`revisionId` **Guid**

`request`
ApproveRevisionReadyForTest Request

`cancellationToken`
CancellationToken

Returns

Task<ProjectBuildVerification>

AssessWorkspacePermissionsAsync(Guid, bool, CancellationToken)

```
Task<WorkspacePermissionAssessment> AssessWorkspacePermissionsAsync(Guid workspaceRootId, bool userConfirmedWriteProbe, CancellationToken cancellationToken = default)
```

Parameters

`workspaceRootId` **Guid**

`userConfirmedWriteProbe` **bool**

`cancellationToken`
CancellationToken

Returns

Task<WorkspacePermissionAssessment>

DeleteCompilerInstallationAsync(Guid, bool, CancellationToken)

Deletes one unreferenced compiler profile after explicit human confirmation.

```
Task<bool> DeleteCompilerInstallationAsync(Guid compilerId, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`compilerId` **Guid**	Stored compiler identifier.
`userConfirmed` **bool**	Whether the user approved the destructive write.
`cancellationToken` **CancellationToken**	Cancels the database operation.

Returns

Task<bool>	A task that returns true when the profile was removed.

DiscoverCompilerInstallationsAsync(DiscoverProjectCompilersRequest, CancellationToken)

Discovers compiler executables from PATH, common locations and approved custom roots.

```
Task<IReadOnlyList<ProjectCompilerInstallation>> DiscoverCompilerInstallationsAsync(DiscoverProjectCompilersRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request` **DiscoverProjectCompilersRequest**	Discovery roots, persistence choice and approval state.

`cancellationToken` **CancellationToken**	Cancels discovery and persistence.

Returns

Task<IReadOnlyList<ProjectCompilerInstallation>>	A task that returns the detected profiles.

GetCompilerInstallationsAsync(CancellationToken)

Lists stored compiler and runtime toolchain profiles.

```
Task<IReadOnlyList<ProjectCompilerInstallation>> GetCompilerInstallationsAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken` **CancellationToken**	Cancels the database read.

Returns

Task<IReadOnlyList<ProjectCompilerInstallation>>	A task that returns the stored profiles.

GetTrackedFilesAsync(Guid, Guid?, CancellationToken)

```
Task<IReadOnlyList<LocalGptProjectTrackedFile>> GetTrackedFilesAsync(Guid projectId, Guid? revisionId = null, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`revisionId` **Guid?**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<LocalGptProjectTrackedFile>>	

GetWorkspaceRootsAsync(Guid?, CancellationToken)

```
Task<IReadOnlyList<ProjectWorkspaceRoot>> GetWorkspaceRootsAsync(Guid? projectId = null, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid?**

`cancellationToken`
CancellationToken

Returns

**Task<IReadOnlyList<ProjectW
orkspaceRoot>>**

RecordCouncilBuildReviewAsync(Guid, RecordCouncilBuildReviewRequest, CancellationToken)

```
Task<ProjectBuildVerification> RecordCouncilBuildReviewAsync(Guid verificationId, RecordCouncilBuildReviewRequest request, CancellationToken cancellationToken = default)
```

Parameters

`verificationId` **Guid**

`request`
**RecordCouncilBuildReviewReq
uest**

`cancellationToken`
CancellationToken

Returns

Task<ProjectBuildVerification>

RegisterRevisionWorkspaceAsync(Guid, Guid, string, string, bool, CancellationToken)

```
Task<LocalGptProjectRevision> RegisterRevisionWorkspaceAsync(Guid projectId, Guid revisionId, string sourceRootPath, string solutionPath, bool userConfirmed, CancellationToken
cancellationToken = default)
```

Parameters

`projectId` **Guid**

`revisionId` **Guid**

`sourceRootPath` **string**

`solutionPath` **string**

`userConfirmed` **bool**

`cancellationToken`
CancellationToken

Returns

**Task<LocalGptProjectRevision
>**

ResolveWorkspaceAsync(Guid, CancellationToken)

```
Task<ProjectWorkspaceResolution> ResolveWorkspaceAsync(Guid projectId, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`cancellationToken`
CancellationToken

Returns

**Task<ProjectWorkspaceResolu
tion>**

RunBuildVerificationAsync(Guid, RunProjectBuildVerificationRequest, CancellationToken)

```
Task<ProjectBuildVerification> RunBuildVerificationAsync(Guid projectId, RunProjectBuildVerificationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`request`
**RunProjectBuildVerificationRe
quest**

`cancellationToken`
CancellationToken

Returns

Task<ProjectBuildVerification>

SaveCompilerInstallationAsync(SaveProjectCompilerInstallationRequest, CancellationToken)

Creates or updates one approval-gated compiler profile.

```
Task<ProjectCompilerInstallation> SaveCompilerInstallationAsync(SaveProjectCompilerInstallationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request` **SaveProjectCompilerInstallationRequest**	Validated toolchain profile and approval state.
`cancellationToken` **CancellationToken**	Cancels the database write.

Returns

Task<ProjectCompilerInstallation>	A task that returns the persisted profile.

SaveTrackedFilePatternAsync(Guid, SaveTrackedFilePatternRequest, CancellationToken)

```
Task<LocalGptProjectTrackedFile> SaveTrackedFilePatternAsync(Guid trackedFileId, SaveTrackedFilePatternRequest request, CancellationToken cancellationToken = default)
```

Parameters

`trackedFileId` **Guid**

`request` **SaveTrackedFilePatternRequest**

`cancellationToken` **CancellationToken**

Returns

Task<LocalGptProjectTrackedFile>

SaveWorkspaceRootAsync(SaveProjectWorkspaceRootRequest, CancellationToken)

```
Task<ProjectWorkspaceRoot> SaveWorkspaceRootAsync(SaveProjectWorkspaceRootRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
SaveProjectWorkspaceRootRequest

`cancellationToken`
CancellationToken

Returns

Task<ProjectWorkspaceRoot>

ScanProjectFilesAsync(Guid, ScanProjectFilesRequest, CancellationToken)

```
Task<ProjectScanResult> ScanProjectFilesAsync(Guid projectId, ScanProjectFilesRequest request, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`request`
ScanProjectFilesRequest

`cancellationToken`
CancellationToken

Returns

Task<ProjectScanResult>

ValidateCompilerInstallationAsync(Guid, bool, CancellationToken)

Runs one bounded version probe for a stored compiler profile.

```
Task<ProjectCompilerInstallation> ValidateCompilerInstallationAsync(Guid compilerId, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`compilerId` **Guid**	Stored compiler identifier.
`userConfirmed` **bool**	Whether the user approved native process execution.
`cancellationToken` **CancellationToken**	Cancels the probe and database update.

Returns

Task<ProjectCompilerInstallation>	A task that returns the updated validation profile.

Interface IProjectOrganicContextService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IProjectOrganicContextService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 3

BuildBriefingAsync(Guid, Guid?, CancellationToken)

```
Task<string> BuildBriefingAsync(Guid projectId, Guid? revisionId, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`revisionId` **Guid?**

`cancellationToken`
CancellationToken

Returns

Task<string>

GetAsync(Guid, Guid?, CancellationToken)

```
Task<ProjectOrganicContext> GetAsync(Guid projectId, Guid? revisionId, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`revisionId` **Guid?**

`cancellationToken`
CancellationToken

Returns

Task<ProjectOrganicContext>

SaveAsync(Guid, SaveProjectOrganicContextRequest, CancellationToken)

```
Task<ProjectOrganicContext> SaveAsync(Guid projectId, SaveProjectOrganicContextRequest request, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`request`
SaveProjectOrganicContextRequest

`cancellationToken`
CancellationToken

Returns

Task<ProjectOrganicContext>

Interface IPromptConfigService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IPromptConfigService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 4

GetPromptAsync(PromptConfigDto, CancellationToken)

```
Task<string> GetPromptAsync(PromptConfigDto dto, CancellationToken cancellationToken = default)
```

Parameters

`dto` **PromptConfigDto**

`cancellationToken`
CancellationToken

Returns

Task<string>

GetPromptAsync(string, string, CancellationToken)

```
Task<string> GetPromptAsync(string key, string language = "en", CancellationToken cancellationToken = default)
```

Parameters

`key` **string**

`language` **string**

`cancellationToken`
CancellationToken

Returns

Task<string>

ListPromptsAsync(string?, CancellationToken)

```
Task<IEnumerable<PromptConfig>> ListPromptsAsync(string? language = null, CancellationToken cancellationToken = default)
```

Parameters

`language` **string**

`cancellationToken`
CancellationToken

Returns

Task<IEnumerable<PromptCon
fig>>

UpdatePromptAsync(PromptConfigDto, CancellationToken)

```
Task UpdatePromptAsync(PromptConfigDto dto, CancellationToken cancellationToken = default)
```

Parameters

`dto` **PromptConfigDto**

`cancellationToken`
CancellationToken

Returns

Task

Interface IProviderModelBenchmarkService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IProviderModelBenchmarkService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 2

ApplyRecommendationsAsync(ProviderModelBenchmarkReport, string, bool, bool, CancellationToken)

```
Task<IReadOnlyList<CouncilModelPreset>> ApplyRecommendationsAsync(ProviderModelBenchmarkReport report, string presetName, bool makeDefault, bool userConfirmed, CancellationToken
cancellationToken = default)
```

Parameters

`report`
ProviderModelBenchmarkReport

`presetName` **string**

`makeDefault` **bool**

`userConfirmed` **bool**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<CouncilModelPreset>>

RunAsync(ProviderModelBenchmarkRequest, CancellationToken)

```
Task<ProviderModelBenchmarkReport> RunAsync(ProviderModelBenchmarkRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
ProviderModelBenchmarkRequest

`cancellationToken`
CancellationToken

Returns

Task<ProviderModelBenchmarkReport>

Interface IProviderModelRuntimeService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IProviderModelRuntimeService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶ â€¨ 6

CreateChatClient(ProviderModelReference, string, int, TimeSpan, int?, bool, bool)

```
IChatClient CreateChatClient(ProviderModelReference model, string keepAlive, int maxContextTokens, TimeSpan timeout, int? ollamaNumGpu, bool enableAutomaticTools = true, bool
throwOnFailure = false)
```

Parameters

`model` **ProviderModelReference**

`keepAlive` **string**

`maxContextTokens` **int**

`timeout` **TimeSpan**

`ollamaNumGpu` **int?**

`enableAutomaticTools` **bool**

`throwOnFailure` **bool**

Returns

IChatClient

CreateSessionAsync(ProviderModelReference, CancellationToken)

```
Task<ChatClientSession> CreateSessionAsync(ProviderModelReference model, CancellationToken cancellationToken = default)
```

Parameters

`model` **ProviderModelReference**

`cancellationToken`
CancellationToken

Returns

Task<ChatClientSession>

FromSession(ChatClientSession)

```
ProviderModelReference FromSession(ChatClientSession session)
```

Parameters

`session` **ChatClientSession**

Returns

ProviderModelReference

GetCandidatesAsync(CancellationToken)

```
Task<IReadOnlyList<MultiModelCouncilModelCandidate>> GetCandidatesAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

**Task<IReadOnlyList<MultiMode
lCouncilModelCandidate>>**

Remember(ProviderModelReference)

```
void Remember(ProviderModelReference model)
```

Parameters

`model` **ProviderModelReference**

ResolveAsync(string, CancellationToken)

```
Task<ProviderModelReference> ResolveAsync(string selectionOrModelName, CancellationToken cancellationToken = default)
```

Parameters

`selectionOrModelName` **string**

`cancellationToken`
CancellationToken

Returns

Task<ProviderModelReference>

Interface IPublicServiceMethodInvoker

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IPublicServiceMethodInvoker
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(PublicServiceMethodInvocationRequest, CancellationToken)

```
Task<object?> InvokeAsync(PublicServiceMethodInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
PublicServiceMethodInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<object>

Interface IPublisherInteractionDxSupport

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IPublisherInteractionDxSupport
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶ âœ¨ 1

QueueAsync<TLogger>(DxAiFunctionInvocationRequest, string, IOneWireConnectionRegistry, IOneWirePeerRegistry, IOneWireWorkSpooler, ILogger<TLogger>, Func<JsonElement, JsonElement>, CancellationToken)

```
Task<DxAiFunctionInvocationResult> QueueAsync<TLogger>(DxAiFunctionInvocationRequest request, string capabilityKey, IOneWireConnectionRegistry connections, IOneWirePeerRegistry
peers, IOneWireWorkSpooler spooler, ILogger<TLogger> logger, Func<JsonElement, JsonElement> createPayload, CancellationToken cancellationToken)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`capabilityKey` **string**

`connections`
IOneWireConnectionRegistry

`peers` **IOneWirePeerRegistry**

`spooler` **IOneWireWorkSpooler**

`logger` **ILogger<TLogger>**

`createPayload`
Func<JsonElement, JsonElement>

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Type Parameters

`TLogger`

Interface IRegexFunctionParameterService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IRegexFunctionParameterService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶âœ¨ 1

GetRequiredString(JsonElement, string)

```
string GetRequiredString(JsonElement element, string propertyName)
```

Parameters

`element` **JsonElement**

`propertyName` **string**

Returns

string

Interface IRegexPatternService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IRegexPatternService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶âœ¨ 7

AddOrUpdateAsync(RegexPatternDto)

```
Task AddOrUpdateAsync(RegexPatternDto dto)
```

Parameters

`dto` **RegexPatternDto**

Returns

Task

Compile(string, string?)

```
Regex Compile(string pattern, string? flags = null)
```

Parameters

`pattern` **string**

`flags` **string**

Returns

Regex

Compile(string, string?, TimeSpan)

```
Regex Compile(string pattern, string? flags, TimeSpan timeout)
```

Parameters

`pattern` **string**

`flags` **string**

`timeout` **TimeSpan**

Returns

Regex

DeleteAsync(string)

```
Task DeleteAsync(string name)
```

Parameters

`name` **string**

Returns

Task

GetRegexAsync(string)

```
Task<Regex?> GetRegexAsync(string name)
```

Parameters

`name` **string**

Returns

Task<Regex>

ListAllAsync()

```
Task<List<RegexPattern>> ListAllAsync()
```

Returns

Task<List<RegexPattern>>

ListAllAsync(int?)

```
Task<List<RegexPattern>> ListAllAsync(int? take)
```

Parameters

`take` **int?**

Returns

Task<List<RegexPattern>>

Interface IRemoteKnowledgeImportService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IRemoteKnowledgeImportService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â€¨ 2

ImportAsync(RemoteKnowledgeImportRequest, CancellationToken)

```
Task<RemoteKnowledgeImportResult> ImportAsync(RemoteKnowledgeImportRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
RemoteKnowledgeImportRequest

`cancellationToken`
CancellationToken

Returns

Task<RemoteKnowledgeImportResult>

ParseLabels(params string?[])

```
List<string> ParseLabels(params string?[] values)
```

Parameters

`values` **string[]**

Returns

List<string>

Interface IRuntimeCapabilityDirectoryService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IRuntimeCapabilityDirectoryService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶â œ¨ 1

SynchronizeAsync(CancellationToken)

```
Task<RuntimeCapabilityDirectorySnapshot> SynchronizeAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<RuntimeCapabilityDirectorySnapshot>

Interface ISafeTextDocumentService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ISafeTextDocumentService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶ â

2

ImportAsync(Guid, Guid?, string, bool, CancellationToken)

```
Task<ProjectDocumentImport> ImportAsync(Guid projectId, Guid? revisionId, string filePath, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`revisionId` **Guid?**

`filePath` **string**

`userConfirmed` **bool**

`cancellationToken` **CancellationToken**

Returns

Task<ProjectDocumentImport>

ReadAsync(string, int, CancellationToken)

```
Task<SafeTextDocument> ReadAsync(string filePath, int maxCharacters = 500000, CancellationToken cancellationToken = default)
```

Parameters

`filePath` **string**

`maxCharacters` **int**

`cancellationToken`
CancellationToken

Returns

Task<SafeTextDocument>

Interface IServiceActivityService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

Records bounded, sanitized service-operation state for LocalGPT short-term context. The executor never swallows failures: cancellation and exceptions are recorded and rethrown.

```
public interface IServiceActivityService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 5

RecordFailure(string, string, Exception, string?)

```
void RecordFailure(string serviceName, string operation, Exception exception, string? route = null)
```

Parameters

serviceName string

operation string

exception Exception

route string

RecordInformation(string, string, string, string?)

```
void RecordInformation(string serviceName, string operation, string summary, string? route = null)
```

Parameters

serviceName string

operation string

summary string

route string

RecordWarning(string, string, string, string?)

```
void RecordWarning(string serviceName, string operation, string summary, string? route = null)
```

Parameters

serviceName string

operation string

summary string

route string

RunAsync(string, string, Func<CancellationToken, Task>, CancellationToken, string?)

```
Task RunAsync(string serviceName, string operation, Func<CancellationToken, Task> action, CancellationToken cancellationToken = default, string? successSummary = null)
```

Parameters

serviceName string

operation string

`action`
Func<CancellationToken, Task>

`cancellationToken`
CancellationToken

`successSummary` **string**

Returns

Task

RunAsync<T>(string, string, Func<CancellationToken, Task<T>>, CancellationToken, string?)

```
Task<T> RunAsync<T>(string serviceName, string operation, Func<CancellationToken, Task<T>> action, CancellationToken cancellationToken = default, string? successSummary = null)
```

Parameters

`serviceName` **string**

`operation` **string**

`action`
Func<CancellationToken, Task<T>>

`cancellationToken`
CancellationToken

`successSummary` **string**

Returns

Task<T>

Type Parameters

`T`

Interface ISqliteEditorPreferenceService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ISqliteEditorPreferenceService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶âœ¨ 3

GetOverridesAsync(string, CancellationToken)

```
Task<IReadOnlyDictionary<string, SqliteEditorFieldOverride>> GetOverridesAsync(string tableName, CancellationToken cancellationToken = default)
```

Parameters

`tableName` **string**

`cancellationToken` **CancellationToken**

Returns

Task<IReadOnlyDictionary<string, SqliteEditorFieldOverride>>

InferEditorKind(SqliteColumnSummary, string?)

```
string InferEditorKind(SqliteColumnSummary column, string? value)
```

Parameters

`column` **SqliteColumnSummary**

`value` **string**

Returns

string

SaveOverrideAsync(SqliteEditorFieldOverride, bool, CancellationToken)

```
Task<SqliteEditorFieldOverride> SaveOverrideAsync(SqliteEditorFieldOverride preference, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`preference`
SqliteEditorFieldOverride

`userConfirmed` **bool**

`cancellationToken`
CancellationToken

Returns

Task<SqliteEditorFieldOverrid e>

Interface ISqliteTableEditorService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface ISqliteTableEditorService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Properties ðŸ±ðŸ¾ â€¨ 1

DatabasePath

```
string DatabasePath { get; }
```

Value

string

Methods ðŸ±ðŸ¾ â€¨ 5

DeleteRowAsync(string, long, CancellationToken)

```
Task DeleteRowAsync(string tableName, long rowId, CancellationToken cancellationToken = default)
```

Parameters

tableName **string**

rowId **long**

cancellationToken
CancellationToken

Returns

Task

GetTableAsync(string, int, CancellationToken)

```
Task<SqliteTableSnapshot> GetTableAsync(string tableName, int take = 100, CancellationToken cancellationToken = default)
```

Parameters

tableName **string**

take int

cancellationToken
CancellationToken

Returns

Task<SqliteTableSnapshot>

GetTablesAsync(CancellationToken)

```
Task<IReadOnlyList<SqliteTableSummary>> GetTablesAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<IReadOnlyList<SqliteTabl
eSummary>>

InsertRowAsync(string, IReadOnlyDictionary<string, string?>, CancellationToken)

```
Task InsertRowAsync(string tableName, IReadOnlyDictionary<string, string?> values, CancellationToken cancellationToken = default)
```

Parameters

tableName string

values
IReadOnlyDictionary<string,
string>

cancellationToken
CancellationToken

Returns

Task

UpdateRowAsync(string, long, IReadOnlyList<SqliteCellUpdate>, CancellationToken)

```
Task UpdateRowAsync(string tableName, long rowId, IReadOnlyList<SqliteCellUpdate> updates, CancellationToken cancellationToken = default)
```

Parameters

`tableName` **string**

`rowId` **long**

`updates`
IReadOnlyList<SqliteCellUpdate>

`cancellationToken`
CancellationToken

Returns

Task

Interface IStructuredTextTranslationService

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✨ 🐾 🌟

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IStructuredTextTranslationService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨

2

TranslateJson(StructuredJsonTranslationRequest)

```
StructuredJsonTranslationResult TranslateJson(StructuredJsonTranslationRequest request)
```

Parameters

`request`
StructuredJsonTranslationRequest

Returns

StructuredJsonTranslationResult

TranslatePlainJsonBlocksToMarkdown(string?)

```
string TranslatePlainJsonBlocksToMarkdown(string? text)
```

Parameters

`text` **string**

Returns

string

Interface ISupervisedTaskRunner

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

Starts intentionally non-blocking work while observing completion, cancellation, and failure. Use this instead of discarding a Task returned by an asynchronous method.

```
public interface ISupervisedTaskRunner
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Properties ðŸ±ðŸ¶â€¨ 1

ActiveTaskCount

```
int ActiveTaskCount { get; }
```

Value

int

Methods ðŸ±ðŸ¶â€¨ 1

Run(string, string, Func<CancellationToken, Task>, CancellationToken)

```
void Run(string owner, string operation, Func<CancellationToken, Task> action, CancellationToken cancellationToken = default)
```

Parameters

owner **string**

operation **string**

action
Func<CancellationToken, Task>

cancellationToken
CancellationToken

Interface ISystemVariableDefinitionService

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Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

Owns maintained LocalGPT system-variable keys so services never depend on ad-hoc string literals.

```
[DocumentationUpdated("2.1.20")]
public interface ISystemVariableDefinitionService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

🐾 Properties ðŸ± ðŸ¶ âœ¨ 23

CouncilDefaultsVersion

Gets the Council defaults migration-version definition.

```
SystemVariableDefinition<int> CouncilDefaultsVersion { get; }
```

Value

SystemVariableDefinition<int>

CouncilDxMaximumCallsPerStep

Gets the maximum DXFunction calls per Council step definition.

```
SystemVariableDefinition<int> CouncilDxMaximumCallsPerStep { get; }
```

Value

SystemVariableDefinition<int>

CouncilDxMaximumParameterCharacters

Gets the maximum DXFunction parameter-character definition.

```
SystemVariableDefinition<int> CouncilDxMaximumParameterCharacters { get; }
```

Value

SystemVariableDefinition<int>

CouncilDxMaximumResultCharacters

Gets the maximum DXFunction result-character definition.

```
SystemVariableDefinition<int> CouncilDxMaximumResultCharacters { get; }
```

Value

SystemVariableDefinition<int>

DefaultContextTokens

Gets the default context-token definition.

```
SystemVariableDefinition<int> DefaultContextTokens { get; }
```

Value

SystemVariableDefinition<int>

DefaultCouncilCritiqueRounds

Gets the default Council critique-round count definition.

```
SystemVariableDefinition<int> DefaultCouncilCritiqueRounds { get; }
```

Value

SystemVariableDefinition<int>

DefaultCouncilResourceLoadPercent

Gets the default Council resource-load percentage definition.

```
SystemVariableDefinition<int> DefaultCouncilResourceLoadPercent { get; }
```

Value

SystemVariableDefinition<int>

DefaultHeavyModelGpuLayers

Gets the legacy heavy-model GPU-layer default.

```
SystemVariableDefinition<int> DefaultHeavyModelGpuLayers { get; }
```

Value

SystemVariableDefinition<int>

DefaultMaxOutputTokens

Gets the default maximum output-token definition.

```
SystemVariableDefinition<int> DefaultMaxOutputTokens { get; }
```

Value

SystemVariableDefinition<int>

DefaultMaxParallelModels

Gets the default maximum parallel-model definition.

```
SystemVariableDefinition<int> DefaultMaxParallelModels { get; }
```

Value

SystemVariableDefinition<int>

DefaultMaxPromptCharacters

Gets the default maximum prompt-character definition.

```
SystemVariableDefinition<int> DefaultMaxPromptCharacters { get; }
```

Value

SystemVariableDefinition<int>

DefaultOllamaEndpoint

Gets the default loopback Ollama endpoint definition.

```
SystemVariableDefinition<string> DefaultOllamaEndpoint { get; }
```

Value

**SystemVariableDefinition<stri
ng>**

FirstRunOnboardingCompleted

Gets the persisted first-run onboarding completion flag definition.

```
SystemVariableDefinition<bool> FirstRunOnboardingCompleted { get; }
```

Value

SystemVariableDefinition<bool>

InitialValues

Gets all maintained initial variables in deterministic seed order.

```
IReadOnlyList<InitialVariable> InitialValues { get; }
```

Value

IReadOnlyList<InitialVariable>

LegacyCouncilResourceLoadPercent

Gets the former hard-coded Council resource-load percentage for migration diagnostics.

```
int LegacyCouncilResourceLoadPercent { get; }
```

Value

int

MaxBootstrapCharacters

Gets the maximum bootstrap-character definition.

```
SystemVariableDefinition<int> MaxBootstrapCharacters { get; }
```

Value

SystemVariableDefinition<int>

MaxContextTokens

Gets the maximum context-token definition.

```
SystemVariableDefinition<int> MaxContextTokens { get; }
```

Value

SystemVariableDefinition<int>

MaxOutputTokens

Gets the maximum output-token definition.

```
SystemVariableDefinition<int> MaxOutputTokens { get; }
```

Value

SystemVariableDefinition<int>

MinContextTokens

Gets the minimum context-token definition.

```
SystemVariableDefinition<int> MinContextTokens { get; }
```

Value

SystemVariableDefinition<int>

MinOutputTokens

Gets the minimum output-token definition.

```
SystemVariableDefinition<int> MinOutputTokens { get; }
```

Value

SystemVariableDefinition<int>

ProviderSelectionPolicy

Gets the provider-selection policy definition.

```
SystemVariableDefinition<string> ProviderSelectionPolicy { get; }
```

Value

SystemVariableDefinition<string>

RegexMatchTimeoutMilliseconds

Gets the regular-expression timeout definition.

```
SystemVariableDefinition<int> RegexMatchTimeoutMilliseconds { get; }
```

Value

SystemVariableDefinition<int>

RepositoryKnowledgeSeedVersion

Gets the repository knowledge seed-version definition.

```
SystemVariableDefinition<int> RepositoryKnowledgeSeedVersion { get; }
```

Value

SystemVariableDefinition<int>

Interface IThemeChangeRequestDispatcher

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IThemeChangeRequestDispatcher
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ±ðŸ¶âœ¨ 2

RequestThemeChangeAsync(Theme, ThemeApplicationTarget)

```
Task RequestThemeChangeAsync(Theme theme, ThemeApplicationTarget target)
```

Parameters

`theme` **Theme**

`target`
ThemeApplicationTarget

Returns

Task

ResetFusionRouteAsync()

```
Task ResetFusionRouteAsync()
```

Returns

Task

Interface IThemeLoadNotifier

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌞

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IThemeLoadNotifier
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 1

NotifyThemeLoadedAsync(Theme, ThemeApplicationTarget)

```
Task NotifyThemeLoadedAsync(Theme theme, ThemeApplicationTarget target)
```

Parameters

`theme` **Theme**

`target`
ThemeApplicationTarget

Returns

Task

Interface IVariableStoreService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

```
public interface IVariableStoreService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods ðŸ± ðŸ¶ âœ¨ 4

GetAsync<T>(string, CancellationToken)

```
Task<T> GetAsync<T>(string name, CancellationToken cancellationToken = default)
```

Parameters

`name` **string**

`cancellationToken`
CancellationToken

Returns

Task<T>

Type Parameters

`T`

ListAllAsync(string, CancellationToken)

```
Task<IEnumerable<SystemVariable>> ListAllAsync(string filter, CancellationToken cancellationToken = default)
```

Parameters

`filter` **string**

`cancellationToken`
CancellationToken

Returns

**Task<IEnumerable<SystemVari
able>>**

ListAllAsync(CancellationToken)

```
Task<IEnumerable<SystemVariable>> ListAllAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

**Task<IEnumerable<SystemVari
able>>**

SetAsync<T>(string, T, CancellationToken)

```
Task SetAsync<T>(string name, T value, CancellationToken cancellationToken = default)
```

Parameters

name string

value T

cancellationToken CancellationToken

Returns

Task

Type Parameters

T

Class InitialVariable

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Interfaces
Assembly	LocalGPT.dll

```
public sealed record InitialVariable : IEquatable<InitialVariable>
```

Inheritance	object InitialVariable
Implements	IEquatable<InitialVariable>
Inherited Members	object.GetType() object.Equals(object, object) object.ReferenceEquals(object, object)
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ 1

InitialVariable(string, string, string)

```
public InitialVariable(string Name, string Value, string DataType)
```

Parameters

`Name` **string**

`Value` **string**

`DataType` **string**

🐾 Properties ðŸ±ðŸ¶â€¨ 3

DataType

```
public string DataType { get; init; }
```

Value

string

Name

```
public string Name { get; init; }
```

Value

string

Value

```
public string Value { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶â¨ 5

Deconstruct(out string, out string, out string)

```
public void Deconstruct(out string Name, out string Value, out string DataType)
```

Parameters

Name **string**

Value **string**

DataType **string**

Equals(InitialVariable?)

```
public bool Equals(InitialVariable? other)
```

Parameters

`other` **InitialVariable**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â…¨ 2

operator ==(InitialVariable?, InitialVariable?)

```
public static bool operator ==(InitialVariable? left, InitialVariable? right)
```

Parameters

`left` **InitialVariable**

`right` **InitialVariable**

Returns

bool

operator !=(InitialVariable?, InitialVariable?)

```
public static bool operator !=(InitialVariable? left, InitialVariable? right)
```

Parameters

`left` **InitialVariable**

`right` **InitialVariable**

Returns

bool

Class SafeTextDocument

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Interfaces
Assembly	LocalGPT.dll

```
public sealed record SafeTextDocument : IEquatable<SafeTextDocument>
```

Inheritance object
SafeTextDocument

Implements IEquatable<SafeTextDocument>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

SafeTextDocument(string, string, string, string, string, IReadOnlyList<string>)

```
public SafeTextDocument(string Name, string Text, string ContentHash, string EncodingName, string ContentType, IReadOnlyList<string> Warnings)
```

Parameters

Name string

Text string

ContentHash string

EncodingName string

ContentType string

Warnings
IReadOnlyList<string>

🐾 Properties ðŸ±ðŸ¶â œ¨ 6

ContentHash

```
public string ContentHash { get; init; }
```

Value

string

ContentType

```
public string ContentType { get; init; }
```

Value

string

EncodingName

```
public string EncodingName { get; init; }
```

Value

string

Name

```
public string Name { get; init; }
```

Value

string

Text

```
public string Text { get; init; }
```

Value

string

Warnings

```
public IReadOnlyList<string> Warnings { get; init; }
```

Value

IReadOnlyList<string>

Methods ðŸ±ðŸ¶â…¨ 5

Deconstruct(out string, out string, out string, out string, out string, out IReadOnlyList<string>)

```
public void Deconstruct(out string Name, out string Text, out string ContentHash, out string EncodingName, out string ContentType, out IReadOnlyList<string> Warnings)
```

Parameters

Name **string**

Text **string**

ContentHash **string**

EncodingName **string**

ContentType **string**

Warnings
IReadOnlyList<string>

Equals(SafeTextDocument?)

```
public bool Equals(SafeTextDocument? other)
```

Parameters

`other` **SafeTextDocument**

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â€â œ¨ 2

operator ==(SafeTextDocument?, SafeTextDocument?)

```
public static bool operator ==(SafeTextDocument? left, SafeTextDocument? right)
```

Parameters

`left` **SafeTextDocument**

`right` **SafeTextDocument**

Returns

bool

operator !=(SafeTextDocument?, SafeTextDocument?)

```
public static bool operator !=(SafeTextDocument? left, SafeTextDocument? right)
```

Parameters

`left` **SafeTextDocument**

`right` **SafeTextDocument**

Returns

bool

Class SystemVariableDefinition<T>

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Interfaces

Assembly LocalGPT.dll

Describes one strongly typed database-backed system-variable key and its seed default.

```
public sealed record SystemVariableDefinition<T> : IEquatable<SystemVariableDefinition<T>>
```

Type Parameters

T Value type stored by the variable.

Inheritance object
SystemVariableDefinition<T>

Implements IEquatable<SystemVariableDefinition<T>>

Inherited Members object.GetType()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

SystemVariableDefinition(string, T)

Describes one strongly typed database-backed system-variable key and its seed default.

```
public SystemVariableDefinition(string Name, T DefaultValue)
```

Parameters

Name `string` Stable database key.

DefaultValue `T` Value used only when no durable user value exists.

🐾 Properties ðŸ±ðŸ¶â œ¨ 2

DefaultValue

Value used only when no durable user value exists.

```
public T DefaultValue { get; init; }
```

Value

T

Name

Stable database key.

```
public string Name { get; init; }
```

Value

string

Methods ðŸ±ðŸ¶â åœ¨ 5

Deconstruct(out string, out T)

```
public void Deconstruct(out string Name, out T DefaultValue)
```

Parameters

`Name` **string**

`DefaultValue` **T**

Equals(SystemVariableDefinition<T>?)

```
public bool Equals(SystemVariableDefinition<T>? other)
```

Parameters

`other`
SystemVariableDefinition<T>

Returns

bool

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

`obj` **object**

Returns

bool

GetHashCode()

```
public override int GetHashCode()
```

Returns

int

ToString()

```
public override string ToString()
```

Returns

string

Operators ðŸ±ðŸ¶â åœ¨ 2

operator ==(SystemVariableDefinition<T>?, SystemVariableDefinition<T>?)

```
public static bool operator ==(SystemVariableDefinition<T>? left, SystemVariableDefinition<T>? right)
```

Parameters

left
SystemVariableDefinition<T>

right
SystemVariableDefinition<T>

Returns

bool

operator !=(SystemVariableDefinition<T>?, SystemVariableDefinition<T>?)

```
public static bool operator !=(SystemVariableDefinition<T>? left, SystemVariableDefinition<T>? right)
```

Parameters

left
SystemVariableDefinition<T>

right
SystemVariableDefinition<T>

Returns

bool

Namespace LocalGPT.Logging

Neko & Puppy namespace shelf Â· Types are grouped by kind, so every interface, class, and helper lands in a cozy little home, nya~ woof!

✨ 🐾 🌟

Classes

DatabaseLogger

DatabaseLoggerProvider

EmailLogger

EmailLoggerProvider

FileLogger

FileLoggerProvider

Class DatabaseLogger

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Logging
Assembly	LocalGPT.dll

```
public sealed class DatabaseLogger : ILogger
```

Inheritance	object DatabaseLogger
Implements	ILogger
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â…¨ âœ¨ 1

DatabaseLogger(string, DatabaseLoggerProvider)

```
public DatabaseLogger(string categoryName, DatabaseLoggerProvider provider)
```

Parameters

categoryName string

provider
DatabaseLoggerProvider

Methods ðŸ±ðŸ¶â…¨ âœ¨ 3

BeginScope<TState>(TState)

```
public IDisposable BeginScope<TState>(TState state) where TState : notnull
```

Parameters

`state` **TState**

Returns

IDisposable

Type Parameters

`TState`

IsEnabled(LogLevel)

```
public bool IsEnabled(LogLevel logLevel)
```

Parameters

`logLevel` **LogLevel**

Returns

bool

Log<TState>(LogLevel, EventId, TState, Exception?, Func<TState, Exception?, string>)

```
public void Log<TState>(LogLevel logLevel, EventId eventId, TState state, Exception? exception, Func<TState, Exception?, string> formatter)
```

Parameters

`logLevel` **LogLevel**

`eventId` **EventId**

`state` **TState**

`exception` **Exception**

`formatter` **Func<TState, Exception, string>**

Type Parameters

`TState`

Class DatabaseLoggerProvider

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Logging

Assembly LocalGPT.dll

```
public sealed class DatabaseLoggerProvider : ILoggerProvider, IDisposable
```

Inheritance
object
DatabaseLoggerProvider

Implements
ILoggerProvider
IDisposable

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

DatabaseLoggerProvider(IDbContextFactory<LocalGptMemoryDbContext>, IOptionsMonitor<DatabaseLoggerCoreOptions>, IDatabaseLoggerReadiness)

```
public DatabaseLoggerProvider(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IOptionsMonitor<DatabaseLoggerCoreOptions> options,
IDatabaseLoggerReadiness databaseLoggerReadiness)
```

Parameters

dbContextFactory
IDbContextFactory<LocalGptMemoryDbContext>

options
IOptionsMonitor<DatabaseLoggerCoreOptions>

databaseLoggerReadiness
IDatabaseLoggerReadiness

Methods ðŸ± ðŸ¶ âœ¨ 2

CreateLogger(string)

```
public ILogger CreateLogger(string categoryName)
```

Parameters

categoryName string

Returns

ILogger

Dispose()

```
public void Dispose()
```

Class EmailLogger

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Logging

Assembly LocalGPT.dll

```
public sealed class EmailLogger : ILogger, IDisposable
```

Inheritance
object
EmailLogger

Implements
ILogger
IDisposable

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

EmailLogger(string, IOptionsMonitor<EmailLoggerCoreOptions>)

```
public EmailLogger(string categoryName, IOptionsMonitor<EmailLoggerCoreOptions> optionsSnapshot)
```

Parameters

categoryName **string**

optionsSnapshot
IOptionsMonitor<EmailLoggerCoreOptions>

Methods ðŸ±ðŸ¶ âœ¨ 3

Dispose()

```
public void Dispose()
```

IsEnabled(LogLevel)

```
public bool IsEnabled(LogLevel logLevel)
```

Parameters

logLevel **LogLevel**

Returns

bool

Log<TState>(LogLevel, EventId, TState, Exception?, Func<TState, Exception?, string>)

```
public void Log<TState>(LogLevel logLevel, EventId eventId, TState state, Exception? exception, Func<TState, Exception?, string> formatter)
```

Parameters

logLevel **LogLevel**

`eventId` **EventId**

`state` **TState**

`exception` **Exception**

`formatter` **Func<TState, Exception, string>**

Type Parameters

`TState`

Class EmailLoggerProvider

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Logging

Assembly LocalGPT.dll

```
public sealed class EmailLoggerProvider : ILoggerProvider, IDisposable
```

Inheritance	object EmailLoggerProvider
Implements	ILoggerProvider IDisposable
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

EmailLoggerProvider(IOptionsMonitor<EmailLoggerCoreOptions>)

```
public EmailLoggerProvider(IOptionsMonitor<EmailLoggerCoreOptions> options)
```

Parameters

options
IOptionsMonitor<EmailLoggerCoreOptions>

⚙ Methods ðŸ±ðŸ¶ âœ¨ 2

CreateLogger(string)

```
public ILogger CreateLogger(string categoryName)
```

Parameters

`categoryName` **string**

Returns

ILogger

Dispose()

```
public void Dispose()
```


Class FileLogger

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Logging

Assembly LocalGPT.dll

```
public class FileLogger : ILogger, IDisposable
```

Inheritance object
FileLogger

Implements ILogger
IDisposable

Inherited Members object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)

object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

FileLogger(string, IOptionsMonitor<FileLoggerCoreOptions>)

```
public FileLogger(string categoryName, IOptionsMonitor<FileLoggerCoreOptions> optionsSnapshot)
```

Parameters

categoryName **string**

optionsSnapshot
IOptionsMonitor<FileLoggerCoreOptions>

⚙ Methods ðŸ±ðŸ¶ âœ¨ 3

Dispose()

```
public void Dispose()
```

IsEnabled(LogLevel)

```
public bool IsEnabled(LogLevel logLevel)
```

Parameters

logLevel **LogLevel**

Returns

bool

Log<TState>(LogLevel, EventId, TState, Exception?, Func<TState, Exception?, string>)

```
public void Log<TState>(LogLevel logLevel, EventId eventId, TState state, Exception? exception, Func<TState, Exception?, string> formatter)
```

Parameters

`logLevel` **LogLevel**

`eventId` **EventId**

`state` **TState**

`exception` **Exception**

`formatter` **Func<TState, Exception, string>**

Type Parameters

`TState`

Class FileLoggerProvider

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Logging

Assembly LocalGPT.dll

```
public class FileLoggerProvider : ILoggerProvider, IDisposable
```

Inheritance	object FileLoggerProvider
Implements	ILoggerProvider IDisposable
Inherited Members	object.GetType() object.MemberwiseClone() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

FileLoggerProvider(IOptionsMonitor<FileLoggerCoreOptions>)

```
public FileLoggerProvider(IOptionsMonitor<FileLoggerCoreOptions> options)
```

Parameters

options
IOptionsMonitor<FileLoggerCoreOptions>

⚙ Methods ðŸ±ðŸ¶â œ¨ 3

CreateLogger(string)

```
public ILogger CreateLogger(string categoryName)
```

Parameters

`categoryName` **string**

Returns

ILogger

Dispose()

```
public void Dispose()
```

Dispose(bool)

```
protected virtual void Dispose(bool disposing)
```

Parameters

`disposing` **bool**

Namespace LocalGPT.Migrations

Neko & Puppy namespace shelf Â· Types are grouped by kind, so every interface, class, and helper lands in a cozy little home, nya~ woof!

✨ 🐾 🌟

Classes

AddChatSessionControl

AddCodeGenerationChangeReviews

AddCouncilRuntimeClasses

AddCouncilTeamScripting

AddDatabaseFirstProjectArchitecture

AddDeferredDxAiInvocations

AddEmbeddedFirmwareAndWorkspaceEnvironments

AddFeaturePersistenceRecords

AddHumanCollaboration

AddHumanQuestionFlow

AddOrganicSkillsAndHardwareRoutes

AddProjectCollaboration

AddProjectMaintenanceWorkspaces

AddReusableHumanApprovalDecisions

FixProjectTrackedFileRevisionIdentity

Initial

addingGeneralConfigTables

testWithNewSystem

Class AddChatSessionControl

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Migrations

Assembly LocalGPT.dll

```
[DbContext(typeof(LocalGptMemoryDbContext))]
[Migration("20260725150000_AddChatSessionControl")]
public class AddChatSessionControl : Migration
```

Inheritance
object
Migration
AddChatSessionControl

Inherited Members
Migration.InitialDatabase
Migration.BuildTargetModel(ModelBuilder)
Migration.TargetModel
Migration.UpOperations
Migration.DownOperations
Migration.ActiveProvider
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

AddChatSessionControl()

```
public AddChatSessionControl()
```

Methods ðŸ± ðŸ¶ â

2

Down(MigrationBuilder)

```
protected override void Down(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Up(MigrationBuilder)

```
protected override void Up(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Class AddCodeGenerationChangeReviews

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Migrations

Assembly LocalGPT.dll

```
[DbContext(typeof(LocalGptMemoryDbContext))]
[Migration("20260725030000_AddCodeGenerationChangeReviews")]
public class AddCodeGenerationChangeReviews : Migration
```

Inheritance

object
Migration
AddCodeGenerationChangeReviews

Inherited Members

Migration.InitialDatabase
Migration.BuildTargetModel(ModelBuilder)
Migration.TargetModel
Migration.UpOperations
Migration.DownOperations
Migration.ActiveProvider
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

AddCodeGenerationChangeReviews()

```
public AddCodeGenerationChangeReviews()
```

Methods ðŸ± ðŸ¶ â

2

Down(MigrationBuilder)

```
protected override void Down(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Up(MigrationBuilder)

```
protected override void Up(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Class AddCouncilRuntimeClasses

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Namespace LocalGPT.Migrations

Assembly LocalGPT.dll

```
[DbContext(typeof(LocalGptMemoryDbContext))]
[Migration("20260802010000_AddCouncilRuntimeClasses")]
public class AddCouncilRuntimeClasses : Migration
```

Inheritance

object
Migration
AddCouncilRuntimeClasses

Inherited Members

Migration.InitialDatabase
Migration.BuildTargetModel(ModelBuilder)
Migration.TargetModel
Migration.UpOperations
Migration.DownOperations
Migration.ActiveProvider
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶ âœ¨ 1

AddCouncilRuntimeClasses()

```
public AddCouncilRuntimeClasses()
```

Methods ðŸ± ðŸ¶ â

2

Down(MigrationBuilder)

```
protected override void Down(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Up(MigrationBuilder)

```
protected override void Up(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Class AddCouncilTeamScripting

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace	LocalGPT.Migrations
Assembly	LocalGPT.dll

```
[DbContext(typeof(LocalGptMemoryDbContext))]
[Migration("20260726150000_AddCouncilTeamScripting")]
public class AddCouncilTeamScripting : Migration
```

Inheritance	object Migration AddCouncilTeamScripting
Inherited Members	Migration.InitialDatabase Migration.BuildTargetModel(ModelBuilder) Migration.TargetModel Migration.UpOperations Migration.DownOperations Migration.ActiveProvider object.GetType() object.MemberwiseClone() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶ âœ¨ 1

AddCouncilTeamScripting()

```
public AddCouncilTeamScripting()
```

Methods ðŸ± ðŸ¶ â

2

Down(MigrationBuilder)

```
protected override void Down(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Up(MigrationBuilder)

```
protected override void Up(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Class AddDatabaseFirstProjectArchitecture

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Migrations

Assembly LocalGPT.dll

```
[DbContext(typeof(LocalGptMemoryDbContext))]
[Migration("20260726010000_AddDatabaseFirstProjectArchitecture")]
public class AddDatabaseFirstProjectArchitecture : Migration
```

Inheritance
object
Migration
AddDatabaseFirstProjectArchitecture

Inherited Members
Migration.InitialDatabase
Migration.BuildTargetModel(ModelBuilder)
Migration.TargetModel
Migration.UpOperations
Migration.DownOperations
Migration.ActiveProvider
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

AddDatabaseFirstProjectArchitecture()

```
public AddDatabaseFirstProjectArchitecture()
```

Methods ðŸ± ðŸ¶ â

2

Down(MigrationBuilder)

```
protected override void Down(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Up(MigrationBuilder)

```
protected override void Up(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Class AddDeferredDxAiInvocations

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Migrations

Assembly LocalGPT.dll

```
[DbContext(typeof(LocalGptMemoryDbContext))]
[Migration("20260726001000_AddDeferredDxAiInvocations")]
public class AddDeferredDxAiInvocations : Migration
```

Inheritance

object
Migration
AddDeferredDxAiInvocations

Inherited Members

Migration.InitialDatabase
Migration.BuildTargetModel(ModelBuilder)
Migration.TargetModel
Migration.UpOperations
Migration.DownOperations
Migration.ActiveProvider
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶ âœ¨ 1

AddDeferredDxAiInvocations()

```
public AddDeferredDxAiInvocations()
```

Methods ðŸ± ðŸ¶ â

2

Down(MigrationBuilder)

```
protected override void Down(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Up(MigrationBuilder)

```
protected override void Up(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Class AddEmbeddedFirmwareAndWorkspaceEnvironments

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Migrations

Assembly LocalGPT.dll

```
[DbContext(typeof(LocalGptMemoryDbContext))]
[Migration("20260802020000_AddEmbeddedFirmwareAndWorkspaceEnvironments")]
public class AddEmbeddedFirmwareAndWorkspaceEnvironments : Migration
```

Inheritance

object
Migration
AddEmbeddedFirmwareAndWorkspaceEnvironments

Inherited Members

Migration.InitialDatabase
Migration.BuildTargetModel(ModelBuilder)
Migration.TargetModel
Migration.UpOperations
Migration.DownOperations
Migration.ActiveProvider
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶ âœ¨ 1

AddEmbeddedFirmwareAndWorkspaceEnvironments()

```
public AddEmbeddedFirmwareAndWorkspaceEnvironments()
```

Methods ðŸ± ðŸ¶ â

2

Down(MigrationBuilder)

```
protected override void Down(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Up(MigrationBuilder)

```
protected override void Up(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Class AddFeaturePersistenceRecords

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Migrations

Assembly LocalGPT.dll

```
[DbContext(typeof(LocalGptMemoryDbContext))]
[Migration("20260803000000_AddFeaturePersistenceRecords")]
public class AddFeaturePersistenceRecords : Migration
```

Inheritance

object
Migration
AddFeaturePersistenceRecords

Inherited Members

Migration.InitialDatabase
Migration.BuildTargetModel(ModelBuilder)
Migration.TargetModel
Migration.UpOperations
Migration.DownOperations
Migration.ActiveProvider
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

AddFeaturePersistenceRecords()

```
public AddFeaturePersistenceRecords()
```

Methods ðŸ±ðŸ¶â¨ 2

Down(MigrationBuilder)

```
protected override void Down(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Up(MigrationBuilder)

```
protected override void Up(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Class AddHumanCollaboration

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Migrations

Assembly LocalGPT.dll

```
[DbContext(typeof(LocalGptMemoryDbContext))]
[Migration("20260726000000_AddHumanCollaboration")]
public class AddHumanCollaboration : Migration
```

Inheritance
object
Migration
AddHumanCollaboration

Inherited Members
Migration.InitialDatabase
Migration.BuildTargetModel(ModelBuilder)
Migration.TargetModel
Migration.UpOperations
Migration.DownOperations
Migration.ActiveProvider
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

AddHumanCollaboration()

```
public AddHumanCollaboration()
```

Methods ðŸ±ðŸ¶â¨ 2

Down(MigrationBuilder)

```
protected override void Down(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Up(MigrationBuilder)

```
protected override void Up(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Class AddHumanQuestionFlow

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Migrations

Assembly LocalGPT.dll

```
[DbContext(typeof(LocalGptMemoryDbContext))]
[Migration("20260731152000_AddHumanQuestionFlow")]
public class AddHumanQuestionFlow : Migration
```

Inheritance
object
Migration
AddHumanQuestionFlow

Inherited Members
Migration.InitialDatabase
Migration.BuildTargetModel(ModelBuilder)
Migration.TargetModel
Migration.UpOperations
Migration.DownOperations
Migration.ActiveProvider
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

AddHumanQuestionFlow()

```
public AddHumanQuestionFlow()
```

Methods ðŸ± ðŸ¶ â¨ 2

Down(MigrationBuilder)

```
protected override void Down(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Up(MigrationBuilder)

```
protected override void Up(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Class AddOrganicSkillsAndHardwareRoutes

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Migrations

Assembly LocalGPT.dll

```
[DbContext(typeof(LocalGptMemoryDbContext))]
[Migration("20260726133000_AddOrganicSkillsAndHardwareRoutes")]
public class AddOrganicSkillsAndHardwareRoutes : Migration
```

Inheritance
object
Migration
AddOrganicSkillsAndHardwareRoutes

Inherited Members
Migration.InitialDatabase
Migration.BuildTargetModel(ModelBuilder)
Migration.TargetModel
Migration.UpOperations
Migration.DownOperations
Migration.ActiveProvider
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

AddOrganicSkillsAndHardwareRoutes()

```
public AddOrganicSkillsAndHardwareRoutes()
```

Methods ðŸ± ðŸ¶ â

2

Down(MigrationBuilder)

```
protected override void Down(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Up(MigrationBuilder)

```
protected override void Up(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Class AddProjectCollaboration

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Migrations

Assembly LocalGPT.dll

```
[DbContext(typeof(LocalGptMemoryDbContext))]
[Migration("20260725000000_AddProjectCollaboration")]
public class AddProjectCollaboration : Migration
```

Inheritance
object
Migration
AddProjectCollaboration

Inherited Members
Migration.InitialDatabase
Migration.BuildTargetModel(ModelBuilder)
Migration.TargetModel
Migration.UpOperations
Migration.DownOperations
Migration.ActiveProvider
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

AddProjectCollaboration()

```
public AddProjectCollaboration()
```

Methods ðŸ± ðŸ¶ âœ¨ 2

Down(MigrationBuilder)

```
protected override void Down(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Up(MigrationBuilder)

```
protected override void Up(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Class AddProjectMaintenanceWorkspaces

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Migrations

Assembly LocalGPT.dll

```
[DbContext(typeof(LocalGptMemoryDbContext))]
[Migration("20260727190000_AddProjectMaintenanceWorkspaces")]
public class AddProjectMaintenanceWorkspaces : Migration
```

Inheritance
object
Migration
AddProjectMaintenanceWorkspaces

Inherited Members
Migration.InitialDatabase
Migration.BuildTargetModel(ModelBuilder)
Migration.TargetModel
Migration.UpOperations
Migration.DownOperations
Migration.ActiveProvider
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

AddProjectMaintenanceWorkspaces()

```
public AddProjectMaintenanceWorkspaces()
```

Methods ðŸ± ðŸ¶ â

2

Down(MigrationBuilder)

```
protected override void Down(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Up(MigrationBuilder)

```
protected override void Up(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Class AddReusableHumanApprovalDecisions

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Migrations

Assembly LocalGPT.dll

```
[DbContext(typeof(LocalGptMemoryDbContext))]
[Migration("20260803090000_AddReusableHumanApprovalDecisions")]
public class AddReusableHumanApprovalDecisions : Migration
```

Inheritance
object
Migration
AddReusableHumanApprovalDecisions

Inherited Members
Migration.InitialDatabase
Migration.BuildTargetModel(ModelBuilder)
Migration.TargetModel
Migration.UpOperations
Migration.DownOperations
Migration.ActiveProvider
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

AddReusableHumanApprovalDecisions()

```
public AddReusableHumanApprovalDecisions()
```

Methods ðŸ± ðŸ¶ âœ¨ 2

Down(MigrationBuilder)

```
protected override void Down(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Up(MigrationBuilder)

```
protected override void Up(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Class FixProjectTrackedFileRevisionIdentity

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Migrations

Assembly LocalGPT.dll

```
[DbContext(typeof(LocalGptMemoryDbContext))]
[Migration("20260727193000_FixProjectTrackedFileRevisionIdentity")]
public class FixProjectTrackedFileRevisionIdentity : Migration
```

Inheritance

object
Migration
FixProjectTrackedFileRevisionIdentity

Inherited Members

Migration.InitialDatabase
Migration.BuildTargetModel(ModelBuilder)
Migration.TargetModel
Migration.UpOperations
Migration.DownOperations
Migration.ActiveProvider
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

FixProjectTrackedFileRevisionIdentity()

```
public FixProjectTrackedFileRevisionIdentity()
```

Methods ðŸ± ðŸ¶ â

2

Down(MigrationBuilder)

```
protected override void Down(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Up(MigrationBuilder)

```
protected override void Up(MigrationBuilder migrationBuilder)
```

Parameters

migrationBuilder
MigrationBuilder

Class Initial

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Migrations

Assembly LocalGPT.dll

```
[DbContext(typeof(LocalGptMemoryDbContext))]
[Migration("20260616222639_Initial")]
public class Initial : Migration
```

Inheritance
object
Migration
Initial

Inherited Members
Migration.InitialDatabase
Migration.TargetModel
Migration.UpOperations
Migration.DownOperations
Migration.ActiveProvider
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â€¦ 1

Initial()

```
public Initial()
```

Methods ðŸ±ðŸ¶â€¨ 3

BuildTargetModel(ModelBuilder)

```
protected override void BuildTargetModel(ModelBuilder modelBuilder)
```

Parameters

`modelBuilder` **ModelBuilder**

Down(MigrationBuilder)

```
protected override void Down(MigrationBuilder migrationBuilder)
```

Parameters

`migrationBuilder`
MigrationBuilder

Up(MigrationBuilder)

```
protected override void Up(MigrationBuilder migrationBuilder)
```

Parameters

`migrationBuilder`
MigrationBuilder

Class addingGeneralConfigTables

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Migrations

Assembly LocalGPT.dll

```
[DbContext(typeof(LocalGptMemoryDbContext))]
[Migration("20260711220358_addingGeneralConfigTables")]
public class addingGeneralConfigTables : Migration
```

Inheritance
object
Migration
addingGeneralConfigTables

Inherited Members
Migration.InitialDatabase
Migration.TargetModel
Migration.UpOperations
Migration.DownOperations
Migration.ActiveProvider
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

addingGeneralConfigTables()

```
public addingGeneralConfigTables()
```

Methods ðŸ±ðŸ¶â¨ 3

BuildTargetModel(ModelBuilder)

```
protected override void BuildTargetModel(ModelBuilder modelBuilder)
```

Parameters

`modelBuilder` **ModelBuilder**

Down(MigrationBuilder)

```
protected override void Down(MigrationBuilder migrationBuilder)
```

Parameters

`migrationBuilder`
MigrationBuilder

Up(MigrationBuilder)

```
protected override void Up(MigrationBuilder migrationBuilder)
```

Parameters

`migrationBuilder`
MigrationBuilder

Class testWithNewSystem

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Migrations

Assembly LocalGPT.dll

```
[DbContext(typeof(LocalGptMemoryDbContext))]
[Migration("20260727200603_testWithNewSystem")]
public class testWithNewSystem : Migration
```

Inheritance
object
Migration
testWithNewSystem

Inherited Members
Migration.InitialDatabase
Migration.TargetModel
Migration.UpOperations
Migration.DownOperations
Migration.ActiveProvider
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â œ¨ 1

testWithNewSystem()

```
public testWithNewSystem()
```

Methods ðŸ□± ðŸ□¶ âœ¨ 3

BuildTargetModel(ModelBuilder)

```
protected override void BuildTargetModel(ModelBuilder modelBuilder)
```

Parameters

`modelBuilder` **ModelBuilder**

Down(MigrationBuilder)

```
protected override void Down(MigrationBuilder migrationBuilder)
```

Parameters

`migrationBuilder`
MigrationBuilder

Up(MigrationBuilder)

```
protected override void Up(MigrationBuilder migrationBuilder)
```

Parameters

`migrationBuilder`
MigrationBuilder

Namespace LocalGPT.Security

Neko & Puppy namespace shelf Â· Types are grouped by kind, so every interface, class, and helper lands in a cozy little home, nya~ woof!

✨ 🐾 🌟

Classes

HumanApprovalActionFilter

HumanApprovalRequiredAttribute

Class HumanApprovalActionFilter

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Security

Assembly LocalGPT.dll

```
public sealed class HumanApprovalActionFilter : IAsyncActionFilter, IFilterMetadata
```

Inheritance
object
HumanApprovalActionFilter

Implements
IAsyncActionFilter
IFilterMetadata

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)

object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

HumanApprovalActionFilter(string, string, string, string, string, bool, IHumanCollaborationService, IAmbientLocalGptContext, IHumanApprovalExecutionContext, ILogger<HumanApprovalActionFilter>)

```
public HumanApprovalActionFilter(string operationKey, string title, string description, string riskLevel, string requestedRole, bool requiredBeforeCompletion,
IHumanCollaborationService collaboration, IAmbientLocalGptContext ambientContext, IHumanApprovalExecutionContext approvalExecutionContext, ILogger<HumanApprovalActionFilter> logger)
```

Parameters

`operationKey` **string**

`title` **string**

`description` **string**

`riskLevel` **string**

`requestedRole` **string**

`requiredBeforeCompletion`
bool

`collaboration`
IHumanCollaborationService

`ambientContext`
IAmbientLocalGptContext

`approvalExecutionContext`
IHumanApprovalExecutionCon text

`logger`
ILogger<HumanApprovalAction Filter>

⚙ Methods ðŸ±ðŸ¶ âœ¨ 1

OnActionExecutionAsync(ActionExecutingContext, ActionExecutionDelegate)

```
public Task OnActionExecutionAsync(ActionExecutingContext context, ActionExecutionDelegate next)
```

Parameters

`context`
ActionExecutingContext

`next` **ActionExecutionDelegate**

Returns

Task

Class HumanApprovalRequiredAttribute

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌞

Namespace LocalGPT.Security

Assembly LocalGPT.dll

```
[AttributeUsage(AttributeTargets.Method, AllowMultiple = false, Inherited = true)]
public sealed class HumanApprovalRequiredAttribute : TypeFilterAttribute, IFilterFactory, IOrderedFilter, IFilterMetadata
```

Inheritance	object Attribute TypeFilterAttribute HumanApprovalRequiredAttribute
Implements	IFilterFactory IOrderedFilter IFilterMetadata
Inherited Members	TypeFilterAttribute.CreateInstance(IServiceProvider) TypeFilterAttribute.Arguments TypeFilterAttribute.ImplementationType TypeFilterAttribute.Order TypeFilterAttribute.IsReusable Attribute.GetCustomAttributes(MemberInfo, Type) Attribute.GetCustomAttributes(MemberInfo, Type, bool) Attribute.GetCustomAttributes(MemberInfo) Attribute.GetCustomAttributes(MemberInfo, bool) Attribute.IsDefined(MemberInfo, Type) Attribute.IsDefined(MemberInfo, Type, bool) Attribute.GetCustomAttribute(MemberInfo, Type) Attribute.GetCustomAttribute(MemberInfo, Type, bool) Attribute.GetCustomAttributes(ParameterInfo) Attribute.GetCustomAttributes(ParameterInfo, Type) Attribute.GetCustomAttributes(ParameterInfo, Type, bool) Attribute.GetCustomAttributes(ParameterInfo, bool) Attribute.IsDefined(ParameterInfo, Type) Attribute.IsDefined(ParameterInfo, Type, bool) Attribute.GetCustomAttribute(ParameterInfo, Type) Attribute.GetCustomAttribute(ParameterInfo, Type, bool) Attribute.GetCustomAttributes(Module, Type) Attribute.GetCustomAttributes(Module) Attribute.GetCustomAttributes(Module, bool) Attribute.GetCustomAttributes(Module, Type, bool) Attribute.IsDefined(Module, Type) Attribute.IsDefined(Module, Type, bool) Attribute.GetCustomAttribute(Module, Type) Attribute.GetCustomAttribute(Module, Type, bool) Attribute.GetCustomAttributes(Assembly, Type) Attribute.GetCustomAttributes(Assembly, Type, bool) Attribute.GetCustomAttributes(Assembly) Attribute.GetCustomAttributes(Assembly, bool)

Attribute.IsDefined(Assembly, Type)
Attribute.IsDefined(Assembly, Type, bool)
Attribute.GetCustomAttribute(Assembly, Type)
Attribute.GetCustomAttribute(Assembly, Type, bool)
Attribute.Equals(object)
Attribute.GetHashCode()
Attribute.Match(object)
Attribute.IsDefaultAttribute()
Attribute.TypeId
object.GetType()
object.ToString()
object.Equals(object, object)
object.ReferenceEquals(object, object)

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

HumanApprovalRequiredAttribute(string, string, string, string, string, bool)

```
public HumanApprovalRequiredAttribute(string operationKey, string title, string description, string riskLevel = "Medium", string requestedRole = "Security reviewer", bool
requiredBeforeCompletion = false)
```

Parameters

`operationKey` **string**

`title` **string**

`description` **string**

`riskLevel` **string**

`requestedRole` **string**

`requiredBeforeCompletion`
bool

Namespace LocalGPT.Services

Neko & Puppy namespace shelf Â· Types are grouped by kind, so every interface, class, and helper lands in a cozy little home, nya~ woof!

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Namespaces

LocalGPT.Services.Council

LocalGPT.Services.Formatting

LocalGPT.Services.Localization

LocalGPT.Services.OneWire

LocalGPT.Services.Persistence

Classes

AdaptiveOllamaBenchmarkWiring	Runs a bounded, user-approved benchmark against models already installed in the configured local Ollama runtime. It never pulls models, changes global Ollama state, or overwrites an existing preset.
AiConnectivityProbe	
AiContextBootstrapService	
AiDiscoveryService	
AiFeatureReportService	
AmbientLocalGptContext	
ApplicationLogReaderService	
ApproveProjectRevisionReadyFunction	
ArtifactBuildExecutor	
AssessProjectWorkspaceEnvironmentFunction	
BrowseLocalPathFunction	
BuildDebugInventoryService	
ChatClientFactory	
ChatClientSession	
ChatMemoryMessageMapper	
ChatSessionContext	
ChatUploadWorkspaceService	
CodeGenerationWorkflowService	

ComponentActivityService	Bounded, process-local operational memory for the current LocalGPT run. It records concise UI and service state only; prompts, message bodies, secrets, uploaded content, generated source, parameters, and full exception text are excluded.
CompositeChatClient	
ConfigurationWriter	
ControlCouncilGameFunction	
CouncilArtifactService	
CouncilChatClient	Adapts the multi-model Council runtime to the Microsoft.Extensions.AI chat-client contract.
CouncilCodeGenerationPlanService	
CouncilDxFunctionOrchestrator	Parses explicit Council DX function call blocks and sends allowed calls through the existing scoped function client. Catalog exposure and invocation metadata remain the source of truth. A failed function call becomes a readable Council step instead of aborting the whole run.
CouncilGameActorRuntimeFactory	Creates stable per-turn actor descriptors without granting them state-mutation authority.
CouncilGameDirectorService	Provides deterministic final authority for game controls and coordinates replaceable creature/object subdirectors. A configured low-parameter Council model may review the proposal later, but cannot bypass this service.
CouncilGameDxParameterReader	
CouncilGameSessionService	Provides one shared control surface for humans and AI players. The deterministic renderer keeps /Chat reactive; a single Council renderer may replace a turn's complete frame through SubmitFrameAsync.
CouncilKnowledgeService	
CouncilLiveSessionService	
CouncilRunConfigurationService	
CouncilRuntimeClassService	
CouncilRuntimeService	Owns deterministic Council prompt reconstruction, source/artifact generation helpers and shared runtime formatting operations.
CouncilTeamConfigurationService	Database-owned council team/workflow configuration. System defaults are seeded and merged without overwriting user-edited prompts, roles, capabilities or workflow scripts.
CouncilTextService	

CreateCodeGenerationReviewFunction	
CreateEmbeddedFirmwareArtifactsFunction	
CreateEmbeddedWiringDraftFunction	
CreatureCouncilGameSubdirector	Predicts bounded creature reactions for the next authoritative world step.
DebugArtifactInspectionService	Reads bounded metadata from portable PDB and other debug files without loading or executing them.
DeferredDxAiInvocationService	
DeleteSqliteRowFunction	
DevExpressChatService	
DocumentationCatalogService	Resolves generated DocFX artifacts and compiler-generated XML comments without exposing arbitrary filesystem paths.
DocumentationTranslationAdapter	Bridges compiler-generated XML comments to the existing LocalGPT localization service without changing that service's contract.
DocumentationViewerService	Coordinates one focus-managed same-origin documentation modal per Blazor circuit.
DxAiFunctionCallRecoveryService	Recovers structured DX function calls emitted as assistant text by provider runtimes that do not populate their native tool-call field. Function names are resolved exclusively against the live DI-backed registry; this service never invents or hardcodes callable operations.
DxAiFunctionCatalogHostedService	
DxAiFunctionCatalogService	Keeps the user-facing DX function catalog in the existing SystemVariables table. This deliberately avoids destructive schema replacement: old databases receive missing records, while user-edited exposure and confirmation settings survive descriptor refreshes and application upgrades.
DxAiFunctionCatalogSynchronizationGate	Serializes DX function catalog synchronization and policy writes across all scoped catalog-service instances.
DxAiFunctionHandlerMapService	Builds the scoped DXAI handler directory after the registry has been created. This keeps lazy cycle breaking in the registry while moving validation behavior behind an injected service instead of a static helper.
DxAiFunctionRegistry	
DxAiFunctionServiceClient	Scoped control-flow client for DI-backed DXAIFunctions. It deliberately invokes the registry directly instead of making loopback HTTP calls. One

	scoped client permits one active call, which gives the UI deterministic cancellation and prevents overlapping mutation confirmations.
EfChatMemoryService	
EmbeddedFirmwarePlanningService	
EmbeddedHardwareCatalogService	
EmbeddedTelemetryBridgeService	
EmbeddedTelemetryIngressService	
EmbeddedWiringService	
EngineeringBenchmarkService	
ExecuteCodeGenerationReviewFunction	
FeaturePersistenceService	EF Core implementation for durable feature records that are not transient runtime DTOs.
FirstRunOnboardingService	Builds LocalGPT's first-run setup guide from database-owned teams and presets plus optional loopback model discovery.
GetCodeGenerationReviewFunction	
GetCouncilGameFunction	
GetCouncilRuntimeClassFunction	
GetEmbeddedHardwareCatalogFunction	
GetFirstRunOnboardingStatusFunction	Lets Chat and Council members inspect first-run readiness without changing installer or onboarding state.
GetLearningRoundSnapshotFunction	
GetLocalGptProjectFunction	
GetProjectArchitectureFunction	

GetProjectMaintenanceFunction	
GetPublicArchitectureDirectoryFunction	
GetRegexPatternFunction	
GetTimeAndStateNowFunction	Gives AI chat and Council members an explicit clock and a compact, current runtime-state snapshot. The function is read-only and intentionally returns only the three newest bounded log/council rows.
HardwareInventoryService	Read-only, cached hardware inventory used for council scheduling. It never changes device state. GPU discovery is best-effort and falls back to explicit user-configured routes when vendor tools are unavailable.
HumanCollaborationService	
ImportProjectTextDocumentFunction	
ImportRemoteKnowledgeFunction	
InspectDebugArtifactFunction	
InspectJsonTextFunction	
InspectRemoteKnowledgeFunction	
InvokeConfiguredPublicServiceMethodFunction	
KnowledgeRatingService	
LearnBaseKnowledgeImporterService	
LearningRoundService	Builds a database-grounded learning-round snapshot and persists model-suggested facts/regexes as untrusted self-maintenance knowledge. It never promotes model output to user-approved authority.
ListChatMemoryConversationsFunction	
ListCodeGenerationReviewsFunction	
ListCouncilKnowledgeFunction	
ListCouncilRuntimeClassesFunc	

tion	
ListLocalGptProjectsFunction	
ListLocalPathRootsFunction	
ListProjectWorkspaceFilesFunction	Lists readable source/text files inside the project currently linked to /chat.
ListRecentApplicationLogsFunction	
ListRegexPatternsFunction	Database-backed regular-expression functions used by LocalGPT itself and advertised through the same DI/DX-function/1-Wire discovery path as every other council capability.
ListSqliteTablesFunction	
LocalGptCatalogService	
LocalGptProjectService	
LocalGptRequestFactoryService	
LocalPathExplorerService	
LoggingConfigurationService	Configures the optional LocalGPT logging providers during composition-root startup.
MaintainLearningRoundKnowledgeFunction	
MinecraftModWorkspaceService	
ModelPresetService	
MultiModelCouncilService	
NativeCommandRunner	
NavigationUrlService	Preserves the shell sidebar state while creating application-relative navigation URLs.
OllamaProcessService	
OllamaThinkingChatClient	
OrganicAddonManifestService	Loads source-controlled organic add-on manifests. Offline manifests are discovery metadata only; they become available for invocation only when the matching trusted 1-Wire peer is connected.

OrganicCouncilBlueprintSeedDataService	Owns the first-run council-team seed model. Runtime edits remain database-owned by CouncilTeamConfigurationService.
OrganicCouncilBlueprintService	
OrganicSkillRegistryService	
PlanEmbeddedFirmwareFunction	
PreviewCouncilGameControlFunction	
PreviewEmbeddedOneWireEnvelopeFunction	
PreviewEmbeddedTelemetryFunction	
PreviewSqliteTableFunction	
ProjectArchitectureService	
ProjectLibraryInventoryService	
ProjectMaintenanceService	
ProjectOrganicContextService	
ProjectWorkspaceListParameters	
ProjectWorkspaceReadParameters	
PromptConfigService	
ProviderModelBenchmarkService	Bounded benchmark and council review for provider-qualified models. The service does not download models or alter provider-global settings. Applying a recommendation creates or updates a user-approved LocalGPT model preset whose routes retain provider, endpoint and provider model name.
ProviderModelRuntimeService	Discovers and opens provider-qualified model sessions. A model name is never treated as a globally unique address: provider kind and endpoint are always retained with it.
PublicServiceMethodInvoker	Invokes only a public method that the local user explicitly enabled in the database-backed catalog. Parameter binding is typed from the method signature; the caller cannot choose an arbitrary CLR type or method name.
PublishEmbeddedTelemetryFun	

ction	
ReactiveObjectCouncilGameSubdirector	Predicts bounded reactions from doors, switches, pickups and hazards.
ReadExactSqliteTableFunction	
ReadProjectWorkspaceFileFunction	Reads one harmless source/text file from the project linked to /chat.
RecordProjectCouncilBuildReviewFunction	
RegexFunctionParameterService	
RegisterProjectRevisionWorkspaceFunction	
RejectCodeGenerationReviewFunction	
RemoteImportDxParameterReader	
RemoteKnowledgeImportService	Downloads a user-selected public GitHub repository or webpage into the same local learn-base style cache used by LocalGPT, lists every returned file, applies a regex file policy, and then delegates database extraction to the existing learn-base importer.
RequestHumanCollaborationFunction	
ResolveCouncilRuntimeClassFunction	
SafeTextDocumentService	
SaveProjectArtifactFunction	
SaveProjectFilePatternsFunction	
SaveProjectRequirementFunction	
SaveProjectRevisionFunction	
SaveProjectWorkspaceEnvironmentFunction	
ScanProjectFilesFunction	

ServiceMethodDiagnosticsRegistration	Decorates scoped and transient LocalGPT interface services with bounded method-level operational logging. Singleton services remain DI-owned and use their explicit service logging so the decorator can never resolve a scoped dependency from the root provider.
SetCouncilGameControlModeFunction	
SetCouncilGameInputGateFunction	
SqliteEditorPreferenceService	
SqliteGridPresentationService	
SqliteTableEditorService	
SqliteUtilityService	
StartCouncilGameFunction	
SubmitCouncilGameFrameFunction	
SupervisedTaskRunner	Observes intentionally concurrent work so exceptions cannot become unobserved Tasks. The runner is process-scoped, but every operation must carry its owning component/service name.
TestRegexPatternFunction	
ThemeService	Owns LocalGPT's selectable theme catalog and the two independently selectable theme layers for one Blazor circuit. The shell theme controls LocalGPT page surfaces and Bootstrap metadata; the component theme is applied through DevExpress' supported DevExpress.Blazor.IThemeChangeService.
TranslateJsonTextFunction	
UpsertRegexPatternFunction	
UpsertSqliteRowFunction	
ValidateEmbeddedWiringFunction	
VariableStoreService	
VerifyProjectRevisionBuildFunction	

Namespace LocalGPT.Services.Council

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Namespaces

LocalGPT.Services.Council.Scheduling

LocalGPT.Services.Council.Skills

Classes

CouncilPreflightService	Performs the bounded, lossless database and runtime-directory audit required before every council run. Deterministic seed gaps are filled by database initialization; missing volatile facts are returned as explicit questions instead of being guessed.
CouncilSpoolerService	Process-lifetime Council spooler. Browser circuits can disconnect and later rejoin the same run. A bounded checkpoint file preserves recent run context across application restarts, while active model calls themselves intentionally remain process-owned and cannot be resurrected after a crash.
RuntimeCapabilityDirectoryHostedService	Feeds the runtime directory once per application boot after lossless database initialization.
RuntimeCapabilityDirectoryService	Owns the boot- and run-time DXFunction/organic-skill directory feed. The database copy is discovery metadata only; the DI handler and its declared interaction policy remain authoritative for execution.

Namespace LocalGPT.Services.Council.Scheduling

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Classes

CouncilHardwareRoadConfigura
tionService

CouncilHardwareRoadPlanner

Class CouncilHardwareRoadConfigurationService

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Namespace LocalGPT.Services.Council.Scheduling

Assembly LocalGPT.dll

```
public sealed class CouncilHardwareRoadConfigurationService : ICouncilHardwareRoadConfigurationService
```

Inheritance object
CouncilHardwareRoadConfigurationService

Implements ICouncilHardwareRoadConfigurationService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)

object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ□± ðŸ□¶ âœ¨ 1

CouncilHardwareRoadConfigurationService(ILogger<CouncilHardwareRoadConfigurationService>)

```
public CouncilHardwareRoadConfigurationService(ILogger<CouncilHardwareRoadConfigurationService> logger)
```

Parameters

`logger`
ILogger<CouncilHardwareRoadConfigurationService>

⚙ Methods ðŸ□± ðŸ□¶ âœ¨ 4

Interpolate(int, int, int)

```
public int Interpolate(int minimum, int maximum, int loadPercent)
```

Parameters

`minimum` **int**

`maximum` **int**

`loadPercent` **int**

Returns

int

Normalize(OneWireCouncilModelRoute)

```
public OneWireCouncilModelRoute Normalize(OneWireCouncilModelRoute route)
```

Parameters

`route`
OneWireCouncilModelRoute

Returns

OneWireCouncilModelRoute

NormalizeLoadPercent(int)

```
public int NormalizeLoadPercent(int value)
```

Parameters

`value` **int**

Returns

int

Synchronize(IEnumerable<string>, IEnumerable<OneWireCouncilModelRoute>?)

```
public IReadOnlyList<OneWireCouncilModelRoute> Synchronize(IEnumerable<string> modelNames, IEnumerable<OneWireCouncilModelRoute>? existingRoutes)
```

Parameters

`modelNames`
IEnumerable<string>

`existingRoutes`
IEnumerable<OneWireCouncilModelRoute>

Returns

IReadOnlyList<OneWireCouncilModelRoute>

Class CouncilHardwareRoadPlanner

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Namespace LocalGPT.Services.Council.Scheduling

Assembly LocalGPT.dll

```
public sealed class CouncilHardwareRoadPlanner : ICouncilHardwareRoadPlanner
```

Inheritance
object
CouncilHardwareRoadPlanner

Implements ICouncilHardwareRoadPlanner

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

CouncilHardwareRoadPlanner(ICouncilHardwareRoadConfigurationService, ILogger<CouncilHardwareRoadPlanner>)

```
public CouncilHardwareRoadPlanner(ICouncilHardwareRoadConfigurationService configuration, ILogger<CouncilHardwareRoadPlanner> logger)
```

Parameters

`configuration`
ICouncilHardwareRoadConfigurationService

`logger`
ILogger<CouncilHardwareRoadPlanner>

Methods ðŸ±ðŸ¶â¨ 1

BuildPlans(IReadOnlyCollection<OneWireCouncilModelRoute>?, IReadOnlyCollection<string>, int, int, int, int?)

```
public IReadOnlyDictionary<string, CouncilHardwareRoadPlan> BuildPlans(IReadOnlyCollection<OneWireCouncilModelRoute>? configuredRoutes, IReadOnlyCollection<string> participants, int
requestedMaxOutputTokens, int requestedMaxContextTokens, int resourceLoadPercent, int? fallbackOllamaNumGpu)
```

Parameters

`configuredRoutes`
IReadOnlyCollection<OneWireCouncilModelRoute>

`participants`
IReadOnlyCollection<string>

`requestedMaxOutputTokens` **int**

`requestedMaxContextTokens` **int**

`resourceLoadPercent` **int**

`fallbackOllamaNumGpu` **int?**

Returns

IReadOnlyDictionary<string, CouncilHardwareRoadPlan>

Namespace LocalGPT.Services.Council.Skills

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Classes

ModelCapabilitySelfAssessmentService	Accepts optional model self-reports as untrusted evidence. Self-reported skills are persisted disabled for automatic authority decisions until the current user approves them in the organic-skill registry.

Class ModelCapabilitySelfAssessmentService

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Namespace LocalGPT.Services.Council.Skills

Assembly LocalGPT.dll

Accepts optional model self-reports as untrusted evidence. Self-reported skills are persisted disabled for automatic authority decisions until the current user approves them in the organic-skill registry.

```
public sealed class ModelCapabilitySelfAssessmentService : IModelCapabilitySelfAssessmentService
```

Inheritance object
ModelCapabilitySelfAssessmentService

Implements IModelCapabilitySelfAssessmentService

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

ModelCapabilitySelfAssessmentService(IOrganicSkillRegistryService, ILocalGptRuntimePolicyDataService, ILogger<ModelCapabilitySelfAssessmentService>)

Accepts optional model self-reports as untrusted evidence. Self-reported skills are persisted disabled for automatic authority decisions until the current user approves them in the organic-skill registry.

```
public ModelCapabilitySelfAssessmentService(IOrganicSkillRegistryService skillRegistry, ILocalGptRuntimePolicyDataService runtimePolicy,
ILogger<ModelCapabilitySelfAssessmentService> logger)
```

Parameters

`skillRegistry`
IOrganicSkillRegistryService

`runtimePolicy`
ILocalGptRuntimePolicyDataService

`logger`
ILogger<ModelCapabilitySelfAssessmentService>

⚙ Methods ðŸ±ðŸ¶ âœ¨ 1

CaptureAndStripAsync(string, string, CancellationToken)

```
public Task<string> CaptureAndStripAsync(string modelName, string visibleContent, CancellationToken cancellationToken = default)
```

Parameters

`modelName` **string**

`visibleContent` **string**

`cancellationToken`
CancellationToken

Returns

Task<string>

Class CouncilPreflightService

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Namespace LocalGPT.Services.Council

Assembly LocalGPT.dll

Performs the bounded, lossless database and runtime-directory audit required before every council run. Deterministic seed gaps are filled by database initialization; missing volatile facts are returned as explicit questions instead of being guessed.

```
public sealed class CouncilPreflightService : ICouncilPreflightService
```

Inheritance
object
CouncilPreflightService

Implements ICouncilPreflightService

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â¨ 1

CouncilPreflightService(IDatabaseInitializationService, IDbContextFactory<LocalGptMemoryDbContext>, IRuntimeCapabilityDirectoryService, IOneWirePeerRegistry, ICouncilTeamConfigurationService, ILogger<CouncilPreflightService>)

Performs the bounded, lossless database and runtime-directory audit required before every council run. Deterministic seed gaps are filled by database initialization; missing volatile facts are returned as explicit questions instead of being guessed.

```
public CouncilPreflightService(IDatabaseInitializationService databaseInitialization, IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IRuntimeCapabilityDirectoryService
capabilityDirectory, IOneWirePeerRegistry oneWirePeers, ICouncilTeamConfigurationService teams, ILogger<CouncilPreflightService> logger)
```

Parameters

`databaseInitialization`
IDatabaseInitializationService

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`capabilityDirectory`
IRuntimeCapabilityDirectoryService

`oneWirePeers`
IOneWirePeerRegistry

`teams`
ICouncilTeamConfigurationService

`logger`
ILogger<CouncilPreflightService>

Methods ðŸ±ðŸ¶â¨ 2

BuildMemberReadinessPrompt(string, IReadOnlyList<string>, CouncilPreflightReport)

```
public string BuildMemberReadinessPrompt(string modelName, IReadOnlyList<string> participants, CouncilPreflightReport report)
```

Parameters

`modelName` **string**

`participants`
IReadOnlyList<string>

`report` **CouncilPreflightReport**

Returns

string

PrepareAsync(MultiModelCouncilRequest, IReadOnlyList<string>, IReadOnlyDictionary<string, CouncilHardwareRoadPlan>, CancellationToken)

```
public Task<CouncilPreflightReport> PrepareAsync(MultiModelCouncilRequest request, IReadOnlyList<string> participants, IReadOnlyDictionary<string, CouncilHardwareRoadPlan>
modelRoutes, CancellationToken cancellationToken = default)
```

Parameters

`request`
MultiModelCouncilRequest

`participants`
IReadOnlyList<string>

`modelRoutes`
IReadOnlyDictionary<string, CouncilHardwareRoadPlan>

`cancellationToken`
CancellationToken

Returns

Task<CouncilPreflightReport>

Class CouncilSpoolerService

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Namespace LocalGPT.Services.Council

Assembly LocalGPT.dll

Process-lifetime Council spooler. Browser circuits can disconnect and later rejoin the same run. A bounded checkpoint file preserves recent run context across application restarts, while active model calls themselves intentionally remain process-owned and cannot be resurrected after a crash.

```
public sealed class CouncilSpoolerService : ICouncilSpoolerService, IDisposable
```

Inheritance
object
CouncilSpoolerService

Implements
ICouncilSpoolerService
IDisposable

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¾âœ¨ 1

CouncilSpoolerService(ILocalGptVocabularyService, ILogger<CouncilSpoolerService>)

```
public CouncilSpoolerService(ILocalGptVocabularyService vocabulary, ILogger<CouncilSpoolerService> logger)
```

Parameters

vocabulary
ILocalGptVocabularyService

logger
ILogger<CouncilSpoolerServic
e>

Methods ðŸ±ðŸ¶â åœ¨ 7

AddStep(Guid, MultiModelCouncilStep)

```
public void AddStep(Guid runId, MultiModelCouncilStep step)
```

Parameters

runId **Guid**

step **MultiModelCouncilStep**

Begin(MultiModelCouncilResult)

```
public void Begin(MultiModelCouncilResult result)
```

Parameters

result
MultiModelCouncilResult

Complete(MultiModelCouncilResult, bool)

```
public void Complete(MultiModelCouncilResult result, bool failed = false)
```

Parameters

`result`
MultiModelCouncilResult

`failed` **bool**

Dispose()

```
public void Dispose()
```

GetSnapshot(Guid)

```
public CouncilSpoolerSnapshot? GetSnapshot(Guid runId)
```

Parameters

`runId` **Guid**

Returns

CouncilSpoolerSnapshot

GetSnapshots(bool, int)

```
public IReadOnlyList<CouncilSpoolerSnapshot> GetSnapshots(bool includeCompleted = true, int take = 30)
```

Parameters

`includeCompleted` **bool**

`take` **int**

Returns

IReadOnlyList<CouncilSpooler Snapshot>

Update(Guid, int, string)

```
public void Update(Guid runId, int round, string phase)
```

Parameters

runId Guid

round int

phase string

Events ðŸ±ðŸ¶â¨ 1

Changed

```
public event Action? Changed
```

Event Type

Action

Class RuntimeCapabilityDirectoryHostedService

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Namespace	LocalGPT.Services.Council
Assembly	LocalGPT.dll

Feeds the runtime directory once per application boot after lossless database initialization.

```
public sealed class RuntimeCapabilityDirectoryHostedService : IHostedService
```

Inheritance	object RuntimeCapabilityDirectoryHostedService
Implements	IHostedService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

RuntimeCapabilityDirectoryHostedService(IServiceScopeFactory, ILogger<RuntimeCapabilityDirectoryHostedService>)

Feeds the runtime directory once per application boot after lossless database initialization.

```
public RuntimeCapabilityDirectoryHostedService(IServiceScopeFactory scopeFactory, ILogger<RuntimeCapabilityDirectoryHostedService> logger)
```

Parameters

`scopeFactory`
IServiceScopeFactory

`logger`
ILogger<RuntimeCapabilityDirectoryHostedService>

⚙ Methods ðŸ±ðŸ¶â œ¨ 2

StartAsync(CancellationToken)

```
public Task StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken
CancellationToken

Returns

Task

StopAsync(CancellationToken)

```
public Task StopAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken
CancellationToken

Returns

Task

Class RuntimeCapabilityDirectoryService

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Namespace LocalGPT.Services.Council

Assembly LocalGPT.dll

Owns the boot- and run-time DXFunction/organic-skill directory feed. The database copy is discovery metadata only; the DI handler and its declared interaction policy remain authoritative for execution.

```
public sealed class RuntimeCapabilityDirectoryService : IRuntimeCapabilityDirectoryService
```

Inheritance	object RuntimeCapabilityDirectoryService
Implements	IRuntimeCapabilityDirectoryService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ□± ðŸ□¶ âœ¨ 1

RuntimeCapabilityDirectoryService(IDatabaseInitializationService, IDbContextFactory<LocalGptMemoryDbContext>, IDxAiFunctionRegistry, IDxAiFunctionCatalogService, IOrganicSkillRegistryService, ILocalGptRuntimePolicyDataService, ILogger<RuntimeCapabilityDirectoryService>)

Owns the boot- and run-time DXFunction/organic-skill directory feed. The database copy is discovery metadata only; the DI handler and its declared interaction policy remain authoritative for execution.

```
public RuntimeCapabilityDirectoryService(IDatabaseInitializationService databaseInitialization, IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDxAiFunctionRegistry
dxFunctions, IDxAiFunctionCatalogService functionCatalog, IOrganicSkillRegistryService organicSkills, ILocalGptRuntimePolicyDataService runtimePolicy,
ILogger<RuntimeCapabilityDirectoryService> logger)
```

Parameters

`databaseInitialization`
IDatabaseInitializationService

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`dxFunctions`
IDxAiFunctionRegistry

`functionCatalog`
IDxAiFunctionCatalogService

`organicSkills`
IOrganicSkillRegistryService

`runtimePolicy`
ILocalGptRuntimePolicyDataService

`logger`
ILogger<RuntimeCapabilityDirectoryService>

Methods ðŸ± ðŸ¶ âœ¨ 1

SynchronizeAsync(CancellationToken)

```
public Task<RuntimeCapabilityDirectorySnapshot> SynchronizeAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<RuntimeCapabilityDirectorySnapshot>

Namespace LocalGPT.Services.Formatting

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Classes

AppleChatProtocolProfile	
ChatContentRenderer	Renders the complete response snapshot supplied by DXAIChat on every stream update. It deliberately does not decode HTML entities: thinking text is encoded by IChatResponseFormatter and must stay text.
ChatProtocolProfileCatalog	
ChatProtocolResolver	
ChatProtocolTextService	
ChatResponseFormatterFactory	Creates stateful response formatters that normalize PlainText, think-tag and Harmony streams into one safe Markdown surface.
DeepSeekChatProtocolProfile	
GemmaChatProtocolProfile	
HarmonyChatProtocolProfile	
PlainTextChatProtocolProfile	
StructuredTextTranslationService	Converts bounded, syntactically valid JSON blocks into a readable Markdown tree while preserving an encoded raw representation. Candidate detection uses the same canonical regex definitions that are seeded into LocalGPT's database-backed regex catalog; JSON syntax is validated by System.Text.Json.
ThinkTagsChatProtocolProfile	

Class AppleChatProtocolProfile

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services.Formatting

Assembly LocalGPT.dll

```
public sealed class AppleChatProtocolProfile : IChatProtocolProfile
```

Inheritance object
AppleChatProtocolProfile

Implements IChatProtocolProfile

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

AppleChatProtocolProfile(IChatProtocolTextService, ILogger<AppleChatProtocolProfile>)

```
public AppleChatProtocolProfile(IChatProtocolTextService text, ILogger<AppleChatProtocolProfile> logger)
```

Parameters

`text` **IChatProtocolTextService**

`logger` **ILogger<AppleChatProtocolProfile>**

Properties ðŸ±ðŸ¶ âœ¨ 2

Priority

```
public int Priority { get; }
```

Value

int

Protocol

```
public ChatResponseProtocol Protocol { get; }
```

Value

ChatResponseProtocol

Methods ðŸ±ðŸ¶ âœ¨ 3

MatchesModel(string)

```
public bool MatchesModel(string modelName)
```

Parameters

`modelName` **string**

Returns

bool

NormalizeContent(string)

```
public string NormalizeContent(string value)
```

Parameters

value **string**

Returns

string

NormalizeThinking(string)

```
public string NormalizeThinking(string value)
```

Parameters

value **string**

Returns

string

Class ChatContentRenderer

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.Services.Formatting

Assembly LocalGPT.dll

Renders the complete response snapshot supplied by DXAIChat on every stream update. It deliberately does not decode HTML entities: thinking text is encoded by IChatResponseFormatter and must stay text.

```
public sealed class ChatContentRenderer : IChatContentRenderer
```

Inheritance	object ChatContentRenderer
Implements	IChatContentRenderer
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ChatContentRenderer(ILocalGptRuntimePolicyDataService, IStructuredTextTranslationService, ILogger<ChatContentRenderer>)

Renders the complete response snapshot supplied by DXAIChat on every stream update. It deliberately does not decode HTML entities: thinking text is encoded by IChatResponseFormatter and must stay text.

```
public ChatContentRenderer(ILocalGptRuntimePolicyDataService runtimePolicy, IStructuredTextTranslationService structuredText, ILogger<ChatContentRenderer> logger)
```

Parameters

`runtimePolicy`
ILocalGptRuntimePolicyDataService

`structuredText`
IStructuredTextTranslationService

`logger`
ILogger<ChatContentRenderer>

⚙ Methods ðŸ±ðŸ¶â œ¨ 2

NormalizeForRender(string?)

```
public string NormalizeForRender(string? content)
```

Parameters

`content` **string**

Returns

string

Render(string?)

```
public string Render(string? content)
```

Parameters

`content` **string**

Returns

string

Class ChatProtocolProfileCatalog

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services.Formatting

Assembly LocalGPT.dll

```
public sealed class ChatProtocolProfileCatalog : IChatProtocolProfileCatalog
```

Inheritance object

ChatProtocolProfileCatalog

Implements IChatProtocolProfileCatalog

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ChatProtocolProfileCatalog(IEnumerable<IChatProtocolProfile>, ILogger<ChatProtocolProfileCatalog>)

```
public ChatProtocolProfileCatalog(IEnumerable<IChatProtocolProfile> profiles, ILogger<ChatProtocolProfileCatalog> logger)
```

Parameters

profiles
IEnumerable<IChatProtocolProfile>

logger
ILogger<ChatProtocolProfileCatalog>

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Profiles

```
public IReadOnlyList<IChatProtocolProfile> Profiles { get; }
```

Value

IReadOnlyList<IChatProtocolProfile>

Methods ðŸ±ðŸ¶â œ 1

ResolveExact(ChatResponseProtocol)

```
public IChatProtocolProfile ResolveExact(ChatResponseProtocol protocol)
```

Parameters

`protocol`
ChatResponseProtocol

Returns

IChatProtocolProfile

Class ChatProtocolResolver

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace	LocalGPT.Services.Formatting
Assembly	LocalGPT.dll

```
public sealed class ChatProtocolResolver : IChatProtocolResolver
```

Inheritance	object ChatProtocolResolver
Implements	IChatProtocolResolver
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ChatProtocolResolver(IChatProtocolProfileCatalog, ILogger<ChatProtocolResolver>)

```
public ChatProtocolResolver(IChatProtocolProfileCatalog catalog, ILogger<ChatProtocolResolver> logger)
```

Parameters

catalog
IChatProtocolProfileCatalog

logger
ILogger<ChatProtocolResolver
>

Methods ðŸ±ðŸ¶â œ¨ 1

Resolve(OllamaCoreOptions)

```
public ChatResponseProtocol Resolve(OllamaCoreOptions options)
```

Parameters

`options` **OllamaCoreOptions**

Returns

ChatResponseProtocol

Class ChatProtocolTextService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services.Formatting

Assembly LocalGPT.dll

```
public sealed class ChatProtocolTextService : IChatProtocolTextService
```

Inheritance object
ChatProtocolTextService

Implements IChatProtocolTextService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ChatProtocolTextService(ILocalGptRuntimePolicyDataService, ILogger<ChatProtocolTextService>)

```
public ChatProtocolTextService(ILocalGptRuntimePolicyDataService runtimePolicy, ILogger<ChatProtocolTextService> logger)
```

Parameters

runtimePolicy
ILocalGptRuntimePolicyDataService

logger
ILogger<ChatProtocolTextService>

Methods ðŸ±ðŸ¶ âœ¨ 2

ContainsAny(string, LocalGptRuntimeCollection)

```
public bool ContainsAny(string value, LocalGptRuntimeCollection collection)
```

Parameters

value **string**

collection
LocalGptRuntimeCollection

Returns

bool

ReplaceAll(string, LocalGptRuntimeCollection)

```
public string ReplaceAll(string text, LocalGptRuntimeCollection collection)
```

Parameters

`text` **string**

`collection`
LocalGptRuntimeCollection

Returns

string

Class ChatResponseFormatterFactory

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services.Formatting

Assembly LocalGPT.dll

Creates stateful response formatters that normalize PlainText, think-tag and Harmony streams into one safe Markdown surface.

```
[DocumentationUpdated("2.1.20")]
public sealed class ChatResponseFormatterFactory : IChatResponseFormatterFactory
```

Inheritance	object ChatResponseFormatterFactory
Implements	IChatResponseFormatterFactory
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨âœ¨ 1

ChatResponseFormatterFactory(ILoggerFactory, ILocalGptRuntimePolicyDataService, IChatProtocolProfileCatalog, ILogger<ChatResponseFormatterFactory>)

Creates stateful response formatters that normalize PlainText, think-tag and Harmony streams into one safe Markdown surface.

```
public ChatResponseFormatterFactory(ILoggerFactory loggerFactory, ILocalGptRuntimePolicyDataService runtimePolicy, IChatProtocolProfileCatalog catalog,
ILogger<ChatResponseFormatterFactory> logger)
```

Parameters

`loggerFactory` **ILoggerFactory**	Creates the per-formatter diagnostic logger.
`runtimePolicy` **ILocalGptRuntimePolicyDataService**	Provides database-owned tags, limits and regular expressions.
`catalog` **IChatProtocolProfileCatalog**	Resolves the configured protocol profile.
`logger` **ILogger<ChatResponseFormatterFactory>**	Writes bounded formatter-factory diagnostics.

⚙ Methods ðŸ±ðŸ¶â€¨âœ¨ 1

Create(ChatResponseProtocol, string?)

Creates a new independent formatter for one streamed response.

```
public IChatResponseFormatter Create(ChatResponseProtocol protocol, string? missingFinalAnswerNotice = null)
```

Parameters

protocol **ChatResponseProtocol**	Requested provider response protocol.
missingFinalAnswerNotice **string**	Optional visible fallback shown when only thinking was emitted.

Returns

IChatResponseFormatter	A stateful formatter that must be used for only one response stream.

Class DeepSeekChatProtocolProfile

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Services.Formatting
Assembly	LocalGPT.dll

```
public sealed class DeepSeekChatProtocolProfile : IChatProtocolProfile
```

Inheritance	object DeepSeekChatProtocolProfile
Implements	IChatProtocolProfile
Inherited Members	object.GetType()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

DeepSeekChatProtocolProfile(IChatProtocolTextService, ILogger<DeepSeekChatProtocolProfile>)

```
public DeepSeekChatProtocolProfile(IChatProtocolTextService text, ILogger<DeepSeekChatProtocolProfile> logger)
```

Parameters

`text` **IChatProtocolTextService**

`logger`
ILogger<DeepSeekChatProtoco
lProfile>

🐾 Properties ðŸ±ðŸ¶â œ¨ 2

Priority

```
public int Priority { get; }
```

Value

int

Protocol

```
public ChatResponseProtocol Protocol { get; }
```

Value

ChatResponseProtocol

Methods ðŸ±ðŸ¶ âœ¨ 3

MatchesModel(string)

```
public bool MatchesModel(string modelName)
```

Parameters

modelName **string**

Returns

bool

NormalizeContent(string)

```
public string NormalizeContent(string value)
```

Parameters

value **string**

Returns

string

NormalizeThinking(string)

```
public string NormalizeThinking(string value)
```

Parameters

`value` **string**

Returns

string

Class GemmaChatProtocolProfile

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace	LocalGPT.Services.Formatting
Assembly	LocalGPT.dll

```
public sealed class GemmaChatProtocolProfile : IChatProtocolProfile
```

Inheritance	object GemmaChatProtocolProfile
Implements	IChatProtocolProfile
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

GemmaChatProtocolProfile(IChatProtocolTextService, ILogger<GemmaChatProtocolProfile>)

```
public GemmaChatProtocolProfile(IChatProtocolTextService text, ILogger<GemmaChatProtocolProfile> logger)
```

Parameters

text IChatProtocolTextService

logger
ILogger<GemmaChatProtocolProfile>

Properties ðŸ± ðŸ¶ âœ¨ 2

Priority

```
public int Priority { get; }
```

Value

int

Protocol

```
public ChatResponseProtocol Protocol { get; }
```

Value

ChatResponseProtocol

Methods ðŸ± ðŸ¶ âœ¨ 3

MatchesModel(string)

```
public bool MatchesModel(string modelName)
```

Parameters

`modelName` **string**

Returns

bool

NormalizeContent(string)

```
public string NormalizeContent(string value)
```

Parameters

`value` **string**

Returns

string

NormalizeThinking(string)

```
public string NormalizeThinking(string value)
```

Parameters

`value` **string**

Returns

string

Class HarmonyChatProtocolProfile

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services.Formatting

Assembly LocalGPT.dll

```
public sealed class HarmonyChatProtocolProfile : IChatProtocolProfile
```

Inheritance object
HarmonyChatProtocolProfile

Implements IChatProtocolProfile

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¾âœ¨ 1

HarmonyChatProtocolProfile(IChatProtocolTextService, ILogger<HarmonyChatProtocolProfile>)

```
public HarmonyChatProtocolProfile(IChatProtocolTextService text, ILogger<HarmonyChatProtocolProfile> logger)
```

Parameters

`text` **IChatProtocolTextService**

`logger` **ILogger<HarmonyChatProtocolProfile>**

Properties ðŸ± ðŸ¶ âœ¨ 2

Priority

```
public int Priority { get; }
```

Value

int

Protocol

```
public ChatResponseProtocol Protocol { get; }
```

Value

ChatResponseProtocol

Methods ðŸ± ðŸ¶ âœ¨ 3

MatchesModel(string)

```
public bool MatchesModel(string modelName)
```

Parameters

`modelName` **string**

Returns

bool

NormalizeContent(string)

```
public string NormalizeContent(string value)
```

Parameters

value **string**

Returns

string

NormalizeThinking(string)

```
public string NormalizeThinking(string value)
```

Parameters

value **string**

Returns

string

Class PlainTextChatProtocolProfile

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌞

Namespace LocalGPT.Services.Formatting

Assembly LocalGPT.dll

```
public sealed class PlainTextChatProtocolProfile : IChatProtocolProfile
```

Inheritance object
PlainTextChatProtocolProfile

Implements IChatProtocolProfile

Inherited Members object.GetType()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

PlainTextChatProtocolProfile(ILogger<PlainTextChatProtocolProfile>)

```
public PlainTextChatProtocolProfile(ILogger<PlainTextChatProtocolProfile> logger)
```

Parameters

logger
ILogger<PlainTextChatProtocol Profile>

🐾 Properties ðŸ±ðŸ¶ âœ¨ 2

Priority

```
public int Priority { get; }
```

Value

int

Protocol

```
public ChatResponseProtocol Protocol { get; }
```

Value

ChatResponseProtocol

Methods ðŸ±ðŸ¶ âœ¨ 3

MatchesModel(string)

```
public bool MatchesModel(string modelName)
```

Parameters

modelName **string**

Returns

bool

NormalizeContent(string)

```
public string NormalizeContent(string value)
```

Parameters

value **string**

Returns

string

NormalizeThinking(string)

```
public string NormalizeThinking(string value)
```

Parameters

`value` **string**

Returns

string

Class StructuredTextTranslationService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services.Formatting

Assembly LocalGPT.dll

Converts bounded, syntactically valid JSON blocks into a readable Markdown tree while preserving an encoded raw representation. Candidate detection uses the same canonical regex definitions that are seeded into LocalGPT's database-backed regex catalog; JSON syntax is validated by System.Text.Json.

```
public sealed class StructuredTextTranslationService : IStructuredTextTranslationService
```

Inheritance	object StructuredTextTranslationService
Implements	IStructuredTextTranslationService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

StructuredTextTranslationService(IInitialDataCatalog, ILocalGptRuntimePolicyDataService, IRegexPatternService, ILogger<StructuredTextTranslationService>)

```
public StructuredTextTranslationService(IInitialDataCatalog initialDataCatalog, ILocalGptRuntimePolicyDataService runtimePolicy, IRegexPatternService regexPatterns,
ILogger<StructuredTextTranslationService> logger)
```

Parameters

`initialDataCatalog`
IInitialDataCatalog

`runtimePolicy`
ILocalGptRuntimePolicyDataService

`regexPatterns`
IRegexPatternService

`logger`
ILogger<StructuredTextTranslationService>

Fields ðŸ±ðŸ¶ â€¨ 5

JsonFencePatternName

```
public const string JsonFencePatternName = "builtin.json-fence-pattern"
```

Value

string

JsonKeyTokenPatternName

```
public const string JsonKeyTokenPatternName = "builtin.json-key-token-pattern"
```

Value

string

JsonPlainStartPatternName

```
public const string JsonPlainStartPatternName = "builtin.json-plain-start-pattern"
```

Value

string

JsonProtectedBlockPatternName

```
public const string JsonProtectedBlockPatternName = "builtin.json-protected-block-pattern"
```

Value

string

JsonScalarPatternName

```
public const string JsonScalarPatternName = "builtin.json-scalar-pattern"
```

Value

string

Methods ðŸ±ðŸ¶â œ¨ 2

TranslateJson(StructuredJsonTranslationRequest)

```
public StructuredJsonTranslationResult TranslateJson(StructuredJsonTranslationRequest request)
```

Parameters

`request`
StructuredJsonTranslationRequest

Returns

StructuredJsonTranslationResult

TranslatePlainJsonBlocksToMarkdown(string?)

```
public string TranslatePlainJsonBlocksToMarkdown(string? text)
```

Parameters

`text` **string**

Returns

string

Class ThinkTagsChatProtocolProfile

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services.Formatting

Assembly LocalGPT.dll

```
public sealed class ThinkTagsChatProtocolProfile : IChatProtocolProfile
```

Inheritance object
ThinkTagsChatProtocolProfile

Implements IChatProtocolProfile

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ThinkTagsChatProtocolProfile(IChatProtocolTextService, ILogger<ThinkTagsChatProtocolProfile>)

```
public ThinkTagsChatProtocolProfile(IChatProtocolTextService text, ILogger<ThinkTagsChatProtocolProfile> logger)
```

Parameters

text IChatProtocolTextService

logger
ILogger<ThinkTagsChatProtoco
lProfile>

🐾 Properties ðŸ±ðŸ¶â œ¨ 2

Priority

```
public int Priority { get; }
```

Value

int

Protocol

```
public ChatResponseProtocol Protocol { get; }
```

Value

ChatResponseProtocol

Methods ðŸ±ðŸ¶ âœ¨ 3

MatchesModel(string)

```
public bool MatchesModel(string modelName)
```

Parameters

modelName **string**

Returns

bool

NormalizeContent(string)

```
public string NormalizeContent(string value)
```

Parameters

value **string**

Returns

string

NormalizeThinking(string)

```
public string NormalizeThinking(string value)
```

Parameters

`value` **string**

Returns

string

Namespace LocalGPT.Services.Localization

Neko & Puppy namespace shelf Â· Types are grouped by kind, so every interface, class, and helper lands in a cozy little home, nya~ woof!

Classes

LocalGptLocalizationService	Implements open LocalGPT localization catalogs with English fallback, built-in defaults and persistent user overrides.

Interfaces

ILocalGptLocalizationService	Reads built-in localization catalogs and persistent user-supplied culture overrides.

Interface ILocalGptLocalizationService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services.Localization

Assembly LocalGPT.dll

Reads built-in localization catalogs and persistent user-supplied culture overrides.

```
[DocumentationUpdated("2.2.8")]
public interface ILocalGptLocalizationService
```

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Methods

BuildCultureRedirectUrl(string?, string)

Adds an explicit request culture to one validated local return URL.

```
string BuildCultureRedirectUrl(string? returnUrl, string culture)
```

Parameters

`returnUrl` string	Local path and query.
`culture` string	Requested available culture.

Returns

string	A local redirect URL carrying culture and UI-culture values.

BuildCultureReturnUrl(string)

Builds a local return URL without stale culture query values.

```
string BuildCultureReturnUrl(string absoluteUri)
```

Parameters

`absoluteUri` string	Current absolute application URI.

Returns

string	A local path and query suitable for culture selection.

BuildCultureSelectionUrl(string, string)

Builds the absolute application endpoint used to select and persist one culture.

```
string BuildCultureSelectionUrl(string absoluteUri, string culture)
```

Parameters

absoluteUri **string**	Current absolute application URI.
culture **string**	Requested available culture.

Returns

string	A local culture-selection endpoint URL that performs a full page reload.

FormatValidationErrors(LocalizationCatalogValidationResult)

Formats validation errors for a UI or API status surface.

```
string FormatValidationErrors(LocalizationCatalogValidationResult validation)
```

Parameters

validation **LocalizationCatalogValidationResult**	Validation result containing zero or more errors.

Returns

string	A single bounded human-readable error sentence.

Get(string, string?, string?)

Gets one localized value with English and caller-provided fallback behavior.

```
string Get(string key, string? culture = null, string? fallback = null)
```

Parameters

key **string**

culture **string**

fallback **string**

Returns

string

GetAvailableCultures()

Gets all cultures represented by built-in or user catalogs.

```
IReadOnlyList<string> GetAvailableCultures()
```

Returns

IReadOnlyList<string>

GetCatalogs()

Gets effective catalog descriptors for installer and diagnostic surfaces.

```
IReadOnlyList<LocalizationCatalogDescriptor> GetCatalogs()
```

Returns

IReadOnlyList<LocalizationCatalogDescriptor>

GetStrings(string?)

Gets the effective strings for a culture after English fallback and user overrides are merged.

```
IReadOnlyDictionary<string, string> GetStrings(string? culture = null)
```

Parameters

`culture` **string**

Returns

IReadOnlyDictionary<string, string>

GetText(string, string?)

Gets a localized UI sentence by deriving its maintained text-catalog key.

```
string GetText(string source, string? culture = null)
```

Parameters

source string	English source text used as the fallback and stable catalog-key source.
culture string	Optional requested culture; the current request culture is used when omitted.

Returns

string	The localized sentence, or the source text when no catalog value exists.

ImportCatalogAsync(string, string, bool, CancellationToken)

Validates and atomically imports a persistent user localization catalog.

```
Task<LocalizationCatalogImportResult> ImportCatalogAsync(string culture, string json, bool overwrite, CancellationToken cancellationToken = default)
```

Parameters

culture string	Requested .NET culture name.
json string	JSON object containing string keys and values.
overwrite bool	Allows replacement of an existing user catalog.
cancellationToken CancellationToken	Cancels the asynchronous file write.

Returns

Task<LocalizationCatalogImportResult>	A task that completes with the durable import result.

ResolveAvailableCulture(string?)

Resolves a requested culture to one available LocalGPT catalog.

```
string ResolveAvailableCulture(string? culture)
```

Parameters

`culture` **string**	Requested culture name.

Returns

string	The normalized available culture or en-US.

ValidateCatalog(string, string)

Validates a user localization JSON dictionary without writing it.

```
LocalizationCatalogValidationResult ValidateCatalog(string culture, string json)
```

Parameters

`culture` **string**	Requested .NET culture name, for example fr-FR.
`json` **string**	UTF-8 JSON object containing string keys and values.

Returns

LocalizationCatalogValidationResult	The validation result, including missing baseline keys.

Class LocalGptLocalizationService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Services.Localization
Assembly	LocalGPT.dll

Implements open LocalGPT localization catalogs with English fallback, built-in defaults and persistent user overrides.

```
[DocumentationUpdated("2.2.8")]
public sealed class LocalGptLocalizationService : ILocalGptLocalizationService
```

Inheritance object
LocalGptLocalizationService

Implements ILocalGptLocalizationService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

LocalGptLocalizationService(IWebHostEnvironment, ILogger<LocalGptLocalizationService>)

Implements open LocalGPT localization catalogs with English fallback, built-in defaults and persistent user overrides.

```
public LocalGptLocalizationService(IWebHostEnvironment environment, ILogger<LocalGptLocalizationService> logger)
```

Parameters

environment IWebHostEnvironment	Provides the application content root containing built-in catalogs.
logger ILogger<LocalGptLocalizationService>	Writes bounded catalog discovery and validation diagnostics.

⚙ Methods ðŸ± ðŸ¶ âœ¨ 12

BuildCultureRedirectUrl(string?, string)

Adds an explicit request culture to one validated local return URL.

```
public string BuildCultureRedirectUrl(string? returnUrl, string culture)
```

Parameters

`returnUrl` **string**	Local path and query.
`culture` **string**	Requested available culture.

Returns

string	A local redirect URL carrying culture and UI-culture values.

BuildCultureReturnUrl(string)

Builds a local return URL without stale culture query values.

```
public string BuildCultureReturnUrl(string absoluteUri)
```

Parameters

`absoluteUri` **string**	Current absolute application URI.

Returns

string	A local path and query suitable for culture selection.

BuildCultureSelectionUrl(string, string)

Builds the absolute application endpoint used to select and persist one culture.

```
public string BuildCultureSelectionUrl(string absoluteUri, string culture)
```

Parameters

absoluteUri string	Current absolute application URI.
culture string	Requested available culture.

Returns

string	A local culture-selection endpoint URL that performs a full page reload.

FormatValidationErrors(LocalizationCatalogValidationResult)

Formats validation errors for a UI or API status surface.

```
public string FormatValidationErrors(LocalizationCatalogValidationResult validation)
```

Parameters

validation **LocalizationCatalogValidationResult**	Validation result containing zero or more errors.

Returns

string	A single bounded human-readable error sentence.

Get(string, string?, string?)

Gets one localized value with English and caller-provided fallback behavior.

```
public string Get(string key, string? culture = null, string? fallback = null)
```

Parameters

key string

culture string

fallback string

Returns

string

GetAvailableCultures()

Gets all cultures represented by built-in or user catalogs.

```
public IReadOnlyList<string> GetAvailableCultures()
```

Returns

IReadOnlyList<string>

GetCatalogs()

Gets effective catalog descriptors for installer and diagnostic surfaces.

```
public IReadOnlyList<LocalizationCatalogDescriptor> GetCatalogs()
```

Returns

IReadOnlyList<LocalizationCatalogDescriptor>

GetStrings(string?)

Gets the effective strings for a culture after English fallback and user overrides are merged.

```
public IReadOnlyDictionary<string, string> GetStrings(string? culture = null)
```

Parameters

`culture` **string**

Returns

IReadOnlyDictionary<string, string>

GetText(string, string?)

Gets a localized UI sentence by deriving its maintained text-catalog key.

```
public string GetText(string source, string? culture = null)
```

Parameters

source string	English source text used as the fallback and stable catalog-key source.
culture string	Optional requested culture; the current request culture is used when omitted.

Returns

string	The localized sentence, or the source text when no catalog value exists.

ImportCatalogAsync(string, string, bool, CancellationToken)

Validates and atomically imports a persistent user localization catalog.

```
public Task<LocalizationCatalogImportResult> ImportCatalogAsync(string culture, string json, bool overwrite, CancellationToken cancellationToken = default)
```

Parameters

culture string	Requested .NET culture name.
json string	JSON object containing string keys and values.
overwrite bool	Allows replacement of an existing user catalog.
cancellationToken CancellationToken	Cancels the asynchronous file write.

Returns

Task<LocalizationCatalogImportResult>	A task that completes with the durable import result.

ResolveAvailableCulture(string?)

Resolves a requested culture to one available LocalGPT catalog.

```
public string ResolveAvailableCulture(string? culture)
```

Parameters

`culture` string	Requested culture name.

Returns

string	The normalized available culture or en-US.

ValidateCatalog(string, string)

Validates a user localization JSON dictionary without writing it.

```
public LocalizationCatalogValidationResult ValidateCatalog(string culture, string json)
```

Parameters

`culture` string	Requested .NET culture name, for example fr-FR.
`json` string	UTF-8 JSON object containing string keys and values.

Returns

LocalizationCatalogValidationResult	The validation result, including missing baseline keys.

Namespace LocalGPT.Services.OneWire

Neko & Puppy namespace shelf Â· Types are grouped by kind, so every interface, class, and helper lands in a cozy little home, nya~ woof!

✨ 🐾 🌟

Classes

InspectPublisherSpreadsheetFunction	Chat-level spreadsheet entry point. It intentionally does not require a Council run: a normal local model can discover this function, ask for the active PublisherStudio session id, and request bounded read-only evidence.
InvokeOrganicPluginFunction	Generic escape hatch for explicitly advertised organic capabilities. Dedicated handlers below keep the common spreadsheet workflow discoverable to every normal LocalGPT chat without requiring a Council run.
LocalVisionOcrService	Executes bounded local OCR through an Ollama-compatible vision model. The service never accepts file paths; callers must send one current browser-rendered image data URL through the approved 1-Wire request.
OneWireCapabilityCatalog	
OneWireConnectionRegistry	
OneWireCouncilApprovalProcessorHostedService	
OneWireDiscoveryHostedService	
OneWireDispatchContextFactory	
OneWireEnvelopeCodec	
OneWireListenAddressResolver	
OneWireMessageDispatcher	
OneWireOperationExecutor	
OneWirePeerRegistry	
OneWirePendingCouncilStore	
OneWireReplayGuard	
OneWireRuntimeSecurityService	Owns the runtime-generated LocalGPT 1-Wire identity. Private keys and the MFA seed are created only at runtime, are never compiled into the application, and can be discarded from the frontend to reset every trusted link.
OneWireTargetApprovalPolicy	
OneWireTcpHostedService	
OneWireTransportSecurityPolicy	
OneWireWorkProcessorHostedS	

ervice	
OneWireWorkSpooler	
OrganicDxFunctionSupport	
ProposePublisherTextFunction	Creates a bounded, reviewable PublisherStudio text proposal from ordinary chat or a Council round. The unique connected PublisherStudio peer is selected automatically when peerId is omitted.
PublisherInteractionDxSupport	
ReadOrganicPluginWorkResultFunction	Reads the eventual result of a queued organic operation without reissuing it.
RequestPublisherEmbeddedWiringEditorFunction	Requests PublisherStudio's future embedded wiring canvas for a LocalGPT board/pin draft.
RequestPublisherReviewedTextFunction	Asks the PublisherStudio user for reviewed text and returns it through the queued work result.
RequestPublisherScreenCaptureFunction	Requests one fresh browser-mediated screenshot from PublisherStudio.
RequestPublisherScreenRecordFunction	Requests one short browser-mediated screen recording from PublisherStudio.
RequestPublisherWebsiteContentFunction	Requests bounded user-approved HTML/DIV/document content from PublisherStudio.

Class InspectPublisherSpreadsheetFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace	LocalGPT.Services.OneWire
Assembly	LocalGPT.dll

Chat-level spreadsheet entry point. It intentionally does not require a Council run: a normal local model can discover this function, ask for the active PublisherStudio session id, and request bounded read-only evidence.

```
public sealed class InspectPublisherSpreadsheetFunction : IDxAiFunctionHandler
```

Inheritance	object InspectPublisherSpreadsheetFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ□± ðŸ□¶ âœ¨ 1

InspectPublisherSpreadsheetFunction(IOrganicDxFunctionSupport, IOneWireConnectionRegistry, IOneWirePeerRegistry, IOneWireWorkSpooler, ILogger<InspectPublisherSpreadsheetFunction>)

Chat-level spreadsheet entry point. It intentionally does not require a Council run: a normal local model can discover this function, ask for the active PublisherStudio session id, and request bounded read-only evidence.

```
public InspectPublisherSpreadsheetFunction(IOrganicDxFunctionSupport organicSupport, IOneWireConnectionRegistry connections, IOneWirePeerRegistry peers, IOneWireWorkSpooler spooler,
ILogger<InspectPublisherSpreadsheetFunction> logger)
```

Parameters

`organicSupport`
IOrganicDxFunctionSupport

`connections`
IOneWireConnectionRegistry

`peers` **IOneWirePeerRegistry**

`spooler` **IOneWireWorkSpooler**

`logger`
ILogger<InspectPublisherSpreadsheetFunction>

Properties ðŸ±ðŸ¶â€¦ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â€¦ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class InvokeOrganicPluginFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services.OneWire

Assembly LocalGPT.dll

Generic escape hatch for explicitly advertised organic capabilities. Dedicated handlers below keep the common spreadsheet workflow discoverable to every normal LocalGPT chat without requiring a Council run.

```
public sealed class InvokeOrganicPluginFunction : IDxAiFunctionHandler
```

Inheritance object
InvokeOrganicPluginFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

InvokeOrganicPluginFunction(IOrganicDxFunctionSupport, IOneWireConnectionRegistry, IOneWirePeerRegistry, IOneWireWorkSpooler, ILogger<InvokeOrganicPluginFunction>)

Generic escape hatch for explicitly advertised organic capabilities. Dedicated handlers below keep the common spreadsheet workflow discoverable to every normal LocalGPT chat without requiring a Council run.

```
public InvokeOrganicPluginFunction(IOrganicDxFunctionSupport organicSupport, IOneWireConnectionRegistry connections, IOneWirePeerRegistry peers, IOneWireWorkSpooler spooler,
ILogger<InvokeOrganicPluginFunction> logger)
```

Parameters

`organicSupport`
IOrganicDxFunctionSupport

`connections`
IOneWireConnectionRegistry

`peers` **IOneWirePeerRegistry**

`spooler` **IOneWireWorkSpooler**

`logger`
ILogger<InvokeOrganicPluginFunction>

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class LocalVisionOcrService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services.OneWire

Assembly LocalGPT.dll

Executes bounded local OCR through an Ollama-compatible vision model. The service never accepts file paths; callers must send one current browser-rendered image data URL through the approved 1-Wire request.

```
public sealed class LocalVisionOcrService : ILocalVisionOcrService
```

Inheritance object
LocalVisionOcrService

Implements ILocalVisionOcrService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

LocalVisionOcrService(IOptionsMonitor<ConfigurationRoot>, ILogger<LocalVisionOcrService>)

Executes bounded local OCR through an Ollama-compatible vision model. The service never accepts file paths; callers must send one current browser-rendered image data URL through the approved 1-Wire request.

```
public LocalVisionOcrService(IOptionsMonitor<ConfigurationRoot> options, ILogger<LocalVisionOcrService> logger)
```

Parameters

options
IOptionsMonitor<ConfigurationRoot>

logger
ILogger<LocalVisionOcrService>

Methods ðŸ± ðŸ¶ âœ¨ 1

RecognizeAsync(LocalVisionOcrRequest, CancellationToken)

```
public Task<LocalVisionOcrResult> RecognizeAsync(LocalVisionOcrRequest request, CancellationToken cancellationToken = default)
```

Parameters

request
LocalVisionOcrRequest

cancellationToken
CancellationToken

Returns

Task<LocalVisionOcrResult>

Class OneWireCapabilityCatalog

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services.OneWire

Assembly LocalGPT.dll

```
public sealed class OneWireCapabilityCatalog : IOneWireCapabilityCatalog, IOneWireCapabilityProvider
```

Inheritance
object
OneWireCapabilityCatalog

Implements
IOneWireCapabilityCatalog
IOneWireCapabilityProvider

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

OneWireCapabilityCatalog(ILocalGptVocabularyService, IServiceScopeFactory, IOneWirePeerRegistry, IOneWireConnectionRegistry, IHardwareInventoryService, ILogger<OneWireCapabilityCatalog>)

```
public OneWireCapabilityCatalog(ILocalGptVocabularyService vocabulary, IServiceScopeFactory scopeFactory, IOneWirePeerRegistry peers, IOneWireConnectionRegistry connections,
IHardwareInventoryService hardwareInventory, ILogger<OneWireCapabilityCatalog> logger)
```

Parameters

`vocabulary`
ILocalGptVocabularyService

`scopeFactory`
IServiceScopeFactory

`peers` **IOneWirePeerRegistry**

`connections`
IOneWireConnectionRegistry

`hardwareInventory`
IHardwareInventoryService

`logger`
ILogger<OneWireCapabilityCatalog>

Methods ðŸ±ðŸ¶â¨ 5

GetLocalCapabilitiesAsync(CancellationToken)

```
public Task<IReadOnlyList<OneWireCapabilityDescriptor>> GetLocalCapabilitiesAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<OneWireCapabilityDescriptor>>

GetLocalCapabilitiesForPeerAsync(string, CancellationToken)

```
public Task<IReadOnlyList<OneWireCapabilityDescriptor>> GetLocalCapabilitiesForPeerAsync(string peerId, CancellationToken cancellationToken = default)
```

Parameters

peerId string

cancellationToken
CancellationToken

Returns

Task<IReadOnlyList<OneWireCapabilityDescriptor>>

GetLocalHardwareAsync(CancellationToken)

```
public Task<IReadOnlyList<OneWireHardwareDescriptor>> GetLocalHardwareAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<IReadOnlyList<OneWireHardwareDescriptor>>

GetLocalSkillsAsync(CancellationToken)

```
public Task<IReadOnlyList<OneWireSkillDescriptor>> GetLocalSkillsAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<OneWireSkillDescriptor>>

GetLocalUiFeaturesAsync(CancellationToken)

```
public Task<IReadOnlyList<OneWireUiFeatureDescriptor>> GetLocalUiFeaturesAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<OneWireUiFeatureDescriptor>>

Class OneWireConnectionRegistry

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services.OneWire

Assembly LocalGPT.dll

```
public sealed class OneWireConnectionRegistry : IOneWireConnectionRegistry
```

Inheritance object

OneWireConnectionRegistry

Implements IOneWireConnectionRegistry

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â…¨ 1

OneWireConnectionRegistry(ILogger<OneWireConnectionRegistry>)

```
public OneWireConnectionRegistry(ILogger<OneWireConnectionRegistry> logger)
```

Parameters

logger
ILogger<OneWireConnectionRegistry>

⚙ Methods ðŸ±ðŸ¶â…¨ 6

IsConnected(string)

```
public bool IsConnected(string peerId)
```

Parameters

peerId **string**

Returns

bool

Register(string, Func<OneWireEnvelope, CancellationToken, Task>)

```
public void Register(string peerId, Func<OneWireEnvelope, CancellationToken, Task> sender)
```

Parameters

peerId string

sender
Func<OneWireEnvelope,
CancellationToken, Task>

RegisterOwned(string, Func<OneWireEnvelope, CancellationToken, Task>)

```
public Guid RegisterOwned(string peerId, Func<OneWireEnvelope, CancellationToken, Task> sender)
```

Parameters

peerId string

sender
Func<OneWireEnvelope,
CancellationToken, Task>

Returns

Guid

SendAsync(string, OneWireEnvelope, CancellationToken)

```
public Task<bool> SendAsync(string peerId, OneWireEnvelope envelope, CancellationToken cancellationToken = default)
```

Parameters

`peerId` **string**

`envelope` **OneWireEnvelope**

`cancellationToken`
CancellationToken

Returns

Task<bool>

Unregister(string)

```
public void Unregister(string peerId)
```

Parameters

`peerId` **string**

Unregister(string, Guid)

```
public bool Unregister(string peerId, Guid registrationId)
```

Parameters

`peerId` **string**

`registrationId` **Guid**

Returns

bool

Class OneWireCouncilApprovalProcessorHostedService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace	LocalGPT.Services.OneWire
Assembly	LocalGPT.dll

```
public sealed class OneWireCouncilApprovalProcessorHostedService : BackgroundService, IHostedService, IDisposable
```

Inheritance	object BackgroundService OneWireCouncilApprovalProcessorHostedService
Implements	IHostedService IDisposable
Inherited Members	BackgroundService.StartAsync(CancellationToken) BackgroundService.StopAsync(CancellationToken) BackgroundService.Dispose() BackgroundService.ExecuteTask object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

OneWireCouncilApprovalProcessorHostedService(IOneWirePendingCouncilStore, IHumanCollaborationService, IOneWireWorkSpooler, IOneWireConnectionRegistry, IOneWirePeerRegistry, IOneWireRuntimeSecurityService, IOneWireTargetApprovalPolicy, IOneWireMessageDispatcher, IOneWireEnvelopeCodec, ILogger<OneWireCouncilApprovalProcessorHostedService>)

```
public OneWireCouncilApprovalProcessorHostedService(IOneWirePendingCouncilStore pendingCouncils, IHumanCollaborationService humanCollaboration, IOneWireWorkSpooler spooler,
IOneWireConnectionRegistry connections, IOneWirePeerRegistry peers, IOneWireRuntimeSecurityService security, IOneWireTargetApprovalPolicy targetApprovalPolicy,
IOneWireMessageDispatcher dispatcher, IOneWireEnvelopeCodec codec, ILogger<OneWireCouncilApprovalProcessorHostedService> logger)
```

Parameters

`pendingCouncils`
IOneWirePendingCouncilStore

`humanCollaboration`
IHumanCollaborationService

`spooler` **IOneWireWorkSpooler**

`connections`
IOneWireConnectionRegistry

`peers` **IOneWirePeerRegistry**

`security`
IOneWireRuntimeSecurityService

`targetApprovalPolicy`
IOneWireTargetApprovalPolicy

`dispatcher`
IOneWireMessageDispatcher

`codec` **IOneWireEnvelopeCodec**

`logger`
ILogger<OneWireCouncilApprovalProcessorHostedService>

Methods ðŸ±ðŸ¶ â€¨ 1

ExecuteAsync(CancellationToken)

```
protected override Task ExecuteAsync(CancellationToken stoppingToken)
```

Parameters

`stoppingToken`
CancellationToken

Returns

Task

Class OneWireDiscoveryHostedService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services.OneWire

Assembly LocalGPT.dll

```
public sealed class OneWireDiscoveryHostedService : BackgroundService, IHostedService, IDisposable
```

Inheritance
object
BackgroundService
OneWireDiscoveryHostedService

Implements
IHostedService
IDisposable

Inherited Members
BackgroundService.StartAsync(CancellationToken)
BackgroundService.StopAsync(CancellationToken)
BackgroundService.Dispose()
BackgroundService.ExecuteTask
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)

object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

OneWireDiscoveryHostedService(IOptions<OneWireOptions>, IOneWireRuntimeSecurityService, IOneWireEnvelopeCodec, ILogger<OneWireDiscoveryHostedService>)

```
public OneWireDiscoveryHostedService(IOptions<OneWireOptions> options, IOneWireRuntimeSecurityService security, IOneWireEnvelopeCodec codec,
ILogger<OneWireDiscoveryHostedService> logger)
```

Parameters

`options`
IOptions<OneWireOptions>

`security`
IOneWireRuntimeSecurityService

`codec` **IOneWireEnvelopeCodec**

`logger`
ILogger<OneWireDiscoveryHostedService>

⚙ Methods ðŸ±ðŸ¶ â€¨ 1

ExecuteAsync(CancellationToken)

```
protected override Task ExecuteAsync(CancellationToken stoppingToken)
```

Parameters

`stoppingToken`
CancellationToken

Returns

Task

Class OneWireDispatchContextFactory

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services.OneWire

Assembly LocalGPT.dll

```
public sealed class OneWireDispatchContextFactory : IOneWireDispatchContextFactory
```

Inheritance
object
OneWireDispatchContextFactory

Implements IOneWireDispatchContextFactory

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

OneWireDispatchContextFactory(ILogger<OneWireDispatchContextFactory>)

```
public OneWireDispatchContextFactory(ILogger<OneWireDispatchContextFactory> logger)
```

Parameters

logger
ILogger<OneWireDispatchContextFactory>

Methods ðŸ□± ðŸ□¶ âœ¨ 2

CreateExternal(string, Guid, bool, string)

```
public OneWireDispatchContext CreateExternal(string authenticatedPeerId, Guid connectionId, bool isLoopback, string transport)
```

Parameters

authenticatedPeerId **string**

connectionId **Guid**

isLoopback **bool**

transport **string**

Returns

OneWireDispatchContext

CreateInternal(string)

```
public OneWireDispatchContext CreateInternal(string transport = "internal")
```

Parameters

`transport` **string**

Returns

OneWireDispatchContext

Class OneWireEnvelopeCodec

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services.OneWire

Assembly LocalGPT.dll

```
public sealed class OneWireEnvelopeCodec : IOneWireEnvelopeCodec
```

Inheritance object
OneWireEnvelopeCodec

Implements IOneWireEnvelopeCodec

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

OneWireEnvelopeCodec(ILogger<OneWireEnvelopeCodec>)

```
public OneWireEnvelopeCodec(ILogger<OneWireEnvelopeCodec> logger)
```

Parameters

logger
ILogger<OneWireEnvelopeCodec>

Properties ðŸ± ðŸ¶ âœ¨ 1

JsonOptions

```
public JsonSerializerOptions JsonOptions { get; }
```

Value

JsonSerializerOptions

Methods ðŸ± ðŸ¶ âœ¨ 3

DeserializeAndValidate(string)

```
public OneWireEnvelope DeserializeAndValidate(string json)
```

Parameters

json **string**

Returns

OneWireEnvelope

Serialize(OneWireEnvelope, bool)

```
public string Serialize(OneWireEnvelope envelope, bool seal = true)
```

Parameters

`envelope` **OneWireEnvelope**

`seal` **bool**

Returns

string

Validate(OneWireEnvelope, out string)

```
public bool Validate(OneWireEnvelope envelope, out string error)
```

Parameters

`envelope` **OneWireEnvelope**

`error` **string**

Returns

bool

Class OneWireListenAddressResolver

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Services.OneWire
Assembly	LocalGPT.dll

```
public sealed class OneWireListenAddressResolver : IOneWireListenAddressResolver
```

Inheritance object
OneWireListenAddressResolver

Implements IOneWireListenAddressResolver

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â¨ 1

OneWireListenAddressResolver(ILogger<OneWireListenAddressResolver>)

```
public OneWireListenAddressResolver(ILogger<OneWireListenAddressResolver> logger)
```

Parameters

logger
ILogger<OneWireListenAddressResolver>

⚙ Methods ðŸ±ðŸ¶â¨ 1

Resolve(OneWireOptions)

```
public IPAddress Resolve(OneWireOptions configured)
```

Parameters

`configured` **OneWireOptions**

Returns

IPAddress

Class OneWireMessageDispatcher

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services.OneWire

Assembly LocalGPT.dll

```
public sealed class OneWireMessageDispatcher : IOneWireMessageDispatcher
```

Inheritance object
OneWireMessageDispatcher

Implements IOneWireMessageDispatcher

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

OneWireMessageDispatcher(IOneWireEnvelopeCodec, IOneWireCapabilityCatalog, IOneWirePeerRegistry, IOneWireWorkSpooler, IOneWirePendingCouncilStore, IHumanCollaborationService, IOneWireRuntimeSecurityService, IOneWireReplayGuard, IOneWireTransportSecurityPolicy, IOneWireDispatchContextFactory, IOneWireTargetApprovalPolicy, ILogger<OneWireMessageDispatcher>)

```
public OneWireMessageDispatcher(IOneWireEnvelopeCodec codec, IOneWireCapabilityCatalog capabilities, IOneWirePeerRegistry peers, IOneWireWorkSpooler spooler,
IOneWirePendingCouncilStore pendingCouncils, IHumanCollaborationService humanCollaboration, IOneWireRuntimeSecurityService security, IOneWireReplayGuard replayGuard,
IOneWireTransportSecurityPolicy transportSecurityPolicy, IOneWireDispatchContextFactory dispatchContextFactory, IOneWireTargetApprovalPolicy targetApprovalPolicy,
ILogger<OneWireMessageDispatcher> logger)
```

Parameters

`codec` **IOneWireEnvelopeCodec**

`capabilities` **IOneWireCapabilityCatalog**

`peers` **IOneWirePeerRegistry**

`spooler` **IOneWireWorkSpooler**

`pendingCouncils` **IOneWirePendingCouncilStore**

`humanCollaboration` **IHumanCollaborationService**

`security` **IOneWireRuntimeSecurityService**

`replayGuard` **IOneWireReplayGuard**

`transportSecurityPolicy` **IOneWireTransportSecurityPolicy**

`dispatchContextFactory` **IOneWireDispatchContextFactory**

`targetApprovalPolicy` **IOneWireTargetApprovalPolicy**

`logger` **ILogger<OneWireMessageDispatcher>**

Methods ðŸ±ðŸ¶â€¨ 4

ApplyHumanResponse(OneWireEnvelope, string?)

```
public void ApplyHumanResponse(OneWireEnvelope envelope, string? userResponse)
```

Parameters

`envelope` **OneWireEnvelope**

`userResponse` **string**

DispatchAsync(OneWireEnvelope, OneWireDispatchContext, CancellationToken)

```
public Task<OneWireEnvelope?> DispatchAsync(OneWireEnvelope envelope, OneWireDispatchContext context, CancellationToken cancellationToken = default)
```

Parameters

`envelope` **OneWireEnvelope**

`context`
OneWireDispatchContext

`cancellationToken`
CancellationToken

Returns

Task<OneWireEnvelope>

DispatchAsync(OneWireEnvelope, CancellationToken)

```
public Task<OneWireEnvelope?> DispatchAsync(OneWireEnvelope envelope, CancellationToken cancellationToken = default)
```

Parameters

`envelope` **OneWireEnvelope**

`cancellationToken`
CancellationToken

Returns

Task<OneWireEnvelope>

GetLocalAdvertisement()

```
public OneWirePeerAdvertisement GetLocalAdvertisement()
```

Returns

OneWirePeerAdvertisement

Class OneWireOperationExecutor

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services.OneWire

Assembly LocalGPT.dll

```
public sealed class OneWireOperationExecutor : IOneWireOperationExecutor
```

Inheritance object
OneWireOperationExecutor

Implements IOneWireOperationExecutor

Inherited Members object.GetType()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â…¨ 1

OneWireOperationExecutor(IServiceScopeFactory, IOneWireEnvelopeCodec, ILocalGptVocabularyService, ILogger<OneWireOperationExecutor>)

```
public OneWireOperationExecutor(IServiceScopeFactory scopeFactory, IOneWireEnvelopeCodec codec, ILocalGptVocabularyService vocabulary, ILogger<OneWireOperationExecutor> logger)
```

Parameters

`scopeFactory`
IServiceScopeFactory

`codec` **IOneWireEnvelopeCodec**

`vocabulary`
ILocalGptVocabularyService

`logger`
ILogger<OneWireOperationExecutor>

Methods ðŸ±ðŸ¶â…¨ 1

ExecuteAsync(OneWireWorkItem, CancellationToken)

```
public Task<string> ExecuteAsync(OneWireWorkItem item, CancellationToken cancellationToken = default)
```

Parameters

`item` **OneWireWorkItem**

`cancellationToken`
CancellationToken

Returns

Task<string>

Class OneWirePeerRegistry

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.Services.OneWire

Assembly LocalGPT.dll

```
public sealed class OneWirePeerRegistry : IOneWirePeerRegistry
```

Inheritance	object OneWirePeerRegistry
Implements	IOneWirePeerRegistry
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ□± ðŸ□¶ âœ¨ 1

OneWirePeerRegistry(ILogger<OneWirePeerRegistry>)

```
public OneWirePeerRegistry(ILogger<OneWirePeerRegistry> logger)
```

Parameters

`logger`
ILogger<OneWirePeerRegistry
>

⚙ Methods ðŸ□± ðŸ□¶ âœ¨ 5

GetPeer(string)

```
public OneWirePeerAdvertisement? GetPeer(string peerId)
```

Parameters

`peerId` **string**

Returns

OneWirePeerAdvertisement

GetPeers()

```
public IReadOnlyList<OneWirePeerAdvertisement> GetPeers()
```

Returns

IReadOnlyList<OneWirePeerAdvertisement>

RemoveExpired(TimeSpan)

```
public void RemoveExpired(TimeSpan maximumAge)
```

Parameters

`maximumAge` **TimeSpan**

SetConnected(string, bool)

```
public void SetConnected(string peerId, bool connected)
```

Parameters

`peerId` **string**

`connected` **bool**

Upsert(OneWirePeerAdvertisement)

```
public void Upsert(OneWirePeerAdvertisement peer)
```

Parameters

`peer`
OneWirePeerAdvertisement

Class OneWirePendingCouncilStore

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services.OneWire

Assembly LocalGPT.dll

```
public sealed class OneWirePendingCouncilStore : IOneWirePendingCouncilStore
```

Inheritance
object
OneWirePendingCouncilStore

Implements IOneWirePendingCouncilStore

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

OneWirePendingCouncilStore(ILogger<OneWirePendingCouncilStore>)

```
public OneWirePendingCouncilStore(ILogger<OneWirePendingCouncilStore> logger)
```

Parameters

`logger`
ILogger<OneWirePendingCouncilStore>

Methods ðŸ±ðŸ¶â œ¨ 4

GetSnapshot()

```
public IReadOnlyList<OneWirePendingCouncilRequest> GetSnapshot()
```

Returns

IReadOnlyList<OneWirePendingCouncilRequest>

MarkChecked(Guid)

```
public void MarkChecked(Guid correlationId)
```

Parameters

`correlationId` **Guid**

Remove(Guid, out OneWirePendingCouncilRequest?)

```
public bool Remove(Guid correlationId, out OneWirePendingCouncilRequest? request)
```

Parameters

`correlationId` **Guid**

`request`
OneWirePendingCouncilReque
st

Returns

bool

Upsert(OneWireEnvelope, Guid?)

```
public void Upsert(OneWireEnvelope envelope, Guid? approvalRequestId)
```

Parameters

`envelope` **OneWireEnvelope**

`approvalRequestId` **Guid?**

Class OneWireReplayGuard

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace	LocalGPT.Services.OneWire
Assembly	LocalGPT.dll

```
public sealed class OneWireReplayGuard : IOneWireReplayGuard
```

Inheritance	object OneWireReplayGuard
Implements	IOneWireReplayGuard
Inherited Members	object.GetType() object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â…¨ 1

OneWireReplayGuard(IOneWireReplayPolicyDataService, ILogger<OneWireReplayGuard>)

```
public OneWireReplayGuard(IOneWireReplayPolicyDataService policyData, ILogger<OneWireReplayGuard> logger)
```

Parameters

`policyData`
IOneWireReplayPolicyDataService

`logger`
ILogger<OneWireReplayGuard>

⚙ Methods ðŸ±ðŸ¶â…¨ 1

TryAccept(string, Guid, DateTimeOffset)

```
public bool TryAccept(string peerId, Guid messageId, DateTimeOffset createdUtc)
```

Parameters

`peerId` **string**

`messageId` **Guid**

`createdUtc` **DateTimeOffset**

Returns

bool

Class OneWireRuntimeSecurityService

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✨ 🐾 🌟

Namespace LocalGPT.Services.OneWire

Assembly LocalGPT.dll

Owns the runtime-generated LocalGPT 1-Wire identity. Private keys and the MFA seed are created only at runtime, are never compiled into the application, and can be discarded from the frontend to reset every trusted link.

```
public sealed class OneWireRuntimeSecurityService : IOneWireRuntimeSecurityService
```

Inheritance
object
OneWireRuntimeSecurityService

Implements IOneWireRuntimeSecurityService

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

OneWireRuntimeSecurityService(ILogger<OneWireRuntimeSecurityService>)

Owns the runtime-generated LocalGPT 1-Wire identity. Private keys and the MFA seed are created only at runtime, are never compiled into the application, and can be discarded from the frontend to reset every trusted link.

```
public OneWireRuntimeSecurityService(ILogger<OneWireRuntimeSecurityService> logger)
```

Parameters

`logger`
ILogger<OneWireRuntimeSecurityService>

Methods ðŸ±ðŸ¶ â€¨ 12

CreatePairingTicketAsync(TimeSpan, CancellationToken)

```
public Task<OneWirePairingTicket> CreatePairingTicketAsync(TimeSpan lifetime, CancellationToken cancellationToken = default)
```

Parameters

`lifetime` **TimeSpan**

`cancellationToken`
CancellationToken

Returns

Task<OneWirePairingTicket>

DeleteAsync(CancellationToken)

```
public Task DeleteAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task

EnsureCreatedAsync(CancellationToken)

```
public Task EnsureCreatedAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task

EstablishTrustAsync(OneWireTrustEstablishmentRequest, CancellationToken)

```
public Task<bool> EstablishTrustAsync(OneWireTrustEstablishmentRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
OneWireTrustEstablishmentRequest

`cancellationToken`
CancellationToken

Returns

Task<bool>

GetOtpAuthUriAsync(CancellationToken)

```
public Task<string> GetOtpAuthUriAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<string>

GetPublicDescriptorAsync(CancellationToken)

```
public Task<OneWireSecurityDescriptor> GetPublicDescriptorAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<OneWireSecurityDescriptor>

GetStatusAsync(CancellationToken)

```
public Task<OneWireRuntimeSecurityStatus> GetStatusAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<OneWireRuntimeSecurityStatus>

GetTrustedPeersAsync(CancellationToken)

```
public Task<IReadOnlyList<OneWireTrustedPeerDescriptor>> GetTrustedPeersAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<OneWireTrustedPeerDescriptor>>

ProtectOutgoingAsync(OneWireEnvelope, CancellationToken)

```
public Task ProtectOutgoingAsync(OneWireEnvelope envelope, CancellationToken cancellationToken = default)
```

Parameters

`envelope` **OneWireEnvelope**

`cancellationToken`
CancellationToken

Returns

Task

RegenerateAsync(CancellationToken)

```
public Task RegenerateAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task

RevokeTrustAsync(string, CancellationToken)

```
public Task<bool> RevokeTrustAsync(string peerId, CancellationToken cancellationToken = default)
```

Parameters

`peerId` **string**

`cancellationToken`
CancellationToken

Returns

Task<bool>

UnprotectIncomingAsync(OneWireEnvelope, CancellationToken)

```
public Task UnprotectIncomingAsync(OneWireEnvelope envelope, CancellationToken cancellationToken = default)
```

Parameters

`envelope` **OneWireEnvelope**

`cancellationToken`
CancellationToken

Returns

Task

Class OneWireTargetApprovalPolicy

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✨ 🐾 🌟

Namespace	LocalGPT.Services.OneWire
Assembly	LocalGPT.dll

```
public sealed class OneWireTargetApprovalPolicy : IOneWireTargetApprovalPolicy
```

Inheritance	object OneWireTargetApprovalPolicy
Implements	IOneWireTargetApprovalPolicy
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

OneWireTargetApprovalPolicy(ILocalGptVocabularyService, ILogger<OneWireTargetApprovalPolicy>)

```
public OneWireTargetApprovalPolicy(ILocalGptVocabularyService vocabulary, ILogger<OneWireTargetApprovalPolicy> logger)
```

Parameters

vocabulary
ILocalGptVocabularyService

logger
ILogger<OneWireTargetApprovalPolicy>

⚙ Methods ðŸ±ðŸ¶â œ¨ 2

Create(OneWireEnvelope)

```
public HumanApprovalRequestSpec Create(OneWireEnvelope envelope)
```

Parameters

`envelope` **OneWireEnvelope**

Returns

HumanApprovalRequestSpec

ReadEditor(OneWireEnvelope)

```
public OneWireInteractionEditor ReadEditor(OneWireEnvelope envelope)
```

Parameters

`envelope` **OneWireEnvelope**

Returns

OneWireInteractionEditor

Class OneWireTcpHostedService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.Services.OneWire

Assembly LocalGPT.dll

```
public sealed class OneWireTcpHostedService : BackgroundService, IHostedService, IDisposable
```

Inheritance object
BackgroundService
OneWireTcpHostedService

Implements IHostedService

	IDisposable
Inherited Members	BackgroundService.StartAsync(CancellationToken) BackgroundService.StopAsync(CancellationToken) BackgroundService.Dispose() BackgroundService.ExecuteTask object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

OneWireTcpHostedService(IOptions<OneWireOptions>, IOneWireEnvelopeCodec, IOneWireRuntimeSecurityService, IOneWireMessageDispatcher, IOneWireConnectionRegistry, IOneWirePeerRegistry, IOneWireTransportSecurityPolicy, IOneWireDispatchContextFactory, IOneWireListenAddressResolver, ISupervisedTaskRunner, ILogger<OneWireTcpHostedService>)

```
public OneWireTcpHostedService(IOptions<OneWireOptions> options, IOneWireEnvelopeCodec codec, IOneWireRuntimeSecurityService security, IOneWireMessageDispatcher dispatcher,
IOneWireConnectionRegistry connections, IOneWirePeerRegistry peers, IOneWireTransportSecurityPolicy transportSecurityPolicy, IOneWireDispatchContextFactory dispatchContextFactory,
IOneWireListenAddressResolver listenAddressResolver, ISupervisedTaskRunner taskRunner, ILogger<OneWireTcpHostedService> logger)
```

Parameters

`options`
IOptions<OneWireOptions>

`codec` **IOneWireEnvelopeCodec**

`security`
IOneWireRuntimeSecurityService

`dispatcher`
IOneWireMessageDispatcher

`connections`
IOneWireConnectionRegistry

`peers` **IOneWirePeerRegistry**

`transportSecurityPolicy`
IOneWireTransportSecurityPolicy

`dispatchContextFactory`
IOneWireDispatchContextFactory

`listenAddressResolver`
IOneWireListenAddressResolver

`taskRunner`
ISupervisedTaskRunner

`logger`
ILogger<OneWireTcpHostedService>

Methods ðŸ±ðŸ¶ âœ¨ 1

ExecuteAsync(CancellationToken)

```
protected override Task ExecuteAsync(CancellationToken stoppingToken)
```

Parameters

stoppingToken
CancellationToken

Returns

Task

Class OneWireTransportSecurityPolicy

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services.OneWire

Assembly LocalGPT.dll

```
public sealed class OneWireTransportSecurityPolicy : IOneWireTransportSecurityPolicy
```

Inheritance
object
OneWireTransportSecurityPolicy

Implements IOneWireTransportSecurityPolicy

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)

object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ□± ðŸ□¶ âœ¨ 1

OneWireTransportSecurityPolicy(ILogger<OneWireTransportSecurityPolicy>)

```
public OneWireTransportSecurityPolicy(ILogger<OneWireTransportSecurityPolicy> logger)
```

Parameters

`logger`
ILogger<OneWireTransportSecurityPolicy>

⚙ Methods ðŸ□± ðŸ□¶ âœ¨ 3

IsLoopback(IPAddress?)

```
public bool IsLoopback(IPAddress? address)
```

Parameters

`address` **IPAddress**

Returns

bool

IsProtected(OneWireEnvelope)

```
public bool IsProtected(OneWireEnvelope envelope)
```

Parameters

`envelope` **OneWireEnvelope**

Returns

bool

RequiresProtectedTransport(OneWireMessageType)

```
public bool RequiresProtectedTransport(OneWireMessageType messageType)
```

Parameters

`messageType`
OneWireMessageType

Returns

bool

Class OneWireWorkProcessorHostedService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services.OneWire

Assembly LocalGPT.dll

```
public sealed class OneWireWorkProcessorHostedService : BackgroundService, IHostedService, IDisposable
```

Inheritance	object BackgroundService OneWireWorkProcessorHostedService
Implements	IHostedService IDisposable
Inherited Members	BackgroundService.StartAsync(CancellationToken) BackgroundService.StopAsync(CancellationToken) BackgroundService.Dispose() BackgroundService.ExecuteTask object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

OneWireWorkProcessorHostedService(IOneWireWorkSpooler, IOneWireOperationExecutor, IOneWireConnectionRegistry, ILogger<OneWireWorkProcessorHostedService>)

```
public OneWireWorkProcessorHostedService(IOneWireWorkSpooler spooler, IOneWireOperationExecutor executor, IOneWireConnectionRegistry connections,
ILogger<OneWireWorkProcessorHostedService> logger)
```

Parameters

`spooler` **IOneWireWorkSpooler**

`executor`
IOneWireOperationExecutor

`connections`
IOneWireConnectionRegistry

`logger`
ILogger<OneWireWorkProcessorHostedService>

Methods ðŸ± ðŸ¶ â˜¨ 1

ExecuteAsync(CancellationToken)

```
protected override Task ExecuteAsync(CancellationToken stoppingToken)
```

Parameters

`stoppingToken`
CancellationToken

Returns

Task

Class OneWireWorkSpooler

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace	LocalGPT.Services.OneWire
Assembly	LocalGPT.dll

```
public sealed class OneWireWorkSpooler : IOneWireWorkSpooler
```

Inheritance	object OneWireWorkSpooler
Implements	IOneWireWorkSpooler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

OneWireWorkSpooler(ILogger<OneWireWorkSpooler>)

```
public OneWireWorkSpooler(ILogger<OneWireWorkSpooler> logger)
```

Parameters

logger
ILogger<OneWireWorkSpooler>

Methods ðŸ±ðŸ¶â œ¨ 9

ApplyExternalResult(Guid, string, string, OneWireWorkStatus?)

```
public void ApplyExternalResult(Guid correlationId, string resultJson, string error, OneWireWorkStatus? status = null)
```

Parameters

correlationId **Guid**
resultJson **string**
error **string**
status **OneWireWorkStatus?**

Complete(Guid, string)

```
public void Complete(Guid id, string resultJson)
```

Parameters

id **Guid**
resultJson **string**

DequeueAsync(CancellationToken)

```
public Task<OneWireWorkItem> DequeueAsync(CancellationToken cancellationToken)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<OneWireWorkItem>

Enqueue(OneWireEnvelope)

```
public OneWireWorkItem Enqueue(OneWireEnvelope envelope)
```

Parameters

`envelope` **OneWireEnvelope**

Returns

OneWireWorkItem

Fail(Guid, string)

```
public void Fail(Guid id, string error)
```

Parameters

`id` **Guid**

`error` **string**

Get(Guid)

```
public OneWireWorkItem? Get(Guid id)
```

Parameters

`id` **Guid**

Returns

OneWireWorkItem

GetSnapshot()

```
public IReadOnlyList<OneWireWorkItem> GetSnapshot()
```

Returns

IReadOnlyList<OneWireWorkItem>

MarkPendingApproval(Guid, string)

```
public void MarkPendingApproval(Guid correlationId, string resultJson)
```

Parameters

`correlationId` **Guid**

`resultJson` **string**

MarkRunning(Guid)

```
public void MarkRunning(Guid id)
```

Parameters

`id` **Guid**

Class OrganicDxFunctionSupport

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Namespace	LocalGPT.Services.OneWire
Assembly	LocalGPT.dll

```
public sealed class OrganicDxFunctionSupport : IOrganicDxFunctionSupport
```

Inheritance	object OrganicDxFunctionSupport
Implements	IOrganicDxFunctionSupport
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

OrganicDxFunctionSupport(ILogger<OrganicDxFunctionSupport>)

```
public OrganicDxFunctionSupport(ILogger<OrganicDxFunctionSupport> logger)
```

Parameters

`logger`
ILogger<OrganicDxFunctionSupport>

Methods ðŸ±ðŸ¶ âœ¨ 5

CreateInvokeEnvelope(string, OneWireCapabilityDescriptor, JsonElement, OneWireExecutionMode, string, DateTimeOffset?, bool, string?)

```
public OneWireEnvelope CreateInvokeEnvelope(string peerId, OneWireCapabilityDescriptor capability, JsonElement payload, OneWireExecutionMode executionMode, string workOrderKey,
DateTimeOffset? notBeforeUtc, bool userConfirmed, string? interactionValueJson)
```

Parameters

`peerId` **string**

`capability`
OneWireCapabilityDescriptor

`payload` **JsonElement**

`executionMode`
OneWireExecutionMode

`workOrderKey` **string**

`notBeforeUtc` **DateTimeOffset?**

`userConfirmed` **bool**

`interactionValueJson` **string**

Returns

OneWireEnvelope

FindCapability(OneWirePeerAdvertisement, string)

```
public OneWireCapabilityDescriptor? FindCapability(OneWirePeerAdvertisement peer, string key)
```

Parameters

`peer`
OneWirePeerAdvertisement

`key` **string**

Returns

OneWireCapabilityDescriptor

GetString(JsonElement, string, string)

```
public string GetString(JsonElement element, string name, string fallback = "")
```

Parameters

`element` **JsonElement**

`name` **string**

`fallback` **string**

Returns

string

Invalid(string)

```
public DxAiFunctionInvocationResult Invalid(string error)
```

Parameters

`error` **string**

Returns

DxAiFunctionInvocationResult

Queued(OneWireWorkItem, string, string)

```
public DxAiFunctionInvocationResult Queued(OneWireWorkItem work, string peerId, string capabilityKey)
```

Parameters

work OneWireWorkItem

peerId string

capabilityKey string

Returns

DxAiFunctionInvocationResult

Class ProposePublisherTextFunction

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Namespace	LocalGPT.Services.OneWire
Assembly	LocalGPT.dll

Creates a bounded, reviewable PublisherStudio text proposal from ordinary chat or a Council round. The unique connected PublisherStudio peer is selected automatically when peerId is omitted.

```
public sealed class ProposePublisherTextFunction : IDxAiFunctionHandler
```

Inheritance	object ProposePublisherTextFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object)

object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ProposePublisherTextFunction(IOrganicDxFunctionSupport, IOneWireConnectionRegistry, IOneWirePeerRegistry, IOneWireWorkSpooler, ILogger<ProposePublisherTextFunction>)

Creates a bounded, reviewable PublisherStudio text proposal from ordinary chat or a Council round. The unique connected PublisherStudio peer is selected automatically when peerId is omitted.

```
public ProposePublisherTextFunction(IOrganicDxFunctionSupport organicSupport, IOneWireConnectionRegistry connections, IOneWirePeerRegistry peers, IOneWireWorkSpooler spooler,
ILogger<ProposePublisherTextFunction> logger)
```

Parameters

`organicSupport`
IOrganicDxFunctionSupport

`connections`
IOneWireConnectionRegistry

`peers` **IOneWirePeerRegistry**

`spooler` **IOneWireWorkSpooler**

`logger`
ILogger<ProposePublisherTextFunction>

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶âœ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class PublisherInteractionDxSupport

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✨ 🐾 🌟

Namespace LocalGPT.Services.OneWire

Assembly LocalGPT.dll

```
public sealed class PublisherInteractionDxSupport : IPublisherInteractionDxSupport
```

Inheritance object
PublisherInteractionDxSupport

Implements IPublisherInteractionDxSupport

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â…¨ 1

PublisherInteractionDxSupport(IOrganicDxFunctionSupport, ILogger<PublisherInteractionDxSupport>)

```
public PublisherInteractionDxSupport(IOrganicDxFunctionSupport organicSupport, ILogger<PublisherInteractionDxSupport> serviceLogger)
```

Parameters

`organicSupport`
IOrganicDxFunctionSupport

`serviceLogger`
ILogger<PublisherInteractionDxSupport>

⚙ Methods ðŸ±ðŸ¶â…¨ 1

QueueAsync<TLogger>(DxAiFunctionInvocationRequest, string, IOneWireConnectionRegistry, IOneWirePeerRegistry, IOneWireWorkSpooler, ILogger<TLogger>, Func<JsonElement, JsonElement>, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> QueueAsync<TLogger>(DxAiFunctionInvocationRequest request, string capabilityKey, IOneWireConnectionRegistry connections,
IOneWirePeerRegistry peers, IOneWireWorkSpooler spooler, ILogger<TLogger> logger, Func<JsonElement, JsonElement> createPayload, CancellationToken cancellationToken)
```

Parameters

`request` DxAiFunctionInvocationRequest

`capabilityKey` string

`connections` IOneWireConnectionRegistry

`peers` IOneWirePeerRegistry

`spooler` IOneWireWorkSpooler

`logger` ILogger<TLogger>

`createPayload` Func<JsonElement, JsonElement>

`cancellationToken` CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Type Parameters

`TLogger`

Class ReadOrganicPluginWorkResultFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services.OneWire

Assembly LocalGPT.dll

Reads the eventual result of a queued organic operation without reissuing it.

```
public sealed class ReadOrganicPluginWorkResultFunction : IDxAiFunctionHandler
```

Inheritance object
ReadOrganicPluginWorkResultFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ReadOrganicPluginWorkResultFunction(IOneWireWorkSpooler, IOrganicDxFunctionSupport, ILogger<ReadOrganicPluginWorkResultFunction>)

Reads the eventual result of a queued organic operation without reissuing it.

```
public ReadOrganicPluginWorkResultFunction(IOneWireWorkSpooler spooler, IOrganicDxFunctionSupport organicSupport, ILogger<ReadOrganicPluginWorkResultFunction> logger)
```

Parameters

`spooler` **IOneWireWorkSpooler**

`organicSupport` **IOrganicDxFunctionSupport**

`logger` **ILogger<ReadOrganicPluginWorkResultFunction>**

🐾 ðŸ±ðŸ¶â œ¨ 1

Properties

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â œ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationReque st

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationR esult>

Class RequestPublisherEmbeddedWiringEditorFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services.OneWire

Assembly LocalGPT.dll

Requests PublisherStudio's future embedded wiring canvas for a LocalGPT board/pin draft.

```
public sealed class RequestPublisherEmbeddedWiringEditorFunction : IDxAiFunctionHandler
```

Inheritance
object
RequestPublisherEmbeddedWiringEditorFunction

Implements IDxAiFunctionHandler

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

RequestPublisherEmbeddedWiringEditorFunction(IOrganicDxFunctionSupport, IPublisherInteractionDxSupport, IEmbeddedHardwareCatalogService, IOneWireConnectionRegistry, IOneWirePeerRegistry, IOneWireWorkSpooler, ILogger<RequestPublisherEmbeddedWiringEditorFunction>)

Requests PublisherStudio's future embedded wiring canvas for a LocalGPT board/pin draft.

```
public RequestPublisherEmbeddedWiringEditorFunction(IOrganicDxFunctionSupport organicSupport, IPublisherInteractionDxSupport publisherInteractionSupport,
IEmbeddedHardwareCatalogService embeddedCatalog, IOneWireConnectionRegistry connections, IOneWirePeerRegistry peers, IOneWireWorkSpooler spooler,
ILogger<RequestPublisherEmbeddedWiringEditorFunction> logger)
```

Parameters

`organicSupport`
IOrganicDxFunctionSupport

`publisherInteractionSupport`
IPublisherInteractionDxSupport

`embeddedCatalog`
IEmbeddedHardwareCatalogService

`connections`
IOneWireConnectionRegistry

`peers` **IOneWirePeerRegistry**

`spooler` **IOneWireWorkSpooler**

`logger`
ILogger<RequestPublisherEmbeddedWiringEditorFunction>

Properties ðŸ¾ âœ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class RequestPublisherReviewedTextFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services.OneWire

Assembly LocalGPT.dll

Asks the PublisherStudio user for reviewed text and returns it through the queued work result.

```
public sealed class RequestPublisherReviewedTextFunction : IDxAiFunctionHandler
```

Inheritance object
RequestPublisherReviewedTextFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

RequestPublisherReviewedTextFunction(IOrganicDxFunctionSupport, IPublisherInteractionDxSupport, IOneWireConnectionRegistry, IOneWirePeerRegistry, IOneWireWorkSpooler, ILogger<RequestPublisherReviewedTextFunction>)

Asks the PublisherStudio user for reviewed text and returns it through the queued work result.

```
public RequestPublisherReviewedTextFunction(IOrganicDxFunctionSupport organicSupport, IPublisherInteractionDxSupport publisherInteractionSupport, IOneWireConnectionRegistry
connections, IOneWirePeerRegistry peers, IOneWireWorkSpooler spooler, ILogger<RequestPublisherReviewedTextFunction> logger)
```

Parameters

organicSupport
IOrganicDxFunctionSupport

publisherInteractionSupport
IPublisherInteractionDxSupport

connections
IOneWireConnectionRegistry

peers IOneWirePeerRegistry

spooler IOneWireWorkSpooler

logger
ILogger<RequestPublisherReviewedTextFunction>

Properties ðŸ± ðŸ¶ âœ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ± ðŸ¶ âœ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class RequestPublisherScreenCaptureFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services.OneWire

Assembly LocalGPT.dll

Requests one fresh browser-mediated screenshot from PublisherStudio.

```
public sealed class RequestPublisherScreenCaptureFunction : IDxAiFunctionHandler
```

Inheritance	object RequestPublisherScreenCaptureFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

RequestPublisherScreenCaptureFunction(IOrganicDxFunctionSupport, IPublisherInteractionDxSupport, IOneWireConnectionRegistry, IOneWirePeerRegistry, IOneWireWorkSpooler, ILogger<RequestPublisherScreenCaptureFunction>)

Requests one fresh browser-mediated screenshot from PublisherStudio.

```
public RequestPublisherScreenCaptureFunction(IOrganicDxFunctionSupport organicSupport, IPublisherInteractionDxSupport publisherInteractionSupport, IOneWireConnectionRegistry
connections, IOneWirePeerRegistry peers, IOneWireWorkSpooler spooler, ILogger<RequestPublisherScreenCaptureFunction> logger)
```

Parameters

`organicSupport`
IOrganicDxFunctionSupport

`publisherInteractionSupport`
IPublisherInteractionDxSupport

`connections`
IOneWireConnectionRegistry

`peers` **IOneWirePeerRegistry**

`spooler` **IOneWireWorkSpooler**

`logger`
ILogger<RequestPublisherScreenCaptureFunction>

Properties ðŸ±ðŸ¶â¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationReque st

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationR esult>

Class RequestPublisherScreenRecordFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services.OneWire

Assembly LocalGPT.dll

Requests one short browser-mediated screen recording from PublisherStudio.

```
public sealed class RequestPublisherScreenRecordFunction : IDxAiFunctionHandler
```

Inheritance
object
RequestPublisherScreenRecordFunction

Implements IDxAiFunctionHandler

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

RequestPublisherScreenRecordFunction(IOrganicDxFunctionSupport, IPublisherInteractionDxSupport, IOneWireConnectionRegistry, IOneWirePeerRegistry, IOneWireWorkSpooler, ILogger<RequestPublisherScreenRecordFunction>)

Requests one short browser-mediated screen recording from PublisherStudio.

```
public RequestPublisherScreenRecordFunction(IOrganicDxFunctionSupport organicSupport, IPublisherInteractionDxSupport publisherInteractionSupport, IOneWireConnectionRegistry
connections, IOneWirePeerRegistry peers, IOneWireWorkSpooler spooler, ILogger<RequestPublisherScreenRecordFunction> logger)
```

Parameters

`organicSupport`
IOrganicDxFunctionSupport

`publisherInteractionSupport`
IPublisherInteractionDxSupport

`connections`
IOneWireConnectionRegistry

`peers` **IOneWirePeerRegistry**

`spooler` **IOneWireWorkSpooler**

`logger`
ILogger<RequestPublisherScreenRecordFunction>

Properties ðŸ±ðŸ¶â€œ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â€œ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class RequestPublisherWebsiteContentFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services.OneWire

Assembly LocalGPT.dll

Requests bounded user-approved HTML/DIV/document content from PublisherStudio.

```
public sealed class RequestPublisherWebsiteContentFunction : IDxAiFunctionHandler
```

Inheritance	object RequestPublisherWebsiteContentFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

RequestPublisherWebsiteContentFunction(IOrganicDxFunctionSupport, IPublisherInteractionDxSupport, IOneWireConnectionRegistry, IOneWirePeerRegistry, IOneWireWorkSpooler, ILogger<RequestPublisherWebsiteContentFunction>)

Requests bounded user-approved HTML/DIV/document content from PublisherStudio.

```
public RequestPublisherWebsiteContentFunction(IOrganicDxFunctionSupport organicSupport, IPublisherInteractionDxSupport publisherInteractionSupport, IOneWireConnectionRegistry
connections, IOneWirePeerRegistry peers, IOneWireWorkSpooler spooler, ILogger<RequestPublisherWebsiteContentFunction> logger)
```

Parameters

`organicSupport`
IOrganicDxFunctionSupport

`publisherInteractionSupport`
IPublisherInteractionDxSupport

`connections`
IOneWireConnectionRegistry

`peers` **IOneWirePeerRegistry**

`spooler` **IOneWireWorkSpooler**

`logger`
ILogger<RequestPublisherWebsiteContentFunction>

Properties ðŸ±ðŸ¶â¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Namespace LocalGPT.Services.Persistence

Neko & Puppy namespace shelf Â· Types are grouped by kind, so every interface, class, and helper lands in a cozy little home, nya~ woof!

✨ 🐾 🌟

Classes

CouncilDxFunctionPolicyDataService	
CouncilTextPatternDataService	Database boundary for every regular expression used by CouncilTextService. Pattern text and flags come from RegexPatterns; the match timeout comes from SystemVariables.
DatabaseFileHealthService	Performs bounded SQLite integrity checks and preserves confirmed malformed files before recreation. It deliberately does not treat locks, permission errors, or migration differences as corruption.
DatabaseInitializationHostedService	
DatabaseInitializationService	Coordinates database health, compatibility reconciliation, EF migration, and deterministic seeding. Low-level migration-history inspection belongs to IDatabaseMigrationCompatibilityService.
DatabaseLoggerReadiness	One-way startup gate shared by database initialization and the database logger worker.
DatabaseMigrationCompatibilityService	Owns legacy SQLite schema adoption and compatibility backup logic. This responsibility is isolated from database seeding so migration reconciliation is testable, logged, and represented in bounded LocalGPT short-term operational memory.
InitialDataCatalog	
LocalGptRuntimePolicyDataService	
LocalGptRuntimePolicySeedDataService	
LocalGptRuntimePolicyStoreService	
LocalGptVocabularyService	
OneWireReplayPolicyDataService	
RegexPatternService	
SystemVariableDefinitionService	Creates the maintained strongly typed system-variable definitions and their deterministic seed values.

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Class CouncilDxFunctionPolicyDataService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services.Persistence

Assembly LocalGPT.dll

```
public sealed class CouncilDxFunctionPolicyDataService : ICouncilDxFunctionPolicyDataService
```

Inheritance
object
CouncilDxFunctionPolicyDataService

Implements ICouncilDxFunctionPolicyDataService

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶âœ¨ 1

CouncilDxFunctionPolicyDataService(IDatabaseInitializationService, IDbContextFactory<LocalGptMemoryDbContext>, ISystemVariableDefinitionService, IPromptConfigService, ILogger<CouncilDxFunctionPolicyDataService>)

```
public CouncilDxFunctionPolicyDataService(IDatabaseInitializationService databaseInitialization, IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory,
ISystemVariableDefinitionService definitions, IPromptConfigService prompts, ILogger<CouncilDxFunctionPolicyDataService> logger)
```

Parameters

`databaseInitialization`
IDatabaseInitializationService

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`definitions`
ISystemVariableDefinitionService

`prompts` **IPromptConfigService**

`logger`
ILogger<CouncilDxFunctionPolicyDataService>

Methods ðŸ±ðŸ¶â…¨ âœ¨ 1

GetPolicyAsync(CancellationToken)

```
public Task<CouncilDxFunctionPolicy> GetPolicyAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<CouncilDxFunctionPolicy>

Class CouncilTextPatternDataService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services.Persistence

Assembly LocalGPT.dll

Database boundary for every regular expression used by CouncilTextService. Pattern text and flags come from RegexPatterns; the match timeout comes from SystemVariables.

```
public sealed class CouncilTextPatternDataService : ICouncilTextPatternDataService
```

Inheritance
object
CouncilTextPatternDataService

Implements ICouncilTextPatternDataService

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

CouncilTextPatternDataService(IDbContextFactory<LocalGptMemoryDbContext>, IDatabaseInitializationService, ISystemVariableDefinitionService, ILogger<CouncilTextPatternDataService>)

Database boundary for every regular expression used by CouncilTextService. Pattern text and flags come from RegexPatterns; the match timeout comes from SystemVariables.

```
public CouncilTextPatternDataService(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDatabaseInitializationService databaseInitializer,
ISystemVariableDefinitionService systemVariables, ILogger<CouncilTextPatternDataService> logger)
```

Parameters

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`databaseInitializer`
IDatabaseInitializationService

`systemVariables`
ISystemVariableDefinitionService

`logger`
ILogger<CouncilTextPatternDataService>

Properties ðŸ±ðŸ¾âœ¨ 38

AlphaNumericWordPattern

```
public Regex AlphaNumericWordPattern { get; }
```

Value

Regex

BlazorFrontendPattern

```
public Regex BlazorFrontendPattern { get; }
```

Value

Regex

CapabilityGapBlockPattern

```
public Regex CapabilityGapBlockPattern { get; }
```

Value

Regex

CouncilDxFunctionCallPattern

```
public Regex CouncilDxFunctionCallPattern { get; }
```

Value

Regex

DatapackPattern

```
public Regex DatapackPattern { get; }
```

Value

Regex

DevExpressDocumentPattern

```
public Regex DevExpressDocumentPattern { get; }
```

Value

Regex

DotNetPattern

```
public Regex DotNetPattern { get; }
```

Value

Regex

FormerThoughtBreakPattern

```
public Regex FormerThoughtBreakPattern { get; }
```

Value

Regex

FormerThoughtClosingFencePattern

```
public Regex FormerThoughtClosingFencePattern { get; }
```

Value

Regex

FormerThoughtCodeWrapperPattern

```
public Regex FormerThoughtCodeWrapperPattern { get; }
```

Value

Regex

FormerThoughtExcessLineBreakPattern

```
public Regex FormerThoughtExcessLineBreakPattern { get; }
```

Value

Regex

FormerThoughtOpeningFencePattern

```
public Regex FormerThoughtOpeningFencePattern { get; }
```

Value

Regex

FormerThoughtPresentationWrapperPattern

```
public Regex FormerThoughtPresentationWrapperPattern { get; }
```

Value

Regex

FrontendPattern

```
public Regex FrontendPattern { get; }
```

Value

Regex

HelpfulSourceLinePattern

```
public Regex HelpfulSourceLinePattern { get; }
```

Value

Regex

IdentifierSeparatorPattern

```
public Regex IdentifierSeparatorPattern { get; }
```

Value

Regex

IntegerPattern

```
public Regex IntegerPattern { get; }
```

Value

Regex

KnowledgeBlockPattern

```
public Regex KnowledgeBlockPattern { get; }
```

Value

Regex

LoggingPattern

```
public Regex LoggingPattern { get; }
```

Value

Regex

MarkdownHeadingProjectNamePattern

```
public Regex MarkdownHeadingProjectNamePattern { get; }
```

Value

Regex

MinecraftExplicitProjectNamePattern

```
public Regex MinecraftExplicitProjectNamePattern { get; }
```

Value

Regex

MinecraftNamedProjectPattern

```
public Regex MinecraftNamedProjectPattern { get; }
```

Value

Regex

MinecraftPattern

```
public Regex MinecraftPattern { get; }
```

Value

Regex

MinecraftQuotedProjectNamePattern

```
public Regex MinecraftQuotedProjectNamePattern { get; }
```

Value

Regex

MinecraftSkeletonMatrixPattern

```
public Regex MinecraftSkeletonMatrixPattern { get; }
```

Value

Regex

MinecraftVersionPattern

```
public Regex MinecraftVersionPattern { get; }
```

Value

Regex

MissingFeaturePattern

```
public Regex MissingFeaturePattern { get; }
```

Value

Regex

ModIdCleanerPattern

```
public Regex ModIdCleanerPattern { get; }
```

Value

Regex

NameCleanerPattern

```
public Regex NameCleanerPattern { get; }
```

Value

Regex

PackagePartCleanerPattern

```
public Regex PackagePartCleanerPattern { get; }
```

Value

Regex

PackageReferencePattern

```
public Regex PackageReferencePattern { get; }
```

Value

Regex

SensitiveNamePattern

```
public Regex SensitiveNamePattern { get; }
```

Value

Regex

StreamStatusPattern

```
public Regex StreamStatusPattern { get; }
```

Value

Regex

StructuredFieldPattern

```
public Regex StructuredFieldPattern { get; }
```

Value

Regex

TargetFrameworkPattern

```
public Regex TargetFrameworkPattern { get; }
```

Value

Regex

ThinkingBlockPattern

```
public Regex ThinkingBlockPattern { get; }
```

Value

Regex

TruncatedTailPattern

```
public Regex TruncatedTailPattern { get; }
```

Value

Regex

WhitespacePattern

```
public Regex WhitespacePattern { get; }
```

Value

Regex

Methods ðŸ±ðŸ¶â œ¨ 1

ExtractStructuredField(string, string)

```
public string? ExtractStructuredField(string body, string name)
```

Parameters

body string

name string

Returns

string

Class DatabaseFileHealthService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services.Persistence

Assembly LocalGPT.dll

Performs bounded SQLite integrity checks and preserves confirmed malformed files before recreation. It deliberately does not treat locks, permission errors, or migration differences as corruption.

```
public sealed class DatabaseFileHealthService : IDatabaseFileHealthService
```

Inheritance object
DatabaseFileHealthService

Implements IDatabaseFileHealthService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

DatabaseFileHealthService(LocalGptDatabaseOptions, ILogger<DatabaseFileHealthService>)

Performs bounded SQLite integrity checks and preserves confirmed malformed files before recreation. It deliberately does not treat locks, permission errors, or migration differences as corruption.

```
public DatabaseFileHealthService(LocalGptDatabaseOptions options, ILogger<DatabaseFileHealthService> logger)
```

Parameters

`options`
LocalGptDatabaseOptions

`logger`
ILogger<DatabaseFileHealthService>

Properties ðŸ±ðŸ¶â€¨ 1

DatabasePath

```
public string DatabasePath { get; }
```

Value

string

Methods ðŸ±ðŸ¶â€¨ 3

EnsureHealthyOrRecoverAsync(CancellationToken)

```
public Task EnsureHealthyOrRecoverAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task

IsSqliteCorruption(Exception)

```
public bool IsSqliteCorruption(Exception exception)
```

Parameters

`exception` **Exception**

Returns

bool

RecoverMalformedDatabaseAsync(CancellationToken)

```
public Task RecoverMalformedDatabaseAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task

Class DatabaseInitializationHostedService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌞

Namespace LocalGPT.Services.Persistence

Assembly LocalGPT.dll

```
public sealed class DatabaseInitializationHostedService : IHostedService
```

Inheritance	object DatabaseInitializationHostedService
Implements	IHostedService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

DatabaseInitializationHostedService(IDatabaseInitializationService, ILogger<DatabaseInitializationHostedService>)

```
public DatabaseInitializationHostedService(IDatabaseInitializationService initializer, ILogger<DatabaseInitializationHostedService> logger)
```

Parameters

initializer
IDatabaseInitializationService

logger
ILogger<DatabaseInitialization
HostedService>

⚙ Methods ðŸ±ðŸ¶â œ¨ 2

StartAsync(CancellationToken)

```
public Task StartAsync(CancellationToken cancellationToken)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task

StopAsync(CancellationToken)

```
public Task StopAsync(CancellationToken cancellationToken)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task

Class DatabaseInitializationService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌞

Namespace LocalGPT.Services.Persistence

Assembly LocalGPT.dll

Coordinates database health, compatibility reconciliation, EF migration, and deterministic seeding. Low-level migration-history inspection belongs to IDatabaseMigrationCompatibilityService.

```
public sealed class DatabaseInitializationService : IDatabaseInitializationService
```

Inheritance	object DatabaseInitializationService
Implements	IDatabaseInitializationService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

DatabaseInitializationService(IDbContextFactory<LocalGptMemoryDbContext>, IDatabaseFileHealthService, IDatabaseMigrationCompatibilityService, IInitialDataCatalog, ILocalGptRuntimePolicySeedDataService, IServiceActivityService, IDatabaseLoggerReadiness, IHostEnvironment, ILogger<DatabaseInitializationService>)

Coordinates database health, compatibility reconciliation, EF migration, and deterministic seeding. Low-level migration-history inspection belongs to IDatabaseMigrationCompatibilityService.

```
public DatabaseInitializationService(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDatabaseFileHealthService databaseFileHealth,
IDatabaseMigrationCompatibilityService migrationCompatibility, IInitialDataCatalog catalog, ILocalGptRuntimePolicySeedDataService runtimePolicySeed, IServiceActivityService
serviceActivity, IDatabaseLoggerReadiness databaseLoggerReadiness, IHostEnvironment hostEnvironment, ILogger<DatabaseInitializationService> logger)
```

Parameters

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`databaseFileHealth`
IDatabaseFileHealthService

`migrationCompatibility`
IDatabaseMigrationCompatibilityService

`catalog` **IInitialDataCatalog**

`runtimePolicySeed`
ILocalGptRuntimePolicySeedDataService

`serviceActivity`
IServiceActivityService

`databaseLoggerReadiness`
IDatabaseLoggerReadiness

`hostEnvironment`
IHostEnvironment

`logger`
ILogger<DatabaseInitializationService>

Methods ðŸ±ðŸ¶ âœ¨ 1

InitializeAsync(CancellationToken)

```
public Task InitializeAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task

Class DatabaseLoggerReadiness

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Namespace LocalGPT.Services.Persistence

Assembly LocalGPT.dll

One-way startup gate shared by database initialization and the database logger worker.

```
public sealed class DatabaseLoggerReadiness : IDatabaseLoggerReadiness
```

Inheritance object
DatabaseLoggerReadiness

Implements IDatabaseLoggerReadiness

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)

object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ â€¨ 1

DatabaseLoggerReadiness()

```
public DatabaseLoggerReadiness()
```

🐾 Properties ðŸ± ðŸ¶ â€¨ 1

IsReady

```
public bool IsReady { get; }
```

Value

bool

⚙ Methods ðŸ± ðŸ¶ â€¨ 2

MarkReady()

```
public void MarkReady()
```

WaitUntilReadyAsync(CancellationToken)

```
public Task WaitUntilReadyAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task

Class DatabaseMigrationCompatibilityService

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Namespace LocalGPT.Services.Persistence

Assembly LocalGPT.dll

Owns legacy SQLite schema adoption and compatibility backup logic. This responsibility is isolated from database seeding so migration reconciliation is testable, logged, and represented in bounded LocalGPT short-term operational memory.

```
public sealed class DatabaseMigrationCompatibilityService : IDatabaseMigrationCompatibilityService
```

Inheritance
object
DatabaseMigrationCompatibilityService

Implements IDatabaseMigrationCompatibilityService

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â¨ 1

DatabaseMigrationCompatibilityService(IDatabaseFileHealthService, IServiceActivityService, ILogger<DatabaseMigrationCompatibilityService>)

```
public DatabaseMigrationCompatibilityService(IDatabaseFileHealthService databaseFileHealth, IServiceActivityService serviceActivity, ILogger<DatabaseMigrationCompatibilityService>
logger)
```

Parameters

databaseFileHealth
IDatabaseFileHealthService

serviceActivity
IServiceActivityService

logger
ILogger<DatabaseMigrationCompatibilityService>

⚙ Methods ðŸ±ðŸ¶â¨ 1

PrepareAsync(CancellationToken)

```
public Task PrepareAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task

Class InitialDataCatalog

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services.Persistence

Assembly LocalGPT.dll

```
public sealed class InitialDataCatalog : IInitialDataCatalog
```

Inheritance object
InitialDataCatalog

Implements IInitialDataCatalog

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

InitialDataCatalog(IWebHostEnvironment, ILogger<InitialDataCatalog>, ISystemVariableDefinitionService, ILocalGptRuntimePolicySeedDataService)

```
public InitialDataCatalog(IWebHostEnvironment environment, ILogger<InitialDataCatalog> logger, ISystemVariableDefinitionService systemVariables,
ILocalGptRuntimePolicySeedDataService runtimePolicySeed)
```

Parameters

environment
IWebHostEnvironment

logger
ILogger<InitialDataCatalog>

systemVariables
ISystemVariableDefinitionService

runtimePolicySeed
ILocalGptRuntimePolicySeedDataService

Properties ðŸ±ðŸ¶â€¨ 3

Prompts

```
public IReadOnlyList<PromptConfigDto> Prompts { get; }
```

Value

IReadOnlyList<PromptConfigDto>

RegexPatterns

```
public IReadOnlyList<RegexPatternDto> RegexPatterns { get; }
```

Value

IReadOnlyList<RegexPatternDto>

Variables

```
public IReadOnlyList<InitialVariable> Variables { get; }
```

Value

IReadOnlyList<InitialVariable>

Methods ðŸ±ðŸ¶â¨ 1

LoadKnowledgeAsync(CancellationToken)

```
public Task<IReadOnlyList<CouncilKnowledgeEntry>> LoadKnowledgeAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<IReadOnlyList<CouncilKnowledgeEntry>>

Class LocalGptRuntimePolicyDataService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services.Persistence

Assembly LocalGPT.dll

```
public sealed class LocalGptRuntimePolicyDataService : ILocalGptRuntimePolicyDataService
```

Inheritance object
LocalGptRuntimePolicyDataService

Implements ILocalGptRuntimePolicyDataService

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶âœ¨ 1

LocalGptRuntimePolicyDataService(ILocalGptRuntimePolicyStoreService, ILogger<LocalGptRuntimePolicyDataService>)

```
public LocalGptRuntimePolicyDataService(ILocalGptRuntimePolicyStoreService store, ILogger<LocalGptRuntimePolicyDataService> logger)
```

Parameters

`store`
ILocalGptRuntimePolicyStoreService

`logger`
ILogger<LocalGptRuntimePolicyDataService>

Properties ðŸ±ðŸ¶â œ¨ 6

AllowedNativeExecutables

```
public FrozenSet<string> AllowedNativeExecutables { get; }
```

Value

FrozenSet<string>

LocalGptCoreProjectId

```
public Guid LocalGptCoreProjectId { get; }
```

Value

Guid

PowerShellFilePattern

```
public Regex PowerShellFilePattern { get; }
```

Value

Regex

PowerShellInlineCommandPattern

```
public Regex PowerShellInlineCommandPattern { get; }
```

Value

Regex

RegexTimeout

```
public TimeSpan RegexTimeout { get; }
```

Value

TimeSpan

SensitiveArgumentPattern

```
public Regex SensitiveArgumentPattern { get; }
```

Value

Regex

Methods ðŸ± ðŸ¶ âœ¨ 9

GetCollection(LocalGptRuntimeCollection)

```
public FrozenSet<string> GetCollection(LocalGptRuntimeCollection key)
```

Parameters

key
LocalGptRuntimeCollection

Returns

FrozenSet<string>

GetGuid(LocalGptRuntimeValue)

```
public Guid GetGuid(LocalGptRuntimeValue key)
```

Parameters

key **LocalGptRuntimeValue**

Returns

Guid

GetInt(LocalGptRuntimeValue)

```
public int GetInt(LocalGptRuntimeValue key)
```

Parameters

key **LocalGptRuntimeValue**

Returns

int

GetJson<T>(LocalGptRuntimeValue)

```
public T GetJson<T>(LocalGptRuntimeValue key)
```

Parameters

key **LocalGptRuntimeValue**

Returns

T

Type Parameters

T

GetLong(LocalGptRuntimeValue)

```
public long GetLong(LocalGptRuntimeValue key)
```

Parameters

key **LocalGptRuntimeValue**

Returns

long

GetPattern(LocalGptRuntimePattern)

```
public Regex GetPattern(LocalGptRuntimePattern key)
```

Parameters

key **LocalGptRuntimePattern**

Returns

Regex

GetSnapshot()

```
public LocalGptRuntimePolicySnapshot GetSnapshot()
```

Returns

LocalGptRuntimePolicySnapshot

GetString(LocalGptRuntimeValue)

```
public string GetString(LocalGptRuntimeValue key)
```

Parameters

`key` **LocalGptRuntimeValue**

Returns

string

Reload()

```
public LocalGptRuntimePolicySnapshot Reload()
```

Returns

LocalGptRuntimePolicySnapshot

Class LocalGptRuntimePolicySeedDataService

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Namespace	LocalGPT.Services.Persistence
Assembly	LocalGPT.dll

```
public sealed class LocalGptRuntimePolicySeedDataService : ILocalGptRuntimePolicySeedDataService
```

Inheritance object
LocalGptRuntimePolicySeedDataService

Implements ILocalGptRuntimePolicySeedDataService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â¨ 1

LocalGptRuntimePolicySeedDataService(ILogger<LocalGptRuntimePolicySeedDataService>)

```
public LocalGptRuntimePolicySeedDataService(ILogger<LocalGptRuntimePolicySeedDataService> logger)
```

Parameters

logger
ILogger<LocalGptRuntimePolicySeedDataService>

⚙ Methods ðŸ±ðŸ¶â¨ 1

GetSeed()

```
public LocalGptRuntimePolicySeedModel GetSeed()
```

Returns

LocalGptRuntimePolicySeedModel

Class LocalGptRuntimePolicyStoreService

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Namespace	LocalGPT.Services.Persistence
Assembly	LocalGPT.dll

```
public sealed class LocalGptRuntimePolicyStoreService : ILocalGptRuntimePolicyStoreService
```

Inheritance	object LocalGptRuntimePolicyStoreService
Implements	ILocalGptRuntimePolicyStoreService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ± ðŸ¶ âœ¨ 1

LocalGptRuntimePolicyStoreService(IDbContextFactory<LocalGptMemoryDbContext>, IDatabaseInitializationService, ILocalGptRuntimePolicySeedDataService, ILogger<LocalGptRuntimePolicyStoreService>)

```
public LocalGptRuntimePolicyStoreService(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDatabaseInitializationService databaseInitializer,
ILocalGptRuntimePolicySeedDataService seedData, ILogger<LocalGptRuntimePolicyStoreService> logger)
```

Parameters

dbContextFactory
IDbContextFactory<LocalGptMemoryDbContext>

databaseInitializer
IDatabaseInitializationService

seedData
ILocalGptRuntimePolicySeedDataService

logger
ILogger<LocalGptRuntimePolicyStoreService>

Methods ðŸ±ðŸ¶â¨ 1

GetDefinition()

```
public LocalGptRuntimePolicyDefinition? GetDefinition()
```

Returns

LocalGptRuntimePolicyDefinition

Class LocalGptVocabularyService

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Namespace	LocalGPT.Services.Persistence
Assembly	LocalGPT.dll

```
public sealed class LocalGptVocabularyService : ILocalGptVocabularyService
```

Inheritance	object LocalGptVocabularyService
Implements	ILocalGptVocabularyService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

LocalGptVocabularyService(ILocalGptRuntimePolicyDataService, ILogger<LocalGptVocabularyService>)

```
public LocalGptVocabularyService(ILocalGptRuntimePolicyDataService runtimePolicy, ILogger<LocalGptVocabularyService> logger)
```

Parameters

`runtimePolicy`
ILocalGptRuntimePolicyDataService

`logger`
ILogger<LocalGptVocabularyService>

Methods ðŸ±ðŸ¶â¨ 1

Get()

```
public LocalGptVocabularySnapshot Get()
```

Returns

LocalGptVocabularySnapshot

Class OneWireReplayPolicyDataService

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Namespace LocalGPT.Services.Persistence

Assembly LocalGPT.dll

```
public sealed class OneWireReplayPolicyDataService : IOneWireReplayPolicyDataService
```

Inheritance object
OneWireReplayPolicyDataService

Implements IOneWireReplayPolicyDataService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â…¨ âœ¨ 1

OneWireReplayPolicyDataService(ILogger<OneWireReplayPolicyDataService>)

```
public OneWireReplayPolicyDataService(ILogger<OneWireReplayPolicyDataService> logger)
```

Parameters

`logger`
ILogger<OneWireReplayPolicyDataService>

Methods ðŸ±ðŸ¶â…¨ âš™ 1

GetSnapshot()

```
public OneWireReplayPolicySnapshot GetSnapshot()
```

Returns

OneWireReplayPolicySnapshot

Class RegexPatternService

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Namespace LocalGPT.Services.Persistence

Assembly LocalGPT.dll

```
public sealed class RegexPatternService : IRegexPatternService
```

Inheritance object
RegexPatternService

Implements IRegexPatternService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

RegexPatternService(IDbContextFactory<LocalGptMemoryDbContext>, IDatabaseInitializationService, ILogger<RegexPatternService>)

```
public RegexPatternService(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDatabaseInitializationService databaseInitializer, ILogger<RegexPatternService> logger)
```

Parameters

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`databaseInitializer`
IDatabaseInitializationService

`logger`
ILogger<RegexPatternService>

Methods ðŸ□± ðŸ□¶ âœ¨ 8

AddOrUpdateAsync(RegexPatternDto)

```
public Task AddOrUpdateAsync(RegexPatternDto dto)
```

Parameters

`dto` **RegexPatternDto**

Returns

Task

Compile(string, string?)

```
public Regex Compile(string pattern, string? flags = null)
```

Parameters

`pattern` **string**

`flags` **string**

Returns

Regex

Compile(string, string?, TimeSpan)

```
public Regex Compile(string pattern, string? flags, TimeSpan timeout)
```

Parameters

`pattern` **string**

`flags` **string**

`timeout` **TimeSpan**

Returns

Regex

DeleteAsync(string)

```
public Task DeleteAsync(string name)
```

Parameters

`name` **string**

Returns

Task

DeleteAsync(string, bool)

```
public Task DeleteAsync(string name, bool confirm = false)
```

Parameters

`name` **string**

confirm bool

Returns

Task

GetRegexAsync(string)

```
public Task<Regex?> GetRegexAsync(string name)
```

Parameters

name string

Returns

Task<Regex>

ListAllAsync()

```
public Task<List<RegexPattern>> ListAllAsync()
```

Returns

Task<List<RegexPattern>>

ListAllAsync(int?)

```
public Task<List<RegexPattern>> ListAllAsync(int? take = null)
```

Parameters

take int?

Returns

Task<List<RegexPattern>>

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Class SystemVariableDefinitionService

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Namespace LocalGPT.Services.Persistence

Assembly LocalGPT.dll

Creates the maintained strongly typed system-variable definitions and their deterministic seed values.

```
[DocumentationUpdated("2.1.20")]
public sealed class SystemVariableDefinitionService : ISystemVariableDefinitionService
```

Inheritance object
SystemVariableDefinitionService

Implements ISystemVariableDefinitionService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

SystemVariableDefinitionService(ILogger<SystemVariableDefinitionService>)

Initializes every maintained system-variable definition.

```
public SystemVariableDefinitionService(ILogger<SystemVariableDefinitionService> logger)
```

Parameters

logger **ILogger<SystemVariableDefinitionService>**	Writes bounded initialization diagnostics.

Properties ðŸ±ðŸ¶â œ¨ 23

CouncilDefaultsVersion

Gets the Council defaults migration-version definition.

```
public SystemVariableDefinition<int> CouncilDefaultsVersion { get; }
```

Value

SystemVariableDefinition<int>

CouncilDxMaximumCallsPerStep

Gets the maximum DXFunction calls per Council step definition.

```
public SystemVariableDefinition<int> CouncilDxMaximumCallsPerStep { get; }
```

Value

SystemVariableDefinition<int>

CouncilDxMaximumParameterCharacters

Gets the maximum DXFunction parameter-character definition.

```
public SystemVariableDefinition<int> CouncilDxMaximumParameterCharacters { get; }
```

Value

SystemVariableDefinition<int>

CouncilDxMaximumResultCharacters

Gets the maximum DXFunction result-character definition.

```
public SystemVariableDefinition<int> CouncilDxMaximumResultCharacters { get; }
```

Value

SystemVariableDefinition<int>

DefaultContextTokens

Gets the default context-token definition.

```
public SystemVariableDefinition<int> DefaultContextTokens { get; }
```

Value

SystemVariableDefinition<int>

DefaultCouncilCritiqueRounds

Gets the default Council critique-round definition.

```
public SystemVariableDefinition<int> DefaultCouncilCritiqueRounds { get; }
```

Value

SystemVariableDefinition<int>

DefaultCouncilResourceLoadPercent

Gets the default Council resource-load percentage definition.

```
public SystemVariableDefinition<int> DefaultCouncilResourceLoadPercent { get; }
```

Value

SystemVariableDefinition<int>

DefaultHeavyModelGpuLayers

Gets the legacy heavy-model GPU-layer default.

```
public SystemVariableDefinition<int> DefaultHeavyModelGpuLayers { get; }
```

Value

SystemVariableDefinition<int>

DefaultMaxOutputTokens

Gets the default maximum output-token definition.

```
public SystemVariableDefinition<int> DefaultMaxOutputTokens { get; }
```

Value

SystemVariableDefinition<int>

DefaultMaxParallelModels

Gets the default maximum parallel-model definition.

```
public SystemVariableDefinition<int> DefaultMaxParallelModels { get; }
```

Value

SystemVariableDefinition<int>

DefaultMaxPromptCharacters

Gets the default maximum prompt-character definition.

```
public SystemVariableDefinition<int> DefaultMaxPromptCharacters { get; }
```

Value

SystemVariableDefinition<int>

DefaultOllamaEndpoint

Gets the default loopback Ollama endpoint definition.

```
public SystemVariableDefinition<string> DefaultOllamaEndpoint { get; }
```

Value

SystemVariableDefinition<stri ng>

FirstRunOnboardingCompleted

Gets the persisted first-run onboarding completion flag definition.

```
public SystemVariableDefinition<bool> FirstRunOnboardingCompleted { get; }
```

Value

SystemVariableDefinition<bool >

InitialValues

Gets the deterministic initial variable list.

```
public IReadOnlyList<InitialVariable> InitialValues { get; }
```

Value

IReadOnlyList<InitialVariable>

LegacyCouncilResourceLoadPercent

Gets the former hard-coded Council resource-load percentage.

```
public int LegacyCouncilResourceLoadPercent { get; }
```

Value

int

MaxBootstrapCharacters

Gets the maximum bootstrap-character definition.

```
public SystemVariableDefinition<int> MaxBootstrapCharacters { get; }
```

Value

SystemVariableDefinition<int>

MaxContextTokens

Gets the maximum context-token definition.

```
public SystemVariableDefinition<int> MaxContextTokens { get; }
```

Value

SystemVariableDefinition<int>

MaxOutputTokens

Gets the maximum output-token definition.

```
public SystemVariableDefinition<int> MaxOutputTokens { get; }
```

Value

SystemVariableDefinition<int>

MinContextTokens

Gets the minimum context-token definition.

```
public SystemVariableDefinition<int> MinContextTokens { get; }
```

Value

SystemVariableDefinition<int>

MinOutputTokens

Gets the minimum output-token definition.

```
public SystemVariableDefinition<int> MinOutputTokens { get; }
```

Value

SystemVariableDefinition<int>

ProviderSelectionPolicy

Gets the provider-selection policy definition.

```
public SystemVariableDefinition<string> ProviderSelectionPolicy { get; }
```

Value

**SystemVariableDefinition<stri
ng>**

RegexMatchTimeoutMilliseconds

Gets the regular-expression timeout definition.

```
public SystemVariableDefinition<int> RegexMatchTimeoutMilliseconds { get; }
```

Value

SystemVariableDefinition<int>

RepositoryKnowledgeSeedVersion

Gets the repository knowledge seed-version definition.

```
public SystemVariableDefinition<int> RepositoryKnowledgeSeedVersion { get; }
```

Value

SystemVariableDefinition<int>

Class AdaptiveOllamaBenchmarkWiring

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Namespace LocalGPT.Services

Assembly LocalGPT.dll

Runs a bounded, user-approved benchmark against models already installed in the configured local Ollama runtime. It never pulls models, changes global Ollama state, or overwrites an existing preset.

```
public sealed class AdaptiveOllamaBenchmarkWiring : IDxAiFunctionHandler
```

Inheritance	object AdaptiveOllamaBenchmarkWiring
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

AdaptiveOllamaBenchmarkWiring(IOptionsMonitor<ConfigurationRoot>, IHardwareInventoryService, IModelPresetService, ILogger<AdaptiveOllamaBenchmarkWiring>)

Runs a bounded, user-approved benchmark against models already installed in the configured local Ollama runtime. It never pulls models, changes global Ollama state, or overwrites an existing preset.

```
public AdaptiveOllamaBenchmarkWiring(IOptionsMonitor<ConfigurationRoot> configuration, IHardwareInventoryService hardwareInventory, IModelPresetService modelPresets,
ILogger<AdaptiveOllamaBenchmarkWiring> logger)
```

Parameters

`configuration`
IOptionsMonitor<ConfigurationRoot>

`hardwareInventory`
IHardwareInventoryService

`modelPresets`
IModelPresetService

`logger`
ILogger<AdaptiveOllamaBenchmarkWiring>

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class AiConnectivityProbe

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Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class AiConnectivityProbe : IAiConnectivityProbe
```

Inheritance object
AiConnectivityProbe

Implements IAiConnectivityProbe

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â…¨ âœ¨ 1

AiConnectivityProbe(ILogger<AiConnectivityProbe>, AiDiscoveryService, CouncilTextService)

```
public AiConnectivityProbe(ILogger<AiConnectivityProbe> logger, AiDiscoveryService aiDiscovery, CouncilTextService councilText)
```

Parameters

`logger`
ILogger<AiConnectivityProbe>

`aiDiscovery`
AiDiscoveryService

`councilText`
CouncilTextService

⚙ Methods ðŸ±ðŸ¶â…¨ âœ¨ 6

DiscoverLocalHostsAsync(CancellationToken)

```
public Task<IReadOnlyList<LocalAiHostDiscoveryResult>> DiscoverLocalHostsAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<IReadOnlyList<LocalAiHostDiscoveryResult>>

TestAzureAsync(OpenAIServiceCoreOptions, CancellationToken)

```
public Task<(bool ok, string message)> TestAzureAsync(OpenAIServiceCoreOptions options, CancellationToken cancellationToken)
```

Parameters

options
OpenAIServiceCoreOptions

cancellationToken
CancellationToken

Returns

Task<(bool ok, string message)>

TestLocalOpenAICompatAsync(ChatGPTLocalCoreOptions, CancellationToken)

```
public Task<(bool ok, string message)> TestLocalOpenAICompatAsync(ChatGPTLocalCoreOptions options, CancellationToken cancellationToken)
```

Parameters

`options`
ChatGPTLocalCoreOptions

`cancellationToken`
CancellationToken

Returns

Task<(bool ok, string message)>

TestOllamaAsync(OllamaCoreOptions, CancellationToken)

```
public Task<(bool ok, string message)> TestOllamaAsync(OllamaCoreOptions options, CancellationToken cancellationToken)
```

Parameters

`options` **OllamaCoreOptions**

`cancellationToken`
CancellationToken

Returns

Task<(bool ok, string message)>

TestOpenAIAsync(OpenAICompatOptions, CancellationToken)

```
public Task<(bool ok, string message)> TestOpenAIAsync(OpenAICompatOptions options, CancellationToken cancellationToken)
```

Parameters

`options` **OpenAICompatOptions**

`cancellationToken`
CancellationToken

Returns

Task<(bool ok, string message)>

TryStartLocalAsync(ChatGPTLocalCoreOptions, CancellationToken)

```
public Task<(bool ok, string message)> TryStartLocalAsync(ChatGPTLocalCoreOptions options, CancellationToken cancellationToken)
```

Parameters

options
ChatGPTLocalCoreOptions

cancellationToken
CancellationToken

Returns

Task<(bool ok, string message)>

Class AiContextBootstrapService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public class AiContextBootstrapService : IAiContextBootstrapService
```

Inheritance object
AiContextBootstrapService

Implements IAiContextBootstrapService

Inherited Members object.GetType()
object.MemberwiseClone()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸŸ± ðŸŸ¶ âœ¨ 1

AiContextBootstrapService(IChatMemoryService, ICouncilKnowledgeService, IApplicationLogReaderService, IComponentActivityService, IProjectLibraryInventoryService, IBuildDebugInventoryService, ICouncilArtifactService, IChatUploadWorkspaceService, IHttpContextAccessor, ILogger<AiContextBootstrapService>, CouncilRuntimeService, CouncilTextService, DevExpressChatService, LocalGptCatalogService)

```
public AiContextBootstrapService(IChatMemoryService chatMemory, ICouncilKnowledgeService councilKnowledge, IApplicationLogReaderService applicationLogs, IComponentActivityService
componentActivity, IProjectLibraryInventoryService libraryInventory, IBuildDebugInventoryService buildDebugInventory, ICouncilArtifactService councilArtifacts,
IChatUploadWorkspaceService chatUploadWorkspaces, IHttpContextAccessor httpContextAccessor, ILogger<AiContextBootstrapService> logger, CouncilRuntimeService councilRuntime,
CouncilTextService councilText, DevExpressChatService devExpressChat, LocalGptCatalogService catalog)
```

Parameters

`chatMemory`
IChatMemoryService

`councilKnowledge`
ICouncilKnowledgeService

`applicationLogs`
IApplicationLogReaderService

`componentActivity`
IComponentActivityService

`libraryInventory`
IProjectLibraryInventoryServic
e

`buildDebugInventory`
IBuildDebugInventoryService

`councilArtifacts`
ICouncilArtifactService

`chatUploadWorkspaces`
IChatUploadWorkspaceService

`httpContextAccessor`
IHttpContextAccessor

`logger`
ILogger<AiContextBootstrapSe
rvice>

`councilRuntime`
CouncilRuntimeService

`councilText`
CouncilTextService

`devExpressChat`
DevExpressChatService

`catalog`
LocalGptCatalogService

Methods ðŸ±ðŸ¶ âœ¨ 1

BuildBootstrapPromptAsync(CancellationToken)

```
public Task<string> BuildBootstrapPromptAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<string>

Class AiDiscoveryService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class AiDiscoveryService
```

Inheritance	object AiDiscoveryService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â¨ 1

AiDiscoveryService(CouncilRuntimeService, CouncilTextService, LocalGptCatalogService, ILogger<AiDiscoveryService>)

```
public AiDiscoveryService(CouncilRuntimeService runtime, CouncilTextService text, LocalGptCatalogService catalog, ILogger<AiDiscoveryService> serviceLogger)
```

Parameters

`runtime`
CouncilRuntimeService

`text` **CouncilTextService**

`catalog`
LocalGptCatalogService

`serviceLogger`
ILogger<AiDiscoveryService>

Methods ðŸ±ðŸ¶â¨ 4

CreateDiscoveryClient(string, ILogger<AiConnectivityProbe>)

```
public HttpClient CreateDiscoveryClient(string endpoint, ILogger<AiConnectivityProbe> logger)
```

Parameters

`endpoint` **string**

`logger`
ILogger<AiConnectivityProbe>

Returns

HttpClient

GetAsync(HttpClient, string, CancellationToken, ILogger<AiConnectivityProbe>)

```
public Task<(bool ok, string msg)> GetAsync(HttpClient http, string path, CancellationToken ct, ILogger<AiConnectivityProbe> logger)
```

Parameters

`http` **HttpClient**

`path` **string**

`ct` **CancellationToken**

`logger`
ILogger<AiConnectivityProbe>

Returns

Task<(bool ok, string message)>

ProbeOllamaAsync(string, CancellationToken, ILogger<AiConnectivityProbe>)

```
public Task<LocalAiHostDiscoveryResult> ProbeOllamaAsync(string endpoint, CancellationToken ct, ILogger<AiConnectivityProbe> logger)
```

Parameters

`endpoint` **string**

`ct` **CancellationToken**

`logger`
ILogger<AiConnectivityProbe>

Returns

Task<LocalAiHostDiscoveryResult>

ProbeOpenAICompatibleAsync(string, string, CancellationToken, ILogger<AiConnectivityProbe>)

```
public Task<LocalAiHostDiscoveryResult> ProbeOpenAICompatibleAsync(string provider, string endpoint, CancellationToken ct, ILogger<AiConnectivityProbe> logger)
```

Parameters

`provider` **string**

`endpoint` **string**

`ct` **CancellationToken**

`logger`
ILogger<AiConnectivityProbe>

Returns

Task<LocalAiHostDiscoveryResult>

Class AiFeatureReportService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public class AiFeatureReportService : IAiFeatureReportService
```

Inheritance	object AiFeatureReportService
Implements	IAiFeatureReportService
Inherited Members	object.GetType() object.MemberwiseClone() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

AiFeatureReportService(ILogger<AiFeatureReportService>, CouncilTextService)

```
public AiFeatureReportService(ILogger<AiFeatureReportService> logger, CouncilTextService councilText)
```

Parameters

logger
ILogger<AiFeatureReportService>

councilText
CouncilTextService

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

ReportRoot

```
public string ReportRoot { get; }
```

Value

string

Methods ðŸ±ðŸ¶âœ¨ 1

WriteIfMissingFeatureReportAsync(string, string, CancellationToken)

```
public Task<string?> WriteIfMissingFeatureReportAsync(string source, string responseText, CancellationToken cancellationToken = default)
```

Parameters

source string

responseText string

cancellationToken
CancellationToken

Returns

Task<string>

Class AmbientLocalGptContext

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class AmbientLocalGptContext : IAmbientLocalGptContext, ILocalHumanInteractionContext, IHumanApprovalExecutionContext
```

Inheritance
object
AmbientLocalGptContext

Implements
IAmbientLocalGptContext
ILocalHumanInteractionContext
IHumanApprovalExecutionContext

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods
StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ 1

AmbientLocalGptContext(ILocalGptVocabularyService, ILogger<AmbientLocalGptContext>)

```
public AmbientLocalGptContext(ILocalGptVocabularyService vocabulary, ILogger<AmbientLocalGptContext> logger)
```

Parameters

vocabulary
ILocalGptVocabularyService

logger
ILogger<AmbientLocalGptCont ext>

🐾 Properties ðŸ±ðŸ¶â€¨ 1

Current

```
public AmbientLocalGptContextSnapshot Current { get; }
```

Value

AmbientLocalGptContextSnaps
hot

Methods ðŸ±ðŸ¶â…¨ 4

PushCouncil(Guid, int, string, string?)

```
public IDisposable PushCouncil(Guid councilRunId, int councilRound, string phase, string? correlationId = null)
```

Parameters

councilRunId Guid

councilRound int

phase string

correlationId string

Returns

IDisposable

PushHumanApproval(Guid, string, Guid, string, string, Guid?, int, string)

```
public IDisposable PushHumanApproval(Guid humanProfileId, string displayName, Guid approvalRequestId, string source, string correlationId, Guid? councilRunId = null, int
councilRound = 0, string phase = "")
```

Parameters

humanProfileId Guid

displayName string

approvalRequestId Guid

source string

correlationId string

councilRunId Guid?

councilRound int

phase string

Returns

IDisposable

PushHumanInteraction(Guid, string, string, string?, Guid?, int, string)

```
public IDisposable PushHumanInteraction(Guid humanProfileId, string displayName, string source, string? correlationId = null, Guid? councilRunId = null, int councilRound = 0, string
phase = "")
```

Parameters

humanProfileId Guid

displayName string

source string

correlationId string

councilRunId Guid?

councilRound int

phase string

Returns

IDisposable

PushSystem(string, string?)

```
public IDisposable PushSystem(string source, string? correlationId = null)
```

Parameters

source string

correlationId string

Returns

IDisposable

Class ApplicationLogReaderService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public class ApplicationLogReaderService : IApplicationLogReaderService
```

Inheritance
object
ApplicationLogReaderService

Implements IApplicationLogReaderService

Inherited Members
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ApplicationLogReaderService(IDbContextFactory<LocalGptMemoryDbContext>, IDatabaseInitializationService, LocalGptDatabaseOptions, ILogger<ApplicationLogReaderService>, CouncilTextService)

```
public ApplicationLogReaderService(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDatabaseInitializationService databaseInitializer, LocalGptDatabaseOptions
databaseOptions, ILogger<ApplicationLogReaderService> logger, CouncilTextService councilText)
```

Parameters

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`databaseInitializer`
IDatabaseInitializationService

`databaseOptions`
LocalGptDatabaseOptions

`logger`
ILogger<ApplicationLogReaderService>

`councilText`
CouncilTextService

Properties ðŸ± ðŸ¶ âœ¨ 1

DatabasePath

```
public string DatabasePath { get; }
```

Value

string

Methods ðŸ± ðŸ¶ âœ¨ 2

BuildAiLogBriefingAsync(LogLevel, int, CancellationToken)

```
public Task<string> BuildAiLogBriefingAsync(LogLevel minimumLevel = LogLevel.Warning, int take = 8, CancellationToken cancellationToken = default)
```

Parameters

`minimumLevel` **LogLevel**

`take` **int**

`cancellationToken`
CancellationToken

Returns

Task<string>

GetRecentAsync(LogLevel, int, CancellationToken)

```
public Task<IReadOnlyList<ApplicationLogSummary>> GetRecentAsync(LogLevel minimumLevel = LogLevel.Warning, int take = 20, CancellationToken cancellationToken = default)
```

Parameters

`minimumLevel` **LogLevel**

`take` **int**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<Applicatio
nLogSummary>>

Class ApproveProjectRevisionReadyFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class ApproveProjectRevisionReadyFunction : IDxAiFunctionHandler
```

Inheritance object
ApproveProjectRevisionReadyFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ApproveProjectRevisionReadyFunction(IDxAiFunctionJsonService, IProjectMaintenanceService, ILogger<ApproveProjectRevisionReadyFunction>)

```
public ApproveProjectRevisionReadyFunction(IDxAiFunctionJsonService json, IProjectMaintenanceService maintenance, ILogger<ApproveProjectRevisionReadyFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`maintenance` **IProjectMaintenanceService**

`logger` **ILogger<ApproveProjectRevisionReadyFunction>**

🐾 Properties ðŸ± ðŸ¶ âœ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶âœ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class ArtifactBuildExecutor

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class ArtifactBuildExecutor : IArtifactBuildExecutor
```

Inheritance object
ArtifactBuildExecutor

Implements IArtifactBuildExecutor

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

ArtifactBuildExecutor(IOptionsMonitor<ArtifactBuildOptions>, ILogger<ArtifactBuildExecutor>)

```
public ArtifactBuildExecutor(IOptionsMonitor<ArtifactBuildOptions> options, ILogger<ArtifactBuildExecutor> logger)
```

Parameters

`options`
IOptionsMonitor<ArtifactBuildOptions>

`logger`
ILogger<ArtifactBuildExecutor>

⚙ Methods ðŸ±ðŸ¶ â€¨ 1

BuildAsync(string, string, string, string?, TimeSpan, CancellationToken, bool)

```
public Task<ArtifactBuildExecutionResult> BuildAsync(string targetPath, string allowedRoot, string configuration, string? outputDirectory, TimeSpan requestedTimeout,
CancellationToken cancellationToken = default, bool userConfirmed = false)
```

Parameters

`targetPath` **string**

`allowedRoot` **string**

`configuration` **string**

`outputDirectory` **string**

`requestedTimeout` **TimeSpan**

`cancellationToken`
CancellationToken

`userConfirmed` **bool**

Returns

Task<ArtifactBuildExecutionResult>

Class AssessProjectWorkspaceEnvironmentFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class AssessProjectWorkspaceEnvironmentFunction : IDxAiFunctionHandler
```

Inheritance	object AssessProjectWorkspaceEnvironmentFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

AssessProjectWorkspaceEnvironmentFunction(IDxAiFunctionJsonService, IProjectMaintenanceService, ILogger<AssessProjectWorkspaceEnvironmentFunction>)

```
public AssessProjectWorkspaceEnvironmentFunction(IDxAiFunctionJsonService json, IProjectMaintenanceService maintenance, ILogger<AssessProjectWorkspaceEnvironmentFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`maintenance`
IProjectMaintenanceService

`logger`
ILogger<AssessProjectWorkspaceEnvironmentFunction>

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class BrowseLocalPathFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class BrowseLocalPathFunction : IDxAiFunctionHandler
```

Inheritance object
BrowseLocalPathFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

BrowseLocalPathFunction(ILocalPathExplorerService)

```
public BrowseLocalPathFunction(ILocalPathExplorerService paths)
```

Parameters

paths
ILocalPathExplorerService

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶âœ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class BuildDebugInventoryService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class BuildDebugInventoryService : IBuildDebugInventoryService
```

Inheritance object
BuildDebugInventoryService

Implements IBuildDebugInventoryService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

BuildDebugInventoryService(ILogger<BuildDebugInventoryService>, CouncilRuntimeService, LocalGptCatalogService)

```
public BuildDebugInventoryService(ILogger<BuildDebugInventoryService> logger, CouncilRuntimeService councilRuntime, LocalGptCatalogService catalog)
```

Parameters

`logger`
ILogger<BuildDebugInventoryService>

`councilRuntime`
CouncilRuntimeService

`catalog`
LocalGptCatalogService

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

ArtifactRoot

```
public string ArtifactRoot { get; }
```

Value

string

Methods ðŸ±ðŸ¶ âœ¨ 2

BuildBriefingAsync(CancellationToken)

```
public Task<string> BuildBriefingAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<string>

CaptureAsync(bool, CancellationToken)

```
public Task<BuildDebugInventory> CaptureAsync(bool copyFiles = false, CancellationToken cancellationToken = default)
```

Parameters

`copyFiles` **bool**

`cancellationToken`
CancellationToken

Returns

Task<BuildDebugInventory>

Class ChatClientFactory

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public class ChatClientFactory : IChatClientFactory
```

Inheritance
object
ChatClientFactory

Implements IChatClientFactory

Inherited Members
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ChatClientFactory(ILogger<ChatClientFactory>, ILoggerFactory, IOptionsMonitor<ConfigurationRoot>, IAiFeatureReportService, IAiContextBootstrapService, ICouncilKnowledgeService, IChatUploadWorkspaceService, IPromptConfigService, IVariableStoreService, ISystemVariableDefinitionService, IDxAiFunctionRegistry, IDxAiFunctionCallRecoveryService, IChatResponseFormatterFactory, IChatProtocolResolver, CouncilRuntimeService, CouncilTextService)

```
public ChatClientFactory(ILogger<ChatClientFactory> logger, ILoggerFactory loggerFactory, IOptionsMonitor<ConfigurationRoot> optionsRoot, IAiFeatureReportService
featureReportService, IAiContextBootstrapService bootstrapService, ICouncilKnowledgeService knowledgeService, IChatUploadWorkspaceService chatUploadWorkspaces, IPromptConfigService
promptConfigService, IVariableStoreService variableStoreService, ISystemVariableDefinitionService systemVariables, IDxAiFunctionRegistry functionRegistry,
IDxAiFunctionCallRecoveryService functionCallRecovery, IChatResponseFormatterFactory formatterFactory, IChatProtocolResolver protocolResolver, CouncilRuntimeService councilRuntime,
CouncilTextService councilText)
```

Parameters

`logger`
ILogger<ChatClientFactory>

`loggerFactory` **ILoggerFactory**

`optionsRoot`
IOptionsMonitor<ConfigurationRoot>

`featureReportService`
IAiFeatureReportService

`bootstrapService`
IAiContextBootstrapService

`knowledgeService`
ICouncilKnowledgeService

`chatUploadWorkspaces`
IChatUploadWorkspaceService

`promptConfigService`
IPromptConfigService

`variableStoreService`
IVariableStoreService

`systemVariables`
ISystemVariableDefinitionService

`functionRegistry`
IDxAiFunctionRegistry

`functionCallRecovery`
IDxAiFunctionCallRecoveryService

formatterFactory
IChatResponseFormatterFacto
ry

protocolResolver
IChatProtocolResolver

councilRuntime
CouncilRuntimeService

councilText
CouncilTextService

Methods ðŸ±ðŸ¶â€¨ 1

Build()

```
public CompositeChatClient Build()
```

Returns

CompositeChatClient

Class ChatClientSession

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public class ChatClientSession
```

Inheritance	object ChatClientSession
Inherited Members	object.GetType() object.MemberwiseClone() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ChatClientSession(IChatClient, string, string?, string?, string?)

```
public ChatClientSession(IChatClient client, string name, string? provider = null, string? modelName = null, string? endpoint = null)
```

Parameters

`client` **IChatClient**

`name` **string**

`provider` **string**

`modelName` **string**

`endpoint` **string**

🐾 Properties ðŸ±ðŸ¶â œ¨ 7

Client

```
public IChatClient Client { get; }
```

Value

IChatClient

Endpoint

```
public string Endpoint { get; }
```

Value

string

Messages

```
public List<BlazorChatMessage> Messages { get; set; }
```

Value

List<BlazorChatMessage>

ModelName

```
public string ModelName { get; }
```

Value

string

Name

```
public string Name { get; set; }
```

Value

string

Provider

```
public string Provider { get; }
```

Value

string

SelectionKey

```
public string SelectionKey { get; }
```

Value

string

Class ChatMemoryMessageMapper

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class ChatMemoryMessageMapper : IChatMemoryMessageMapper
```

Inheritance object
ChatMemoryMessageMapper

Implements IChatMemoryMessageMapper

Inherited Members object.GetType()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ âœ¨ 1

ChatMemoryMessageMapper(CouncilTextService, LocalGptCatalogService, ILogger<ChatMemoryMessageMapper>)

```
public ChatMemoryMessageMapper(CouncilTextService text, LocalGptCatalogService catalog, ILogger<ChatMemoryMessageMapper> logger)
```

Parameters

`text` **CouncilTextService**

`catalog`
LocalGptCatalogService

`logger`
ILogger<ChatMemoryMessageMapper>

Methods ðŸ±ðŸ¶â€¨ âœ¨ 4

BuildTitle(IReadOnlyList<BlazorChatMessage>)

```
public string BuildTitle(IReadOnlyList<BlazorChatMessage> messages)
```

Parameters

`messages`
IReadOnlyList<BlazorChatMessage>

Returns

string

EnsureVisibleCouncilPrompt(ChatMemoryConversation, List<BlazorChatMessage>)

```
public List<BlazorChatMessage> EnsureVisibleCouncilPrompt(ChatMemoryConversation conversation, List<BlazorChatMessage> messages)
```

Parameters

`conversation`
ChatMemoryConversation

`messages`
List<BlazorChatMessage>

Returns

List<BlazorChatMessage>

ToBlazorChatMessage(ChatMemoryMessage)

```
public BlazorChatMessage ToBlazorChatMessage(ChatMemoryMessage message)
```

Parameters

`message` **ChatMemoryMessage**

Returns

BlazorChatMessage

ToRoleName(ChatMessageRole)

```
public string ToRoleName(ChatMessageRole role)
```

Parameters

`role` **ChatMessageRole**

Returns

string

Class ChatSessionContext

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class ChatSessionContext : IChatSessionContext
```

Inheritance object
ChatSessionContext

Implements IChatSessionContext

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ChatSessionContext(ICustomVersion, ILogger<ChatSessionContext>)

```
public ChatSessionContext(ICustomVersion version, ILogger<ChatSessionContext> logger)
```

Parameters

version ICustomVersion

logger
ILogger<ChatSessionContext>

Properties ðŸ±ðŸ¶â œ¨ 4

ApplicationVersion

```
public string ApplicationVersion { get; }
```

Value

string

ConversationId

```
public Guid? ConversationId { get; }
```

Value

Guid?

ProjectId

```
public Guid? ProjectId { get; }
```

Value

Guid?

ProjectVersionId

```
public Guid? ProjectVersionId { get; }
```

Value

Guid?

Methods ðŸ±ðŸ¶ âœ¨ 4

Restore(ChatSessionContextSnapshot)

```
public void Restore(ChatSessionContextSnapshot snapshot)
```

Parameters

snapshot
ChatSessionContextSnapshot

SetConversation(Guid?)

```
public void SetConversation(Guid? conversationId)
```

Parameters

conversationId **Guid?**

SetProject(Guid?, Guid?)

```
public void SetProject(Guid? projectId, Guid? projectVersionId)
```

Parameters

projectId **Guid?**

projectVersionId **Guid?**

Snapshot()

```
public ChatSessionContextSnapshot Snapshot()
```

Returns

ChatSessionContextSnapshot

Class ChatUploadWorkspaceService

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Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class ChatUploadWorkspaceService : IChatUploadWorkspaceService
```

Inheritance object
ChatUploadWorkspaceService

Implements IChatUploadWorkspaceService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors

ChatUploadWorkspaceService(ILogger<ChatUploadWorkspaceService>, CouncilRuntimeService, CouncilTextService, LocalGptCatalogService)

```
public ChatUploadWorkspaceService(ILogger<ChatUploadWorkspaceService> logger, CouncilRuntimeService councilRuntime, CouncilTextService councilText, LocalGptCatalogService catalog)
```

Parameters

`logger`
ILogger<ChatUploadWorkspaceService>

`councilRuntime`
CouncilRuntimeService

`councilText`
CouncilTextService

`catalog`
LocalGptCatalogService

Properties ðŸ±ðŸ¶â…¨ 1

WorkspaceRoot

```
public string WorkspaceRoot { get; }
```

Value

string

Methods ðŸ±ðŸ¶â…¨ 8

CreateWorkspaceAsync(string, IEnumerable<ChatUploadWorkspaceInputFile>, CancellationToken)

```
public Task<ChatUploadWorkspaceResult> CreateWorkspaceAsync(string prompt, IEnumerable<ChatUploadWorkspaceInputFile> files, CancellationToken cancellationToken = default)
```

Parameters

`prompt` **string**

`files`
IEnumerable<ChatUploadWorkspaceInputFile>

`cancellationToken`
CancellationToken

Returns

Task<ChatUploadWorkspaceResult>

GetLatestContextMarkdown(int, TimeSpan?)

```
public string GetLatestContextMarkdown(int maxCharacters, TimeSpan? maxAge = null)
```

Parameters

`maxCharacters` **int**

`maxAge` **TimeSpan?**

Returns

string

GetLatestWorkspace(TimeSpan?)

```
public ChatUploadWorkspaceSummary? GetLatestWorkspace(TimeSpan? maxAge = null)
```

Parameters

`maxAge` **TimeSpan?**

Returns

ChatUploadWorkspaceSummary

ListFiles(string, int)

```
public IReadOnlyList<ChatUploadWorkspaceFileSummary> ListFiles(string workspaceName, int take = 250)
```

Parameters

workspaceName string

take int

Returns

IReadOnlyList<ChatUploadWorkspaceFileSummary>

ListWorkspaces(int)

```
public IReadOnlyList<ChatUploadWorkspaceSummary> ListWorkspaces(int take = 20)
```

Parameters

take int

Returns

IReadOnlyList<ChatUploadWorkspaceSummary>

ReadContextMarkdownAsync(string, int, CancellationToken)

```
public Task<string> ReadContextMarkdownAsync(string workspaceName, int maxCharacters, CancellationToken cancellationToken = default)
```

Parameters

workspaceName string

maxCharacters int

cancellationToken CancellationToken

Returns

Task<string>

ReadFileAsync(string, string, int, CancellationToken)

```
public Task<ChatUploadWorkspaceFileReadResult?> ReadFileAsync(string workspaceName, string relativePath, int maxCharacters, CancellationToken cancellationToken = default)
```

Parameters

workspaceName string

relativePath string

maxCharacters int

cancellationToken
CancellationToken

Returns

Task<ChatUploadWorkspaceFileReadResult>

ResolveWorkspacePath(string)

```
public string? ResolveWorkspacePath(string workspaceName)
```

Parameters

workspaceName string

Returns

string

Class CodeGenerationWorkflowService

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✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class CodeGenerationWorkflowService : ICodeGenerationWorkflowService
```

Inheritance object
CodeGenerationWorkflowService

Implements ICodeGenerationWorkflowService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â œ¨ 1

CodeGenerationWorkflowService(IDbContextFactory<LocalGptMemoryDbContext>, ICouncilArtifactService, IArtifactBuildExecutor, IProjectMaintenanceService, IRegexPatternService, ILogger<CodeGenerationWorkflowService>)

```
public CodeGenerationWorkflowService(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, ICouncilArtifactService councilArtifacts, IArtifactBuildExecutor
artifactBuildExecutor, IProjectMaintenanceService projectMaintenance, IRegexPatternService regexPatterns, ILogger<CodeGenerationWorkflowService> logger)
```

Parameters

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`councilArtifacts`
ICouncilArtifactService

`artifactBuildExecutor`
IArtifactBuildExecutor

`projectMaintenance`
IProjectMaintenanceService

`regexPatterns`
IRegexPatternService

`logger`
ILogger<CodeGenerationWorkflowService>

Methods ðŸ±ðŸ¶â…¨ 5

CreateReviewAsync(CreateCodeGenerationReviewRequest, CancellationToken)

```
public Task<CodeGenerationReviewSnapshot> CreateReviewAsync(CreateCodeGenerationReviewRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
CreateCodeGenerationReview Request

`cancellationToken`
CancellationToken

Returns

Task<CodeGenerationReviewSnapshot>

ExecuteReviewAsync(Guid, ExecuteCodeGenerationReviewRequest, CancellationToken)

```
public Task<CodeGenerationExecutionResult> ExecuteReviewAsync(Guid reviewId, ExecuteCodeGenerationReviewRequest request, CancellationToken cancellationToken = default)
```

Parameters

`reviewId` **Guid**

`request`
ExecuteCodeGenerationReviewRequest

`cancellationToken`
CancellationToken

Returns

Task<CodeGenerationExecutionResult>

GetReviewAsync(Guid, CancellationToken)

```
public Task<CodeGenerationReviewSnapshot?> GetReviewAsync(Guid reviewId, CancellationToken cancellationToken = default)
```

Parameters

`reviewId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<CodeGenerationReviewSnapshot>

ListReviewsAsync(Guid?, int, CancellationToken)

```
public Task<IReadOnlyList<CodeGenerationReviewSnapshot>> ListReviewsAsync(Guid? projectId = null, int take = 20, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid?**

`take` **int**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<CodeGenerationReviewSnapshot>>

RejectReviewAsync(Guid, RejectCodeGenerationReviewRequest, CancellationToken)

```
public Task<CodeGenerationReviewSnapshot> RejectReviewAsync(Guid reviewId, RejectCodeGenerationReviewRequest request, CancellationToken cancellationToken = default)
```

Parameters

`reviewId` **Guid**

`request`
RejectCodeGenerationReview Request

`cancellationToken`
CancellationToken

Returns

Task<CodeGenerationReviewSnapshot>

Class ComponentActivityService

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✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Bounded, process-local operational memory for the current LocalGPT run. It records concise UI and service state only; prompts, message bodies, secrets, uploaded content, generated source, parameters, and full exception text are excluded.

```
public sealed class ComponentActivityService : IComponentActivityService, IServiceActivityService
```

Inheritance object
ComponentActivityService

Implements IComponentActivityService
IServiceActivityService

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

ComponentActivityService(ILogger<ComponentActivityService>)

Bounded, process-local operational memory for the current LocalGPT run. It records concise UI and service state only; prompts, message bodies, secrets, uploaded content, generated source, parameters, and full exception text are excluded.

```
public ComponentActivityService(ILogger<ComponentActivityService> logger)
```

Parameters

`logger`
ILogger<ComponentActivityService>

⚙ Methods ðŸ±ðŸ¶ â€¨ 8

BuildBriefing(int)

```
public string BuildBriefing(int take = 12)
```

Parameters

`take` **int**

Returns

string

GetRecent(int)

```
public IReadOnlyList<ComponentActivitySnapshot> GetRecent(int take = 20)
```

Parameters

`take` **int**

Returns

IReadOnlyList<ComponentActivitySnapshot>

RecordFailure(string, string, Exception, string?)

```
public void RecordFailure(string component, string operation, Exception exception, string? route = null)
```

Parameters

`component` **string**

`operation` **string**

`exception` **Exception**

`route` **string**

RecordInformation(string, string, string, string?)

```
public void RecordInformation(string component, string operation, string summary, string? route = null)
```

Parameters

`component` **string**

`operation` **string**

`summary` **string**

`route` **string**

RecordNavigation(string)

```
public void RecordNavigation(string route)
```

Parameters

`route` **string**

RecordWarning(string, string, string, string?)

```
public void RecordWarning(string component, string operation, string summary, string? route = null)
```

Parameters

`component` **string**

`operation` **string**

`summary` **string**

`route` **string**

RunAsync(string, string, Func<CancellationToken, Task>, CancellationToken, string?)

```
public Task RunAsync(string serviceName, string operation, Func<CancellationToken, Task> action, CancellationToken cancellationToken = default, string? successSummary = null)
```

Parameters

`serviceName` **string**

`operation` **string**

`action`
Func<CancellationToken, Task>

`cancellationToken`
CancellationToken

`successSummary` **string**

Returns

Task

RunAsync<T>(string, string, Func<CancellationToken, Task<T>>, CancellationToken, string?)

```
public Task<T> RunAsync<T>(string serviceName, string operation, Func<CancellationToken, Task<T>> action, CancellationToken cancellationToken = default, string? successSummary
= null)
```

Parameters

`serviceName` **string**

`operation` **string**

`action`
Func<CancellationToken, Task<T>>

`cancellationToken`
CancellationToken

`successSummary` **string**

Returns

Task<T>

Type Parameters

`T`

Class CompositeChatClient

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public class CompositeChatClient : IChatClient, IDisposable
```

Inheritance	object CompositeChatClient
Implements	IChatClient IDisposable
Inherited Members	object.GetType() object.MemberwiseClone() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ□± ðŸ□¶ âœ¨ 1

CompositeChatClient(ILogger, IAiFeatureReportService?, IAiContextBootstrapService?, ICouncilKnowledgeService?, IChatUploadWorkspaceService?, IPromptConfigService?, IVariableStoreService?, ISystemVariableDefinitionService, CouncilRuntimeService, CouncilTextService, params ChatClientSession[])

```
public CompositeChatClient(ILogger logger, IAiFeatureReportService? featureReportService, IAiContextBootstrapService? bootstrapService, ICouncilKnowledgeService? knowledgeService,
IChatUploadWorkspaceService? chatUploadWorkspaces, IPromptConfigService? promptConfigService, IVariableStoreService? variableStoreService, ISystemVariableDefinitionService
systemVariables, CouncilRuntimeService councilRuntime, CouncilTextService councilText, params ChatClientSession[] chatClients)
```

Parameters

`logger` **ILogger**

`featureReportService`
IAiFeatureReportService

`bootstrapService`
IAiContextBootstrapService

`knowledgeService`
ICouncilKnowledgeService

`chatUploadWorkspaces`
IChatUploadWorkspaceService

`promptConfigService`
IPromptConfigService

`variableStoreService`
IVariableStoreService

`systemVariables`
**ISystemVariableDefinitionServi
ce**

`councilRuntime`
CouncilRuntimeService

`councilText`
CouncilTextService

`chatClients`
ChatClientSession[]

Properties ðŸ¾ 6

AvailableChatClients

```
public List<ChatClientSession> AvailableChatClients { get; }
```

Value

List<ChatClientSession>

ForcedMaxOutputTokens

```
public int? ForcedMaxOutputTokens { get; set; }
```

Value

int?

ForcedMaxPromptCharacters

```
public int? ForcedMaxPromptCharacters { get; set; }
```

Value

int?

LockedSessionName

```
public string? LockedSessionName { get; set; }
```

Value

string

SelectedSession

```
public ChatClientSession? SelectedSession { get; set; }
```

Value

ChatClientSession

SuppressBootstrapContext

```
public bool SuppressBootstrapContext { get; set; }
```

Value

bool

Methods ðŸ±ðŸ¶â¨ 4

Dispose()

```
public void Dispose()
```

GetResponseAsync(IEnumerable<ChatMessage>, ChatOptions?, CancellationToken)

```
public Task<ChatResponse> GetResponseAsync(IEnumerable<ChatMessage> messages, ChatOptions? options = null, CancellationToken cancellationToken = default)
```

Parameters

`messages`
IEnumerable<ChatMessage>

`options` ChatOptions

`cancellationToken`
CancellationToken

Returns

Task<ChatResponse>

GetService(Type, object?)

```
public object? GetService(Type serviceType, object? serviceKey = null)
```

Parameters

`serviceType` Type

`serviceKey` object

Returns

object

GetStreamingResponseAsync(IEnumerable<ChatMessage>, ChatOptions?, CancellationToken)

```
public IAsyncEnumerable<ChatResponseUpdate> GetStreamingResponseAsync(IEnumerable<ChatMessage> messages, ChatOptions? options = null, CancellationToken cancellationToken = default)
```

Parameters

`messages`
IEnumerable<ChatMessage>

`options` ChatOptions

`cancellationToken`
CancellationToken

Returns

IAsyncEnumerable<ChatRespo
nseUpdate>

Class ConfigurationWriter

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class ConfigurationWriter : IConfigurationWriter
```

Inheritance
object
ConfigurationWriter

Implements IConfigurationWriter

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ConfigurationWriter(ILogger<ConfigurationWriter>)

```
public ConfigurationWriter(ILogger<ConfigurationWriter> logger)
```

Parameters

`logger`
ILogger<ConfigurationWriter>

Methods ðŸ±ðŸ¶âœ¨ 1

SaveAsync(ConfigurationRoot, CancellationToken)

```
public Task SaveAsync(ConfigurationRoot root, CancellationToken ct = default)
```

Parameters

`root` **ConfigurationRoot**

`ct` **CancellationToken**

Returns

Task

Class ControlCouncilGameFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class ControlCouncilGameFunction : IDxAiFunctionHandler
```

Inheritance object
ControlCouncilGameFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â œ¨ 1

ControlCouncilGameFunction(ICouncilGameSessionService, CouncilGameDxParameterReader, ILogger<ControlCouncilGameFunction>)

```
public ControlCouncilGameFunction(ICouncilGameSessionService games, CouncilGameDxParameterReader parameters, ILogger<ControlCouncilGameFunction> logger)
```

Parameters

`games`
ICouncilGameSessionService

`parameters`
CouncilGameDxParameterReader

`logger`
ILogger<ControlCouncilGameFunction>

Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â œ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationReque st

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationR esult>

Class CouncilArtifactService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public class CouncilArtifactService : ICouncilArtifactService
```

Inheritance	object CouncilArtifactService
Implements	ICouncilArtifactService
Inherited Members	object.GetType() object.MemberwiseClone() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

CouncilArtifactService(ILogger<CouncilArtifactService>, IMinecraftModWorkspaceService, IArtifactBuildExecutor, CouncilRuntimeService, CouncilTextService, LocalGptCatalogService)

```
public CouncilArtifactService(ILogger<CouncilArtifactService> logger, IMinecraftModWorkspaceService minecraftWorkspaceService, IArtifactBuildExecutor artifactBuildExecutor,
CouncilRuntimeService councilRuntime, CouncilTextService councilText, LocalGptCatalogService catalog)
```

Parameters

`logger`
ILogger<CouncilArtifactService>

`minecraftWorkspaceService`
IMinecraftModWorkspaceService

`artifactBuildExecutor`
IArtifactBuildExecutor

`councilRuntime`
CouncilRuntimeService

`councilText`
CouncilTextService

`catalog`
LocalGptCatalogService

Properties ðŸ±ðŸ¶â œ 1

ArtifactRoot

```
public string ArtifactRoot { get; }
```

Value

string

Methods ðŸ±ðŸ¶â œ 5

CreateImplementationArtifactsAsync(MultiModelCouncilRequest, MultiModelCouncilResult, CancellationToken)

```
public Task<IReadOnlyList<CouncilArtifact>> CreateImplementationArtifactsAsync(MultiModelCouncilRequest request, MultiModelCouncilResult result, CancellationToken cancellationToken
= default)
```

Parameters

`request`
MultiModelCouncilRequest

`result`
MultiModelCouncilResult

`cancellationToken`
CancellationToken

Returns

**Task<IReadOnlyList<CouncilAr
tifact>>**

CreateMinecraftDatapackArtifactsAsync(MultiModelCouncilRequest, MultiModelCouncilResult, string, CancellationToken)

```
public Task<IReadOnlyList<CouncilArtifact>> CreateMinecraftDatapackArtifactsAsync(MultiModelCouncilRequest request, MultiModelCouncilResult result, string timestamp,
CancellationToken cancellationToken)
```

Parameters

`request`
MultiModelCouncilRequest

`result`
MultiModelCouncilResult

`timestamp` **string**

`cancellationToken`
CancellationToken

Returns

**Task<IReadOnlyList<CouncilAr
tifact>>**

CreateMinecraftSkeletonMatrixArtifactsAsync(MultiModelCouncilRequest, MultiModelCouncilResult, string, CancellationToken)

```
public Task<IReadOnlyList<CouncilArtifact>> CreateMinecraftSkeletonMatrixArtifactsAsync(MultiModelCouncilRequest request, MultiModelCouncilResult result, string timestamp,
CancellationToken cancellationToken)
```

Parameters

`request`
MultiModelCouncilRequest

`result`
MultiModelCouncilResult

`timestamp` **string**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<CouncilArtifact>>

CreateSolutionZipArtifactAsync(MultiModelCouncilRequest, MultiModelCouncilResult, string, CancellationToken)

```
public Task<CouncilArtifact> CreateSolutionZipArtifactAsync(MultiModelCouncilRequest request, MultiModelCouncilResult result, string timestamp, CancellationToken cancellationToken)
```

Parameters

`request`
MultiModelCouncilRequest

`result`
MultiModelCouncilResult

`timestamp` **string**

`cancellationToken`
CancellationToken

Returns

Task<CouncilArtifact>

TryCreateDllArtifactAsync(string, string, string, bool, CancellationToken)

```
public Task<CouncilArtifact?> TryCreateDllArtifactAsync(string sourceFileName, string source, string targetArea, bool userConfirmedArtifactBuild,
```

```
    CancellationToken cancellationToken)
```

Parameters

`sourceFileName` **string**

`source` **string**

`targetArea` **string**

`userConfirmedArtifactBuild`
bool

`cancellationToken`
CancellationToken

Returns

Task<CouncilArtifact>

Class CouncilChatClient

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Namespace LocalGPT.Services

Assembly LocalGPT.dll

Adapts the multi-model Council runtime to the Microsoft.Extensions.AI chat-client contract.

```
[DocumentationUpdated("2.1.20")]
public sealed class CouncilChatClient : IChatClient, IDisposable
```

Inheritance	object CouncilChatClient
Implements	IChatClient IDisposable
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

CouncilChatClient(IServiceScopeFactory, Func<MultiModelCouncilRequest>, ILogger, CouncilRuntimeService, CouncilTextService, LocalGptCatalogService, ICouncilLiveSessionService, Func<string, string>?)

Adapts the multi-model Council runtime to the Microsoft.Extensions.AI chat-client contract.

```
public CouncilChatClient(IServiceScopeFactory serviceScopeFactory, Func<MultiModelCouncilRequest> requestFactory, ILogger logger, CouncilRuntimeService councilRuntime,
CouncilTextService councilText, LocalGptCatalogService catalog, ICouncilLiveSessionService liveSessions, Func<string, string>? downloadUrlResolver = null)
```

Parameters

`serviceScopeFactory` **IServiceScopeFactory**	Creates scoped Council execution dependencies.
`requestFactory` **Func<MultiModelCouncilRequest>**	Creates the current user-configured Council request.
`logger` **ILogger**	Writes bounded chat and Council diagnostics.
`councilRuntime` **CouncilRuntimeService**	Builds prompts, updates and bounded runtime text.
`councilText` **CouncilTextService**	Provides maintained Council text parsing and validation.
`catalog` **LocalGptCatalogService**	Provides maintained limits and display defaults.
`liveSessions` **ICouncilLiveSessionService**	Owns detachable live Council-session state.
`downloadUrlResolver` **Func<string, string>**	Optionally maps generated artifact routes for the current host.

Methods ðŸ±ðŸ¶â€¨âœ¨ 6

Dispose()

Completes adapter disposal; owned services are managed by dependency injection.

```
public void Dispose()
```

FormatResult(MultiModelCouncilResult, bool)

Formats one Council result as canonical safe Markdown for DXAiChat.

```
public string FormatResult(MultiModelCouncilResult result, bool includeProcess)
```

Parameters

`result` **MultiModelCouncilResult**	Completed Council result.
`includeProcess` **bool**	Whether to include per-step process disclosures.

Returns

string	Formatted Markdown with warnings, consensus and artifact links.

GetResponseAsync(IEnumerable<ChatMessage>, ChatOptions?, CancellationToken)

Runs one non-streaming Council request and returns its formatted assistant response.

```
public Task<ChatResponse> GetResponseAsync(IEnumerable<ChatMessage> messages, ChatOptions? options = null, CancellationToken cancellationToken = default)
```

Parameters

`messages` **IEnumerable<ChatMessage>**	Current chat history.
`options` **ChatOptions**	Optional Microsoft.Extensions.AI chat options.
`cancellationToken` **CancellationToken**	Cancels the Council operation.

Returns

Task<ChatResponse>	A task that completes with the formatted Council chat response.

GetService(Type, object?)

Returns no additional keyed service from this adapter.

```
public object? GetService(Type serviceType, object? serviceKey = null)
```

Parameters

`serviceType` **Type**	Requested service type.
`serviceKey` **object**	Optional service key.

Returns

object	Always null because dependencies are provided through constructor injection.

GetStreamingResponseAsync(IEnumerable<ChatMessage>, ChatOptions?, CancellationToken)

Starts or attaches to a live Council run and streams bounded response updates.

```
public IAsyncEnumerable<ChatResponseUpdate> GetStreamingResponseAsync(IEnumerable<ChatMessage> messages, ChatOptions? options = null, CancellationToken cancellationToken = default)
```

Parameters

`messages` **IEnumerable<ChatMessage>**	Current chat history.
`options` **ChatOptions**	Optional Microsoft.Extensions.AI chat options.
`cancellationToken` **CancellationToken**	Detaches this stream when canceled; explicit session controls own run cancellation.

Returns

IAsyncEnumerable<ChatResponseUpdate>	An asynchronous sequence of Council response updates.

ResolveDownloadUrl(string)

Resolves one generated artifact route against the current host when necessary.

```
public string ResolveDownloadUrl(string downloadUrl)
```

Parameters

`downloadUrl` **string**	Absolute or application-relative download URL.

Returns

string	The resolved URL, or an empty string when resolution fails.

Class CouncilCodeGenerationPlanService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class CouncilCodeGenerationPlanService : ICouncilCodeGenerationPlanService
```

Inheritance object
CouncilCodeGenerationPlanService

Implements ICouncilCodeGenerationPlanService

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

CouncilCodeGenerationPlanService(ILogger<CouncilCodeGenerationPlanService>)

```
public CouncilCodeGenerationPlanService(ILogger<CouncilCodeGenerationPlanService> logger)
```

Parameters

logger
ILogger<CouncilCodeGeneratio nPlanService>

Methods ðŸ±ðŸ¶âœ¨ 1

Parse(string)

```
public CouncilCodeGenerationPlanResult Parse(string councilAnswer)
```

Parameters

councilAnswer **string**

Returns

CouncilCodeGenerationPlanRe sult

Class CouncilDxFunctionOrchestrator

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Parses explicit Council DX function call blocks and sends allowed calls through the existing scoped function client. Catalog exposure and invocation metadata remain the source of truth. A failed function call becomes a readable Council step instead of aborting the whole run.

```
public sealed class CouncilDxFunctionOrchestrator : ICouncilDxFunctionOrchestrator
```

Inheritance object
CouncilDxFunctionOrchestrator

Implements ICouncilDxFunctionOrchestrator

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

CouncilDxFunctionOrchestrator(ILocalGptVocabularyService, ICouncilTextPatternDataService, ICouncilDxFunctionPolicyDataService, IDxAiFunctionCatalogService, IDxAiFunctionServiceClient, ILogger<CouncilDxFunctionOrchestrator>)

Parses explicit Council DX function call blocks and sends allowed calls through the existing scoped function client. Catalog exposure and invocation metadata remain the source of truth. A failed function call becomes a readable Council step instead of aborting the whole run.

```
public CouncilDxFunctionOrchestrator(ILocalGptVocabularyService vocabulary, ICouncilTextPatternDataService patterns, ICouncilDxFunctionPolicyDataService policies,
IDxAiFunctionCatalogService catalog, IDxAiFunctionServiceClient functionClient, ILogger<CouncilDxFunctionOrchestrator> logger)
```

Parameters

`vocabulary`
ILocalGptVocabularyService

`patterns`
ICouncilTextPatternDataServic e

`policies`
ICouncilDxFunctionPolicyDataS ervice

`catalog`
IDxAiFunctionCatalogService

`functionClient`
IDxAiFunctionServiceClient

`logger`
ILogger<CouncilDxFunctionOrc hestrator>

Methods ðŸ±ðŸ¶â œ¨ 1

ExecuteRequestedCallsAsync(MultiModelCouncilResult, MultiModelCouncilStep, CancellationToken)

```
public Task<IReadOnlyList<MultiModelCouncilStep>> ExecuteRequestedCallsAsync(MultiModelCouncilResult result, MultiModelCouncilStep sourceStep, CancellationToken cancellationToken
= default)
```

Parameters

`result`
MultiModelCouncilResult

`sourceStep`
MultiModelCouncilStep

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<MultiModelCouncilStep>>

Class CouncilGameActorRuntimeFactory

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Creates stable per-turn actor descriptors without granting them state-mutation authority.

```
public sealed class CouncilGameActorRuntimeFactory : ICouncilGameActorRuntimeFactory
```

Inheritance object
CouncilGameActorRuntimeFactory

Implements ICouncilGameActorRuntimeFactory

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)

object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

CouncilGameActorRuntimeFactory(ILogger<CouncilGameActorRuntimeFactory>)

Creates stable per-turn actor descriptors without granting them state-mutation authority.

```
public CouncilGameActorRuntimeFactory(ILogger<CouncilGameActorRuntimeFactory> logger)
```

Parameters

`logger`
ILogger<CouncilGameActorRuntimeFactory>

⚙ Methods ðŸ±ðŸ¶ âœ¨ 1

CreateActors(CouncilGameDirectorContext, CouncilGameActorKind)

Creates the actor instances owned by one subdirector for the current immutable turn snapshot.

```
public IReadOnlyList<CouncilGameActorRuntimeDescriptor> CreateActors(CouncilGameDirectorContext context, CouncilGameActorKind actorKind)
```

Parameters

`context`
CouncilGameDirectorContext

`actorKind`
CouncilGameActorKind

Returns

IReadOnlyList<CouncilGameActorRuntimeDescriptor>

Class CouncilGameDirectorService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌞

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Provides deterministic final authority for game controls and coordinates replaceable creature/object subdirectors. A configured low-parameter Council model may review the proposal later, but cannot bypass this service.

```
public sealed class CouncilGameDirectorService : ICouncilGameDirectorService
```

Inheritance
object
CouncilGameDirectorService

Implements ICouncilGameDirectorService

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

CouncilGameDirectorService(IEnumerable<ICouncilGameSubdirector>, ILogger<CouncilGameDirectorService>)

Provides deterministic final authority for game controls and coordinates replaceable creature/object subdirectors. A configured low-parameter Council model may review the proposal later, but cannot bypass this service.

```
public CouncilGameDirectorService(IEnumerable<ICouncilGameSubdirector> subdirectors, ILogger<CouncilGameDirectorService> logger)
```

Parameters

`subdirectors`
IEnumerable<ICouncilGameSubdirector>

`logger`
ILogger<CouncilGameDirectorService>

Methods ðŸ±ðŸ¶â œ¨ 1

EvaluateAsync(CouncilGameDirectorContext, CancellationToken)

Validates one proposal and gathers bounded creature/object predictions without mutating session state.

```
public Task<CouncilGameDirectorDecision> EvaluateAsync(CouncilGameDirectorContext context, CancellationToken cancellationToken = default)
```

Parameters

`context`
CouncilGameDirectorContext

`cancellationToken`
CancellationToken

Returns

Task<CouncilGameDirectorDecision>

Class CouncilGameDxParameterReader

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class CouncilGameDxParameterReader
```

Inheritance
object
CouncilGameDxParameterReader

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

CouncilGameDxParameterReader(ILogger<CouncilGameDxParameterReader>)

```
public CouncilGameDxParameterReader(ILogger<CouncilGameDxParameterReader> logger)
```

Parameters

logger
ILogger<CouncilGameDxParameterReader>

Methods ðŸ±ðŸ¶â œ¨ 6

Boolean(JsonElement, string, bool)

```
public bool Boolean(JsonElement parameters, string name, bool fallback = false)
```

Parameters

parameters JsonElement

name string

fallback bool

Returns

bool

Guid(JsonElement, string)

```
public Guid Guid(JsonElement parameters, string name)
```

Parameters

`parameters` **JsonElement**

`name` **string**

Returns

Guid

Integer(JsonElement, string, int)

```
public int Integer(JsonElement parameters, string name, int fallback)
```

Parameters

`parameters` **JsonElement**

`name` **string**

`fallback` **int**

Returns

int

Long(JsonElement, string, long)

```
public long Long(JsonElement parameters, string name, long fallback = 0)
```

Parameters

`parameters` **JsonElement**

`name` **string**

`fallback` **long**

Returns

long

NullableInt(JsonElement, string)

```
public int? NullableInt(JsonElement parameters, string name)
```

Parameters

`parameters` **JsonElement**

`name` **string**

Returns

int?

String(JsonElement, string, string)

```
public string String(JsonElement parameters, string name, string fallback = "")
```

Parameters

`parameters` **JsonElement**

`name` **string**

`fallback` **string**

Returns

string

Class CouncilGameSessionService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Provides one shared control surface for humans and AI players. The deterministic renderer keeps /Chat reactive; a single Council renderer may replace a turn's complete frame through SubmitFrameAsync.

```
public sealed class CouncilGameSessionService : ICouncilGameSessionService, IDisposable
```

Inheritance object
CouncilGameSessionService

Implements ICouncilGameSessionService
IDisposable

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

CouncilGameSessionService(ICouncilGameDirectorService, ILogger<CouncilGameSessionService>)

Provides one shared control surface for humans and AI players. The deterministic renderer keeps /Chat reactive; a single Council renderer may replace a turn's complete frame through SubmitFrameAsync.

```
public CouncilGameSessionService(ICouncilGameDirectorService gameDirector, ILogger<CouncilGameSessionService> logger)
```

Parameters

`gameDirector`
ICouncilGameDirectorService

`logger`
ILogger<CouncilGameSessionService>

⚙ Methods ðŸ±ðŸ¶â œ¨ 10

ApplyControlAsync(CouncilGameControlRequest, CancellationToken)

```
public Task<CouncilGameSessionSnapshot> ApplyControlAsync(CouncilGameControlRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
CouncilGameControlRequest

`cancellationToken`
CancellationToken

Returns

Task<CouncilGameSessionSnapshot>

Dispose()

```
public void Dispose()
```

GetActiveAsync(Guid?, CancellationToken)

```
public Task<CouncilGameSessionSnapshot?> GetActiveAsync(Guid? conversationId, CancellationToken cancellationToken = default)
```

Parameters

`conversationId` **Guid?**

`cancellationToken`
CancellationToken

Returns

Task<CouncilGameSessionSnapshot>

GetAsync(Guid, CancellationToken)

```
public Task<CouncilGameSessionSnapshot?> GetAsync(Guid sessionId, CancellationToken cancellationToken = default)
```

Parameters

`sessionId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<CouncilGameSessionSnapshot>

ListAsync(bool, CancellationToken)

```
public Task<IReadOnlyList<CouncilGameSessionSnapshot>> ListAsync(bool includeCompleted = false, CancellationToken cancellationToken = default)
```

Parameters

`includeCompleted` **bool**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<CouncilGameSessionSnapshot>>

PreviewControlAsync(CouncilGameControlRequest, CancellationToken)

```
public Task<CouncilGameDirectorDecision> PreviewControlAsync(CouncilGameControlRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
CouncilGameControlRequest

`cancellationToken`
CancellationToken

Returns

Task<CouncilGameDirectorDecision>

SetControlModeAsync(Guid, CouncilGameControlMode, bool, int, CancellationToken)

```
public Task<CouncilGameSessionSnapshot> SetControlModeAsync(Guid sessionId, CouncilGameControlMode mode, bool autoplayEnabled, int autoplayDelayMilliseconds = 1200,
CancellationToken cancellationToken = default)
```

Parameters

sessionId Guid

mode CouncilGameControlMode

autoplayEnabled bool

autoplayDelayMilliseconds int

cancellationToken
CancellationToken

Returns

Task<CouncilGameSessionSnapshot>

SetInputGateAsync(SetCouncilGameInputGateRequest, CancellationToken)

```
public Task<CouncilGameSessionSnapshot> SetInputGateAsync(SetCouncilGameInputGateRequest request, CancellationToken cancellationToken = default)
```

Parameters

request
SetCouncilGameInputGateRequest

cancellationToken
CancellationToken

Returns

Task<CouncilGameSessionSnapshot>

StartAsync(StartCouncilGameRequest, CancellationToken)

```
public Task<CouncilGameSessionSnapshot> StartAsync(StartCouncilGameRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
StartCouncilGameRequest

`cancellationToken`
CancellationToken

Returns

Task<CouncilGameSessionSnapshot>

SubmitFrameAsync(SubmitCouncilGameFrameRequest, CancellationToken)

```
public Task<CouncilGameSessionSnapshot> SubmitFrameAsync(SubmitCouncilGameFrameRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
SubmitCouncilGameFrameRequest

`cancellationToken`
CancellationToken

Returns

Task<CouncilGameSessionSnapshot>

Events ðŸ± ðŸ¶ â€¨ 1

Changed

```
public event Action<Guid>? Changed
```

Event Type

Action<Guid>

Class CouncilKnowledgeService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public class CouncilKnowledgeService : ICouncilKnowledgeService
```

Inheritance
object
CouncilKnowledgeService

Implements ICouncilKnowledgeService

Inherited Members
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

CouncilKnowledgeService(IDbContextFactory<LocalGptMemoryDbContext>, IDatabaseInitializationService, IDatabaseFileHealthService, ILogger<CouncilKnowledgeService>, CouncilTextService, SqliteUtilityService)

```
public CouncilKnowledgeService(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDatabaseInitializationService databaseInitializer, IDatabaseFileHealthService
databaseFileHealth, ILogger<CouncilKnowledgeService> logger, CouncilTextService councilText, SqliteUtilityService sqliteUtility)
```

Parameters

dbContextFactory
IDbContextFactory<LocalGptMemoryDbContext>

databaseInitializer
IDatabaseInitializationService

databaseFileHealth
IDatabaseFileHealthService

logger
ILogger<CouncilKnowledgeService>

councilText
CouncilTextService

sqliteUtility
SqliteUtilityService

Properties ðŸ± ðŸ¶ âœ¨ 1

DatabasePath

```
public string DatabasePath { get; }
```

Value

string

Methods ðŸ± ðŸ¶ âœ¨ 7

BuildKnowledgeBriefingAsync(int, CancellationToken)

```
public Task<string> BuildKnowledgeBriefingAsync(int take = 8, CancellationToken cancellationToken = default)
```

Parameters

take int

cancellationToken
CancellationToken

Returns

Task<string>

DeleteEntryAsync(Guid, CancellationToken)

```
public Task DeleteEntryAsync(Guid id, CancellationToken cancellationToken = default)
```

Parameters

id Guid

cancellationToken
CancellationToken

Returns

Task

EnsureCreatedAsync(CancellationToken)

```
public Task EnsureCreatedAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task

GetEntriesAsync(bool, int, CancellationToken)

```
public Task<IReadOnlyList<CouncilKnowledgeEntry>> GetEntriesAsync(bool includeArchived = false, int take = 100, CancellationToken cancellationToken = default)
```

Parameters

`includeArchived` **bool**

`take` **int**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<CouncilKnowledgeEntry>>

MarkEntriesUsedAsync(IEnumerable<Guid>, CancellationToken, ILogger)

```
public Task MarkEntriesUsedAsync(IEnumerable<Guid> entryIds, CancellationToken cancellationToken, ILogger logger)
```

Parameters

`entryIds` **IEnumerable<Guid>**

`cancellationToken`
CancellationToken

`logger` **ILogger**

Returns

Task

SaveEntryAsync(CouncilKnowledgeEntry, CancellationToken)

```
public Task<CouncilKnowledgeEntry> SaveEntryAsync(CouncilKnowledgeEntry entry, CancellationToken cancellationToken = default)
```

Parameters

`entry` **CouncilKnowledgeEntry**

`cancellationToken`
CancellationToken

Returns

Task<CouncilKnowledgeEntry>

SaveFromCouncilRunAsync(MultiModelCouncilResult, CancellationToken)

```
public Task<Guid> SaveFromCouncilRunAsync(MultiModelCouncilResult result, CancellationToken cancellationToken = default)
```

Parameters

`result`
MultiModelCouncilResult

`cancellationToken`
CancellationToken

Returns

Task<Guid>

Class CouncilLiveSessionService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class CouncilLiveSessionService : ICouncilLiveSessionService
```

Inheritance	object CouncilLiveSessionService
Implements	ICouncilLiveSessionService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ□± ðŸ□¶ âœ¨ 1

CouncilLiveSessionService(ILogger<CouncilLiveSessionService>)

```
public CouncilLiveSessionService(ILogger<CouncilLiveSessionService> logger)
```

Parameters

logger
ILogger<CouncilLiveSessionService>

Methods ðŸ□± ðŸ□¶ âœ¨ 9

Append(Guid, string)

```
public void Append(Guid runId, string text)
```

Parameters

runId Guid

text string

AppendUserMessage(Guid, string)

```
public void AppendUserMessage(Guid runId, string text)
```

Parameters

`runId` **Guid**

`text` **string**

Begin(Guid, IReadOnlyList<string>, string, string)

```
public CancellationToken Begin(Guid runId, IReadOnlyList<string> councilMembers, string userMessage, string initialTranscript)
```

Parameters

`runId` **Guid**

`councilMembers`
IReadOnlyList<string>

`userMessage` **string**

`initialTranscript` **string**

Returns

CancellationToken

Cancel(Guid)

```
public bool Cancel(Guid runId)
```

Parameters

`runId` **Guid**

Returns

bool

Complete(Guid)

```
public void Complete(Guid runId)
```

Parameters

`runId` **Guid**

Get(Guid)

```
public CouncilLiveSessionSnapshot? Get(Guid runId)
```

Parameters

`runId` **Guid**

Returns

CouncilLiveSessionSnapshot

GetActive()

```
public IReadOnlyList<CouncilLiveSessionSnapshot> GetActive()
```

Returns

IReadOnlyList<CouncilLiveSessionSnapshot>

GetActiveSummaries()

```
public IReadOnlyList<CouncilLiveSessionSummary> GetActiveSummaries()
```

Returns

IReadOnlyList<CouncilLiveSessionSummary>

GetSummary(Guid)

```
public CouncilLiveSessionSummary? GetSummary(Guid runId)
```

Parameters

`runId` **Guid**

Returns

CouncilLiveSessionSummary

Events ðŸ±ðŸ¶â€¦ 1

Changed

```
public event Action<Guid>? Changed
```

Event Type

Action<Guid>

Class CouncilRunConfigurationService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class CouncilRunConfigurationService : ICouncilRunConfigurationService
```

Inheritance	object CouncilRunConfigurationService
Implements	ICouncilRunConfigurationService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸŽ± ðŸ¶ âœ¨ 1

CouncilRunConfigurationService(ICouncilHardwareRoadPlanner, ILogger<CouncilRunConfigurationService>)

```
public CouncilRunConfigurationService(ICouncilHardwareRoadPlanner hardwareRoadPlanner, ILogger<CouncilRunConfigurationService> logger)
```

Parameters

`hardwareRoadPlanner`
ICouncilHardwareRoadPlanner

`logger`
ILogger<CouncilRunConfigurati onService>

⚙ Methods ðŸŽ± ðŸ¶ âœ¨ 11

AcquireModelRequestAsync(Guid, string, CouncilHardwareRoadPlan, CancellationToken)

```
public ValueTask<ICouncilModelRequestLease> AcquireModelRequestAsync(Guid runId, string modelName, CouncilHardwareRoadPlan fallbackPlan, CancellationToken cancellationToken
= default)
```

Parameters

`runId` **Guid**

`modelName` **string**

`fallbackPlan`
CouncilHardwareRoadPlan

`cancellationToken`
CancellationToken

Returns

**ValueTask<ICouncilModelRequ
estLease>**

BeginRound(Guid, int, string)

```
public void BeginRound(Guid runId, int round, string phase)
```

Parameters

`runId` **Guid**

`round` **int**

`phase` **string**

Complete(Guid)

```
public void Complete(Guid runId)
```

Parameters

`runId` **Guid**

Ensure(MultiModelCouncilRequest, IReadOnlyCollection<string>)

```
public CouncilRunConfigurationSnapshot Ensure(MultiModelCouncilRequest request, IReadOnlyCollection<string> participants)
```

Parameters

`request`
MultiModelCouncilRequest

`participants`
IReadOnlyCollection<string>

Returns

CouncilRunConfigurationSnapshot

Get(Guid)

```
public CouncilRunConfigurationSnapshot? Get(Guid runId)
```

Parameters

`runId` **Guid**

Returns

CouncilRunConfigurationSnapshot

GetPreparation()

```
public CouncilPreparationConfiguration? GetPreparation()
```

Returns

CouncilPreparationConfiguration

GetRoundCancellationToken(Guid, int, string)

```
public CancellationToken GetRoundCancellationToken(Guid runId, int round, string phase)
```

Parameters

`runId` **Guid**

round int

phase string

Returns

CancellationToken

IsRoundSkipRequested(Guid, int, string)

```
public bool IsRoundSkipRequested(Guid runId, int round, string phase)
```

Parameters

runId Guid

round int

phase string

Returns

bool

RequestSkipCurrentRound(Guid)

```
public bool RequestSkipCurrentRound(Guid runId)
```

Parameters

runId Guid

Returns

bool

SavePreparation(CouncilPreparationConfiguration)

```
public CouncilPreparationConfiguration SavePreparation(CouncilPreparationConfiguration configuration)
```

Parameters

configuration
CouncilPreparationConfigurati

on

Returns

CouncilPreparationConfigurati
on

Update(Guid, IReadOnlyCollection<OneWireCouncilModelRoute>, int, int, int, int?, bool)

```
public bool Update(Guid runId, IReadOnlyCollection<OneWireCouncilModelRoute> routes, int resourceLoadPercent, int requestedMaxOutputTokens, int requestedMaxContextTokens, int?
fallbackOllamaNumGpu, bool allowParallelHardwareRoads)
```

Parameters

`runId` Guid

`routes`
IReadOnlyCollection<OneWire
CouncilModelRoute>

`resourceLoadPercent` int

`requestedMaxOutputTokens` int

`requestedMaxContextTokens` int

`fallbackOllamaNumGpu` int?

`allowParallelHardwareRoads`
bool

Returns

bool

Events ðŸ± ðŸ¶ âœ¨ 1

Changed

```
public event Action<Guid>? Changed
```

Event Type

Action<Guid>

Class CouncilRuntimeClassService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class CouncilRuntimeClassService : ICouncilRuntimeClassService
```

Inheritance
object
CouncilRuntimeClassService

Implements ICouncilRuntimeClassService

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

CouncilRuntimeClassService(IDbContextFactory<LocalGptMemoryDbContext>, IDatabaseInitializationService, ILogger<CouncilRuntimeClassService>)

```
public CouncilRuntimeClassService(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDatabaseInitializationService databaseInitializer,
ILogger<CouncilRuntimeClassService> logger)
```

Parameters

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`databaseInitializer`
IDatabaseInitializationService

`logger`
ILogger<CouncilRuntimeClassService>

Methods ðŸ±ðŸ¶ â

3

FindAsync(string?, CancellationToken)

```
public Task<CouncilRuntimeClassDefinition?> FindAsync(string? key, CancellationToken cancellationToken = default)
```

Parameters

`key` **string**

`cancellationToken`
CancellationToken

Returns

Task<CouncilRuntimeClassDefinition>

GetDefinitionsAsync(bool, CancellationToken)

```
public Task<IReadOnlyList<CouncilRuntimeClassDefinition>> GetDefinitionsAsync(bool includeDisabled = false, CancellationToken cancellationToken = default)
```

Parameters

`includeDisabled` **bool**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<CouncilRuntimeClassDefinition>>

SaveAsync(SaveCouncilRuntimeClassRequest, CancellationToken)

```
public Task<CouncilRuntimeClassDefinition> SaveAsync(SaveCouncilRuntimeClassRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
SaveCouncilRuntimeClassRequest

`cancellationToken`
CancellationToken

Returns

Task<CouncilRuntimeClassDefinition>

Class CouncilRuntimeService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Owns deterministic Council prompt reconstruction, source/artifact generation helpers and shared runtime formatting operations.

```
[DocumentationUpdated("2.1.20")]
public sealed class CouncilRuntimeService
```

Inheritance object
CouncilRuntimeService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

CouncilRuntimeService(CouncilTextService, LocalGptCatalogService, ILogger<CouncilRuntimeService>)

Owns deterministic Council prompt reconstruction, source/artifact generation helpers and shared runtime formatting operations.

```
public CouncilRuntimeService(CouncilTextService text, LocalGptCatalogService catalog, ILogger<CouncilRuntimeService> serviceLogger)
```

Parameters

`text` **CouncilTextService**	Provides maintained normalization and source-generation text operations.
`catalog` **LocalGptCatalogService**	Provides maintained runtime limits and defaults.
`serviceLogger` **ILogger<CouncilRuntimeService>**	Writes bounded runtime diagnostics.

⚙ ðŸ±ðŸ¶â œ¨ 136

Methods

AddDirectoryToZip(ZipArchive, string, string, ILogger)

Executes the add directory to zip operation.

```
public void AddDirectoryToZip(ZipArchive archive, string rootPath, string directoryPath, ILogger logger)
```

Parameters

`archive` **ZipArchive**	Input value for archive.
`rootPath` **string**	Input value for rootPath.
`directoryPath` **string**	Input value for directoryPath.
`logger` **ILogger**	Input value for logger.

AddFileToZip(ZipArchive, string, string, ILogger)

Executes the add file to zip operation.

```
public void AddFileToZip(ZipArchive archive, string filePath, string entryName, ILogger logger)
```

Parameters

`archive` **ZipArchive**	Input value for archive.
`filePath` **string**	Input value for filePath.
`entryName` **string**	Input value for entryName.
`logger` **ILogger**	Input value for logger.

AddIf(string, List<string>, string, ILogger, params string[])

Executes the add if operation.

```
public void AddIf(string text, List<string> signals, string label, ILogger logger, params string[] needles)
```

Parameters

`text` **string**	Input value for text.
`signals` **List<string>**	Input value for signals.
`label` **string**	Input value for label.
`logger` **ILogger**	Input value for logger.
`needles` **string[]**	Input value for needles.

AnalyzeBytes(string, byte[], ILogger)

Executes the analyze bytes operation.

```
public AnalyzedUploadFile? AnalyzeBytes(string relativePath, byte[] bytes, ILogger logger)
```

Parameters

`relativePath` **string**	Input value for relativePath.
`bytes` **byte[]**	Input value for bytes.
`logger` **ILogger**	Input value for logger.

Returns

AnalyzedUploadFile	The operation result.

AppendDevExpressImportsAsync(StringBuilder, string, CancellationToken, ILogger)

Executes the append dev express imports async operation.

```
public Task AppendDevExpressImportsAsync(StringBuilder builder, string root, CancellationToken cancellationToken, ILogger logger)
```

Parameters

`builder` **StringBuilder**	Input value for builder.
`root` **string**	Input value for root.
`cancellationToken` **CancellationToken**	Input value for cancellationToken.
`logger` **ILogger**	Input value for logger.

Returns

Task	A task that completes when the operation finishes.

AppendDevExpressRegistrationsAsync(StringBuilder, string, CancellationToken, ILogger)

Executes the append dev express registrations async operation.

```
public Task AppendDevExpressRegistrationsAsync(StringBuilder builder, string root, CancellationToken cancellationToken, ILogger logger)
```

Parameters

`builder` **StringBuilder**	Input value for builder.
`root` **string**	Input value for root.
`cancellationToken` **CancellationToken**	Input value for cancellationToken.
`logger` **ILogger**	Input value for logger.

Returns

Task	A task that completes when the operation finishes.

AppendLoadedDevExpressAssemblies(StringBuilder, ILogger)

Executes the append loaded dev express assemblies operation.

```
public void AppendLoadedDevExpressAssemblies(StringBuilder builder, ILogger logger)
```

Parameters

`builder` **StringBuilder**	Input value for builder.
`logger` **ILogger**	Input value for logger.

ArchetypePage(string, string, string, string, IReadOnlyList<string>, ILogger)

Executes the archetype page operation.

```
public GeneratedArchetypePage ArchetypePage(string fileName, string route, string title, string summary, IReadOnlyList<string> areas, ILogger logger)
```

Parameters

`fileName` **string**	Input value for fileName.
`route` **string**	Input value for route.
`title` **string**	Input value for title.
`summary` **string**	Input value for summary.
`areas` **IReadOnlyList<string>**	Input value for areas.
`logger` **ILogger**	Input value for logger.

Returns

GeneratedArchetypePage	The operation result.

BuildArtifactWorkspaceSummary(string, string, ILogger)

Executes the build artifact workspace summary operation.

```
public ArtifactWorkspaceSummary? BuildArtifactWorkspaceSummary(string artifactRoot, string workspacePath, ILogger logger)
```

Parameters

`artifactRoot` **string**	Input value for artifactRoot.

`workspacePath` **string**	Input value for workspacePath.
`logger` **ILogger**	Input value for logger.

Returns

ArtifactWorkspaceSummary	The operation result.

BuildBinarySummary(string, long, string, bool, string, ILogger)

Executes the build binary summary operation.

```
public AnalyzedUploadFile? BuildBinarySummary(string relativePath, long length, string kind, bool includedInPrompt, string note, ILogger logger)
```

Parameters

`relativePath` **string**	Input value for relativePath.
`length` **long**	Input value for length.
`kind` **string**	Input value for kind.
`includedInPrompt` **bool**	Input value for includedInPrompt.
`note` **string**	Input value for note.
`logger` **ILogger**	Input value for logger.

Returns

AnalyzedUploadFile	The operation result.

BuildCandidateLabel(MultiModelCouncilModelCandidate, ILogger)

Executes the build candidate label operation.

```
public string BuildCandidateLabel(MultiModelCouncilModelCandidate candidate, ILogger logger)
```

Parameters

`candidate` **MultiModelCouncilModelCandidate**	Input value for candidate.
`logger` **ILogger**	Input value for logger.

Returns

string	The operation result.

BuildCandidateTitle(MultiModelCouncilModelCandidate, ILogger)

Executes the build candidate title operation.

```
public string BuildCandidateTitle(MultiModelCouncilModelCandidate candidate, ILogger logger)
```

Parameters

`candidate` **MultiModelCouncilModelCandidate**	Input value for candidate.
`logger` **ILogger**	Input value for logger.

Returns

string	The operation result.

BuildContextMarkdown(string, string, string, IReadOnlyList<AnalyzedUploadFile>, IReadOnlyList<string>, ILogger)

Executes the build context markdown operation.

```
public string BuildContextMarkdown(string workspaceName, string root, string prompt, IReadOnlyList<AnalyzedUploadFile> analyzedFiles, IReadOnlyList<string> warnings, ILogger logger)
```

Parameters

`workspaceName` **string**	Input value for workspaceName.
`root` **string**	Input value for root.

`prompt` **string**	Input value for prompt.
`analyzedFiles` **IReadOnlyList<AnalyzedUploadFile>**	Input value for analyzedFiles.
`warnings` **IReadOnlyList<string>**	Input value for warnings.
`logger` **ILogger**	Input value for logger.

Returns

string	The operation result.

BuildDatapackReferenceComparison(string, ILogger)

Executes the build datapack reference comparison operation.

```
public DatapackReferenceComparison? BuildDatapackReferenceComparison(string workspaceRoot, ILogger logger)
```

Parameters

`workspaceRoot` **string**	Input value for workspaceRoot.
`logger` **ILogger**	Input value for logger.

Returns

DatapackReferenceComparison	The operation result.

BuildDocsPathSamples(string, IReadOnlyList<FileInfo>, ILogger, params string[])

Executes the build docs path samples operation.

```
public string BuildDocsPathSamples(string rootPath, IReadOnlyList<FileInfo> markdownFiles, ILogger logger, params string[] needles)
```

Parameters

`rootPath` **string**	Input value for rootPath.

`markdownFiles` IReadOnlyList<FileInfo>	Input value for markdownFiles.
`logger` ILogger	Input value for logger.
`needles` string[]	Input value for needles.

Returns

string	The operation result.

BuildDocumentationCorpusCandidates(string, ILogger)

Executes the build documentation corpus candidates operation.

```
public IEnumerable<string> BuildDocumentationCorpusCandidates(string rootPath, ILogger logger)
```

Parameters

`rootPath` string	Input value for rootPath.
`logger` ILogger	Input value for logger.

Returns

IEnumerable<string>	The resulting sequence.

BuildDotNetDocsEntries(string, IReadOnlyList<FileInfo>, ILogger)

Executes the build dot net docs entries operation.

```
public IReadOnlyList<CouncilKnowledgeEntry> BuildDotNetDocsEntries(string rootPath, IReadOnlyList<FileInfo> markdownFiles, ILogger logger)
```

Parameters

`rootPath` **string**	Input value for rootPath.
`markdownFiles` **IReadOnlyList<FileInfo>**	Input value for markdownFiles.
`logger` **ILogger**	Input value for logger.

Returns

IReadOnlyList<CouncilKnowledgeEntry>	The operation result.

BuildDynamicSessionName(MultiModelCouncilModelCandidate, ILogger)

Executes the build dynamic session name operation.

```
public string BuildDynamicSessionName(MultiModelCouncilModelCandidate candidate, ILogger logger)
```

Parameters

`candidate` **MultiModelCouncilModelCandidate**	Input value for candidate.
`logger` **ILogger**	Input value for logger.

Returns

string	The operation result.

BuildImportantFileList(string, string, IReadOnlyList<FileInfo>, ILogger)

Executes the build important file list operation.

```
public string BuildImportantFileList(string rootPath, string projectDirectory, IReadOnlyList<FileInfo> sourceFiles, ILogger logger)
```

Parameters

`rootPath` **string**	Input value for rootPath.
`projectDirectory` **string**	Input value for projectDirectory.

`sourceFiles` IReadOnlyList<FileInfo>	Input value for sourceFiles.
`logger` ILogger	Input value for logger.

Returns

string	The operation result.

BuildKnowledgeReviewSummary(IReadOnlyCollection<CouncilKnowledgeEntry>, ILogger)

Executes the build knowledge review summary operation.

```
public string BuildKnowledgeReviewSummary(IReadOnlyCollection<CouncilKnowledgeEntry> entries, ILogger logger)
```

Parameters

`entries` IReadOnlyCollection<CouncilKnowledgeEntry>	Input value for entries.
`logger` ILogger	Input value for logger.

Returns

string	The operation result.

BuildManualExpectedLane(BenchmarkTaskDefinition, ILogger)

Executes the build manual expected lane operation.

```
public EngineeringBenchmarkLaneResult BuildManualExpectedLane(BenchmarkTaskDefinition task, ILogger logger)
```

Parameters

`task` **BenchmarkTaskDefinition**	Input value for task.
`logger` **ILogger**	Input value for logger.

Returns

EngineeringBenchmarkLaneResult	The operation result.

BuildProjectSummary(string, string, ILogger)

Executes the build project summary operation.

```
public LearnBaseProjectSummary? BuildProjectSummary(string rootPath, string projectDirectory, ILogger logger)
```

Parameters

`rootPath` **string**	Input value for rootPath.
`projectDirectory` **string**	Input value for projectDirectory.
`logger` **ILogger**	Input value for logger.

Returns

LearnBaseProjectSummary	The operation result.

BuildProjectSummary(string, string, IReadOnlyList<FileInfo>, ILogger)

Executes the build project summary operation.

```
public LearnBaseProjectSummary? BuildProjectSummary(string rootPath, string projectDirectory, IReadOnlyList<FileInfo> selectedFiles, ILogger logger)
```

Parameters

`rootPath` **string**	Input value for rootPath.
`projectDirectory` **string**	Input value for projectDirectory.

`selectedFiles` **IReadOnlyList<FileInfo>** Input value for selectedFiles.

`logger` **ILogger** Input value for logger.

Returns

LearnBaseProjectSummary The operation result.

BuildPrompt(IEnumerable<ChatMessage>, ILogger)

Reconstructs a bounded DXAiChat prompt without recursively feeding complete prior Council transcripts back into later runs.

```
public string BuildPrompt(IEnumerable<ChatMessage> messages, ILogger logger)
```

Parameters

`messages` **IEnumerable<ChatMessage>** Current DXAiChat message history.

`logger` **ILogger** Writes bounded prompt-reconstruction diagnostics.

Returns

string The compact Council prompt containing user turns and at most the latest cleaned assistant consensus.

BuildSummary(string, long, string, bool, string, string, ILogger)

Executes the build summary operation.

```
public AnalyzedUploadFile? BuildSummary(string relativePath, long length, string kind, bool includedInPrompt, string note, string excerpt, ILogger logger)
```

Parameters

`relativePath` **string** Input value for relativePath.

`length` **long** Input value for length.

`kind` **string** Input value for kind.

`includedInPrompt` **bool** Input value for includedInPrompt.

`note` **string**	Input value for note.
`excerpt` **string**	Input value for excerpt.
`logger` **ILogger**	Input value for logger.

Returns

AnalyzedUploadFile	The operation result.

BuildTags(LearnBaseProjectSummary, ILogger)

Executes the build tags operation.

```
public string BuildTags(LearnBaseProjectSummary summary, ILogger logger)
```

Parameters

`summary` **LearnBaseProjectSummary**	Input value for summary.
`logger` **ILogger**	Input value for logger.

Returns

string	The operation result.

BuildTasks(string, ILogger)

Executes the build tasks operation.

```
public IReadOnlyList<BenchmarkTaskDefinition> BuildTasks(string taskSet, ILogger logger)
```

Parameters

`taskSet` **string**	Input value for taskSet.
`logger` **ILogger**	Input value for logger.

Returns

IReadOnlyList<BenchmarkTaskDefinition>	The operation result.

BuildWindowsDevDocsEntries(string, IReadOnlyList<FileInfo>, ILogger)

Executes the build windows dev docs entries operation.

```
public IReadOnlyList<CouncilKnowledgeEntry> BuildWindowsDevDocsEntries(string rootPath, IReadOnlyList<FileInfo> markdownFiles, ILogger logger)
```

Parameters

`rootPath` **string**	Input value for rootPath.
`markdownFiles` **IReadOnlyList<FileInfo>**	Input value for markdownFiles.
`logger` **ILogger**	Input value for logger.

Returns

IReadOnlyList<CouncilKnowledgeEntry>	The operation result.

BuildWindowsDocsPathSamples(string, IReadOnlyList<FileInfo>, ILogger, params string[])

Executes the build windows docs path samples operation.

```
public string BuildWindowsDocsPathSamples(string rootPath, IReadOnlyList<FileInfo> markdownFiles, ILogger logger, params string[] needles)
```

Parameters

`rootPath` **string**	Input value for rootPath.
`markdownFiles` **IReadOnlyList<FileInfo>**	Input value for markdownFiles.

`logger` **ILogger**	Input value for logger.
`needles` **string[]**	Input value for needles.

Returns

string	The operation result.

BuildWorkspaceName(string, IReadOnlyList<ChatUploadWorkspaceInputFile>, ILogger)

Executes the build workspace name operation.

```
public string BuildWorkspaceName(string prompt, IReadOnlyList<ChatUploadWorkspaceInputFile> files, ILogger logger)
```

Parameters

`prompt` **string**	Input value for prompt.
`files` **IReadOnlyList<ChatUploadWorkspaceInputFile>**	Input value for files.
`logger` **ILogger**	Input value for logger.

Returns

string	The operation result.

ComputeCorpusHash(string, IReadOnlyList<FileInfo>, ILogger)

Executes the compute corpus hash operation.

```
public string ComputeCorpusHash(string rootPath, IReadOnlyList<FileInfo> files, ILogger logger)
```

Parameters

`rootPath` **string**	Input value for rootPath.
`files` **IReadOnlyList<FileInfo>**	Input value for files.

`logger` **ILogger**	Input value for logger.

Returns

string	The operation result.

ComputeSummaryHash(LearnBaseProjectSummary, ILogger)

Executes the compute summary hash operation.

```
public string ComputeSummaryHash(LearnBaseProjectSummary summary, ILogger logger)
```

Parameters

`summary` **LearnBaseProjectSummary**	Input value for summary.
`logger` **ILogger**	Input value for logger.

Returns

string	The operation result.

CopyDebugFileAsync(FileInfo, string, string, CancellationToken, ILogger<BuildDebugInventoryService>)

Executes the copy debug file async operation.

```
public Task<string> CopyDebugFileAsync(FileInfo file, string sourceArea, string captureRoot, CancellationToken cancellationToken, ILogger<BuildDebugInventoryService> logger)
```

Parameters

`file` **FileInfo**	Input value for file.
`sourceArea` **string**	Input value for sourceArea.
`captureRoot` **string**	Input value for captureRoot.
`cancellationToken` **CancellationToken**	Input value for cancellationToken.
`logger` **ILogger<BuildDebugInventoryService>**	Input value for logger.

Returns

Task<string>	A task that completes with the operation result.

CopyDirectory(string, string, ILogger)

Executes the copy directory operation.

```
public void CopyDirectory(string sourceDirectory, string destinationDirectory, ILogger logger)
```

Parameters

`sourceDirectory` **string**	Input value for sourceDirectory.
`destinationDirectory` **string**	Input value for destinationDirectory.
`logger` **ILogger**	Input value for logger.

CopyKnowledgeEntry(CouncilKnowledgeEntry, ILogger)

Executes the copy knowledge entry operation.

```
public CouncilKnowledgeEntry? CopyKnowledgeEntry(CouncilKnowledgeEntry entry, ILogger logger)
```

Parameters

`entry` **CouncilKnowledgeEntry**	Input value for entry.

`logger` **ILogger**	Input value for logger.

Returns

CouncilKnowledgeEntry	The operation result.

CreateBuildLocalScript(MinecraftModBuildRequest, ILogger)

Executes the create build local script operation.

```
public string CreateBuildLocalScript(MinecraftModBuildRequest request, ILogger logger)
```

Parameters

`request` **MinecraftModBuildRequest**	Input value for request.
`logger` **ILogger**	Input value for logger.

Returns

string	The operation result.

CreateChatUploadSmokeZip(ILogger)

Executes the create chat upload smoke zip operation.

```
public byte[] CreateChatUploadSmokeZip(ILogger logger)
```

Parameters

`logger` **ILogger**	Input value for logger.

Returns

byte[]	The operation result.

CreateCommonGradleProperties(MinecraftModBuildRequest, WorkspaceContext, ILogger)

Executes the create common gradle properties operation.

```
public string CreateCommonGradleProperties(MinecraftModBuildRequest request, WorkspaceContext context, ILogger logger)
```

Parameters

`request` **MinecraftModBuildRequest**	Input value for request.
`context` **WorkspaceContext**	Input value for context.
`logger` **ILogger**	Input value for logger.

Returns

string	The operation result.

CreateDatapackMcmeta(MinecraftModBuildRequest, WorkspaceContext, ILogger)

Executes the create datapack mcmeta operation.

```
public string CreateDatapackMcmeta(MinecraftModBuildRequest request, WorkspaceContext context, ILogger logger)
```

Parameters

`request` **MinecraftModBuildRequest**	Input value for request.
`context` **WorkspaceContext**	Input value for context.
`logger` **ILogger**	Input value for logger.

Returns

string	The operation result.

CreatePaperGradleProperties(MinecraftModBuildRequest, WorkspaceContext, ILogger)

Creates Gradle properties for a Paper server plugin workspace.

```
public string CreatePaperGradleProperties(MinecraftModBuildRequest request, WorkspaceContext context, ILogger logger)
```

Parameters

`request` **MinecraftModBuildRequest**	Minecraft build request containing target versions and description.
`context` **WorkspaceContext**	Normalized generated-project context.
`logger` **ILogger**	Writes bounded generation diagnostics.

Returns

string	The generated Gradle properties text, or an empty string when generation fails.

CreateStableGuid(string, ILogger)

Executes the create stable guid operation.

```
public Guid CreateStableGuid(string value, ILogger logger)
```

Parameters

`value` **string**	Input value for value.
`logger` **ILogger**	Input value for logger.

Returns

Guid	The operation result.

CreateUpdate(string, ILogger)

Executes the create update operation.

```
public ChatResponseUpdate CreateUpdate(string text, ILogger logger)
```

Parameters

`text` **string**	Input value for text.
`logger` **ILogger**	Input value for logger.

Returns

ChatResponseUpdate	The operation result.

DatapackReferenceComparisonMissing(string, string, string, ILogger)

Executes the datapack reference comparison missing operation.

```
public DatapackReferenceComparison? DatapackReferenceComparisonMissing(string generatedZipPath, string referenceZipPath, string summary, ILogger logger)
```

Parameters

`generatedZipPath` **string**	Input value for generatedZipPath.
`referenceZipPath` **string**	Input value for referenceZipPath.
`summary` **string**	Input value for summary.
`logger` **ILogger**	Input value for logger.

Returns

DatapackReferenceComparison	The operation result.

DetectSolutionArchetype(string, string, ILogger)

Executes the detect solution archetype operation.

```
public GeneratedSolutionArchetype? DetectSolutionArchetype(string prompt, string finalAnswer, ILogger logger)
```

Parameters

`prompt` **string**	Input value for prompt.

`finalAnswer` **string** Input value for finalAnswer.

`logger` **ILogger** Input value for logger.

Returns

GeneratedSolutionArchetype? The operation result.

DetermineFileKind(string, ILogger)

Executes the determine file kind operation.

```
public string DetermineFileKind(string path, ILogger logger)
```

Parameters

`path` **string** Input value for path.

`logger` **ILogger** Input value for logger.

Returns

string The operation result.

EnumerateArtifactWorkspaces(string, int, ILogger)

Executes the enumerate artifact workspaces operation.

```
public IReadOnlyList<ArtifactWorkspaceSummary> EnumerateArtifactWorkspaces(string artifactRoot, int take, ILogger logger)
```

Parameters

`artifactRoot` **string**	Input value for artifactRoot.
`take` **int**	Input value for take.
`logger` **ILogger**	Input value for logger.

Returns

IReadOnlyList<ArtifactWorkspaceSummary>	The operation result.

EnumerateDocumentationCorpusCandidates(string, ILogger)

Executes the enumerate documentation corpus candidates operation.

```
public IEnumerable<string> EnumerateDocumentationCorpusCandidates(string rootPath, ILogger logger)
```

Parameters

`rootPath` **string**	Input value for rootPath.
`logger` **ILogger**	Input value for logger.

Returns

IEnumerable<string>	The resulting sequence.

EnumerateNestedArchitectureRoots(string, ILogger)

Executes the enumerate nested architecture roots operation.

```
public IEnumerable<string> EnumerateNestedArchitectureRoots(string rootPath, ILogger logger)
```

Parameters

`rootPath` **string**	Input value for rootPath.
`logger` **ILogger**	Input value for logger.

Returns

IEnumerable<string>	The resulting sequence.

EnumerateUsefulFiles(string, ILogger)

Executes the enumerate useful files operation.

```
public IEnumerable<FileInfo> EnumerateUsefulFiles(string directory, ILogger logger)
```

Parameters

`directory` **string**	Input value for directory.
`logger` **ILogger**	Input value for logger.

Returns

IEnumerable<FileInfo>	The resulting sequence.

EnumerateWorkspaceTextFiles(string, int, ILogger)

Executes the enumerate workspace text files operation.

```
public List<ArtifactWorkspaceFileSummary> EnumerateWorkspaceTextFiles(string workspaceRoot, int take, ILogger logger)
```

Parameters

`workspaceRoot` **string**	Input value for workspaceRoot.
`take` **int**	Input value for take.
`logger` **ILogger**	Input value for logger.

Returns

List<ArtifactWorkspaceFileSummary>	The operation result.

EstimateTextLength(ChatMessage)

Executes the estimate text length operation.

```
public int EstimateTextLength(ChatMessage message)
```

Parameters

`message` **ChatMessage**	Input value for message.

Returns

int	The operation result.

ExtractDynamicPromiseModules(MultiModelCouncilRequest, MultiModelCouncilResult, ILogger)

Executes the extract dynamic promise modules operation.

```
public IReadOnlyList<GeneratedPromiseModule> ExtractDynamicPromiseModules(MultiModelCouncilRequest request, MultiModelCouncilResult result, ILogger logger)
```

Parameters

`request` **MultiModelCouncilRequest**	Input value for request.
`result` **MultiModelCouncilResult**	Input value for result.
`logger` **ILogger**	Input value for logger.

Returns

IReadOnlyList<GeneratedPromiseModule>	The operation result.

FindRepositoryRoot(ILogger)

Executes the find repository root operation.

```
public string? FindRepositoryRoot(ILogger logger)
```

Parameters

`logger` **ILogger**	Input value for logger.

Returns

string	The operation result.

FirstText(ILogger<AiConnectivityProbe>, params string?[])

Executes the first text operation.

```
public string FirstText(ILogger<AiConnectivityProbe> logger, params string?[] values)
```

Parameters

`logger` **ILogger<AiConnectivityProbe>**	Input value for logger.
`values` **string[]**	Input value for values.

Returns

string	The operation result.

FormatStepProgress(MultiModelCouncilStep, ILogger)

Executes the format step progress operation.

```
public string FormatStepProgress(MultiModelCouncilStep step, ILogger logger)
```

Parameters

`step` **MultiModelCouncilStep**	Input value for step.
`logger` **ILogger**	Input value for logger.

Returns

string	The operation result.

GenerateArchetypePages(GeneratedSolutionArchetype, ILogger)

Executes the generate archetype pages operation.

```
public IReadOnlyList<GeneratedArchetypePage> GenerateArchetypePages(GeneratedSolutionArchetype archetype, ILogger logger)
```

Parameters

`archetype` **GeneratedSolutionArchetype**	Input value for archetype.
`logger` **ILogger**	Input value for logger.

Returns

IReadOnlyList<GeneratedArchetypePage>	The operation result.

GetConfiguredOllamaProviders(AICoreOptions, ILogger<ChatClientFactory>)

Executes the get configured ollama providers operation.

```
public IEnumerable<OllamaCoreOptions> GetConfiguredOllamaProviders(AICoreOptions options, ILogger<ChatClientFactory> logger)
```

Parameters

`options` **AICoreOptions**	Input value for options.
`logger` **ILogger<ChatClientFactory>**	Input value for logger.

Returns

IEnumerable<OllamaCoreOptions>	The resulting sequence.

GetCouncilModelLoadPriorityRandomisator(int, string, ILogger)

Executes the get council model load priority randomisator operation.

```
public int? GetCouncilModelLoadPriorityRandomisator(int maxPriority, string modelName, ILogger logger)
```

Parameters

`maxPriority` **int**	Input value for maxPriority.
`modelName` **string**	Input value for modelName.
`logger` **ILogger**	Input value for logger.

Returns

int?	The operation result.

GetRequestBaseUrl(HttpContext, ILogger)

Executes the get request base url operation.

```
public string GetRequestBaseUrl(HttpContext httpContext, ILogger logger)
```

Parameters

`httpContext` **HttpContext**	Input value for httpContext.
`logger` **ILogger**	Input value for logger.

Returns

string	The operation result.

GetSearchRoots(ILogger<BuildDebugInventoryService>)

```
public IEnumerable<(string Area, string Path)> GetSearchRoots(ILogger<BuildDebugInventoryService> logger)
```

Parameters

`logger` **ILogger<BuildDebugInventoryService>**

Returns

IEnumerable<(string Area, string Path)>

HasRealApiKey(string?, ILogger<ChatClientFactory>)

Executes the has real api key operation.

```
public bool HasRealApiKey(string? apiKey, ILogger<ChatClientFactory> logger)
```

Parameters

`apiKey` **string**	Input value for apiKey.
`logger` **ILogger<ChatClientFactory>**	Input value for logger.

Returns

bool	The operation result.

InferArchitecture(string, IReadOnlyList<FileInfo>, string, ILogger)

Executes the infer architecture operation.

```
public string InferArchitecture(string projectDirectory, IReadOnlyList<FileInfo> files, string combined, ILogger logger)
```

Parameters

`projectDirectory` **string**	Input value for projectDirectory.
`files` **IReadOnlyList<FileInfo>**	Input value for files.
`combined` **string**	Input value for combined.
`logger` **ILogger**	Input value for logger.

Returns

string The operation result.

InferProtocolsAndComponents(string, IReadOnlyList<FileInfo>, ILogger)

Executes the infer protocols and components operation.

```
public string InferProtocolsAndComponents(string combined, IReadOnlyList<FileInfo> files, ILogger logger)
```

Parameters

combined **string** Input value for combined.

files **IReadOnlyList<FileInfo>** Input value for files.

logger **ILogger** Input value for logger.

Returns

string The operation result.

IsAdviceOnlyPrompt(string, ILogger)

Executes the is advice only prompt operation.

```
public bool? IsAdviceOnlyPrompt(string prompt, ILogger logger)
```

Parameters

prompt **string** Input value for prompt.

logger **ILogger** Input value for logger.

Returns

bool? The operation result.

IsAiHostExperimentTarget(string, string, ILogger)

Executes the is ai host experiment target operation.

```
public bool? IsAiHostExperimentTarget(string prompt, string finalAnswer, ILogger logger)
```

Parameters

prompt string	Input value for prompt.
finalAnswer string	Input value for finalAnswer.
logger ILogger	Input value for logger.

Returns

bool?	The operation result.

IsBlazorFrontendTarget(string, string, string, ILogger)

Executes the is blazor frontend target operation.

```
public bool? IsBlazorFrontendTarget(string prompt, string finalAnswer, string targetArea, ILogger logger)
```

Parameters

prompt string	Input value for prompt.
finalAnswer string	Input value for finalAnswer.
targetArea string	Input value for targetArea.
logger ILogger	Input value for logger.

Returns

bool?	The operation result.

IsDynamicSession(ChatClientSession, ILogger)

Executes the is dynamic session operation.

```
public bool? IsDynamicSession(ChatClientSession session, ILogger logger)
```

Parameters

session ChatClientSession	Input value for session.
logger ILogger	Input value for logger.

Returns

bool?	The operation result.

IsInsideRoot(string, string, ILogger)

Executes the is inside root operation.

```
public bool IsInsideRoot(string root, string path, ILogger logger)
```

Parameters

root string	Input value for root.
path string	Input value for path.
logger ILogger	Input value for logger.

Returns

bool	The operation result.

IsMcFunctionPath(string, ILogger)

Executes the is mc function path operation.

```
public bool IsMcFunctionPath(string entry, ILogger logger)
```

Parameters

`entry` **string**	Input value for entry.
`logger` **ILogger**	Input value for logger.

Returns

bool	The operation result.

IsSupportedArtifactTextFile(string, ILogger)

Executes the is supported artifact text file operation.

```
public bool IsSupportedArtifactTextFile(string path, ILogger logger)
```

Parameters

`path` **string**	Input value for path.
`logger` **ILogger**	Input value for logger.

Returns

bool	The operation result.

IsTextLike(string, ILogger)

Executes the is text like operation.

```
public bool IsTextLike(string path, ILogger logger)
```

Parameters

`path` **string**	Input value for path.
`logger` **ILogger**	Input value for logger.

Returns

bool	The operation result.

IsWholeSolutionTarget(string, string, ILogger)

Executes the is whole solution target operation.

```
public bool? IsWholeSolutionTarget(string prompt, string finalAnswer, ILogger logger)
```

Parameters

`prompt` **string**	Input value for prompt.
`finalAnswer` **string**	Input value for finalAnswer.
`logger` **ILogger**	Input value for logger.

Returns

bool?	The operation result.

IsZip(string, ILogger)

Executes the is zip operation.

```
public bool IsZip(string path, ILogger logger)
```

Parameters

`path` **string**	Input value for path.
`logger` **ILogger**	Input value for logger.

Returns

bool	The operation result.

KnowledgeReviewPriority(CouncilKnowledgeEntry, ILogger)

Executes the knowledge review priority operation.

```
public int? KnowledgeReviewPriority(CouncilKnowledgeEntry entry, ILogger logger)
```

Parameters

`entry` **CouncilKnowledgeEntry**	Input value for entry.
`logger` **ILogger**	Input value for logger.

Returns

int?	The operation result.

KnownDependencyVersionInfoVersions(ILogger)

Executes the known dependency version info versions operation.

```
public List<CatalogEntry> KnownDependencyVersionInfoVersions(ILogger logger)
```

Parameters

`logger` **ILogger**	Input value for logger.

Returns

List<CatalogEntry>	The operation result.

LimitPromptSize(IReadOnlyList<ChatMessage>, ILogger, int?)

Executes the limit prompt size operation.

```
public IReadOnlyList<ChatMessage> LimitPromptSize(IReadOnlyList<ChatMessage> messages, ILogger logger, int? forcedMaxPromptCharacters = null)
```

Parameters

`messages` IReadOnlyList<ChatMessage>	Input value for messages.
`logger` ILogger	Input value for logger.
`forcedMaxPromptCharacters` int?	Input value for forcedMaxPromptCharacters.

Returns

IReadOnlyList<ChatMessage>	The operation result.

LooksLikeArchitectureRoot(string, ILogger)

Executes the looks like architecture root operation.

```
public bool LooksLikeArchitectureRoot(string rootPath, ILogger logger)
```

Parameters

`rootPath` string	Input value for rootPath.
`logger` ILogger	Input value for logger.

Returns

bool	The operation result.

LooksLikeDotNetDocsRoot(string, ILogger)

Executes the looks like dot net docs root operation.

```
public bool LooksLikeDotNetDocsRoot(string rootPath, ILogger logger)
```

Parameters

`rootPath` **string**	Input value for rootPath.
`logger` **ILogger**	Input value for logger.

Returns

bool	The operation result.

LooksLikeText(byte[], ILogger)

Executes the looks like text operation.

```
public bool LooksLikeText(byte[] bytes, ILogger logger)
```

Parameters

`bytes` **byte[]**	Input value for bytes.
`logger` **ILogger**	Input value for logger.

Returns

bool	The operation result.

LooksLikeWindowsDevDocsRoot(string, ILogger)

Executes the looks like windows dev docs root operation.

```
public bool LooksLikeWindowsDevDocsRoot(string rootPath, ILogger logger)
```

Parameters

`rootPath` **string**	Input value for rootPath.
`logger` **ILogger**	Input value for logger.

Returns

bool	The operation result.

MinecraftDatapackVersionInfoKnown(string, string, string, string, ILogger)

Executes the minecraft datapack version info known operation.

```
public MinecraftDatapackVersionInfo MinecraftDatapackVersionInfoKnown(string version, string packFormat, string functionRegistryFolder, string notes, ILogger logger)
```

Parameters

`version` **string**	Input value for version.
`packFormat` **string**	Input value for packFormat.
`functionRegistryFolder` **string**	Input value for functionRegistryFolder.
`notes` **string**	Input value for notes.
`logger` **ILogger**	Input value for logger.

Returns

MinecraftDatapackVersionInfo	The operation result.

MinecraftDatapackVersionInfoResolve(string?, ILogger)

Executes the minecraft datapack version info resolve operation.

```
public MinecraftDatapackVersionInfo MinecraftDatapackVersionInfoResolve(string? minecraftVersion, ILogger logger)
```

Parameters

`minecraftVersion` **string**	Input value for minecraftVersion.
`logger` **ILogger**	Input value for logger.

Returns

MinecraftDatapackVersionInfo	The operation result.

MinecraftDatapackVersionKnownVersions(ILogger)

Executes the minecraft datapack version known versions operation.

```
public List<MinecraftDatapackVersionInfo> MinecraftDatapackVersionKnownVersions(ILogger logger)
```

Parameters

`logger` **ILogger**	Input value for logger.

Returns

List<MinecraftDatapackVersionInfo>	The operation result.

MultiModelCouncilServiceBuildAiHostSetupPoll(MultiModelCouncilResult, IReadOnlyList<string>, ILogger)

Executes the multi model council service build ai host setup poll operation.

```
public CouncilUserPoll? MultiModelCouncilServiceBuildAiHostSetupPoll(MultiModelCouncilResult result, IReadOnlyList<string> failedModels, ILogger logger)
```

Parameters

`result` **MultiModelCouncilResult**	Input value for result.
`failedModels` **IReadOnlyList<string>**	Input value for failedModels.
`logger` **ILogger**	Input value for logger.

Returns

CouncilUserPoll	The operation result.

MultiModelCouncilServiceBuildFrustrationPoll(MultiModelCouncilResult, IReadOnlyList<string>, ILogger)

Executes the multi model council service build frustration poll operation.

```
public CouncilUserPoll? MultiModelCouncilServiceBuildFrustrationPoll(MultiModelCouncilResult result, IReadOnlyList<string> failedModels, ILogger logger)
```

Parameters

`result` **MultiModelCouncilResult**	Input value for result.
`failedModels` **IReadOnlyList<string>**	Input value for failedModels.
`logger` **ILogger**	Input value for logger.

Returns

CouncilUserPoll	The operation result.

MultiModelCouncilServiceBuildImplementationPathPoll(MultiModelCouncilResult, IReadOnlyList<string>, ILogger)

Executes the multi model council service build implementation path poll operation.

```
public CouncilUserPoll? MultiModelCouncilServiceBuildImplementationPathPoll(MultiModelCouncilResult result, IReadOnlyList<string> failedModels, ILogger logger)
```

Parameters

`result` **MultiModelCouncilResult**	Input value for result.
`failedModels` **IReadOnlyList<string>**	Input value for failedModels.
`logger` **ILogger**	Input value for logger.

Returns

CouncilUserPoll	The operation result.

MultiModelCouncilServiceBuildLogMarkdown(MultiModelCouncilResult, ILogger)

Executes the multi model council service build log markdown operation.

```
public string MultiModelCouncilServiceBuildLogMarkdown(MultiModelCouncilResult result, ILogger logger)
```

Parameters

`result` **MultiModelCouncilResult**	Input value for result.

`logger` **ILogger** — Input value for logger.

Returns

string — The operation result.

MultiModelCouncilServiceBuildUserPoll(MultiModelCouncilResult, ILogger)

Executes the multi model council service build user poll operation.

```
public CouncilUserPoll? MultiModelCouncilServiceBuildUserPoll(MultiModelCouncilResult result, ILogger logger)
```

Parameters

`result` **MultiModelCouncilResult** — Input value for result.

`logger` **ILogger** — Input value for logger.

Returns

CouncilUserPoll — The operation result.

MultiModelCouncilServiceCountImplementationAreaHits(string, ILogger)

Executes the multi model council service count implementation area hits operation.

```
public int MultiModelCouncilServiceCountImplementationAreaHits(string text, ILogger logger)
```

Parameters

`text` **string** — Input value for text.

`logger` **ILogger** — Input value for logger.

Returns

int — The operation result.

MultiModelCouncilServiceHasExplicitArtifactIntent(string, ILogger)

Executes the multi model council service has explicit artifact intent operation.

```
public bool MultiModelCouncilServiceHasExplicitArtifactIntent(string prompt, ILogger logger)
```

Parameters

prompt string	Input value for prompt.
logger ILogger	Input value for logger.

Returns

bool	The operation result.

MultiModelCouncilServiceIsDevelopmentRequest(string, ILogger)

Executes the multi model council service is development request operation.

```
public bool MultiModelCouncilServiceIsDevelopmentRequest(string prompt, ILogger logger)
```

Parameters

prompt string	Input value for prompt.
logger ILogger	Input value for logger.

Returns

bool	The operation result.

MultiModelCouncilServiceIsFrustratedPrompt(string, ILogger)

Executes the multi model council service is frustrated prompt operation.

```
public bool MultiModelCouncilServiceIsFrustratedPrompt(string prompt, ILogger logger)
```

Parameters

`prompt` **string**	Input value for prompt.
`logger` **ILogger**	Input value for logger.

Returns

bool	The operation result.

MultiModelCouncilServiceNeedsAiHostSetupDecision(MultiModelCouncilResult, ILogger)

Executes the multi model council service needs ai host setup decision operation.

```
public bool MultiModelCouncilServiceNeedsAiHostSetupDecision(MultiModelCouncilResult result, ILogger logger)
```

Parameters

`result` **MultiModelCouncilResult**	Input value for result.
`logger` **ILogger**	Input value for logger.

Returns

bool	The operation result.

MultiModelCouncilServiceNeedsImplementationPathDecision(MultiModelCouncilResult, ILogger)

Executes the multi model council service needs implementation path decision operation.

```
public bool MultiModelCouncilServiceNeedsImplementationPathDecision(MultiModelCouncilResult result, ILogger logger)
```

Parameters

`result` **MultiModelCouncilResult**	Input value for result.
`logger` **ILogger**	Input value for logger.

Returns

bool	The operation result.

MultiModelCouncilServiceRequiresUserDecisionBeforeArtifacts(MultiModelCouncilResult, ILogger)

Executes the multi model council service requires user decision before artifacts operation.

```
public bool MultiModelCouncilServiceRequiresUserDecisionBeforeArtifacts(MultiModelCouncilResult result, ILogger logger)
```

Parameters

`result` **MultiModelCouncilResult**	Input value for result.
`logger` **ILogger**	Input value for logger.

Returns

bool	The operation result.

MultiModelCouncilServiceShouldGenerateSafeSandboxArtifactWithoutBlocking(string, ILogger)

Executes the multi model council service should generate safe sandbox artifact without blocking operation.

```
public bool MultiModelCouncilServiceShouldGenerateSafeSandboxArtifactWithoutBlocking(string prompt, ILogger logger)
```

Parameters

prompt **string** — Input value for prompt.

logger **ILogger** — Input value for logger.

Returns

bool — The operation result.

MultiModelCouncilServiceUserGrantedSafeSandboxChoice(string, ILogger)

Executes the multi model council service user granted safe sandbox choice operation.

```
public bool MultiModelCouncilServiceUserGrantedSafeSandboxChoice(string prompt, ILogger logger)
```

Parameters

prompt **string** — Input value for prompt.

logger **ILogger** — Input value for logger.

Returns

bool — The operation result.

NormalizeReferenceDatapackEntry(string, ILogger)

Executes the normalize reference datapack entry operation.

```
public string NormalizeReferenceDatapackEntry(string entry, ILogger logger)
```

Parameters

entry **string** — Input value for entry.

logger **ILogger** — Input value for logger.

Returns

string — The operation result.

NotRunLane(string, string, ILogger)

Executes the not run lane operation.

```
public EngineeringBenchmarkLaneResult NotRunLane(string laneName, string notes, ILogger logger)
```

Parameters

`laneName` **string**	Input value for laneName.
`notes` **string**	Input value for notes.
`logger` **ILogger**	Input value for logger.

Returns

EngineeringBenchmarkLaneResult	The operation result.

OllamaThinkingChatClientCreateStreamingStatusUpdate(string, ILogger)

Executes the ollama thinking chat client create streaming status update operation.

```
public ChatResponseUpdate? OllamaThinkingChatClientCreateStreamingStatusUpdate(string text, ILogger logger)
```

Parameters

`text` **string**	Input value for text.
`logger` **ILogger**	Input value for logger.

Returns

ChatResponseUpdate	The operation result.

OllamaThinkingChatClientCreateStreamingUpdate(string, ILogger)

Executes the ollama thinking chat client create streaming update operation.

```
public ChatResponseUpdate? OllamaThinkingChatClientCreateStreamingUpdate(string text, ILogger logger)
```

Parameters

text string	Input value for text.
logger ILogger	Input value for logger.

Returns

ChatResponseUpdate	The operation result.

OllamaThinkingChatClientEnsureSuccessOrThrowAsync(HttpResponseMessage, CancellationToken, ILogger)

Executes the ollama thinking chat client ensure success or throw async operation.

```
public Task OllamaThinkingChatClientEnsureSuccessOrThrowAsync(HttpResponseMessage response, CancellationToken cancellationToken, ILogger logger)
```

Parameters

response HttpResponseMessage	Input value for response.
cancellationToken CancellationToken	Input value for cancellationToken.
logger ILogger	Input value for logger.

Returns

Task	A task that completes when the operation finishes.

OllamaThinkingChatClientReadErrorBodyAsync(HttpResponseMessage, CancellationToken, ILogger)

Executes the ollama thinking chat client read error body async operation.

```
public Task<string> OllamaThinkingChatClientReadErrorBodyAsync(HttpResponseMessage response, CancellationToken cancellationToken, ILogger logger)
```

Parameters

`response` **HttpResponseMessage**	Input value for response.
`cancellationToken` **CancellationToken**	Input value for cancellationToken.
`logger` **ILogger**	Input value for logger.

Returns

Task<string>	A task that completes with the operation result.

OrderCouncilModelsForLoad(IEnumerable<string>, ILogger)

Executes the order council models for load operation.

```
public IEnumerable<string>? OrderCouncilModelsForLoad(IEnumerable<string> modelNames, ILogger logger)
```

Parameters

`modelNames` **IEnumerable<string>**	Input value for modelNames.
`logger` **ILogger**	Input value for logger.

Returns

IEnumerable<string>	The resulting sequence.

ReadGuidanceDocsAsync(IWebHostEnvironment, IReadOnlyList<string>, string, CancellationToken, ILogger)

Executes the read guidance docs async operation.

```
public Task<IResult> ReadGuidanceDocsAsync(IWebHostEnvironment env, IReadOnlyList<string> relativePaths, string fallbackBriefing, CancellationToken cancellationToken,
ILogger logger)
```

Parameters

`env` **IWebHostEnvironment**	Input value for env.
`relativePaths` **IReadOnlyList<string>**	Input value for relativePaths.
`fallbackBriefing` **string**	Input value for fallbackBriefing.
`cancellationToken` **CancellationToken**	Input value for cancellationToken.
`logger` **ILogger**	Input value for logger.

Returns

Task<IResult>	A task that completes with the operation result.

ReadRuntimeServerBaseUrl(ILogger)

Executes the read runtime server base url operation.

```
public string ReadRuntimeServerBaseUrl(ILogger logger)
```

Parameters

`logger` **ILogger**	Input value for logger.

Returns

string	The operation result.

ReadSmallText(FileInfo, ILogger)

Executes the read small text operation.

```
public string ReadSmallText(FileInfo file, ILogger logger)
```

Parameters

`file` **FileInfo**	Input value for file.

`logger` **ILogger** Input value for logger.

Returns

string The operation result.

ReadZipEntriesSafe(CouncilArtifact, ILogger)

Executes the read zip entries safe operation.

```
public IReadOnlyList<string> ReadZipEntriesSafe(CouncilArtifact artifact, ILogger logger)
```

Parameters

`artifact` **CouncilArtifact** Input value for artifact.

`logger` **ILogger** Input value for logger.

Returns

IReadOnlyList<string> The operation result.

ReadZipFileEntries(string, ILogger)

Executes the read zip file entries operation.

```
public string[] ReadZipFileEntries(string zipPath, ILogger logger)
```

Parameters

`zipPath` **string** Input value for zipPath.

`logger` **ILogger** Input value for logger.

Returns

string[] The operation result.

RequireJsonProperty(JsonElement, string, string, ILogger)

Executes the require json property operation.

```
public void RequireJsonProperty(JsonElement root, string propertyName, string path, ILogger logger)
```

Parameters

`root` **JsonElement**	Input value for root.
`propertyName` **string**	Input value for propertyName.
`path` **string**	Input value for path.
`logger` **ILogger**	Input value for logger.

RequireNonEmptyJsonArray(JsonElement, string, string, ILogger)

Executes the require non empty json array operation.

```
public void RequireNonEmptyJsonArray(JsonElement root, string propertyName, string path, ILogger logger)
```

Parameters

`root` **JsonElement**	Input value for root.
`propertyName` **string**	Input value for propertyName.
`path` **string**	Input value for path.
`logger` **ILogger**	Input value for logger.

ResolveArtifactWorkspace(string, string, ILogger)

Executes the resolve artifact workspace operation.

```
public string? ResolveArtifactWorkspace(string artifactRoot, string workspaceName, ILogger logger)
```

Parameters

`artifactRoot` **string**	Input value for artifactRoot.
`workspaceName` **string**	Input value for workspaceName.
`logger` **ILogger**	Input value for logger.

Returns

string	The operation result.

ResolveDependencyVersions(MinecraftModBuildRequest, ILogger, string?)

Executes the resolve dependency versions operation.

```
public MinecraftDependencyVersionInfo ResolveDependencyVersions(MinecraftModBuildRequest request, ILogger logger, string? loaderOverride = null)
```

Parameters

`request` **MinecraftModBuildRequest**	Input value for request.
`logger` **ILogger**	Input value for logger.
`loaderOverride` **string**	Input value for loaderOverride.

Returns

MinecraftDependencyVersionInfo	The operation result.

ResolveMinecraftDependencyVersionInfo(string?, string?, ILogger, string?, string?)

Executes the resolve minecraft dependency version info operation.

```
public MinecraftDependencyVersionInfo ResolveMinecraftDependencyVersionInfo(string? loader, string? minecraftVersion, ILogger logger, string? javaVersion = null, string?
gradleVersion = null)
```

Parameters

`loader` **string**	Input value for loader.

`minecraftVersion` **string**	Input value for minecraftVersion.
`logger` **ILogger**	Input value for logger.
`javaVersion` **string**	Input value for javaVersion.
`gradleVersion` **string**	Input value for gradleVersion.

Returns

MinecraftDependencyVersionInfo	The operation result.

ResolveWorkspaceFile(string, string, ILogger)

Executes the resolve workspace file operation.

```
public string? ResolveWorkspaceFile(string workspace, string relativePath, ILogger logger)
```

Parameters

`workspace` **string**	Input value for workspace.
`relativePath` **string**	Input value for relativePath.
`logger` **ILogger**	Input value for logger.

Returns

string	The operation result.

ResolveWorkspaceTextFile(string, string, bool, ILogger)

Executes the resolve workspace text file operation.

```
public string? ResolveWorkspaceTextFile(string workspaceRoot, string relativePath, bool allowMissing, ILogger logger)
```

Parameters

`workspaceRoot` **string**	Input value for workspaceRoot.

`relativePath` **string** Input value for relativePath.

`allowMissing` **bool** Input value for allowMissing.

`logger` **ILogger** Input value for logger.

Returns

string The operation result.

SafeEnumerateDirectories(string, ILogger)

Executes the safe enumerate directories operation.

```
public IEnumerable<string> SafeEnumerateDirectories(string rootPath, ILogger logger)
```

Parameters

`rootPath` **string** Input value for rootPath.

`logger` **ILogger** Input value for logger.

Returns

IEnumerable<string> The resulting sequence.

SafeEnumerateDirectoryInfos(string, ILogger)

Executes the safe enumerate directory infos operation.

```
public IEnumerable<DirectoryInfo> SafeEnumerateDirectoryInfos(string rootPath, ILogger logger)
```

Parameters

`rootPath` **string**	Input value for rootPath.
`logger` **ILogger**	Input value for logger.

Returns

IEnumerable<DirectoryInfo>	The resulting sequence.

SanitizeForPrompt(string, ILogger)

Executes the sanitize for prompt operation.

```
public string SanitizeForPrompt(string text, ILogger logger)
```

Parameters

`text` **string**	Input value for text.
`logger` **ILogger**	Input value for logger.

Returns

string	The operation result.

ScoreArchitecture(BenchmarkTaskDefinition, HashSet<string>, IReadOnlyList<CouncilArtifact>, ILogger)

Executes the score architecture operation.

```
public int ScoreArchitecture(BenchmarkTaskDefinition task, HashSet<string> zipEntries, IReadOnlyList<CouncilArtifact> artifacts, ILogger logger)
```

Parameters

`task` **BenchmarkTaskDefinition**	Input value for task.
`zipEntries` **HashSet<string>**	Input value for zipEntries.
`artifacts` **IReadOnlyList<CouncilArtifact>**	Input value for artifacts.

`logger` **ILogger**	Input value for logger.

Returns

int	The operation result.

ScoreBuildability(BenchmarkTaskDefinition, IReadOnlyList<CouncilArtifact>, IReadOnlyList<EngineeringBenchmarkBuildCheck>, bool, ILogger)

Executes the score buildability operation.

```
public int ScoreBuildability(BenchmarkTaskDefinition task, IReadOnlyList<CouncilArtifact> artifacts, IReadOnlyList<EngineeringBenchmarkBuildCheck> buildChecks, bool
validateBuildableArtifacts, ILogger logger)
```

Parameters

`task` **BenchmarkTaskDefinition**	Input value for task.
`artifacts` **IReadOnlyList<CouncilArtifact>**	Input value for artifacts.
`buildChecks` **IReadOnlyList<EngineeringBenchmarkBuildCheck>**	Input value for buildChecks.
`validateBuildableArtifacts` **bool**	Input value for validateBuildableArtifacts.
`logger` **ILogger**	Input value for logger.

Returns

int	The operation result.

ScoreWrongTemplateRisk(BenchmarkTaskDefinition, HashSet<string>, ILogger)

Executes the score wrong template risk operation.

```
public int ScoreWrongTemplateRisk(BenchmarkTaskDefinition task, HashSet<string> zipEntries, ILogger logger)
```

Parameters

`task` **BenchmarkTaskDefinition**	Input value for task.
`zipEntries` **HashSet<string>**	Input value for zipEntries.
`logger` **ILogger**	Input value for logger.

Returns

int	The operation result.

SortKnowledgeEntries(IEnumerable<CouncilKnowledgeEntry>, ILogger)

Executes the sort knowledge entries operation.

```
public List<CouncilKnowledgeEntry> SortKnowledgeEntries(IEnumerable<CouncilKnowledgeEntry> entries, ILogger logger)
```

Parameters

`entries` **IEnumerable<CouncilKnowledgeEntry>**	Input value for entries.
`logger` **ILogger**	Input value for logger.

Returns

List<CouncilKnowledgeEntry>	The operation result.

StampSourceMetadata(string, IReadOnlyList<FileInfo>, DateTime, IReadOnlyList<CouncilKnowledgeEntry>, ILogger)

Executes the stamp source metadata operation.

```
public IReadOnlyList<CouncilKnowledgeEntry> StampSourceMetadata(string rootPath, IReadOnlyList<FileInfo> files, DateTime now, IReadOnlyList<CouncilKnowledgeEntry> entries,
ILogger logger)
```

Parameters

`rootPath` **string**	Input value for rootPath.
`files` **IReadOnlyList<FileInfo>**	Input value for files.

`now` **DateTime**	Input value for now.
`entries` **IReadOnlyList<CouncilKnowledgeEntry>**	Input value for entries.
`logger` **ILogger**	Input value for logger.

Returns

IReadOnlyList<CouncilKnowledgeEntry>	The operation result.

SumScores(EngineeringBenchmarkLaneResult, ILogger)

Executes the sum scores operation.

```
public int SumScores(EngineeringBenchmarkLaneResult lane, ILogger logger)
```

Parameters

`lane` **EngineeringBenchmarkLaneResult**	Input value for lane.
`logger` **ILogger**	Input value for logger.

Returns

int	The operation result.

ToKnowledgeEntry(LearnBaseProjectSummary, ILogger)

Executes the to knowledge entry operation.

```
public CouncilKnowledgeEntry? ToKnowledgeEntry(LearnBaseProjectSummary summary, ILogger logger)
```

Parameters

`summary` **LearnBaseProjectSummary**	Input value for summary.

`logger` **ILogger** Input value for logger.

Returns

CouncilKnowledgeEntry The operation result.

TryGetLatestSourceDateUtc(string, ILogger)

Executes the try get latest source date utc operation.

```
public DateTime? TryGetLatestSourceDateUtc(string sourcePath, ILogger logger)
```

Parameters

`sourcePath` **string** Input value for sourcePath.

`logger` **ILogger** Input value for logger.

Returns

DateTime? The operation result.

TryIsSupportedOllamaMode(string, ILogger)

Executes the try is supported ollama mode operation.

```
public bool? TryIsSupportedOllamaMode(string mode, ILogger logger)
```

Parameters

`mode` **string** Input value for mode.

`logger` **ILogger** Input value for logger.

Returns

bool? The operation result.

ValidateAiHostArtifactContract(string, string, ILogger)

Executes the validate ai host artifact contract operation.

```
public void ValidateAiHostArtifactContract(string solutionRoot, string projectName, ILogger logger)
```

Parameters

`solutionRoot` **string**	Input value for solutionRoot.
`projectName` **string**	Input value for projectName.
`logger` **ILogger**	Input value for logger.

ValidateGeneratedDatapackWorkspace(string, ILogger)

Executes the validate generated datapack workspace operation.

```
public void ValidateGeneratedDatapackWorkspace(string rootPath, ILogger logger)
```

Parameters

`rootPath` **string**	Input value for rootPath.
`logger` **ILogger**	Input value for logger.

ValidateGenerationContractJson(string, ILogger)

Executes the validate generation contract json operation.

```
public void ValidateGenerationContractJson(string path, ILogger logger)
```

Parameters

`path` **string**	Input value for path.
`logger` **ILogger**	Input value for logger.

ValidateGenerationManifestJson(string, ILogger)

Executes the validate generation manifest json operation.

```
public void ValidateGenerationManifestJson(string path, ILogger logger)
```

Parameters

`path` **string**	Input value for path.
`logger` **ILogger**	Input value for logger.

ValidateSolutionArtifactContract(string, string, GeneratedSolutionArchetype, ILogger)

Executes the validate solution artifact contract operation.

```
public ArtifactContractReport? ValidateSolutionArtifactContract(string solutionRoot, string projectName, GeneratedSolutionArchetype archetype, ILogger logger)
```

Parameters

`solutionRoot` **string**	Input value for solutionRoot.
`projectName` **string**	Input value for projectName.
`archetype` **GeneratedSolutionArchetype**	Input value for archetype.
`logger` **ILogger**	Input value for logger.

Returns

ArtifactContractReport	The operation result.

WriteDatapackFunctionAsync(WorkspaceContext, string, string, CancellationToken, ILogger)

Executes the write datapack function async operation.

```
public Task WriteDatapackFunctionAsync(WorkspaceContext context, string functionPath, string content, CancellationToken cancellationToken, ILogger logger)
```

Parameters

`context` **WorkspaceContext**	Input value for context.
`functionPath` **string**	Input value for functionPath.
`content` **string**	Input value for content.
`cancellationToken` **CancellationToken**	Input value for cancellationToken.
`logger` **ILogger**	Input value for logger.

Returns

Task	A task that completes when the operation finishes.

WriteTextAsync(string, string, CancellationToken, ILogger)

Executes the write text async operation.

```
public Task WriteTextAsync(string path, string content, CancellationToken cancellationToken, ILogger logger)
```

Parameters

`path` **string**	Input value for path.
`content` **string**	Input value for content.
`cancellationToken` **CancellationToken**	Input value for cancellationToken.
`logger` **ILogger**	Input value for logger.

Returns

Task	A task that completes when the operation finishes.

WriteZipEntry(ZipArchive, string, string, ILogger)

Executes the write zip entry operation.

```
public void WriteZipEntry(ZipArchive archive, string path, string content, ILogger logger)
```

Parameters

`archive` **ZipArchive**	Input value for archive.
`path` **string**	Input value for path.
`content` **string**	Input value for content.
`logger` **ILogger**	Input value for logger.

Class CouncilTeamConfigurationService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Database-owned council team/workflow configuration. System defaults are seeded and merged without overwriting user-edited prompts, roles, capabilities or workflow scripts.

```
[DocumentationUpdated("2.1.20")]
public sealed class CouncilTeamConfigurationService : ICouncilTeamConfigurationService
```

Inheritance object
CouncilTeamConfigurationService

Implements ICouncilTeamConfigurationService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)

object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ□± ðŸ□¶ âœ¨ 1

CouncilTeamConfigurationService(IDbContextFactory<LocalGptMemoryDbContext>, IDatabaseInitializationService, IOrganicCouncilBlueprintSeedDataService, ILogger<CouncilTeamConfigurationService>)

Database-owned council team/workflow configuration. System defaults are seeded and merged without overwriting user-edited prompts, roles, capabilities or workflow scripts.

```
public CouncilTeamConfigurationService(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDatabaseInitializationService databaseInitializer,
IOrganicCouncilBlueprintSeedDataService seedData, ILogger<CouncilTeamConfigurationService> logger)
```

Parameters

`dbContextFactory` **IDbContextFactory<LocalGptMemoryDbContext>**	Creates isolated persistence contexts.
`databaseInitializer` **IDatabaseInitializationService**	Ensures migrations and prerequisite seed data are ready.
`seedData` **IOrganicCouncilBlueprintSeedDataService**	Creates maintained default team definitions.
`logger` **ILogger<CouncilTeamConfigurationService>**	Writes bounded configuration diagnostics.

⚙ Methods ðŸ□± ðŸ□¶ âœ¨ 3

FindTeamAsync(string?, CancellationToken)

Finds one enabled Council team by stable key, falling back to the general key for blank input.

```
public Task<OrganicCouncilTeamDefinition?> FindTeamAsync(string? key, CancellationToken cancellationToken = default)
```

Parameters

`key` **string**	Stable Council-team key.
`cancellationToken` **CancellationToken**	Cancels the asynchronous database operation.

Returns

Task<OrganicCouncilTeamDefinition>	A task that completes with the team definition, or null when it is unavailable.

GetTeamsAsync(bool, CancellationToken)

Returns enabled or complete Council-team configuration records.

```
public Task<IReadOnlyList<OrganicCouncilTeamDefinition>> GetTeamsAsync(bool includeDisabled = false, CancellationToken cancellationToken = default)
```

Parameters

`includeDisabled` **bool**	Whether disabled teams are included.
`cancellationToken` **CancellationToken**	Cancels the asynchronous database operation.

Returns

Task<IReadOnlyList<OrganicCouncilTeamDefinition>>	A task that completes with the ordered Council-team definitions.

SaveAsync(SaveCouncilTeamConfigurationRequest, CancellationToken)

Creates or updates one Council team after explicit user confirmation and validation.

```
public Task<OrganicCouncilTeamDefinition> SaveAsync(SaveCouncilTeamConfigurationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request` SaveCouncilTeamConfigurationRequest	Confirmed team save request.
`cancellationToken` CancellationToken	Cancels the asynchronous database operation.

Returns

Task<OrganicCouncilTeamDefinition>	A task that completes with the persisted normalized definition.

Class CouncilTextService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class CouncilTextService
```

Inheritance
object
CouncilTextService

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

CouncilTextService(ICouncilTextPatternDataService, LocalGptCatalogService, ILogger<CouncilTextService>)

```
public CouncilTextService(ICouncilTextPatternDataService patterns, LocalGptCatalogService catalog, ILogger<CouncilTextService> serviceLogger)
```

Parameters

`patterns`
ICouncilTextPatternDataServic
e

`catalog`
LocalGptCatalogService

`serviceLogger`
ILogger<CouncilTextService>

⚙ Methods ðŸ±ðŸ¶ âœ¨ 196

AddOptionalSystemMessage(List<ChatMessage>, string?, ILogger)

```
public void AddOptionalSystemMessage(List<ChatMessage> messages, string? text, ILogger logger)
```

Parameters

`messages` **List<ChatMessage>**

`text` **string**

`logger` **ILogger**

AppendLine(CodeMemberMethod, string, ILogger)

```
public void AppendLine(CodeMemberMethod method, string line, ILogger logger)
```

Parameters

`method` **CodeMemberMethod**

`line` **string**

`logger` **ILogger**

BuildArchetypeNextAction(string, ILogger)

```
public string BuildArchetypeNextAction(string area, ILogger logger)
```

Parameters

`area` **string**

`logger` **ILogger**

Returns

string

BuildArchitecturePollMessage(string, string, string, string, bool, string?, ILogger)

```
public string BuildArchitecturePollMessage(string uiStack, string solutionShape, string renderMode, string referenceLook, bool allowSafeDefaults, string? extraDirection,
ILogger logger)
```

Parameters

`uiStack` **string**

`solutionShape` **string**

`renderMode` **string**

`referenceLook` **string**

`allowSafeDefaults` **bool**

`extraDirection` **string**

`logger` **ILogger**

Returns

string

BuildCapabilityGapKnowledgeContent(string, ILogger)

```
public string BuildCapabilityGapKnowledgeContent(string body, ILogger logger)
```

Parameters

`body` **string**

`logger` **ILogger**

Returns

string

BuildDataContentFileName(int, string?, ILogger)

```
public string BuildDataContentFileName(int index, string? mediaType, ILogger logger)
```

Parameters

`index` **int**

`mediaType` **string**

`logger` **ILogger**

Returns

string

BuildEngineeringTasks()

```
public IReadOnlyList<BenchmarkTaskDefinition> BuildEngineeringTasks()
```

Returns

IReadOnlyList<BenchmarkTaskDefinition>

BuildFeedbackPreview(string?, ILogger)

```
public string BuildFeedbackPreview(string? content, ILogger logger)
```

Parameters

`content` **string**

`logger` **ILogger**

Returns

string

BuildFilePolicySummary(ILogger)

```
public string BuildFilePolicySummary(ILogger logger)
```

Parameters

`logger` **ILogger**

Returns

string

BuildImportDirectories(string, int, ILogger)

```
public IEnumerable<string> BuildImportDirectories(string rootPath, int maxProjects, ILogger logger)
```

Parameters

`rootPath` **string**

`maxProjects` **int**

`logger` **ILogger**

Returns

IEnumerable<string>

BuildMinecraftDatapackArtifactIdentity(string, string, ILogger)

```
public MinecraftDatapackArtifactIdentity? BuildMinecraftDatapackArtifactIdentity(string text, string timestamp, ILogger logger)
```

Parameters

`text` **string**

timestamp string

logger ILogger

Returns

MinecraftDatapackArtifactIden
tity

BuildOllamaDetails(OllamaModelDetails?, ILogger<AiConnectivityProbe>)

```
public string? BuildOllamaDetails(OllamaModelDetails? details, ILogger<AiConnectivityProbe> logger)
```

Parameters

details OllamaModelDetails

logger
ILogger<AiConnectivityProbe>

Returns

string

BuildPromiseNavigationLinks(IReadOnlyList<GeneratedPromiseModule>, ILogger)

```
public string BuildPromiseNavigationLinks(IReadOnlyList<GeneratedPromiseModule> promiseModules, ILogger logger)
```

Parameters

promiseModules
IReadOnlyList<GeneratedProm
iseModule>

logger ILogger

Returns

string

BuildReplacementTasks()

```
public IReadOnlyList<BenchmarkTaskDefinition> BuildReplacementTasks()
```

Returns

IReadOnlyList<BenchmarkTask Definition>

BuildRoleCoordinationExplanation(IReadOnlyCollection<string>, ILogger)

```
public string BuildRoleCoordinationExplanation(IReadOnlyCollection<string> details, ILogger logger)
```

Parameters

details **IReadOnlyCollection<string>**

logger **ILogger**

Returns

string

BuildSafeZipRelativePath(string, ILogger)

```
public string? BuildSafeZipRelativePath(string fullName, ILogger logger)
```

Parameters

fullName **string**

logger **ILogger**

Returns

string

BuildSourcePreviewMarkup(string, string, ILogger)

```
public string BuildSourcePreviewMarkup(string relativePath, string source, ILogger logger)
```

Parameters

`relativePath` **string**

`source` **string**

`logger` **ILogger**

Returns

string

BuildUniqueFileName(string, string, ILogger)

```
public string BuildUniqueFileName(string directory, string fileName, ILogger logger)
```

Parameters

`directory` **string**

`fileName` **string**

`logger` **ILogger**

Returns

string

BuildUploadWorkspaceSystemPrompt(ChatUploadWorkspaceResult, ILogger)

```
public string BuildUploadWorkspaceSystemPrompt(ChatUploadWorkspaceResult result, ILogger logger)
```

Parameters

`result`
ChatUploadWorkspaceResult

`logger` **ILogger**

Returns

string

CleanMinecraftProjectDisplayName(string, ILogger)

```
public string CleanMinecraftProjectDisplayName(string value, ILogger logger)
```

Parameters

`value` **string**

`logger` **ILogger**

Returns

string

ContainsZipEntry(HashSet<string>, string, ILogger)

```
public bool ContainsZipEntry(HashSet<string> zipEntries, string required, ILogger logger)
```

Parameters

`zipEntries` **HashSet<string>**

`required` **string**

`logger` **ILogger**

Returns

bool

CreateCityCharterModel()

```
public string CreateCityCharterModel()
```

Returns

string

CreateConstant(string, string, ILogger)

```
public CodeMemberField? CreateConstant(string name, string value, ILogger logger)
```

Parameters

`name` **string**

`value` **string**

`logger` **ILogger**

Returns

CodeMemberField

CreateDatapackAdminBookFunction(WorkspaceContext)

```
public string CreateDatapackAdminBookFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackBenchmarkNotes(WorkspaceContext)

```
public string CreateDatapackBenchmarkNotes(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackBuildScript(WorkspaceContext)

```
public string CreateDatapackBuildScript(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackBuildingDebugListFunction(WorkspaceContext)

```
public string CreateDatapackBuildingDebugListFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackBuildingsInitFunction()

```
public string CreateDatapackBuildingsInitFunction()
```

Returns

string

CreateDatapackChronicleAddEventFunction(WorkspaceContext)

```
public string CreateDatapackChronicleAddEventFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackChronicleUiFunction(WorkspaceContext)

```
public string CreateDatapackChronicleUiFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackChronicleUpdateFunction(WorkspaceContext)

```
public string CreateDatapackChronicleUpdateFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackCitizenAgingFunction()

```
public string CreateDatapackCitizenAgingFunction()
```

Returns

string

CreateDatapackCitizenDetectNewFunction()

```
public string CreateDatapackCitizenDetectNewFunction()
```

Returns

string

CreateDatapackCitizenPersonalitiesFunction(WorkspaceContext)

```
public string CreateDatapackCitizenPersonalitiesFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackCitizenRegisterFunction(WorkspaceContext)

```
public string CreateDatapackCitizenRegisterFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackCitizenStatusFunction(WorkspaceContext)

```
public string CreateDatapackCitizenStatusFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackCityAlreadyExistsFunction()

```
public string CreateDatapackCityAlreadyExistsFunction()
```

Returns

string

CreateDatapackCityCheckVillagersFunction(WorkspaceContext)

```
public string CreateDatapackCityCheckVillagersFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackCityCreateFunction(WorkspaceContext)

```
public string CreateDatapackCityCreateFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackCityCreateNewFunction(WorkspaceContext)

```
public string CreateDatapackCityCreateNewFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackFoodConsumptionFunction()

```
public string CreateDatapackFoodConsumptionFunction()
```

Returns

string

CreateDatapackFoodProductionFunction()

```
public string CreateDatapackFoodProductionFunction()
```

Returns

string

CreateDatapackFoodUpdateFunction(WorkspaceContext)

```
public string CreateDatapackFoodUpdateFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackLoadFunction(WorkspaceContext)

```
public string CreateDatapackLoadFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackQuestGenerateFunction(WorkspaceContext)

```
public string CreateDatapackQuestGenerateFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackQuestUpdateFunction(WorkspaceContext)

```
public string CreateDatapackQuestUpdateFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackReadme(MinecraftModBuildRequest, WorkspaceContext)

```
public string CreateDatapackReadme(MinecraftModBuildRequest request, WorkspaceContext context)
```

Parameters

`request`
MinecraftModBuildRequest

`context` **WorkspaceContext**

Returns

string

CreateDatapackRegisterBannerFunction(WorkspaceContext)

```
public string CreateDatapackRegisterBannerFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackRegisterHouseFunction(WorkspaceContext)

```
public string CreateDatapackRegisterHouseFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackReportFunction(WorkspaceContext)

```
public string CreateDatapackReportFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackResetCityFunction(WorkspaceContext)

```
public string CreateDatapackResetCityFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackScheduleFunction(WorkspaceContext)

```
public string CreateDatapackScheduleFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackSecurityGolemsFunction()

```
public string CreateDatapackSecurityGolemsFunction()
```

Returns

string

CreateDatapackSecurityNightwatchFunction()

```
public string CreateDatapackSecurityNightwatchFunction()
```

Returns

string

CreateDatapackSecurityUpdateFunction(WorkspaceContext)

```
public string CreateDatapackSecurityUpdateFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackTickFunction(WorkspaceContext)

```
public string CreateDatapackTickFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackTownHallFunction(WorkspaceContext)

```
public string CreateDatapackTownHallFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateDatapackUpdatePopulationFunction(WorkspaceContext)

```
public string CreateDatapackUpdatePopulationFunction(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateEnglishLang(string)

```
public string CreateEnglishLang(string modId)
```

Parameters

`modId` **string**

Returns

string

CreateFabricBuildGradle(MinecraftModBuildRequest, WorkspaceContext)

```
public string CreateFabricBuildGradle(MinecraftModBuildRequest request, WorkspaceContext context)
```

Parameters

`request`
MinecraftModBuildRequest
`context` **WorkspaceContext**

Returns

string

CreateFabricEmptyMainClass(WorkspaceContext)

```
public string CreateFabricEmptyMainClass(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateFabricMainClass(WorkspaceContext)

```
public string CreateFabricMainClass(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateFabricMetadata(MinecraftModBuildRequest, WorkspaceContext)

```
public string CreateFabricMetadata(MinecraftModBuildRequest request, WorkspaceContext context)
```

Parameters

`request`
MinecraftModBuildRequest
`context` **WorkspaceContext**

Returns

string

CreateFabricSettingsGradle(string)

```
public string CreateFabricSettingsGradle(string projectName)
```

Parameters

`projectName` **string**

Returns

string

CreateFunctionTag(string, string)

```
public string CreateFunctionTag(string modId, string functionName)
```

Parameters

`modId` **string**

`functionName` **string**

Returns

string

CreateLivingCitiesPlan(MinecraftModBuildRequest)

```
public string CreateLivingCitiesPlan(MinecraftModBuildRequest request)
```

Parameters

`request`
MinecraftModBuildRequest

Returns

string

CreateLivingCitiesReportClass(string)

```
public string CreateLivingCitiesReportClass(string packageName)
```

Parameters

`packageName` **string**

Returns

string

CreateMessageSignature(IEnumerable<BlazorChatMessage>, ILogger)

```
public string CreateMessageSignature(IEnumerable<BlazorChatMessage> messages, ILogger logger)
```

Parameters

`messages`
IEnumerable<BlazorChatMessa
ge>

`logger` **ILogger**

Returns

string

CreateMinecraftSystemPrompt(string, ILogger)

```
public string CreateMinecraftSystemPrompt(string mode, ILogger logger)
```

Parameters

`mode` **string**

`logger` **ILogger**

Returns

string

CreateNeoForgeBuildGradle(MinecraftModBuildRequest, WorkspaceContext)

```
public string CreateNeoForgeBuildGradle(MinecraftModBuildRequest request, WorkspaceContext context)
```

Parameters

`request`
MinecraftModBuildRequest

`context` **WorkspaceContext**

Returns

string

CreateNeoForgeEmptyMainClass(WorkspaceContext)

```
public string CreateNeoForgeEmptyMainClass(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateNeoForgeMainClass(WorkspaceContext)

```
public string CreateNeoForgeMainClass(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreateNeoForgeMetadata(MinecraftModBuildRequest, WorkspaceContext)

```
public string CreateNeoForgeMetadata(MinecraftModBuildRequest request, WorkspaceContext context)
```

Parameters

`request`
MinecraftModBuildRequest

`context` **WorkspaceContext**

Returns

string

CreateNeoForgeSettingsGradle(string)

```
public string CreateNeoForgeSettingsGradle(string projectName)
```

Parameters

`projectName` **string**

Returns

string

CreatePaperBuildGradle(MinecraftModBuildRequest, WorkspaceContext)

```
public string CreatePaperBuildGradle(MinecraftModBuildRequest request, WorkspaceContext context)
```

Parameters

`request`
MinecraftModBuildRequest
`context` **WorkspaceContext**

Returns

string

CreatePaperMainClass(WorkspaceContext)

```
public string CreatePaperMainClass(WorkspaceContext context)
```

Parameters

`context` **WorkspaceContext**

Returns

string

CreatePaperPluginYaml(MinecraftModBuildRequest, WorkspaceContext)

```
public string CreatePaperPluginYaml(MinecraftModBuildRequest request, WorkspaceContext context)
```

Parameters

`request`
MinecraftModBuildRequest

`context` **WorkspaceContext**

Returns

string

CreatePaperSettingsGradle(string)

```
public string CreatePaperSettingsGradle(string projectName)
```

Parameters

`projectName` **string**

Returns

string

CreateWorkspaceReadme(MinecraftModBuildRequest, WorkspaceContext, string)

```
public string CreateWorkspaceReadme(MinecraftModBuildRequest request, WorkspaceContext context, string loader)
```

Parameters

`request`
MinecraftModBuildRequest

`context` **WorkspaceContext**

`loader` **string**

Returns

string

DecodeText(byte[], ILogger)

```
public string DecodeText(byte[] bytes, ILogger logger)
```

Parameters

`bytes` **byte[]**

`logger` **ILogger**

Returns

string

DetectTargetArea(string, string, ILogger)

```
public string DetectTargetArea(string prompt, string finalAnswer, ILogger logger)
```

Parameters

`prompt` **string**

`finalAnswer` **string**

`logger` **ILogger**

Returns

string

EnumerateImportDirectoryCandidates(string, ILogger)

```
public IEnumerable<string> EnumerateImportDirectoryCandidates(string rootPath, ILogger logger)
```

Parameters

`rootPath` **string**

`logger` **ILogger**

Returns

IEnumerable<string>

EnumerateNestedArchitectureRoots(string, ILogger)

```
public IEnumerable<string> EnumerateNestedArchitectureRoots(string rootPath, ILogger logger)
```

Parameters

rootPath **string**

logger **ILogger**

Returns

IEnumerable<string>

EscapeCSharpString(string, ILogger)

```
public string EscapeCSharpString(string text, ILogger logger)
```

Parameters

text **string**

logger **ILogger**

Returns

string

EscapeJson(string)

```
public string EscapeJson(string value)
```

Parameters

value **string**

Returns

string

EscapeJsonString(string, ILogger)

```
public string EscapeJsonString(string text, ILogger logger)
```

Parameters

`text` **string**

`logger` **ILogger**

Returns

string

ExtractCapabilityGapSummary(string, ILogger<AiFeatureReportService>)

```
public string ExtractCapabilityGapSummary(string text, ILogger<AiFeatureReportService> logger)
```

Parameters

`text` **string**

`logger` **ILogger<AiFeatureReportService>**

Returns

string

ExtractField(string, string, ILogger, string)

```
public string ExtractField(string body, string name, ILogger logger, string fallback = "")
```

Parameters

`body` **string**

`name` **string**

`logger` **ILogger**

`fallback` **string**

Returns

string

ExtractField(string, string, ILogger<AiFeatureReportService>)

```
public string ExtractField(string body, string name, ILogger<AiFeatureReportService> logger)
```

Parameters

body string

name string

logger
ILogger<AiFeatureReportService>

Returns

string

ExtractHelpfulSources(string, ILogger<AiFeatureReportService>)

```
public string ExtractHelpfulSources(string text, ILogger<AiFeatureReportService> logger)
```

Parameters

text string

logger
ILogger<AiFeatureReportService>

Returns

string

ExtractMinecraftProjectDisplayName(string, bool?, ILogger)

```
public string ExtractMinecraftProjectDisplayName(string text, bool? harmonyModel, ILogger logger)
```

Parameters

`text` **string**

`harmonyModel` **bool?**

`logger` **ILogger**

Returns

string

ExtractMinecraftVersion(string, ILogger)

```
public string ExtractMinecraftVersion(string text, ILogger logger)
```

Parameters

`text` **string**

`logger` **ILogger**

Returns

string

ExtractModelThinking(string, ILogger)

```
public string ExtractModelThinking(string content, ILogger logger)
```

Parameters

`content` **string**

`logger` **ILogger**

Returns

string

ExtractPackageReferences(string, ILogger)

```
public IEnumerable<string> ExtractPackageReferences(string text, ILogger logger)
```

Parameters

`text` **string**

`logger` **ILogger**

Returns

IEnumerable<string>

ExtractPrintableStrings(byte[], int, ILogger)

```
public string ExtractPrintableStrings(byte[] bytes, int maxCharacters, ILogger logger)
```

Parameters

`bytes` **byte[]**

`maxCharacters` **int**

`logger` **ILogger**

Returns

string

ExtractTargetFrameworks(string, ILogger)

```
public IEnumerable<string> ExtractTargetFrameworks(string text, ILogger logger)
```

Parameters

`text` **string**

`logger` **ILogger**

Returns

IEnumerable<string>

ExtractThinking(string, ILogger)

```
public string? ExtractThinking(string content, ILogger logger)
```

Parameters

`content` **string**

`logger` **ILogger**

Returns

string

ExtractUploadFiles(ChatMessage, ILogger)

```
public IEnumerable<ChatUploadWorkspaceInputFile>? ExtractUploadFiles(ChatMessage message, ILogger logger)
```

Parameters

`message` **ChatMessage**

`logger` **ILogger**

Returns

IEnumerable<ChatUploadWorkspaceInputFile>

Fallback(string, string, ILogger)

```
public string Fallback(string value, string fallback, ILogger logger)
```

Parameters

`value` **string**

`fallback` **string**

`logger` **ILogger**

Returns

string

FlushCurrentString(StringBuilder, StringBuilder, int, ILogger)

```
public void FlushCurrentString(StringBuilder builder, StringBuilder current, int maxCharacters, ILogger logger)
```

Parameters

`builder` **StringBuilder**

`current` **StringBuilder**

`maxCharacters` **int**

`logger` **ILogger**

FormatLiveCouncilSessionOption(DateTime, string, IReadOnlyList<string>)

```
public string FormatLiveCouncilSessionOption(DateTime startedAtUtc, string runState, IReadOnlyList<string> councilMembers)
```

Parameters

`startedAtUtc` **DateTime**

`runState` **string**

`councilMembers`
IReadOnlyList<string>

Returns

string

FormatNullableGuid(Guid?, ILogger)

```
public string FormatNullableGuid(Guid? value, ILogger logger)
```

Parameters

`value` **Guid?**

`logger` **ILogger**

Returns

string

FormatNullableUtc(DateTime?, ILogger)

```
public string FormatNullableUtc(DateTime? value, ILogger logger)
```

Parameters

`value` **DateTime?**

`logger` **ILogger**

Returns

string

GenerateAiHostArchitectureServices(string, ILogger)

```
public string GenerateAiHostArchitectureServices(string projectName, ILogger logger)
```

Parameters

`projectName` **string**

`logger` **ILogger**

Returns

string

GenerateArchetypePageRazor(string, string, string, IReadOnlyList<string>, ILogger)

```
public string GenerateArchetypePageRazor(string route, string title, string summary, IReadOnlyList<string> areas, ILogger logger)
```

Parameters

`route` **string**

`title` **string**

`summary` **string**

`areas` **IReadOnlyList<string>**

`logger` **ILogger**

Returns

string

GenerateBlazorDevExpressRazorExample(MultiModelCouncilRequest, MultiModelCouncilResult, ILogger)

```
public string GenerateBlazorDevExpressRazorExample(MultiModelCouncilRequest request, MultiModelCouncilResult result, ILogger logger)
```

Parameters

`request`
MultiModelCouncilRequest

`result`
MultiModelCouncilResult

`logger` **ILogger**

Returns

string

GenerateBlazorSupportCode(MultiModelCouncilRequest, MultiModelCouncilResult, string, ILogger)

```
public string GenerateBlazorSupportCode(MultiModelCouncilRequest request, MultiModelCouncilResult result, string targetArea, ILogger logger)
```

Parameters

`request`
MultiModelCouncilRequest

`result`
MultiModelCouncilResult

`targetArea` **string**

`logger` **ILogger**

Returns

string

GenerateCodeDomExample(MultiModelCouncilRequest, MultiModelCouncilResult, string, ILogger)

```
public string GenerateCodeDomExample(MultiModelCouncilRequest request, MultiModelCouncilResult result, string targetArea, ILogger logger)
```

Parameters

`request`
MultiModelCouncilRequest

`result`
MultiModelCouncilResult

`targetArea` **string**

`logger` **ILogger**

Returns

string

GenerateDesignReviewDoc(string, GeneratedSolutionArchetype, IReadOnlyList<GeneratedPromiseModule>, ILogger)

```
public string GenerateDesignReviewDoc(string projectName, GeneratedSolutionArchetype archetype, IReadOnlyList<GeneratedPromiseModule> promiseModules, ILogger logger)
```

Parameters

`projectName` **string**

`archetype`
GeneratedSolutionArchetype

`promiseModules`
IReadOnlyList<GeneratedPromiseModule>

`logger` **ILogger**

Returns

string

GenerateLocalGptGenerationJson(string, MultiModelCouncilRequest, MultiModelCouncilResult, bool, ILogger)

```
public string GenerateLocalGptGenerationJson(string projectName, MultiModelCouncilRequest request, MultiModelCouncilResult result, bool isAiHostLab, ILogger logger)
```

Parameters

`projectName` **string**

`request`
MultiModelCouncilRequest

`result`
MultiModelCouncilResult

`isAiHostLab` **bool**

`logger` **ILogger**

Returns

string

GenerateNavigationIconSvgs(ILogger)

```
public IReadOnlyList<(string FileName, string Svg)>? GenerateNavigationIconSvgs(ILogger logger)
```

Parameters

`logger` **ILogger**

Returns

IReadOnlyList<(string FileName, string Svg)>

GeneratePromiseMapDoc(string, MultiModelCouncilRequest, MultiModelCouncilResult, IReadOnlyList<GeneratedPromiseModule>, ILogger)

```
public string GeneratePromiseMapDoc(string projectName, MultiModelCouncilRequest request, MultiModelCouncilResult result, IReadOnlyList<GeneratedPromiseModule> promiseModules,
ILogger logger)
```

Parameters

`projectName` **string**

`request`
MultiModelCouncilRequest

`result`
MultiModelCouncilResult

`promiseModules`
IReadOnlyList<GeneratedPromiseModule>

`logger` **ILogger**

Returns

string

GeneratePromiseModuleRazor(GeneratedPromiseModule, ILogger)

```
public string GeneratePromiseModuleRazor(GeneratedPromiseModule module, ILogger logger)
```

Parameters

`module`
GeneratedPromiseModule

`logger` **ILogger**

Returns

string

GenerateSolutionAppSettings(bool, ILogger)

```
public string GenerateSolutionAppSettings(bool isAiHostLab, ILogger logger)
```

Parameters

`isAiHostLab` **bool**

`logger` **ILogger**

Returns

string

GenerateSolutionArchitectureDoc(string, bool, ILogger)

```
public string GenerateSolutionArchitectureDoc(string projectName, bool isAiHostLab, ILogger logger)
```

Parameters

`projectName` **string**

`isAiHostLab` **bool**

`logger` **ILogger**

Returns

string

GenerateSolutionBuildAndRunDoc(string, bool, ILogger)

```
public string GenerateSolutionBuildAndRunDoc(string projectName, bool isAiHostLab, ILogger logger)
```

Parameters

projectName **string**

isAiHostLab **bool**

logger **ILogger**

Returns

string

GenerateSolutionDashboardRazor(MultiModelCouncilRequest, MultiModelCouncilResult, GeneratedSolutionArchetype, ILogger)

```
public string GenerateSolutionDashboardRazor(MultiModelCouncilRequest request, MultiModelCouncilResult result, GeneratedSolutionArchetype archetype, ILogger logger)
```

Parameters

request
MultiModelCouncilRequest

result
MultiModelCouncilResult

archetype
GeneratedSolutionArchetype

logger **ILogger**

Returns

string

GenerateSolutionDetailRazor(MultiModelCouncilRequest, MultiModelCouncilResult, bool, ILogger)

```
public string GenerateSolutionDetailRazor(MultiModelCouncilRequest request, MultiModelCouncilResult result, bool isAiHostLab, ILogger logger)
```

Parameters

`request` **MultiModelCouncilRequest**

`result` **MultiModelCouncilResult**

`isAiHostLab` **bool**

`logger` **ILogger**

Returns

string

GenerateSolutionFile(string, string, ILogger)

```
public string GenerateSolutionFile(string projectName, string projectGuid, ILogger logger)
```

Parameters

`projectName` **string**

`projectGuid` **string**

`logger` **ILogger**

Returns

string

GenerateSolutionImports(string, ILogger)

```
public string GenerateSolutionImports(string projectName, ILogger logger)
```

Parameters

`projectName` **string**

`logger` **ILogger**

Returns

string

GenerateSolutionIndexRazor(MultiModelCouncilRequest, MultiModelCouncilResult, GeneratedSolutionArchetype, ILogger)

```
public string GenerateSolutionIndexRazor(MultiModelCouncilRequest request, MultiModelCouncilResult result, GeneratedSolutionArchetype archetype, ILogger logger)
```

Parameters

`request`
MultiModelCouncilRequest

`result`
MultiModelCouncilResult

`archetype`
GeneratedSolutionArchetype

`logger` **ILogger**

Returns

string

GenerateSolutionKnowledgeTableRazor(bool, ILogger)

```
public string GenerateSolutionKnowledgeTableRazor(bool isAiHostLab, ILogger logger)
```

Parameters

`isAiHostLab` **bool**

`logger` **ILogger**

Returns

string

GenerateSolutionManifest(string, string, MultiModelCouncilRequest, MultiModelCouncilResult, bool, ILogger)

```
public string GenerateSolutionManifest(string projectName, string solutionGuid, MultiModelCouncilRequest request, MultiModelCouncilResult result, bool isAiHostLab, ILogger logger)
```

Parameters

`projectName` **string**

`solutionGuid` **string**

`request`
MultiModelCouncilRequest

`result`
MultiModelCouncilResult

`isAiHostLab` **bool**

`logger` **ILogger**

Returns

string

GenerateSolutionModel(string, ILogger)

```
public string GenerateSolutionModel(string projectName, ILogger logger)
```

Parameters

`projectName` **string**

`logger` **ILogger**

Returns

string

GenerateSolutionNavigationRazor(GeneratedSolutionArchetype, IReadOnlyList<GeneratedPromiseModule>, ILogger)

```
public string GenerateSolutionNavigationRazor(GeneratedSolutionArchetype archetype, IReadOnlyList<GeneratedPromiseModule> promiseModules, ILogger logger)
```

Parameters

`archetype`
GeneratedSolutionArchetype

`promiseModules`
IReadOnlyList<GeneratedPromiseModule>

`logger` **ILogger**

Returns

string

GenerateSolutionProgram(string, bool, ILogger)

```
public string GenerateSolutionProgram(string projectName, bool isAiHostLab, ILogger logger)
```

Parameters

projectName string

isAiHostLab bool

logger ILogger

Returns

string

GenerateSolutionProjectIndex(string, MultiModelCouncilRequest, MultiModelCouncilResult, bool, ILogger)

```
public string GenerateSolutionProjectIndex(string projectName, MultiModelCouncilRequest request, MultiModelCouncilResult result, bool isAiHostLab, ILogger logger)
```

Parameters

projectName string

request
MultiModelCouncilRequest

result
MultiModelCouncilResult

isAiHostLab bool

logger ILogger

Returns

string

GenerateSolutionReadme(string, MultiModelCouncilRequest, MultiModelCouncilResult, bool, ILogger)

```
public string GenerateSolutionReadme(string projectName, MultiModelCouncilRequest request, MultiModelCouncilResult result, bool isAiHostLab, ILogger logger)
```

Parameters

projectName string

request
MultiModelCouncilRequest

`result`
MultiModelCouncilResult

`isAiHostLab` **bool**

`logger` **ILogger**

Returns

string

GenerateSolutionService(string, bool, ILogger)

```
public string GenerateSolutionService(string projectName, bool isAiHostLab, ILogger logger)
```

Parameters

`projectName` **string**

`isAiHostLab` **bool**

`logger` **ILogger**

Returns

string

GenerateSourceFidelityDoc(string, GeneratedSolutionArchetype, IReadOnlyList<GeneratedPromiseModule>, ILogger)

```
public string GenerateSourceFidelityDoc(string projectName, GeneratedSolutionArchetype archetype, IReadOnlyList<GeneratedPromiseModule> promiseModules, ILogger logger)
```

Parameters

`projectName` **string**

`archetype`
GeneratedSolutionArchetype

`promiseModules`
IReadOnlyList<GeneratedPromiseModule>

`logger` **ILogger**

Returns

string

GenerateSourceFidelityService(string, GeneratedSolutionArchetype, ILogger)

```
public string GenerateSourceFidelityService(string projectName, GeneratedSolutionArchetype archetype, ILogger logger)
```

Parameters

projectName string

archetype GeneratedSolutionArchetype

logger ILogger

Returns

string

GetDiscoveredModelButtonText(LocalAiModelInfo, ILogger)

```
public string GetDiscoveredModelButtonText(LocalAiModelInfo model, ILogger logger)
```

Parameters

model LocalAiModelInfo

logger ILogger

Returns

string

GetPackFormatJsonValue(string, ILogger)

```
public string GetPackFormatJsonValue(string minecraftVersion, ILogger logger)
```

Parameters

minecraftVersion string

logger ILogger

Returns

string

IsAllowedLocalRoute(string, ILogger)

```
public bool IsAllowedLocalRoute(string route, ILogger logger)
```

Parameters

`route` **string**

`logger` **ILogger**

Returns

bool

IsImportantFile(string, string, ILogger)

```
public bool IsImportantFile(string fileName, string extension, ILogger logger)
```

Parameters

`fileName` **string**

`extension` **string**

`logger` **ILogger**

Returns

bool

IsMinecraftDatapackArtifactTarget(string, string, ILogger)

```
public bool? IsMinecraftDatapackArtifactTarget(string prompt, string finalAnswer, ILogger logger)
```

Parameters

`prompt` **string**

`finalAnswer` **string**

`logger` **ILogger**

Returns

bool?

IsMinecraftSkeletonMatrixArtifactTarget(string, string, ILogger)

```
public bool? IsMinecraftSkeletonMatrixArtifactTarget(string prompt, string finalAnswer, ILogger logger)
```

Parameters

`prompt` **string**

`finalAnswer` **string**

`logger` **ILogger**

Returns

bool?

IsProjectRootFile(string, string, ILogger)

```
public bool IsProjectRootFile(string fileName, string extension, ILogger logger)
```

Parameters

`fileName` **string**

`extension` **string**

`logger` **ILogger**

Returns

bool

LooksLikeArchitectureRoot(string, ILogger)

```
public bool LooksLikeArchitectureRoot(string rootPath, ILogger logger)
```

Parameters

`rootPath` **string**

`logger` **ILogger**

Returns

bool

LooksLikeMissingFeatureReport(string, ILogger<AiFeatureReportService>)

```
public bool LooksLikeMissingFeatureReport(string text, ILogger<AiFeatureReportService> logger)
```

Parameters

text string

logger
ILogger<AiFeatureReportService>

Returns

bool

LooksLikelyTruncated(string, ILogger)

```
public bool LooksLikelyTruncated(string text, ILogger logger)
```

Parameters

text string

logger ILogger

Returns

bool

MergeTags(string, string, ILogger)

```
public string MergeTags(string requestedTags, string requiredTags, ILogger logger)
```

Parameters

`requestedTags` **string**

`requiredTags` **string**

`logger` **ILogger**

Returns

string

MinecraftDatapackVersionInfoKnown(string, string, string, string, ILogger)

```
public MinecraftDatapackVersionInfo MinecraftDatapackVersionInfoKnown(string version, string packFormat, string functionRegistryFolder, string notes, ILogger logger)
```

Parameters

`version` **string**

`packFormat` **string**

`functionRegistryFolder` **string**

`notes` **string**

`logger` **ILogger**

Returns

MinecraftDatapackVersionInfo

MinecraftDatapackVersionInfoResolve(string?, ILogger)

```
public MinecraftDatapackVersionInfo MinecraftDatapackVersionInfoResolve(string? minecraftVersion, ILogger logger)
```

Parameters

`minecraftVersion` **string**

`logger` **ILogger**

Returns

MinecraftDatapackVersionInfo

MinecraftDatapackVersionKnownVersions(ILogger)

```
public List<MinecraftDatapackVersionInfo> MinecraftDatapackVersionKnownVersions(ILogger logger)
```

Parameters

`logger` **ILogger**

Returns

List<MinecraftDatapackVersionInfo>

MultiModelCouncilServiceBuildArtifactsMarkdown(IEnumerable<CouncilArtifact>, ILogger)

```
public string MultiModelCouncilServiceBuildArtifactsMarkdown(IEnumerable<CouncilArtifact> artifacts, ILogger logger)
```

Parameters

`artifacts`
IEnumerable<CouncilArtifact>

`logger` **ILogger**

Returns

string

MultiModelCouncilServiceBuildPollMarkdown(CouncilUserPoll, ILogger)

```
public string MultiModelCouncilServiceBuildPollMarkdown(CouncilUserPoll poll, ILogger logger)
```

Parameters

`poll` **CouncilUserPoll**

`logger` **ILogger**

Returns

string

MultiModelCouncilServiceBuildTranscript(IEnumerable<MultiModelCouncilStep>, ILogger)

```
public string MultiModelCouncilServiceBuildTranscript(IEnumerable<MultiModelCouncilStep> steps, ILogger logger)
```

Parameters

steps
IEnumerable<MultiModelCouncilStep>

logger **ILogger**

Returns

string

MultiModelCouncilServiceCreateConsensusPrompt(string, string, ILogger)

```
public string MultiModelCouncilServiceCreateConsensusPrompt(string userPrompt, string transcript, ILogger logger)
```

Parameters

userPrompt **string**

transcript **string**

logger **ILogger**

Returns

string

MultiModelCouncilServiceCreateCouncilSystemPrompt(string, IReadOnlyList<string>, ILogger)

```
public string MultiModelCouncilServiceCreateCouncilSystemPrompt(string modelName, IReadOnlyList<string> councilMembers, ILogger logger)
```

Parameters

modelName **string**

councilMembers
IReadOnlyList<string>

logger **ILogger**

Returns

string

MultiModelCouncilServiceCreateCritiquePrompt(string, string, string, bool, ILogger)

```
public string MultiModelCouncilServiceCreateCritiquePrompt(string modelName, string userPrompt, string transcript, bool selfReview, ILogger logger)
```

Parameters

modelName **string**

userPrompt **string**

transcript **string**

selfReview **bool**

logger **ILogger**

Returns

string

MultiModelCouncilServiceCreateProposalPrompt(string, string, ILogger)

```
public string MultiModelCouncilServiceCreateProposalPrompt(string modelName, string userPrompt, ILogger logger)
```

Parameters

modelName **string**

userPrompt **string**

logger **ILogger**

Returns

string

MultiModelCouncilServiceCreateVerificationPrompt(string, string, string, ILogger)

```
public string MultiModelCouncilServiceCreateVerificationPrompt(string userPrompt, string transcript, string consensus, ILogger logger)
```

Parameters

`userPrompt` **string**

`transcript` **string**

`consensus` **string**

`logger` **ILogger**

Returns

string

MultiModelCouncilServiceExtractThinking(string, ILogger)

```
public string MultiModelCouncilServiceExtractThinking(string content, ILogger logger)
```

Parameters

`content` **string**

`logger` **ILogger**

Returns

string

MultiModelCouncilServiceNormalizeEndpoint(string, ILogger)

```
public string MultiModelCouncilServiceNormalizeEndpoint(string endpoint, ILogger logger)
```

Parameters

`endpoint` **string**

`logger` **ILogger**

Returns

string

MultiModelCouncilServiceStripThinking(string, ILogger)

```
public string MultiModelCouncilServiceStripThinking(string content, ILogger logger)
```

Parameters

content string

logger ILogger

Returns

string

MultiModelCouncilServiceTrimCouncilText(string, int, ILogger)

```
public string MultiModelCouncilServiceTrimCouncilText(string content, int maxLength, ILogger logger)
```

Parameters

content string

maxLength int

logger ILogger

Returns

string

NormalizeDBNullStringValue(string, ILogger)

```
public string? NormalizeDBNullStringValue(string value, ILogger logger)
```

Parameters

value string

logger ILogger

Returns

string

NormalizeDescription(string)

```
public string NormalizeDescription(string description)
```

Parameters

`description` **string**

Returns

string

NormalizeFormerThought(string?, ILogger)

```
public string NormalizeFormerThought(string? value, ILogger logger)
```

Parameters

`value` **string**

`logger` **ILogger**

Returns

string

NormalizeLoader(string?, ILogger)

```
public string NormalizeLoader(string? loader, ILogger logger)
```

Parameters

`loader` **string**

`logger` **ILogger**

Returns

string

NormalizeModId(string, string)

```
public string NormalizeModId(string value, string fallback)
```

Parameters

value string

fallback string

Returns

string

NormalizeName(string, string)

```
public string NormalizeName(string value, string fallback)
```

Parameters

value string

fallback string

Returns

string

NormalizeOpenAIEndpoint(string, ILogger<AiConnectivityProbe>)

```
public string NormalizeOpenAIEndpoint(string endpoint, ILogger<AiConnectivityProbe> logger)
```

Parameters

endpoint string

logger
ILogger<AiConnectivityProbe>

Returns

string

NormalizePackageName(string)

```
public string NormalizePackageName(string value)
```

Parameters

`value` **string**

Returns

string

NormalizeRecoveredPrompt(string, ILogger)

```
public string NormalizeRecoveredPrompt(string prompt, ILogger logger)
```

Parameters

`prompt` **string**

`logger` **ILogger**

Returns

string

NormalizeTaskSet(string?, ILogger)

```
public string NormalizeTaskSet(string? taskSet, ILogger logger)
```

Parameters

`taskSet` **string**

`logger` **ILogger**

Returns

string

ParseKnowledgeRequests(string, string, ILogger)

```
public IEnumerable<CouncilKnowledgeEntry>? ParseKnowledgeRequests(string source, string responseText, ILogger logger)
```

Parameters

`source` **string**

`responseText` **string**

`logger` **ILogger**

Returns

IEnumerable<CouncilKnowledgeEntry>

ParseModelNames(string?, ILogger)

```
public IReadOnlyList<string> ParseModelNames(string? value, ILogger logger)
```

Parameters

`value` **string**

`logger` **ILogger**

Returns

IReadOnlyList<string>

ParseNullableGuid(string, ILogger)

```
public Guid? ParseNullableGuid(string value, ILogger logger)
```

Parameters

`value` **string**

`logger` **ILogger**

Returns

Guid?

ParseNullableUtc(string, ILogger)

```
public DateTime? ParseNullableUtc(string value, ILogger logger)
```

Parameters

`value` **string**

`logger` **ILogger**

Returns

DateTime?

PrettyPrintJson(string, ILogger)

```
public string PrettyPrintJson(string text, ILogger logger)
```

Parameters

`text` **string**

`logger` **ILogger**

Returns

string

ProviderModelBenchmarkCouncilSignature(IEnumerable<ProviderModelReference>, ILogger)

```
public string ProviderModelBenchmarkCouncilSignature(IEnumerable<ProviderModelReference> models, ILogger logger)
```

Parameters

`models`
IEnumerable<ProviderModelReference>

`logger` **ILogger**

Returns

string

ProviderModelReviewerSummary(ProviderModelReference, IEnumerable<ProviderModelReference>, ILogger)

```
public string ProviderModelReviewerSummary(ProviderModelReference model, IEnumerable<ProviderModelReference> councilModels, ILogger logger)
```

Parameters

`model` **ProviderModelReference**

`councilModels` **IEnumerable<ProviderModelReference>**

`logger` **ILogger**

Returns

string

RedactSensitiveName(string, ILogger)

```
public string RedactSensitiveName(string value, ILogger logger)
```

Parameters

`value` **string**

`logger` **ILogger**

Returns

string

SafeEnumerateDirectories(string, ILogger)

```
public IEnumerable<string> SafeEnumerateDirectories(string rootPath, ILogger logger)
```

Parameters

`rootPath` **string**

`logger` **ILogger**

Returns

IEnumerable<string>

SafeEnumerateDirectoryInfos(string, ILogger)

```
public IEnumerable<DirectoryInfo> SafeEnumerateDirectoryInfos(string rootPath, ILogger logger)
```

Parameters

`rootPath` **string**

`logger` **ILogger**

Returns

IEnumerable<DirectoryInfo>

SanitizeFileName(string, ILogger)

```
public string SanitizeFileName(string fileName, ILogger logger)
```

Parameters

`fileName` **string**

`logger` **ILogger**

Returns

string

SanitizeFileName(string, ILogger<BuildDebugInventoryService>)

```
public string SanitizeFileName(string value, ILogger<BuildDebugInventoryService> logger)
```

Parameters

`value` **string**

`logger`
ILogger<BuildDebugInventoryS
ervice>

Returns

string

SanitizeForPrompt(string, ILogger)

```
public string SanitizeForPrompt(string text, ILogger logger)
```

Parameters

`text` **string**

`logger` **ILogger**

Returns

string

StripModelThinking(string, ILogger)

```
public string StripModelThinking(string content, ILogger logger)
```

Parameters

`content` **string**

`logger` **ILogger**

Returns

string

StripThinking(string, ILogger)

```
public string StripThinking(string content, ILogger logger)
```

Parameters

`content` **string**

`logger` **ILogger**

Returns

string

ToForwardSlash(string, ILogger)

```
public string ToForwardSlash(string path, ILogger logger)
```

Parameters

`path` **string**

`logger` **ILogger**

Returns

string

ToKebabRoute(string, ILogger)

```
public string ToKebabRoute(string value, ILogger logger)
```

Parameters

`value` **string**

`logger` **ILogger**

Returns

string

ToMinecraftNamespace(string, ILogger)

```
public string ToMinecraftNamespace(string value, ILogger logger)
```

Parameters

`value` **string**

`logger` **ILogger**

Returns

string

ToPascalCase(string, ILogger)

```
public string ToPascalCase(string value, ILogger logger)
```

Parameters

`value` **string**

`logger` **ILogger**

Returns

string

ToPascalIdentifier(string, ILogger)

```
public string ToPascalIdentifier(string value, ILogger logger)
```

Parameters

`value` **string**

`logger` **ILogger**

Returns

string

TrimEndpoint(string, ILogger)

```
public string TrimEndpoint(string endpoint, ILogger logger)
```

Parameters

`endpoint` **string**

`logger` **ILogger**

Returns

string

TrimForCodeComment(string, int, ILogger)

```
public string TrimForCodeComment(string text, int maxLength, ILogger logger)
```

Parameters

`text` **string**

`maxLength` **int**

`logger` **ILogger**

Returns

string

TrimForDisplay(string, int, ILogger)

```
public string TrimForDisplay(string text, int maxCharacters, ILogger logger)
```

Parameters

`text` **string**

`maxCharacters` **int**

`logger` **ILogger**

Returns

string

TrimForKnowledge(string, int, ILogger)

```
public string TrimForKnowledge(string text, int maxLength, ILogger logger)
```

Parameters

`text` **string**

`maxLength` **int**

`logger` **ILogger**

Returns

string

TrimForPrompt(string?, int, ILogger, bool, bool, bool)

```
public string TrimForPrompt(string? text, int maxCharacters, ILogger logger, bool keepBothEnds = false, bool collapseWhitespace = false, bool useLocalGptOmission = false)
```

Parameters

`text` **string**

`maxCharacters` **int**

`logger` **ILogger**

`keepBothEnds` **bool**

`collapseWhitespace` **bool**

`useLocalGptOmission` **bool**

Returns

string

TryFindCouncilPromptSection(string, ILogger)

```
public string? TryFindCouncilPromptSection(string content, ILogger logger)
```

Parameters

`content` **string**

`logger` **ILogger**

Returns

string

TryGetDataContentFileName(DataContent, ILogger)

```
public string? TryGetDataContentFileName(DataContent content, ILogger logger)
```

Parameters

`content` **DataContent**

`logger` **ILogger**

Returns

string

TryParseConfidence(string, ILogger)

```
public int? TryParseConfidence(string value, ILogger logger)
```

Parameters

value string

logger ILogger

Returns

int?

TryRecoverPromptFromTitle(string, ILogger)

```
public string? TryRecoverPromptFromTitle(string title, ILogger logger)
```

Parameters

title string

logger ILogger

Returns

string

Class CreateCodeGenerationReviewFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class CreateCodeGenerationReviewFunction : IDxAiFunctionHandler
```

Inheritance object
CreateCodeGenerationReviewFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

CreateCodeGenerationReviewFunction(IDxAiFunctionJsonService, ICodeGenerationWorkflowService, ILogger<CreateCodeGenerationReviewFunction>)

```
public CreateCodeGenerationReviewFunction(IDxAiFunctionJsonService json, ICodeGenerationWorkflowService workflow, ILogger<CreateCodeGenerationReviewFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`workflow`
ICodeGenerationWorkflowService

`logger`
ILogger<CreateCodeGenerationReviewFunction>

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class CreateEmbeddedFirmwareArtifactsFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class CreateEmbeddedFirmwareArtifactsFunction : IDxAiFunctionHandler
```

Inheritance object
CreateEmbeddedFirmwareArtifactsFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

CreateEmbeddedFirmwareArtifactsFunction(IDxAiFunctionJsonService, IEmbeddedFirmwarePlanningService, ILogger<CreateEmbeddedFirmwareArtifactsFunction>)

```
public CreateEmbeddedFirmwareArtifactsFunction(IDxAiFunctionJsonService json, IEmbeddedFirmwarePlanningService planning, ILogger<CreateEmbeddedFirmwareArtifactsFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`planning` **IEmbeddedFirmwarePlanningService**

`logger` **ILogger<CreateEmbeddedFirmwareArtifactsFunction>**

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class CreateEmbeddedWiringDraftFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class CreateEmbeddedWiringDraftFunction : IDxAiFunctionHandler
```

Inheritance object
CreateEmbeddedWiringDraftFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

CreateEmbeddedWiringDraftFunction(IDxAiFunctionJsonService, IEmbeddedWiringService)

```
public CreateEmbeddedWiringDraftFunction(IDxAiFunctionJsonService json, IEmbeddedWiringService wiring)
```

Parameters

`json` **IDxAiFunctionJsonService**

`wiring`
IEmbeddedWiringService

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class CreatureCouncilGameSubdirector

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Predicts bounded creature reactions for the next authoritative world step.

```
public sealed class CreatureCouncilGameSubdirector : ICouncilGameSubdirector
```

Inheritance object
CreatureCouncilGameSubdirector

Implements ICouncilGameSubdirector

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

CreatureCouncilGameSubdirector(ICouncilGameActorRuntimeFactory)

Predicts bounded creature reactions for the next authoritative world step.

```
public CreatureCouncilGameSubdirector(ICouncilGameActorRuntimeFactory actorFactory)
```

Parameters

actorFactory
ICouncilGameActorRuntimeFactory

🐾 Properties ðŸ±ðŸ¶â œ¨ 2

ActorKind

```
public CouncilGameActorKind ActorKind { get; }
```

Value

CouncilGameActorKind

Key

```
public string Key { get; }
```

Value

string

Methods ðŸ±ðŸ¶â œ¨ 1

PredictAsync(CouncilGameDirectorContext, CancellationToken)

Produces a bounded prediction for the proposed action.

```
public Task<CouncilGameSubdirectorPrediction> PredictAsync(CouncilGameDirectorContext context, CancellationToken cancellationToken = default)
```

Parameters

`context`
CouncilGameDirectorContext

`cancellationToken`
CancellationToken

Returns

Task<CouncilGameSubdirector Prediction>

Class DebugArtifactInspectionService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Reads bounded metadata from portable PDB and other debug files without loading or executing them.

```
public sealed class DebugArtifactInspectionService : IDebugArtifactInspectionService
```

Inheritance
object
DebugArtifactInspectionService

Implements IDebugArtifactInspectionService

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

DebugArtifactInspectionService(ILogger<DebugArtifactInspectionService>)

Reads bounded metadata from portable PDB and other debug files without loading or executing them.

```
public DebugArtifactInspectionService(ILogger<DebugArtifactInspectionService> logger)
```

Parameters

logger
ILogger<DebugArtifactInspectionService>

Methods ðŸ±ðŸ¶â¨ 1

InspectAsync(string, CancellationToken)

```
public Task<DebugArtifactInspectionResult> InspectAsync(string filePath, CancellationToken cancellationToken = default)
```

Parameters

filePath string

cancellationToken
CancellationToken

Returns

Task<DebugArtifactInspectionResult>

Class DeferredDxAiInvocationService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class DeferredDxAiInvocationService : IDeferredDxAiInvocationService
```

Inheritance	object DeferredDxAiInvocationService
Implements	IDeferredDxAiInvocationService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

DeferredDxAiInvocationService(ILocalGptVocabularyService, IDbContextFactory<LocalGptMemoryDbContext>, IServiceScopeFactory, ILogger<DeferredDxAiInvocationService>)

```
public DeferredDxAiInvocationService(ILocalGptVocabularyService vocabulary, IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IServiceScopeFactory scopeFactory,
ILogger<DeferredDxAiInvocationService> logger)
```

Parameters

`vocabulary`
ILocalGptVocabularyService

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`scopeFactory`
IServiceScopeFactory

`logger`
ILogger<DeferredDxAiInvocationService>

Methods ðŸ±ðŸ¶ â

3

ExecuteApprovedForApprovalRequestAsync(Guid, int, CancellationToken)

```
public Task<IReadOnlyList<DeferredDxAiExecutionOutcome>> ExecuteApprovedForApprovalRequestAsync(Guid approvalRequestId, int councilRound = 0, CancellationToken cancellationToken
= default)
```

Parameters

`approvalRequestId` **Guid**

`councilRound` **int**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<DeferredDxAiExecutionOutcome>>

ExecuteApprovedForHeartbeatAsync(Guid, int, CancellationToken)

```
public Task<IReadOnlyList<DeferredDxAiExecutionOutcome>> ExecuteApprovedForHeartbeatAsync(Guid councilRunId, int councilRound, CancellationToken cancellationToken = default)
```

Parameters

`councilRunId` **Guid**

`councilRound` **int**

`cancellationToken` **CancellationToken**

Returns

Task<IReadOnlyList<DeferredDxAiExecutionOutcome>>

QueueAsync(string, DxAiFunctionInvocationRequest, Guid, string, Guid?, CancellationToken)

```
public Task QueueAsync(string functionName, DxAiFunctionInvocationRequest request, Guid approvalRequestId, string correlationId, Guid? councilRunId, CancellationToken
cancellationToken = default)
```

Parameters

`functionName` **string**

`request` **DxAiFunctionInvocationRequest**

`approvalRequestId` **Guid**

`correlationId` **string**

`councilRunId` **Guid?**

`cancellationToken` **CancellationToken**

Returns

Task

Class DeleteSqliteRowFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class DeleteSqliteRowFunction : IDxAiFunctionHandler
```

Inheritance
object
DeleteSqliteRowFunction

Implements IDxAiFunctionHandler

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

DeleteSqliteRowFunction(IDxAiFunctionJsonService, ISqliteTableEditorService, ILogger<DeleteSqliteRowFunction>)

```
public DeleteSqliteRowFunction(IDxAiFunctionJsonService json, ISqliteTableEditorService editor, ILogger<DeleteSqliteRowFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`editor`
ISqliteTableEditorService

`logger`
ILogger<DeleteSqliteRowFunction>

Properties ðŸ±ðŸ¶â€¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â€¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

cancellationToken
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class DevExpressChatService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class DevExpressChatService
```

Inheritance	object DevExpressChatService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ± ðŸ¶ âœ¨ 1

DevExpressChatService(CouncilTextService, IDxAiFunctionRegistry, LocalGptCatalogService, ILogger<DevExpressChatService>)

```
public DevExpressChatService(CouncilTextService text, IDxAiFunctionRegistry functionRegistry, LocalGptCatalogService catalog, ILogger<DevExpressChatService> logger)
```

Parameters

`text` **CouncilTextService**

`functionRegistry`
IDxAiFunctionRegistry

`catalog`
LocalGptCatalogService

`logger`
**ILogger<DevExpressChatServic
e>**

Fields ðŸ□± ðŸ□¶ âœ¨ 1

Functions

```
public readonly DxaichatFunctionInfo[] Functions
```

Value

DxaichatFunctionInfo[]

Methods ðŸ□± ðŸ□¶ âœ¨ 8

BuildPromptBriefing()

```
public string BuildPromptBriefing()
```

Returns

string

BuildTitle(IReadOnlyList<BlazorChatMessage>, ILogger)

```
public string BuildTitle(IReadOnlyList<BlazorChatMessage> messages, ILogger logger)
```

Parameters

`messages`
IReadOnlyList<BlazorChatMessage>

`logger` **ILogger**

Returns

string

EnsureVisibleCouncilPrompt(ChatMemoryConversation, List<BlazorChatMessage>, ILogger)

```
public List<BlazorChatMessage> EnsureVisibleCouncilPrompt(ChatMemoryConversation conversation, List<BlazorChatMessage> messages, ILogger logger)
```

Parameters

`conversation`
ChatMemoryConversation

`messages`
List<BlazorChatMessage>

`logger` **ILogger**

Returns

List<BlazorChatMessage>

GetFunctions()

```
public IReadOnlyList<DxaichatFunctionInfo> GetFunctions()
```

Returns

IReadOnlyList<DxaichatFunctionInfo>

IsCouncilConversation(ChatMemoryConversation, IReadOnlyList<BlazorChatMessage>, ILogger)

```
public bool IsCouncilConversation(ChatMemoryConversation conversation, IReadOnlyList<BlazorChatMessage> messages, ILogger logger)
```

Parameters

conversation
ChatMemoryConversation

messages
IReadOnlyList<BlazorChatMessage>

logger **ILogger**

Returns

bool

ToBlazorChatMessage(ChatMemoryMessage, ILogger)

```
public BlazorChatMessage? ToBlazorChatMessage(ChatMemoryMessage message, ILogger logger)
```

Parameters

message **ChatMemoryMessage**

logger **ILogger**

Returns

BlazorChatMessage

ToRoleName(ChatMessageRole, ILogger)

```
public string ToRoleName(ChatMessageRole role, ILogger logger)
```

Parameters

`role` **ChatMessageRole**

`logger` **ILogger**

Returns

string

TryExtractPromptFromAssistantMessages(IReadOnlyList<BlazorChatMessage>, ILogger)

```
public string? TryExtractPromptFromAssistantMessages(IReadOnlyList<BlazorChatMessage> messages, ILogger logger)
```

Parameters

`messages` **IReadOnlyList<BlazorChatMessage>**

`logger` **ILogger**

Returns

string

Class DocumentationCatalogService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Resolves generated DocFX artifacts and compiler-generated XML comments without exposing arbitrary filesystem paths.

```
[DocumentationUpdated("2.2.8")]
```

```
public sealed class DocumentationCatalogService : IDocumentationCatalogService
```

Inheritance object
DocumentationCatalogService

Implements IDocumentationCatalogService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â…¨ 1

DocumentationCatalogService(IWebHostEnvironment, ICustomVersion, IDocumentationTranslationAdapter, ILogger<DocumentationCatalogService>)

Resolves generated DocFX artifacts and compiler-generated XML comments without exposing arbitrary filesystem paths.

```
public DocumentationCatalogService(IWebHostEnvironment environment, ICustomVersion version, IDocumentationTranslationAdapter translation, ILogger<DocumentationCatalogService>
logger)
```

Parameters

`environment`
IWebHostEnvironment

`version` **ICustomVersion**

`translation`
**IDocumentationTranslationAda
pter**

`logger`
**ILogger<DocumentationCatalo
gService>**

⚙ Methods ðŸ±ðŸ¶â…¨ 5

GetComment(string, string?)

Returns one localized XML documentation member by its stable compiler member identifier.

```
public LocalGptDocumentationComment? GetComment(string memberId, string? culture = null)
```

Parameters

`memberId` **string**

`culture` **string**

Returns

LocalGptDocumentationComment

GetHtmlFilePath(string?)

Returns one generated HTML or supporting asset path from the selected documentation root.

```
public string? GetHtmlFilePath(string? relativePath)
```

Parameters

`relativePath` **string**

Returns

string

GetPdfPath()

Returns the absolute PDF path when a compatible generated documentation artifact exists.

```
public string? GetPdfPath()
```

Returns

string

GetStatus()

Returns availability, version and application-relative links for generated documentation.

```
public LocalGptDocumentationStatus GetStatus()
```

Returns

LocalGptDocumentationStatus

SearchComments(string?, int, string?)

Searches member identifiers, summaries and remarks without exposing arbitrary files.

```
public IReadOnlyList<LocalGptDocumentationComment> SearchComments(string? query, int limit = 100, string? culture = null)
```

Parameters

`query` **string**

`limit` **int**

`culture` **string**

Returns

IReadOnlyList<LocalGptDocumentationComment>

Class DocumentationTranslationAdapter

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

Bridges compiler-generated XML comments to the existing LocalGPT localization service without changing that service's contract.

```
[DocumentationUpdated("2.1.20")]
public sealed class DocumentationTranslationAdapter : IDocumentationTranslationAdapter
```

Inheritance object
DocumentationTranslationAdapter

Implements IDocumentationTranslationAdapter

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

DocumentationTranslationAdapter(ILocalGptLocalizationService, ILogger<DocumentationTranslationAdapter>)

Bridges compiler-generated XML comments to the existing LocalGPT localization service without changing that service's contract.

```
public DocumentationTranslationAdapter(ILocalGptLocalizationService localization, ILogger<DocumentationTranslationAdapter> logger)
```

Parameters

`localization`
ILocalGptLocalizationService

`logger`
ILogger<DocumentationTranslationAdapter>

⚙ Methods ðŸ± ðŸ¶ âœ¨ 1

Adapt(LocalGptDocumentationComment, string?)

Returns a localized copy of one documentation comment for the requested culture.

```
public LocalGptDocumentationComment Adapt(LocalGptDocumentationComment comment, string? culture = null)
```

Parameters

`comment`
LocalGptDocumentationComment

`culture` **string**

Returns

LocalGptDocumentationComment

Class DocumentationViewerService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

Coordinates one focus-managed same-origin documentation modal per Blazor circuit.

```
[DocumentationUpdated("2.3.6")]
public sealed class DocumentationViewerService : IDocumentationViewerService
```

Inheritance	object DocumentationViewerService
Implements	IDocumentationViewerService
Inherited Members	object.GetType() object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

DocumentationViewerService(ILogger<DocumentationViewerService>)

Coordinates one focus-managed same-origin documentation modal per Blazor circuit.

```
public DocumentationViewerService(ILogger<DocumentationViewerService> logger)
```

Parameters

logger
ILogger<DocumentationViewerService>

🐾 Properties ðŸ±ðŸ¶ â€¨ 1

State

Gets the current scoped viewer state.

```
public LocalGptDocumentationViewerState State { get; }
```

Value

LocalGptDocumentationViewerState

⚙ Methods ðŸ±ðŸ¶ â€¨ 2

Close()

Closes the current viewer.

```
public void Close()
```

Open(LocalGptDocumentationViewerRequest)

Opens one safe same-origin documentation route.

```
public void Open(LocalGptDocumentationViewerRequest request)
```

Parameters

request
LocalGptDocumentationViewerRequest

Events ðŸ±ðŸ¶â¨ 1

StateChanged

Raised when the viewer state changes.

```
public event Action? StateChanged
```

Event Type

Action

Class DxAiFunctionCallRecoveryService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Recovers structured DX function calls emitted as assistant text by provider runtimes that do not populate their native tool-call field. Function names are resolved exclusively against the live DI-backed registry; this service never invents or hardcodes callable operations.

```
public sealed class DxAiFunctionCallRecoveryService : IDxAiFunctionCallRecoveryService
```

Inheritance object
DxAiFunctionCallRecoveryService

Implements IDxAiFunctionCallRecoveryService

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

DxAiFunctionCallRecoveryService(IDxAiFunctionRegistry, ICouncilTextPatternDataService, ILogger<DxAiFunctionCallRecoveryService>)

Recovers structured DX function calls emitted as assistant text by provider runtimes that do not populate their native tool-call field. Function names are resolved exclusively against the live DI-backed registry; this service never invents or hardcodes callable operations.

```
public DxAiFunctionCallRecoveryService(IDxAiFunctionRegistry registry, ICouncilTextPatternDataService textPatterns, ILogger<DxAiFunctionCallRecoveryService> logger)
```

Parameters

`registry`
IDxAiFunctionRegistry

`textPatterns`
ICouncilTextPatternDataService

`logger`
ILogger<DxAiFunctionCallRecoveryService>

Methods ðŸ±ðŸ¶â€¨ 2

LooksLikeStructuredFunctionCall(string)

```
public bool LooksLikeStructuredFunctionCall(string content)
```

Parameters

`content` **string**

Returns

bool

Recover(string, bool)

```
public DxAiFunctionTextRecoveryResult Recover(string content, bool automaticInvocation = true)
```

Parameters

`content` **string**

`automaticInvocation` **bool**

Returns

DxAiFunctionTextRecoveryResult

Class DxAiFunctionCatalogHostedService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class DxAiFunctionCatalogHostedService : IHostedService
```

Inheritance	object DxAiFunctionCatalogHostedService
Implements	IHostedService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

DxAiFunctionCatalogHostedService(IServiceScopeFactory, ILogger<DxAiFunctionCatalogHostedService>)

```
public DxAiFunctionCatalogHostedService(IServiceScopeFactory scopeFactory, ILogger<DxAiFunctionCatalogHostedService> logger)
```

Parameters

scopeFactory
IServiceScopeFactory

logger
ILogger<DxAiFunctionCatalogHostedService>

⚙ Methods ðŸ±ðŸ¶â œ¨ 2

StartAsync(CancellationToken)

```
public Task StartAsync(CancellationToken cancellationToken)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task

StopAsync(CancellationToken)

```
public Task StopAsync(CancellationToken cancellationToken)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task

Class DxAiFunctionCatalogService

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✨ 🐾 🌞

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Keeps the user-facing DX function catalog in the existing SystemVariables table. This deliberately avoids destructive schema replacement: old databases receive missing records, while user-edited exposure and confirmation settings survive descriptor refreshes and application upgrades.

```
public sealed class DxAiFunctionCatalogService : IDxAiFunctionCatalogService
```

Inheritance	object DxAiFunctionCatalogService
Implements	IDxAiFunctionCatalogService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

DxAiFunctionCatalogService(ILocalGptVocabularyService, DxAiFunctionCatalogSynchronizationGate, IDatabaseInitializationService, IDbContextFactory<LocalGptMemoryDbContext>, IDxAiFunctionRegistry, IOrganicAddonManifestService, ILogger<DxAiFunctionCatalogService>)

Keeps the user-facing DX function catalog in the existing SystemVariables table. This deliberately avoids destructive schema replacement: old databases receive missing records, while user-edited exposure and confirmation settings survive descriptor refreshes and application upgrades.

```
public DxAiFunctionCatalogService(ILocalGptVocabularyService vocabulary, DxAiFunctionCatalogSynchronizationGate synchronizationGate, IDatabaseInitializationService
databaseInitialization, IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDxAiFunctionRegistry registry, IOrganicAddonManifestService addonManifests,
ILogger<DxAiFunctionCatalogService> logger)
```

Parameters

`vocabulary`
ILocalGptVocabularyService

`synchronizationGate`
DxAiFunctionCatalogSynchronizationGate

`databaseInitialization`
IDatabaseInitializationService

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`registry`
IDxAiFunctionRegistry

`addonManifests`
IOrganicAddonManifestService

`logger`
ILogger<DxAiFunctionCatalogService>

Methods ðŸ± ðŸ¶ âœ¨ 6

GetByFunctionNameAsync(string, CancellationToken)

```
public Task<DxAiFunctionCatalogEntry?> GetByFunctionNameAsync(string functionName, CancellationToken cancellationToken = default)
```

Parameters

`functionName` **string**

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionCatalogEntry>

GetEntriesAsync(CancellationToken)

```
public Task<IReadOnlyList<DxAiFunctionCatalogEntry>> GetEntriesAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<DxAiFunctionCatalogEntry>>

GetEntryAsync(string, CancellationToken)

```
public Task<DxAiFunctionCatalogEntry?> GetEntryAsync(string catalogKey, CancellationToken cancellationToken = default)
```

Parameters

`catalogKey` **string**

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionCatalogEntry>

GetExposedToPeerAsync(string, CancellationToken)

```
public Task<IReadOnlyList<DxAiFunctionCatalogEntry>> GetExposedToPeerAsync(string peerId, CancellationToken cancellationToken = default)
```

Parameters

`peerId` **string**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<DxAiFunctionCatalogEntry>>

SavePolicyAsync(DxAiFunctionCatalogSaveRequest, CancellationToken)

```
public Task<DxAiFunctionCatalogEntry> SavePolicyAsync(DxAiFunctionCatalogSaveRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionCatalogSaveRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionCatalogEntry>

SynchronizeAsync(CancellationToken)

```
public Task<IReadOnlyList<DxAiFunctionCatalogEntry>> SynchronizeAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<DxAiFunctionCatalogEntry>>

Class DxAiFunctionCatalogSynchronizationGate

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Namespace LocalGPT.Services

Assembly LocalGPT.dll

Serializes DX function catalog synchronization and policy writes across all scoped catalog-service instances.

```
public sealed class DxAiFunctionCatalogSynchronizationGate
```

Inheritance object
DxAiFunctionCatalogSynchronizationGate

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

DxAiFunctionCatalogSynchronizationGate()

```
public DxAiFunctionCatalogSynchronizationGate()
```

⚙ Methods ðŸ±ðŸ¶ âœ¨ 2

Release()

```
public void Release()
```

WaitAsync(CancellationToken)

```
public Task WaitAsync(CancellationToken cancellationToken)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task

Class DxAiFunctionHandlerMapService

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Namespace LocalGPT.Services

Assembly LocalGPT.dll

Builds the scoped DXAI handler directory after the registry has been created. This keeps lazy cycle breaking in the registry while moving validation behavior behind an injected service instead of a static helper.

```
public sealed class DxAiFunctionHandlerMapService
```

Inheritance object
DxAiFunctionHandlerMapService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

DxAiFunctionHandlerMapService(ILogger<DxAiFunctionHandlerMapService>)

Builds the scoped DXAI handler directory after the registry has been created. This keeps lazy cycle breaking in the registry while moving validation behavior behind an injected service instead of a static helper.

```
public DxAiFunctionHandlerMapService(ILogger<DxAiFunctionHandlerMapService> logger)
```

Parameters

`logger`
ILogger<DxAiFunctionHandlerMapService>

⚙ Methods ðŸ±ðŸ¶ â€¨ 1

Build(IEnumerable<IDxAiFunctionHandler>)

```
public IReadOnlyDictionary<string, IDxAiFunctionHandler> Build(IEnumerable<IDxAiFunctionHandler> handlers)
```

Parameters

handlers
IEnumerable<IDxAiFunctionHandler>

Returns

IReadOnlyDictionary<string, IDxAiFunctionHandler>

Class DxAiFunctionRegistry

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Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class DxAiFunctionRegistry : IDxAiFunctionRegistry
```

Inheritance object
DxAiFunctionRegistry

Implements IDxAiFunctionRegistry

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â…¨ 1

DxAiFunctionRegistry(IServiceProvider, IHumanCollaborationService, IDeferredDxAiInvocationService, IAmbientLocalGptContext, IHumanApprovalExecutionContext, ILocalGptVocabularyService, DxAiFunctionHandlerMapService, ILogger<DxAiFunctionRegistry>)

```
public DxAiFunctionRegistry(IServiceProvider serviceProvider, IHumanCollaborationService humanCollaboration, IDeferredDxAiInvocationService deferredInvocations,
IAmbientLocalGptContext ambientContext, IHumanApprovalExecutionContext approvalExecutionContext, ILocalGptVocabularyService vocabulary, DxAiFunctionHandlerMapService
handlerMapService, ILogger<DxAiFunctionRegistry> logger)
```

Parameters

`serviceProvider`
IServiceProvider

`humanCollaboration`
IHumanCollaborationService

`deferredInvocations`
IDeferredDxAiInvocationService

`ambientContext`
IAmbientLocalGptContext

`approvalExecutionContext`
IHumanApprovalExecutionContext

`vocabulary`
ILocalGptVocabularyService

`handlerMapService`
DxAiFunctionHandlerMapService

`logger`
ILogger<DxAiFunctionRegistry>

Methods ðŸ±ðŸ¶â…¨ 2

GetFunctions()

```
public IReadOnlyList<DxaichatFunctionInfo> GetFunctions()
```

Returns

IReadOnlyList<DxaichatFunctionInfo>

InvokeAsync(string, DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(string functionName, DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`functionName` **string**

`request` **DxAiFunctionInvocationRequest**

`cancellationToken` **CancellationToken**

Returns

Task<DxAiFunctionInvocationResult>

Class DxAiFunctionServiceClient

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✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Scoped control-flow client for DI-backed DXAIFunctions. It deliberately invokes the registry directly instead of making loopback HTTP calls. One scoped client permits one active call, which gives the UI deterministic cancellation and prevents overlapping mutation confirmations.

```
public sealed class DxAiFunctionServiceClient : IDxAiFunctionServiceClient, IDisposable
```

Inheritance object
DxAiFunctionServiceClient

Implements IDxAiFunctionServiceClient
IDisposable

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

DxAiFunctionServiceClient(IDxAiFunctionRegistry, IChatSessionContext, ILogger<DxAiFunctionServiceClient>)

Scoped control-flow client for DI-backed DXAIFunctions. It deliberately invokes the registry directly instead of making loopback HTTP calls. One scoped client permits one active call, which gives the UI deterministic cancellation and prevents overlapping mutation confirmations.

```
public DxAiFunctionServiceClient(IDxAiFunctionRegistry registry, IChatSessionContext sessionContext, ILogger<DxAiFunctionServiceClient> logger)
```

Parameters

`registry`
IDxAiFunctionRegistry

`sessionContext`
IChatSessionContext

`logger`
ILogger<DxAiFunctionServiceClient>

Properties ðŸ± ðŸ¶ âœ¨ 1

CurrentOperationId

```
public Guid? CurrentOperationId { get; }
```

Value

Guid?

Methods ðŸ± ðŸ¶ âœ¨ 6

CallAsync(string, DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> CallAsync(string functionName, DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`functionName` **string**

`request`
DxAiFunctionInvocationReque
st

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationR
esult>

CallAsync(string, object?, bool, bool, string, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> CallAsync(string functionName, object? parameters = null, bool userConfirmed = false, bool automaticInvocation = false, string requestedBy
= "CurrentUser", CancellationToken cancellationToken = default)
```

Parameters

`functionName` **string**

`parameters` **object**

`userConfirmed` **bool**

`automaticInvocation` **bool**

`requestedBy` **string**

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationR
esult>

Cancel()

```
public void Cancel()
```

CancelWithReason(string)

```
public void CancelWithReason(string reason)
```

Parameters

reason string

Dispose()

```
public void Dispose()
```

GetFunctions()

```
public IReadOnlyList<DxaichatFunctionInfo> GetFunctions()
```

Returns

IReadOnlyList<DxaichatFunctionInfo>

Class EfChatMemoryService

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✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public class EfChatMemoryService : IChatMemoryService
```

Inheritance	object EfChatMemoryService
Implements	IChatMemoryService
Inherited Members	object.GetType() object.MemberwiseClone() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

EfChatMemoryService(IDbContextFactory<LocalGptMemoryDbContext>, IDatabaseInitializationService, LocalGptDatabaseOptions, ILogger<EfChatMemoryService>, CouncilTextService, IChatMemoryMessageMapper, IChatSessionContext)

```
public EfChatMemoryService(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDatabaseInitializationService databaseInitializer, LocalGptDatabaseOptions databaseOptions,
ILogger<EfChatMemoryService> logger, CouncilTextService councilText, IChatMemoryMessageMapper messageMapper, IChatSessionContext sessionContext)
```

Parameters

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`databaseInitializer`
IDatabaseInitializationService

`databaseOptions`
LocalGptDatabaseOptions

`logger`
ILogger<EfChatMemoryService>

`councilText`
CouncilTextService

`messageMapper`
IChatMemoryMessageMapper

`sessionContext`
IChatSessionContext

Properties ðŸ±ðŸ¶â œ¨ 1

DatabasePath

```
public string DatabasePath { get; }
```

Value

string

Methods ðŸ±ðŸ¶ âœ¨ 7

BuildMemoryBriefingAsync(int, int, CancellationToken)

```
public Task<string> BuildMemoryBriefingAsync(int conversationTake = 5, int thoughtTake = 5, CancellationToken cancellationToken = default)
```

Parameters

conversationTake int

thoughtTake int

cancellationToken
CancellationToken

Returns

Task<string>

GetConversationsAsync(int, CancellationToken)

```
public Task<IReadOnlyList<ChatMemoryConversationSummary>> GetConversationsAsync(int take = 50, CancellationToken cancellationToken = default)
```

Parameters

take int

cancellationToken
CancellationToken

Returns

Task<IReadOnlyList<ChatMem
oryConversationSummary>>

GetMessageFeedbackAsync(Guid, CancellationToken)

```
public Task<IReadOnlyList<ChatMessageFeedbackSnapshot>> GetMessageFeedbackAsync(Guid conversationId, CancellationToken cancellationToken = default)
```

Parameters

`conversationId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<ChatMessageFeedbackSnapshot>>

GetRecentThoughtsAsync(int, CancellationToken)

```
public Task<IReadOnlyList<ChatMemoryThought>> GetRecentThoughtsAsync(int take = 12, CancellationToken cancellationToken = default)
```

Parameters

`take` **int**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<ChatMemoryThought>>

LoadConversationAsync(Guid, CancellationToken)

```
public Task<ChatMemoryConversationSnapshot?> LoadConversationAsync(Guid conversationId, CancellationToken cancellationToken = default)
```

Parameters

`conversationId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<ChatMemoryConversationSnapshot>

RecordMessageFeedbackAsync(Guid, int, bool?, string?, CancellationToken)

```
public Task<bool> RecordMessageFeedbackAsync(Guid conversationId, int sortOrder, bool? isPositive, string? comment, CancellationToken cancellationToken = default)
```

Parameters

`conversationId` **Guid**

`sortOrder` **int**

`isPositive` **bool?**

`comment` **string**

`cancellationToken` **CancellationToken**

Returns

Task<bool>

SaveConversationAsync(string, IReadOnlyList<BlazorChatMessage>, Guid?, CancellationToken)

```
public Task<Guid?> SaveConversationAsync(string providerName, IReadOnlyList<BlazorChatMessage> messages, Guid? conversationId = null, CancellationToken cancellationToken = default)
```

Parameters

`providerName` **string**

`messages` **IReadOnlyList<BlazorChatMessage>**

`conversationId` **Guid?**

`cancellationToken` **CancellationToken**

Returns

Task<Guid?>

Class EmbeddedFirmwarePlanningService

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Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class EmbeddedFirmwarePlanningService : IEmbeddedFirmwarePlanningService
```

Inheritance	object EmbeddedFirmwarePlanningService
Implements	IEmbeddedFirmwarePlanningService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

EmbeddedFirmwarePlanningService(IEmbeddedHardwareCatalogService, IEmbeddedWiringService, IEmbeddedTelemetryBridgeService, ILogger<EmbeddedFirmwarePlanningService>)

```
public EmbeddedFirmwarePlanningService(IEmbeddedHardwareCatalogService catalog, IEmbeddedWiringService wiring, IEmbeddedTelemetryBridgeService telemetryBridge,
ILogger<EmbeddedFirmwarePlanningService> logger)
```

Parameters

`catalog`
IEmbeddedHardwareCatalogService

`wiring`
IEmbeddedWiringService

`telemetryBridge`
IEmbeddedTelemetryBridgeService

`logger`
ILogger<EmbeddedFirmwarePlanningService>

Methods ðŸ±ðŸ¶â…¨ 2

CreateArtifactsAsync(EmbeddedFirmwarePlanRequest, bool, CancellationToken)

```
public Task<EmbeddedFirmwareArtifactResult> CreateArtifactsAsync(EmbeddedFirmwarePlanRequest request, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`request`
EmbeddedFirmwarePlanReque
st

`userConfirmed` **bool**

`cancellationToken`
CancellationToken

Returns

Task<EmbeddedFirmwareArtif
actResult>

CreatePlanAsync(EmbeddedFirmwarePlanRequest, CancellationToken)

```
public Task<EmbeddedFirmwarePlan> CreatePlanAsync(EmbeddedFirmwarePlanRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
EmbeddedFirmwarePlanReque
st

`cancellationToken`
CancellationToken

Returns

Task<EmbeddedFirmwarePlan
>

Class EmbeddedHardwareCatalogService

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✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class EmbeddedHardwareCatalogService : IEmbeddedHardwareCatalogService
```

Inheritance object
EmbeddedHardwareCatalogService

Implements IEmbeddedHardwareCatalogService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â œ¨ 1

EmbeddedHardwareCatalogService(IWebHostEnvironment, ILogger<EmbeddedHardwareCatalogService>)

```
public EmbeddedHardwareCatalogService(IWebHostEnvironment environment, ILogger<EmbeddedHardwareCatalogService> logger)
```

Parameters

`environment`
IWebHostEnvironment

`logger`
ILogger<EmbeddedHardwareCatalogService>

⚙ Methods ðŸ±ðŸ¶ â œ¨ 5

GetBoardProfileAsync(string, CancellationToken)

```
public Task<EmbeddedBoardProfile?> GetBoardProfileAsync(string boardProfileKey, CancellationToken cancellationToken = default)
```

Parameters

boardProfileKey string

cancellationToken
CancellationToken

Returns

Task<EmbeddedBoardProfile>

GetBoardProfilesAsync(CancellationToken)

```
public Task<IReadOnlyList<EmbeddedBoardProfile>> GetBoardProfilesAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<IReadOnlyList<Embedde
dBoardProfile>>

GetCatalogAsync(CancellationToken)

```
public Task<EmbeddedBoardCatalog> GetCatalogAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<EmbeddedBoardCatalog>

GetProtocolDescriptorsAsync(CancellationToken)

```
public Task<IReadOnlyList<EmbeddedProtocolDescriptor>> GetProtocolDescriptorsAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<IReadOnlyList<EmbeddedProtocolDescriptor>>

GetPublisherWorkbenchContract()

```
public EmbeddedPublisherWorkbenchContract GetPublisherWorkbenchContract()
```

Returns

EmbeddedPublisherWorkbenchContract

Class EmbeddedTelemetryBridgeService

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✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class EmbeddedTelemetryBridgeService : IEmbeddedTelemetryBridgeService
```

Inheritance object

EmbeddedTelemetryBridgeService

Implements IEmbeddedTelemetryBridgeService

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

EmbeddedTelemetryBridgeService(IEmbeddedHardwareCatalogService, ILogger<EmbeddedTelemetryBridgeService>)

```
public EmbeddedTelemetryBridgeService(IEmbeddedHardwareCatalogService catalog, ILogger<EmbeddedTelemetryBridgeService> logger)
```

Parameters

`catalog`
IEmbeddedHardwareCatalogService

`logger`
ILogger<EmbeddedTelemetryBridgeService>

⚙ Methods ðŸ±ðŸ¶ âœ¨ 2

CreateOneWireEnvelopeAsync(EmbeddedTelemetryBridgeRequest, CancellationToken)

```
public Task<EmbeddedTelemetryBridgeResult> CreateOneWireEnvelopeAsync(EmbeddedTelemetryBridgeRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
EmbeddedTelemetryBridgeReq

uest

cancellationToken
CancellationToken

Returns

Task<EmbeddedTelemetryBridgeResult>

PreviewAsync(EmbeddedTelemetryBridgeRequest, CancellationToken)

```
public Task<EmbeddedTelemetryBridgeResult> PreviewAsync(EmbeddedTelemetryBridgeRequest request, CancellationToken cancellationToken = default)
```

Parameters

request
EmbeddedTelemetryBridgeRequest

cancellationToken
CancellationToken

Returns

Task<EmbeddedTelemetryBridgeResult>

Class EmbeddedTelemetryIngressService

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✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class EmbeddedTelemetryIngressService : IEmbeddedTelemetryIngressService
```

Inheritance	object EmbeddedTelemetryIngressService
Implements	IEmbeddedTelemetryIngressService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

EmbeddedTelemetryIngressService(IEmbeddedTelemetryBridgeService, ILogger<EmbeddedTelemetryIngressService>)

```
public EmbeddedTelemetryIngressService(IEmbeddedTelemetryBridgeService bridge, ILogger<EmbeddedTelemetryIngressService> logger)
```

Parameters

`bridge`
IEmbeddedTelemetryBridgeService

`logger`
ILogger<EmbeddedTelemetryIngressService>

⚙ Methods ðŸ±ðŸ¶â œ¨ 2

GetRecent(string?, int)

```
public IReadOnlyList<EmbeddedTelemetrySnapshot> GetRecent(string? deviceId = null, int maximum = 100)
```

Parameters

`deviceId` **string**

`maximum` **int**

Returns

IReadOnlyList<EmbeddedTelemetrySnapshot>

PublishAsync(EmbeddedTelemetryBridgeRequest, CancellationToken)

```
public Task<EmbeddedTelemetryIngressResult> PublishAsync(EmbeddedTelemetryBridgeRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
EmbeddedTelemetryBridgeRequest

`cancellationToken`
CancellationToken

Returns

Task<EmbeddedTelemetryIngressResult>

Class EmbeddedWiringService

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✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class EmbeddedWiringService : IEmbeddedWiringService
```

Inheritance object
EmbeddedWiringService

Implements IEmbeddedWiringService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

EmbeddedWiringService(IEmbeddedHardwareCatalogService, ILogger<EmbeddedWiringService>)

```
public EmbeddedWiringService(IEmbeddedHardwareCatalogService catalog, ILogger<EmbeddedWiringService> logger)
```

Parameters

`catalog`
IEmbeddedHardwareCatalogService

`logger`
ILogger<EmbeddedWiringService>

⚙ Methods ðŸ±ðŸ¶ â€¨ 2

CreateDraftAsync(string, string, CancellationToken)

```
public Task<EmbeddedWiringDraft> CreateDraftAsync(string boardProfileKey, string name, CancellationToken cancellationToken = default)
```

Parameters

boardProfileKey string

name string

cancellationToken
CancellationToken

Returns

Task<EmbeddedWiringDraft>

ValidateAsync(EmbeddedWiringValidationRequest, CancellationToken)

```
public Task<EmbeddedWiringValidationResult> ValidateAsync(EmbeddedWiringValidationRequest request, CancellationToken cancellationToken = default)
```

Parameters

request
EmbeddedWiringValidationRequest

cancellationToken
CancellationToken

Returns

Task<EmbeddedWiringValidationResult>

Class EngineeringBenchmarkService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class EngineeringBenchmarkService : IEngineeringBenchmarkService
```

Inheritance object
EngineeringBenchmarkService

Implements IEngineeringBenchmarkService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

EngineeringBenchmarkService(ICouncilArtifactService, ICouncilKnowledgeService, ILearnBaseKnowledgeImporterService, IArtifactBuildExecutor, ILogger<EngineeringBenchmarkService>, CouncilRuntimeService, CouncilTextService)

```
public EngineeringBenchmarkService(ICouncilArtifactService artifactService, ICouncilKnowledgeService knowledgeService, ILearnBaseKnowledgeImporterService learnBaseImporter,
IArtifactBuildExecutor artifactBuildExecutor, ILogger<EngineeringBenchmarkService> logger, CouncilRuntimeService councilRuntime, CouncilTextService councilText)
```

Parameters

`artifactService`
ICouncilArtifactService

`knowledgeService`
ICouncilKnowledgeService

`learnBaseImporter`
ILearnBaseKnowledgeImporterService

`artifactBuildExecutor`
IArtifactBuildExecutor

`logger`
ILogger<EngineeringBenchmarkService>

`councilRuntime`
CouncilRuntimeService

`councilText`
CouncilTextService

Methods ðŸ±ðŸ¶â œ¨ 2

RunAsync(EngineeringBenchmarkRequest, CancellationToken)

```
public Task<EngineeringBenchmarkResult> RunAsync(EngineeringBenchmarkRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
EngineeringBenchmarkRequest

`cancellationToken`
CancellationToken

Returns

Task<EngineeringBenchmarkResult>

SaveBenchmarkKnowledgeAsync(EngineeringBenchmarkResult, CancellationToken)

```
public Task<Guid?> SaveBenchmarkKnowledgeAsync(EngineeringBenchmarkResult result, CancellationToken cancellationToken)
```

Parameters

`result`
EngineeringBenchmarkResult

`cancellationToken`
CancellationToken

Returns

Task<Guid?>

Class ExecuteCodeGenerationReviewFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class ExecuteCodeGenerationReviewFunction : IDxAiFunctionHandler
```

Inheritance object

ExecuteCodeGenerationReviewFunction

Implements IDxAiFunctionHandler

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ExecuteCodeGenerationReviewFunction(IDxAiFunctionJsonService, ICodeGenerationWorkflowService, ILogger<ExecuteCodeGenerationReviewFunction>)

```
public ExecuteCodeGenerationReviewFunction(IDxAiFunctionJsonService json, ICodeGenerationWorkflowService workflow, ILogger<ExecuteCodeGenerationReviewFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`workflow` **ICodeGenerationWorkflowService**

`logger` **ILogger<ExecuteCodeGenerationReviewFunction>**

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶âœ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class FeaturePersistenceService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

EF Core implementation for durable feature records that are not transient runtime DTOs.

```
[DocumentationUpdated("2.1.23")]
public sealed class FeaturePersistenceService : IFeaturePersistenceService
```

Inheritance object
FeaturePersistenceService

Implements IFeaturePersistenceService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

FeaturePersistenceService(IDbContextFactory<LocalGptMemoryDbContext>, IDatabaseInitializationService, LocalGptCatalogService, ILogger<FeaturePersistenceService>)

EF Core implementation for durable feature records that are not transient runtime DTOs.

```
public FeaturePersistenceService(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDatabaseInitializationService databaseInitializer, LocalGptCatalogService catalog,
ILogger<FeaturePersistenceService> logger)
```

Parameters

`dbContextFactory` **IDbContextFactory<LocalGptMemoryDbContext>**	Creates isolated EF Core contexts.
`databaseInitializer` **IDatabaseInitializationService**	Ensures migrations are current before CRUD operations.
`catalog` **LocalGptCatalogService**	Provides maintained prompt starters that are seeded when missing.
`logger` **ILogger<FeaturePersistenceService>**	Writes bounded feature-persistence diagnostics.

Methods ðŸ±ðŸ¶â œ¨ 20

DeleteCouncilGameSessionAsync(Guid, bool, CancellationToken)

Deletes one GameDirector session record.

```
public Task<bool> DeleteCouncilGameSessionAsync(Guid id, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`id` **Guid**	Database identifier.
`userConfirmed` **bool**	Whether the user explicitly approved deletion.
`cancellationToken` **CancellationToken**	Cancels the database operation.

Returns

Task<bool>	A task that returns true when a row was deleted.

DeleteCouncilPromptStarterAsync(Guid, bool, CancellationToken)

Deletes one Council prompt starter.

```
public Task<bool> DeleteCouncilPromptStarterAsync(Guid id, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`id` **Guid**	Database identifier.
`userConfirmed` **bool**	Whether the user explicitly approved deletion.
`cancellationToken` **CancellationToken**	Cancels the database operation.

Returns

Task<bool>	A task that returns true when a row was deleted.

DeleteDocumentationBuildAsync(Guid, bool, CancellationToken)

Deletes one documentation build record.

```
public Task<bool> DeleteDocumentationBuildAsync(Guid id, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`id` **Guid**	Database identifier.

`userConfirmed` **bool**

Whether the user explicitly approved deletion.

`cancellationToken`
CancellationToken

Cancels the database operation.

Returns

Task<bool>

A task that returns true when a row was deleted.

DeleteEmbeddedFirmwarePlanAsync(Guid, bool, CancellationToken)

Deletes one embedded firmware plan record.

```
public Task<bool> DeleteEmbeddedFirmwarePlanAsync(Guid id, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`id` **Guid**

Database identifier.

`userConfirmed` **bool**

Whether the user explicitly approved deletion.

`cancellationToken`
CancellationToken

Cancels the database operation.

Returns

Task<bool>

A task that returns true when a row was deleted.

DeleteLocalizationCatalogAsync(Guid, bool, CancellationToken)

Deletes one localization catalog registration.

```
public Task<bool> DeleteLocalizationCatalogAsync(Guid id, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`id` **Guid**	Database identifier.
`userConfirmed` **bool**	Whether the user explicitly approved deletion.
`cancellationToken` **CancellationToken**	Cancels the database operation.

Returns

Task<bool>	A task that returns true when a row was deleted.

GetCouncilGameSessionAsync(Guid, CancellationToken)

Gets one GameDirector session record.

```
public Task<CouncilGameSessionRecord?> GetCouncilGameSessionAsync(Guid id, CancellationToken cancellationToken = default)
```

Parameters

`id` **Guid**	Database identifier.
`cancellationToken` **CancellationToken**	Cancels the database operation.

Returns

Task<CouncilGameSessionRecord>	A task that returns the record or null.

GetCouncilGameSessionsAsync(CancellationToken)

Lists GameDirector session records.

```
public Task<IReadOnlyList<CouncilGameSessionRecord>> GetCouncilGameSessionsAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken **CancellationToken**	Cancels the database operation.

Returns

Task<IReadOnlyList<CouncilGameSessionRecord>>	A task that returns GameDirector session records.

GetCouncilPromptStarterAsync(Guid, CancellationToken)

Gets one Council prompt starter.

```
public Task<CouncilPromptStarterConfiguration?> GetCouncilPromptStarterAsync(Guid id, CancellationToken cancellationToken = default)
```

Parameters

id Guid	Database identifier.
cancellationToken **CancellationToken**	Cancels the database operation.

Returns

Task<CouncilPromptStarterConfiguration>	A task that returns the record or null.

GetCouncilPromptStartersAsync(bool, CancellationToken)

Lists Council prompt starters.

```
public Task<IReadOnlyList<CouncilPromptStarterConfiguration>> GetCouncilPromptStartersAsync(bool includeDisabled = false, CancellationToken cancellationToken = default)
```

Parameters

`includeDisabled` **bool**	Whether disabled records are returned.
`cancellationToken` **CancellationToken**	Cancels the database operation.

Returns

Task<IReadOnlyList<CouncilPromptStarterConfiguration>>	A task that returns the matching starter records.

GetDocumentationBuildAsync(Guid, CancellationToken)

Gets one documentation build record.

```
public Task<DocumentationBuildRecord?> GetDocumentationBuildAsync(Guid id, CancellationToken cancellationToken = default)
```

Parameters

`id` **Guid**	Database identifier.
`cancellationToken` **CancellationToken**	Cancels the database operation.

Returns

Task<DocumentationBuildRecord>	A task that returns the record or null.

GetDocumentationBuildsAsync(CancellationToken)

Lists documentation build records in newest-first order.

```
public Task<IReadOnlyList<DocumentationBuildRecord>> GetDocumentationBuildsAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken **CancellationToken**	Cancels the database operation.

Returns

Task<IReadOnlyList<DocumentationBuildRecord>>	A task that returns documentation evidence records.

GetEmbeddedFirmwarePlanAsync(Guid, CancellationToken)

Gets one embedded firmware plan record.

```
public Task<EmbeddedFirmwarePlanRecord?> GetEmbeddedFirmwarePlanAsync(Guid id, CancellationToken cancellationToken = default)
```

Parameters

id Guid	Database identifier.
cancellationToken **CancellationToken**	Cancels the database operation.

Returns

Task<EmbeddedFirmwarePlanRecord>	A task that returns the record or null.

GetEmbeddedFirmwarePlansAsync(CancellationToken)

Lists embedded firmware plan records.

```
public Task<IReadOnlyList<EmbeddedFirmwarePlanRecord>> GetEmbeddedFirmwarePlansAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken **CancellationToken**	Cancels the database operation.

Returns

Task<IReadOnlyList<EmbeddedFirmwarePlanRecord>>	A task that returns firmware plan records.

GetLocalizationCatalogAsync(Guid, CancellationToken)

Gets one localization catalog registration.

```
public Task<LocalizationCatalogRegistration?> GetLocalizationCatalogAsync(Guid id, CancellationToken cancellationToken = default)
```

Parameters

id Guid	Database identifier.
cancellationToken CancellationToken	Cancels the database operation.

Returns

Task<LocalizationCatalogRegistration>	A task that returns the record or null.

GetLocalizationCatalogsAsync(bool, CancellationToken)

Lists localization catalog registrations.

```
public Task<IReadOnlyList<LocalizationCatalogRegistration>> GetLocalizationCatalogsAsync(bool includeDisabled = false, CancellationToken cancellationToken = default)
```

Parameters

includeDisabled bool	Whether disabled records are returned.
cancellationToken CancellationToken	Cancels the database operation.

Returns

Task<IReadOnlyList<LocalizationCatalogRegistration>>	A task that returns the matching catalog records.

SaveCouncilGameSessionAsync(SaveFeatureRecordRequest<CouncilGameSessionRecord>, CancellationToken)

Creates or updates one GameDirector session record.

```
public Task<CouncilGameSessionRecord> SaveCouncilGameSessionAsync(SaveFeatureRecordRequest<CouncilGameSessionRecord> request, CancellationToken cancellationToken = default)
```

Parameters

`request` SaveFeatureRecordRequest<CouncilGameSessionRecord>	Approval-gated write request.
`cancellationToken` CancellationToken	Cancels the database operation.

Returns

Task<CouncilGameSessionRecord>	A task that returns the stored record.

SaveCouncilPromptStarterAsync(SaveFeatureRecordRequest<CouncilPromptStarterConfiguration>, CancellationToken)

Creates or updates one Council prompt starter.

```
public Task<CouncilPromptStarterConfiguration> SaveCouncilPromptStarterAsync(SaveFeatureRecordRequest<CouncilPromptStarterConfiguration> request, CancellationToken cancellationToken
= default)
```

Parameters

`request` SaveFeatureRecordRequest<CouncilPromptStarterConfiguration>	Approval-gated write request.
`cancellationToken` CancellationToken	Cancels the database operation.

Returns

Task<CouncilPromptStarterConfiguration>	A task that returns the stored record.

SaveDocumentationBuildAsync(SaveFeatureRecordRequest<DocumentationBuildRecord>, CancellationToken)

Creates or updates one documentation build record.

```
public Task<DocumentationBuildRecord> SaveDocumentationBuildAsync(SaveFeatureRecordRequest<DocumentationBuildRecord> request, CancellationToken cancellationToken = default)
```

Parameters

`request` SaveFeatureRecordRequest<D	Approval-gated write request.

ocumentationBuildRecord>

cancellationToken CancellationToken	Cancels the database operation.

Returns

Task<DocumentationBuildRecord>	A task that returns the stored record.

SaveEmbeddedFirmwarePlanAsync(SaveFeatureRecordRequest<EmbeddedFirmwarePlanRecord>, CancellationToken)

Creates or updates one embedded firmware plan record.

```
public Task<EmbeddedFirmwarePlanRecord> SaveEmbeddedFirmwarePlanAsync(SaveFeatureRecordRequest<EmbeddedFirmwarePlanRecord> request, CancellationToken cancellationToken = default)
```

Parameters

request SaveFeatureRecordRequest<EmbeddedFirmwarePlanRecord>	Approval-gated write request.
cancellationToken CancellationToken	Cancels the database operation.

Returns

Task<EmbeddedFirmwarePlanRecord>	A task that returns the stored record.

SaveLocalizationCatalogAsync(SaveFeatureRecordRequest<LocalizationCatalogRegistration>, CancellationToken)

Creates or updates one localization catalog registration.

```
public Task<LocalizationCatalogRegistration> SaveLocalizationCatalogAsync(SaveFeatureRecordRequest<LocalizationCatalogRegistration> request, CancellationToken cancellationToken
= default)
```

Parameters

request SaveFeatureRecordRequest<LocalizationCatalogRegistration>	Approval-gated write request.

`cancellationToken` CancellationToken	Cancels the database operation.

Returns

Task<LocalizationCatalogRegistration>	A task that returns the stored record.

Class FirstRunOnboardingService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

Builds LocalGPT's first-run setup guide from database-owned teams and presets plus optional loopback model discovery.

```
[DocumentationUpdated("2.1.20")]
public sealed class FirstRunOnboardingService : IFirstRunOnboardingService
```

Inheritance	object FirstRunOnboardingService
Implements	IFirstRunOnboardingService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

ðŸ± ðŸ¶ âœ¨

Constructors 1

FirstRunOnboardingService(IVariableStoreService, ISystemVariableDefinitionService, IAiConnectivityProbe, ICouncilTeamConfigurationService, IModelPresetService, ICustomVersion, ILogger<FirstRunOnboardingService>)

Builds LocalGPT's first-run setup guide from database-owned teams and presets plus optional loopback model discovery.

```
public FirstRunOnboardingService(IVariableStoreService variables, ISystemVariableDefinitionService systemVariables, IAiConnectivityProbe connectivityProbe,
ICouncilTeamConfigurationService teamConfigurations, IModelPresetService modelPresets, ICustomVersion version, ILogger<FirstRunOnboardingService> logger)
```

Parameters

`variables` IVariableStoreService	Stores the persisted onboarding-completion flag.
`systemVariables` ISystemVariableDefinitionService	Provides the maintained variable key instead of a string literal.
`connectivityProbe` IAiConnectivityProbe	Discovers supported local AI providers without downloading or starting models.
`teamConfigurations` ICouncilTeamConfigurationService	Reads seeded and user-owned council teams.
`modelPresets` IModelPresetService	Reads seeded and user-owned model presets.
`version` ICustomVersion	Provides the running LocalGPT version.
`logger` ILogger<FirstRunOnboardingService>	Writes bounded operational diagnostics.

Methods ðŸ± ðŸ¶ âœ¨ 2

CompleteAsync(bool, CancellationToken)

Persists that the current user completed or dismissed the first-run guide.

```
public Task CompleteAsync(bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`userConfirmed` **bool**	Must be true to record completion.
`cancellationToken` **CancellationToken**	Cancels the asynchronous persistence operation.

Returns

Task	A task that completes when the completion flag has been stored.

GetStatusAsync(bool, CancellationToken)

Builds the current onboarding status and optionally probes supported loopback AI providers.

```
public Task<FirstRunOnboardingStatus> GetStatusAsync(bool refreshConnectivity, CancellationToken cancellationToken = default)
```

Parameters

`refreshConnectivity` **bool**	When true, runs a bounded loopback provider discovery before returning.
`cancellationToken` **CancellationToken**	Cancels the asynchronous status operation.

Returns

Task<FirstRunOnboardingStatus>	A task that completes with the current onboarding status.

Class GetCodeGenerationReviewFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class GetCodeGenerationReviewFunction : IDxAiFunctionHandler
```

Inheritance object
GetCodeGenerationReviewFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

GetCodeGenerationReviewFunction(IDxAiFunctionJsonService, ICodeGenerationWorkflowService, ILogger<GetCodeGenerationReviewFunction>)

```
public GetCodeGenerationReviewFunction(IDxAiFunctionJsonService json, ICodeGenerationWorkflowService workflow, ILogger<GetCodeGenerationReviewFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`workflow` **ICodeGenerationWorkflowService**

`logger` **ILogger<GetCodeGenerationReviewFunction>**

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class GetCouncilGameFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class GetCouncilGameFunction : IDxAiFunctionHandler
```

Inheritance object
GetCouncilGameFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â œ¨ 1

GetCouncilGameFunction(ICouncilGameSessionService, CouncilGameDxParameterReader, ILogger<GetCouncilGameFunction>)

```
public GetCouncilGameFunction(ICouncilGameSessionService games, CouncilGameDxParameterReader parameters, ILogger<GetCouncilGameFunction> logger)
```

Parameters

`games`
ICouncilGameSessionService

`parameters`
CouncilGameDxParameterReader

`logger`
ILogger<GetCouncilGameFunction>

Properties ðŸ±ðŸ¶â€¦ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â€¦ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
**DxAiFunctionInvocationReque
st**

`cancellationToken`
CancellationToken

Returns

**Task<DxAiFunctionInvocationR
esult>**

Class GetCouncilRuntimeClassFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class GetCouncilRuntimeClassFunction : IDxAiFunctionHandler
```

Inheritance	object GetCouncilRuntimeClassFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ 1

GetCouncilRuntimeClassFunction(ICouncilRuntimeClassService, ILogger<GetCouncilRuntimeClassFunction>)

```
public GetCouncilRuntimeClassFunction(ICouncilRuntimeClassService runtimeClasses, ILogger<GetCouncilRuntimeClassFunction> logger)
```

Parameters

runtimeClasses
ICouncilRuntimeClassService

logger
ILogger<GetCouncilRuntimeClassFunction>

🐾 Properties ðŸ±ðŸ¶â€¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class GetEmbeddedHardwareCatalogFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class GetEmbeddedHardwareCatalogFunction : IDxAiFunctionHandler
```

Inheritance object
GetEmbeddedHardwareCatalogFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

GetEmbeddedHardwareCatalogFunction(IEmbeddedHardwareCatalogService, IDxAiFunctionJsonService)

```
public GetEmbeddedHardwareCatalogFunction(IEmbeddedHardwareCatalogService catalog, IDxAiFunctionJsonService json)
```

Parameters

`catalog` **IEmbeddedHardwareCatalogService**

`json` **IDxAiFunctionJsonService**

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class GetFirstRunOnboardingStatusFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Lets Chat and Council members inspect first-run readiness without changing installer or onboarding state.

```
[DocumentationUpdated("2.1.20")]
public sealed class GetFirstRunOnboardingStatusFunction : IDxAiFunctionHandler
```

Inheritance object
GetFirstRunOnboardingStatusFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

GetFirstRunOnboardingStatusFunction(IFirstRunOnboardingService)

Lets Chat and Council members inspect first-run readiness without changing installer or onboarding state.

```
public GetFirstRunOnboardingStatusFunction(IFirstRunOnboardingService onboarding)
```

Parameters

onboarding **IFirstRunOnboardingService** — Builds the current bounded onboarding status.

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

Gets the stable read-only DXFunction descriptor.

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â œ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

Invokes the read-only onboarding status operation.

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request` **DxAiFunctionInvocationRequest**	Contains optional JSON parameters for the invocation.
`cancellationToken` **CancellationToken**	Cancels the asynchronous status operation.

Returns

Task<DxAiFunctionInvocationResult>	A task that completes with a successful DXFunction result containing onboarding state.

Class GetLearningRoundSnapshotFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class GetLearningRoundSnapshotFunction : IDxAiFunctionHandler
```

Inheritance	object GetLearningRoundSnapshotFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

GetLearningRoundSnapshotFunction(ILearningRoundService, ILogger<GetLearningRoundSnapshotFunction>)

```
public GetLearningRoundSnapshotFunction(ILearningRoundService learning, ILogger<GetLearningRoundSnapshotFunction> logger)
```

Parameters

learning
ILearningRoundService

logger
ILogger<GetLearningRoundSnapshotFunction>

Properties ðŸ±ðŸ¶â…œ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â…œ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
**DxAiFunctionInvocationReque
st**

`cancellationToken`
CancellationToken

Returns

**Task<DxAiFunctionInvocationR
esult>**

Class GetLocalGptProjectFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class GetLocalGptProjectFunction : IDxAiFunctionHandler
```

Inheritance	object GetLocalGptProjectFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

GetLocalGptProjectFunction(IDxAiFunctionJsonService, ILocalGptProjectService, ILogger<GetLocalGptProjectFunction>)

```
public GetLocalGptProjectFunction(IDxAiFunctionJsonService json, ILocalGptProjectService projects, ILogger<GetLocalGptProjectFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`projects`
ILocalGptProjectService

`logger`
ILogger<GetLocalGptProjectFunction>

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶âœ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class GetProjectArchitectureFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class GetProjectArchitectureFunction : IDxAiFunctionHandler
```

Inheritance object
GetProjectArchitectureFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

GetProjectArchitectureFunction(IDxAiFunctionJsonService, ILocalGptProjectService, IProjectArchitectureService, ILogger<GetProjectArchitectureFunction>)

```
public GetProjectArchitectureFunction(IDxAiFunctionJsonService json, ILocalGptProjectService projects, IProjectArchitectureService architecture,
ILogger<GetProjectArchitectureFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`projects`
ILocalGptProjectService

`architecture`
IProjectArchitectureService

`logger`
ILogger<GetProjectArchitectur eFunction>

ðŸ±ðŸ¶â œ¨

Properties 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â œ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationReque st

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationR esult>

Class GetProjectMaintenanceFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class GetProjectMaintenanceFunction : IDxAiFunctionHandler
```

Inheritance object
GetProjectMaintenanceFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

GetProjectMaintenanceFunction(IDxAiFunctionJsonService, ILocalGptProjectService, IProjectMaintenanceService, ILogger<GetProjectMaintenanceFunction>)

```
public GetProjectMaintenanceFunction(IDxAiFunctionJsonService json, ILocalGptProjectService projects, IProjectMaintenanceService maintenance,
ILogger<GetProjectMaintenanceFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`projects`
ILocalGptProjectService

`maintenance`
IProjectMaintenanceService

`logger`
ILogger<GetProjectMaintenanceFunction>

Properties ðŸ±ðŸ¶â€¦ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â€¦ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
**DxAiFunctionInvocationReque
st**

`cancellationToken`
CancellationToken

Returns

**Task<DxAiFunctionInvocationR
esult>**

Class GetPublicArchitectureDirectoryFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class GetPublicArchitectureDirectoryFunction : IDxAiFunctionHandler
```

Inheritance	object GetPublicArchitectureDirectoryFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

GetPublicArchitectureDirectoryFunction(IDxAiFunctionJsonService, IDxAiFunctionRegistry, ILogger<GetPublicArchitectureDirectoryFunction>)

```
public GetPublicArchitectureDirectoryFunction(IDxAiFunctionJsonService json, IDxAiFunctionRegistry registry, ILogger<GetPublicArchitectureDirectoryFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`registry`
IDxAiFunctionRegistry

`logger`
ILogger<GetPublicArchitectur
eDirectoryFunction>

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â œ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class GetRegexPatternFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class GetRegexPatternFunction : IDxAiFunctionHandler
```

Inheritance object
GetRegexPatternFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

GetRegexPatternFunction(IRegexPatternService, IRegexFunctionParameterService, ILogger<GetRegexPatternFunction>)

```
public GetRegexPatternFunction(IRegexPatternService regexPatterns, IRegexFunctionParameterService parameters, ILogger<GetRegexPatternFunction> logger)
```

Parameters

`regexPatterns`
IRegexPatternService

`parameters`
IRegexFunctionParameterService

`logger`
ILogger<GetRegexPatternFunction>

Properties ðŸ± ðŸ¶ âœ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ± ðŸ¶ âœ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationReque st

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationR esult>

Class GetTimeAndStateNowFunction

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✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Gives AI chat and Council members an explicit clock and a compact, current runtime-state snapshot. The function is read-only and intentionally returns only the three newest bounded log/council rows.

```
public sealed class GetTimeAndStateNowFunction : IDxAiFunctionHandler
```

Inheritance
object
GetTimeAndStateNowFunction

Implements IDxAiFunctionHandler

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)

	object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸŸ± ðŸŸ¶ âœ¨ 1

GetTimeAndStateNowFunction(IApplicationLogReaderService, IOneWirePeerRegistry, IOneWireConnectionRegistry, ICouncilSpoolerService, IHardwareInventoryService, ILogger<GetTimeAndStateNowFunction>)

Gives AI chat and Council members an explicit clock and a compact, current runtime-state snapshot. The function is read-only and intentionally returns only the three newest bounded log/council rows.

```
public GetTimeAndStateNowFunction(IApplicationLogReaderService applicationLogs, IOneWirePeerRegistry peers, IOneWireConnectionRegistry connections, ICouncilSpoolerService
councilSpooler, IHardwareInventoryService hardwareInventory, ILogger<GetTimeAndStateNowFunction> logger)
```

Parameters

`applicationLogs`
IApplicationLogReaderService

`peers` **IOneWirePeerRegistry**

`connections`
IOneWireConnectionRegistry

`councilSpooler`
ICouncilSpoolerService

`hardwareInventory`
IHardwareInventoryService

`logger`
ILogger<GetTimeAndStateNow Function>

🐾 Properties ðŸŸ± ðŸŸ¶ âœ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class HardwareInventoryService

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✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Read-only, cached hardware inventory used for council scheduling. It never changes device state. GPU discovery is best-effort and falls back to explicit user-configured routes when vendor tools are unavailable.

```
public sealed class HardwareInventoryService : IHardwareInventoryService
```

Inheritance object
HardwareInventoryService

Implements IHardwareInventoryService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ 1

HardwareInventoryService(ILogger<HardwareInventoryService>)

Read-only, cached hardware inventory used for council scheduling. It never changes device state. GPU discovery is best-effort and falls back to explicit user-configured routes when vendor tools are unavailable.

```
public HardwareInventoryService(ILogger<HardwareInventoryService> logger)
```

Parameters

`logger`
ILogger<HardwareInventoryService>

⚙ Methods ðŸ±ðŸ¶â€¨ 1

GetHardwareAsync(CancellationToken)

```
public Task<IReadOnlyList<OneWireHardwareDescriptor>> GetHardwareAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<IReadOnlyList<OneWireHardwareDescriptor>>

Class HumanCollaborationService

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✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class HumanCollaborationService : IHumanCollaborationService
```

Inheritance	object HumanCollaborationService
Implements	IHumanCollaborationService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object)

object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

HumanCollaborationService(ILocalGptVocabularyService, IDbContextFactory<LocalGptMemoryDbContext>, IAmbientLocalGptContext, IComponentActivityService, ILocalGptRuntimePolicyDataService, ILogger<HumanCollaborationService>)

```
public HumanCollaborationService(ILocalGptVocabularyService vocabulary, IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IAmbientLocalGptContext ambientContext,
IComponentActivityService componentActivity, ILocalGptRuntimePolicyDataService runtimePolicy, ILogger<HumanCollaborationService> logger)
```

Parameters

`vocabulary`
ILocalGptVocabularyService

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`ambientContext`
IAmbientLocalGptContext

`componentActivity`
IComponentActivityService

`runtimePolicy`
ILocalGptRuntimePolicyDataService

`logger`
ILogger<HumanCollaborationService>

⚙ Methods ðŸ±ðŸ¶ âœ¨ 16

AuthorizeOrEnqueueAsync(HumanApprovalRequestSpec, bool, CancellationToken)

```
public Task<HumanApprovalGateResult> AuthorizeOrEnqueueAsync(HumanApprovalRequestSpec request, bool directHumanConfirmation = false, CancellationToken cancellationToken = default)
```

Parameters

`request`
HumanApprovalRequestSpec

`directHumanConfirmation` **bool**

`cancellationToken`
CancellationToken

Returns

Task<HumanApprovalGateResult>

BeginCouncilRun(Guid, IReadOnlyList<string>)

```
public void BeginCouncilRun(Guid runId, IReadOnlyList<string> members)
```

Parameters

`runId` **Guid**

`members` **IReadOnlyList<string>**

BuildCouncilBriefingAsync(Guid, int, CancellationToken)

```
public Task<string> BuildCouncilBriefingAsync(Guid councilRunId, int currentRound, CancellationToken cancellationToken = default)
```

Parameters

`councilRunId` **Guid**

`currentRound` **int**

`cancellationToken`
CancellationToken

Returns

Task<string>

DrainContributionsAsync(Guid, int, CancellationToken)

```
public Task<IReadOnlyList<HumanCouncilContribution>> DrainContributionsAsync(Guid councilRunId, int currentRound, CancellationToken cancellationToken = default)
```

Parameters

`councilRunId` **Guid**

`currentRound` **int**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<HumanCouncilContribution>>

EndCouncilRun(Guid)

```
public void EndCouncilRun(Guid runId)
```

Parameters

`runId` **Guid**

GetGateStatusAsync(Guid, int, string, HumanCollaborationBoundary, CancellationToken)

```
public Task<HumanCollaborationGateStatus> GetGateStatusAsync(Guid councilRunId, int upcomingRound, string upcomingPhase, HumanCollaborationBoundary boundary, CancellationToken
cancellationToken = default)
```

Parameters

`councilRunId` **Guid**

`upcomingRound` **int**

`upcomingPhase` **string**

`boundary`
HumanCollaborationBoundary

`cancellationToken`
CancellationToken

Returns

Task<HumanCollaborationGateStatus>

GetProfileAsync(CancellationToken)

```
public Task<HumanCouncilParticipantProfile> GetProfileAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<HumanCouncilParticipantProfile>

GetSnapshotAsync(bool, int, CancellationToken)

```
public Task<HumanCollaborationSnapshot> GetSnapshotAsync(bool includeResolved = true, int take = 80, CancellationToken cancellationToken = default)
```

Parameters

includeResolved **bool**

take **int**

cancellationToken
CancellationToken

Returns

Task<HumanCollaborationSnapshot>

HasRequiredPendingInputAsync(Guid, CancellationToken)

```
public Task<bool> HasRequiredPendingInputAsync(Guid councilRunId, CancellationToken cancellationToken = default)
```

Parameters

`councilRunId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<bool>

MarkContributionsEvaluatedAsync(Guid, int, string, CancellationToken)

```
public Task MarkContributionsEvaluatedAsync(Guid councilRunId, int afterRound, string evaluation, CancellationToken cancellationToken = default)
```

Parameters

`councilRunId` **Guid**

`afterRound` **int**

`evaluation` **string**

`cancellationToken`
CancellationToken

Returns

Task

QueueContributionAsync(Guid, string, CancellationToken)

```
public Task<HumanCouncilContribution> QueueContributionAsync(Guid councilRunId, string content, CancellationToken cancellationToken = default)
```

Parameters

`councilRunId` **Guid**

`content` **string**

`cancellationToken`
CancellationToken

Returns

**Task<HumanCouncilContributi
on>**

QueueUserMessageAsync(Guid, string, CancellationToken)

```
public Task<HumanCouncilContribution> QueueUserMessageAsync(Guid councilRunId, string content, CancellationToken cancellationToken = default)
```

Parameters

councilRunId Guid

content string

cancellationToken CancellationToken

Returns

Task<HumanCouncilContribution>

ReadQueuedContributionsAsync(Guid, int, CancellationToken)

```
public Task<IReadOnlyList<HumanCouncilContribution>> ReadQueuedContributionsAsync(Guid councilRunId, int currentRound, CancellationToken cancellationToken = default)
```

Parameters

councilRunId Guid

currentRound int

cancellationToken CancellationToken

Returns

Task<IReadOnlyList<HumanCouncilContribution>>

ResolveRequestAsync(Guid, HumanDecisionSubmission, CancellationToken)

```
public Task<HumanCollaborationRequest?> ResolveRequestAsync(Guid requestId, HumanDecisionSubmission submission, CancellationToken cancellationToken = default)
```

Parameters

`requestId` **Guid**

`submission`
HumanDecisionSubmission

`cancellationToken`
CancellationToken

Returns

Task<HumanCollaborationRequest>

SaveProfileAsync(HumanCouncilParticipantProfile, CancellationToken)

```
public Task<HumanCouncilParticipantProfile> SaveProfileAsync(HumanCouncilParticipantProfile profile, CancellationToken cancellationToken = default)
```

Parameters

`profile`
HumanCouncilParticipantProfile

`cancellationToken`
CancellationToken

Returns

Task<HumanCouncilParticipantProfile>

UpdateCouncilRun(Guid, int, string, bool)

```
public void UpdateCouncilRun(Guid runId, int currentRound, string phase, bool isWaitingForFinalHumanInput = false)
```

Parameters

`runId` **Guid**

`currentRound` **int**

`phase` **string**

`isWaitingForFinalHumanInput`
bool

Events ðŸ±ðŸ¶â¨ 2

Changed

```
public event Action? Changed
```

Event Type

Action

DirectUserMessageQueued

```
public event Action<HumanCouncilContribution>? DirectUserMessageQueued
```

Event Type

Action<HumanCouncilContribution>

Class ImportProjectTextDocumentFunction

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✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class ImportProjectTextDocumentFunction : IDxAiFunctionHandler
```

Inheritance object
ImportProjectTextDocumentFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ â œ¨ 1

ImportProjectTextDocumentFunction(IDxAiFunctionJsonService, ISafeTextDocumentService, ILogger<ImportProjectTextDocumentFunction>)

```
public ImportProjectTextDocumentFunction(IDxAiFunctionJsonService json, ISafeTextDocumentService documents, ILogger<ImportProjectTextDocumentFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`documents` **ISafeTextDocumentService**

`logger` **ILogger<ImportProjectTextDocumentFunction>**

🐾 Properties ðŸ± ðŸ¶ â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class ImportRemoteKnowledgeFunction

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✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class ImportRemoteKnowledgeFunction : IDxAiFunctionHandler
```

Inheritance object
ImportRemoteKnowledgeFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ImportRemoteKnowledgeFunction(IRemoteKnowledgeImportService, RemoteImportDxParameterReader, ILogger<ImportRemoteKnowledgeFunction>)

```
public ImportRemoteKnowledgeFunction(IRemoteKnowledgeImportService importer, RemoteImportDxParameterReader parameters, ILogger<ImportRemoteKnowledgeFunction> logger)
```

Parameters

`importer`
IRemoteKnowledgeImportService

`parameters`
RemoteImportDxParameterReader

`logger`
ILogger<ImportRemoteKnowledgeFunction>

ðŸ±ðŸ¶â œ¨

Properties 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â œ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationReque st

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationR esult>

Class InspectDebugArtifactFunction

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Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class InspectDebugArtifactFunction : IDxAiFunctionHandler
```

Inheritance	object InspectDebugArtifactFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â¨

1

InspectDebugArtifactFunction(IDxAiFunctionJsonService, IDebugArtifactInspectionService, ILogger<InspectDebugArtifactFunction>)

```
public InspectDebugArtifactFunction(IDxAiFunctionJsonService json, IDebugArtifactInspectionService inspector, ILogger<InspectDebugArtifactFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`inspector`
IDebugArtifactInspectionService

`logger`
ILogger<InspectDebugArtifactFunction>

Properties ðŸ±ðŸ¶â€œ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â€œ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationReque

st

cancellationToken
CancellationToken

Returns

Task<DxAiFunctionInvocationR
esult>

Class InspectJsonTextFunction

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✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class InspectJsonTextFunction : IDxAiFunctionHandler
```

Inheritance	object InspectJsonTextFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

InspectJsonTextFunction(IStructuredTextTranslationService, ILogger<InspectJsonTextFunction>)

```
public InspectJsonTextFunction(IStructuredTextTranslationService translator, ILogger<InspectJsonTextFunction> logger)
```

Parameters

`translator`
IStructuredTextTranslationService

`logger`
ILogger<InspectJsonTextFunction>

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶âœ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class InspectRemoteKnowledgeFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class InspectRemoteKnowledgeFunction : IDxAiFunctionHandler
```

Inheritance object
InspectRemoteKnowledgeFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

InspectRemoteKnowledgeFunction(IRemoteKnowledgeImportService, RemoteImportDxParameterReader, ILogger<InspectRemoteKnowledgeFunction>)

```
public InspectRemoteKnowledgeFunction(IRemoteKnowledgeImportService importer, RemoteImportDxParameterReader parameters, ILogger<InspectRemoteKnowledgeFunction> logger)
```

Parameters

`importer`
IRemoteKnowledgeImportService

`parameters`
RemoteImportDxParameterReader

`logger`
ILogger<InspectRemoteKnowledgeFunction>

ðŸ±ðŸ¶â œ¨

Properties 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â œ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationReque st

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationR esult>

Class InvokeConfiguredPublicServiceMethodFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class InvokeConfiguredPublicServiceMethodFunction : IDxAiFunctionHandler
```

Inheritance	object InvokeConfiguredPublicServiceMethodFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

InvokeConfiguredPublicServiceMethodFunction(IPublicServiceMethodInvoker, ILogger<InvokeConfiguredPublicServiceMethodFunction>)

```
public InvokeConfiguredPublicServiceMethodFunction(IPublicServiceMethodInvoker invoker, ILogger<InvokeConfiguredPublicServiceMethodFunction> logger)
```

Parameters

invoker
IPublicServiceMethodInvoker

logger
ILogger<InvokeConfiguredPublicServiceMethodFunction>

Properties ðŸ±ðŸ¶â…¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â…¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationReque st

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationR esult>

Class KnowledgeRatingService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class KnowledgeRatingService : IKnowledgeRatingService
```

Inheritance	object KnowledgeRatingService
Implements	IKnowledgeRatingService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

KnowledgeRatingService(IDbContextFactory<LocalGptMemoryDbContext>, IDatabaseInitializationService, ILogger<KnowledgeRatingService>)

```
public KnowledgeRatingService(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDatabaseInitializationService databaseInitializer,
ILogger<KnowledgeRatingService> logger)
```

Parameters

dbContextFactory
IDbContextFactory<LocalGptMemoryDbContext>

databaseInitializer
IDatabaseInitializationService

logger
ILogger<KnowledgeRatingService>

⚙ Methods ðŸ±ðŸ¶â œ¨ 2

GetRatingsAsync(Guid, CancellationToken)

```
public Task<IReadOnlyList<CouncilKnowledgeUserRating>> GetRatingsAsync(Guid knowledgeEntryId, CancellationToken cancellationToken = default)
```

Parameters

`knowledgeEntryId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<CouncilKnowledgeUserRating>>

SaveRatingAsync(CouncilKnowledgeUserRating, bool, CancellationToken)

```
public Task<CouncilKnowledgeUserRating> SaveRatingAsync(CouncilKnowledgeUserRating rating, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`rating`
CouncilKnowledgeUserRating

`userConfirmed` **bool**

`cancellationToken`
CancellationToken

Returns

Task<CouncilKnowledgeUserRating>

Class LearnBaseKnowledgeImporterService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class LearnBaseKnowledgeImporterService : ILearnBaseKnowledgeImporterService
```

Inheritance	object LearnBaseKnowledgeImporterService
Implements	ILearnBaseKnowledgeImporterService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ□± ðŸ□¶ âœ¨ 1

LearnBaseKnowledgeImporterService(ICouncilKnowledgeService, ILogger<LearnBaseKnowledgeImporterService>, CouncilRuntimeService, CouncilTextService, LocalGptCatalogService, ILocalGptRuntimePolicyDataService, IRegexPatternService)

```
public LearnBaseKnowledgeImporterService(ICouncilKnowledgeService knowledgeService, ILogger<LearnBaseKnowledgeImporterService> logger, CouncilRuntimeService councilRuntime,
CouncilTextService councilText, LocalGptCatalogService catalog, ILocalGptRuntimePolicyDataService runtimePolicy, IRegexPatternService regexPatterns)
```

Parameters

`knowledgeService`
ICouncilKnowledgeService

`logger`
ILogger<LearnBaseKnowledgeImporterService>

`councilRuntime`
CouncilRuntimeService

`councilText`
CouncilTextService

`catalog`
LocalGptCatalogService

`runtimePolicy`
ILocalGptRuntimePolicyDataService

`regexPatterns`
IRegexPatternService

Methods ðŸ±ðŸ¶â€¨âœ¨ 1

ImportAsync(LearnBaseImportRequest, CancellationToken)

```
public Task<LearnBaseImportResult> ImportAsync(LearnBaseImportRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
LearnBaseImportRequest

`cancellationToken`
CancellationToken

Returns

Task<LearnBaseImportResult>

Class LearningRoundService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Builds a database-grounded learning-round snapshot and persists model-suggested facts/regexes as untrusted self-maintenance knowledge. It never promotes model output to user-approved authority.

```
public sealed class LearningRoundService : ILearningRoundService
```

Inheritance	object LearningRoundService
Implements	ILearningRoundService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

LearningRoundService(IDbContextFactory<LocalGptMemoryDbContext>, IDatabaseInitializationService, ICouncilKnowledgeService, IRegexPatternService, ILogger<LearningRoundService>)

Builds a database-grounded learning-round snapshot and persists model-suggested facts/regexes as untrusted self-maintenance knowledge. It never promotes model output to user-approved authority.

```
public LearningRoundService(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDatabaseInitializationService databaseInitializer, ICouncilKnowledgeService
knowledgeService, IRegexPatternService regexPatternService, ILogger<LearningRoundService> logger)
```

Parameters

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`databaseInitializer`
IDatabaseInitializationService

`knowledgeService`
ICouncilKnowledgeService

`regexPatternService`
IRegexPatternService

`logger`
ILogger<LearningRoundService>

Methods ðŸ±ðŸ¶â¨ 2

BuildSnapshotAsync(int, CancellationToken)

```
public Task<LearningRoundSnapshot> BuildSnapshotAsync(int takePerSource = 200, CancellationToken cancellationToken = default)
```

Parameters

takePerSource int

cancellationToken
CancellationToken

Returns

Task<LearningRoundSnapshot>

MaintainAsync(LearningMaintenanceRequest, CancellationToken)

```
public Task<LearningMaintenanceResult> MaintainAsync(LearningMaintenanceRequest request, CancellationToken cancellationToken = default)
```

Parameters

request
LearningMaintenanceRequest

cancellationToken
CancellationToken

Returns

Task<LearningMaintenanceRes
ult>

Class ListChatMemoryConversationsFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class ListChatMemoryConversationsFunction : IDxAiFunctionHandler
```

Inheritance object
ListChatMemoryConversationsFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ListChatMemoryConversationsFunction(IChatMemoryService, ILogger<ListChatMemoryConversationsFunction>)

```
public ListChatMemoryConversationsFunction(IChatMemoryService memory, ILogger<ListChatMemoryConversationsFunction> logger)
```

Parameters

`memory` **IChatMemoryService**

`logger`
ILogger<ListChatMemoryConversationsFunction>

Properties ðŸ±ðŸ¶â¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class ListCodeGenerationReviewsFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class ListCodeGenerationReviewsFunction : IDxAiFunctionHandler
```

Inheritance	object ListCodeGenerationReviewsFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

ListCodeGenerationReviewsFunction(IDxAiFunctionJsonService, ICodeGenerationWorkflowService, ILogger<ListCodeGenerationReviewsFunction>)

```
public ListCodeGenerationReviewsFunction(IDxAiFunctionJsonService json, ICodeGenerationWorkflowService workflow, ILogger<ListCodeGenerationReviewsFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`workflow`
ICodeGenerationWorkflowService

`logger`
ILogger<ListCodeGenerationReviewsFunction>

Properties ðŸ± ðŸ¶ âœ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ± ðŸ¶ âœ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationReque

st

cancellationToken
CancellationToken

Returns

Task<DxAiFunctionInvocationR
esult>

Class ListCouncilKnowledgeFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class ListCouncilKnowledgeFunction : IDxAiFunctionHandler
```

Inheritance	object ListCouncilKnowledgeFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ListCouncilKnowledgeFunction(ICouncilKnowledgeService, ILogger<ListCouncilKnowledgeFunction>)

```
public ListCouncilKnowledgeFunction(ICouncilKnowledgeService knowledge, ILogger<ListCouncilKnowledgeFunction> logger)
```

Parameters

knowledge
ICouncilKnowledgeService

logger
ILogger<ListCouncilKnowledge
Function>

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶âœ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class ListCouncilRuntimeClassesFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class ListCouncilRuntimeClassesFunction : IDxAiFunctionHandler
```

Inheritance object
ListCouncilRuntimeClassesFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ 1

ListCouncilRuntimeClassesFunction(ICouncilRuntimeClassService, ILogger<ListCouncilRuntimeClassesFunction>)

```
public ListCouncilRuntimeClassesFunction(ICouncilRuntimeClassService runtimeClasses, ILogger<ListCouncilRuntimeClassesFunction> logger)
```

Parameters

`runtimeClasses`
ICouncilRuntimeClassService

`logger`
ILogger<ListCouncilRuntimeClassesFunction>

🐾 Properties ðŸ±ðŸ¶â€¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class ListLocalGptProjectsFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class ListLocalGptProjectsFunction : IDxAiFunctionHandler
```

Inheritance object
ListLocalGptProjectsFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ListLocalGptProjectsFunction(ILocalGptProjectService, ILogger<ListLocalGptProjectsFunction>)

```
public ListLocalGptProjectsFunction(ILocalGptProjectService projects, ILogger<ListLocalGptProjectsFunction> logger)
```

Parameters

`projects`
ILocalGptProjectService

`logger`
ILogger<ListLocalGptProjectsFunction>

🐾 Properties ðŸ± ðŸ¶ âœ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â œ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class ListLocalPathRootsFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class ListLocalPathRootsFunction : IDxAiFunctionHandler
```

Inheritance object
ListLocalPathRootsFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ListLocalPathRootsFunction(ILocalPathExplorerService)

```
public ListLocalPathRootsFunction(ILocalPathExplorerService paths)
```

Parameters

paths
ILocalPathExplorerService

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶âœ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class ListProjectWorkspaceFilesFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Lists readable source/text files inside the project currently linked to /chat.

```
public sealed class ListProjectWorkspaceFilesFunction : IDxAiFunctionHandler
```

Inheritance object
ListProjectWorkspaceFilesFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ListProjectWorkspaceFilesFunction(IDxAiFunctionJsonService, ILocalGptProjectService, IChatSessionContext, CouncilRuntimeService, ILogger<ListProjectWorkspaceFilesFunction>)

Lists readable source/text files inside the project currently linked to /chat.

```
public ListProjectWorkspaceFilesFunction(IDxAiFunctionJsonService json, ILocalGptProjectService projects, IChatSessionContext sessionContext, CouncilRuntimeService councilRuntime,
ILogger<ListProjectWorkspaceFilesFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`projects`
ILocalGptProjectService

`sessionContext`
IChatSessionContext

`councilRuntime`
CouncilRuntimeService

`logger`
ILogger<ListProjectWorkspace FilesFunction>

Properties ðŸ±ðŸ¶â¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class ListRecentApplicationLogsFunction

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✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class ListRecentApplicationLogsFunction : IDxAiFunctionHandler
```

Inheritance object
ListRecentApplicationLogsFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)

object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

ListRecentApplicationLogsFunction(IApplicationLogReaderService, ILogger<ListRecentApplicationLogsFunction>)

```
public ListRecentApplicationLogsFunction(IApplicationLogReaderService applicationLogs, ILogger<ListRecentApplicationLogsFunction> logger)
```

Parameters

applicationLogs
IApplicationLogReaderService

logger
ILogger<ListRecentApplication LogsFunction>

🐾 Properties ðŸ±ðŸ¶ â€¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

⚙ Methods ðŸ±ðŸ¶ â€¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class ListRegexPatternsFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Database-backed regular-expression functions used by LocalGPT itself and advertised through the same DI/DX-function/1-Wire discovery path as every other council capability.

```
public sealed class ListRegexPatternsFunction : IDxAiFunctionHandler
```

Inheritance object
ListRegexPatternsFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â…¨ 1

ListRegexPatternsFunction(IRegexPatternService, ILogger<ListRegexPatternsFunction>)

Database-backed regular-expression functions used by LocalGPT itself and advertised through the same DI/DX-function/1-Wire discovery path as every other council capability.

```
public ListRegexPatternsFunction(IRegexPatternService regexPatterns, ILogger<ListRegexPatternsFunction> logger)
```

Parameters

`regexPatterns`
IRegexPatternService

`logger`
ILogger<ListRegexPatternsFunction>

🐾 Properties ðŸ±ðŸ¶â…¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

⚙ Methods ðŸ±ðŸ¶â…¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class ListSqliteTablesFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class ListSqliteTablesFunction : IDxAiFunctionHandler
```

Inheritance	object ListSqliteTablesFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType()

object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ListSqliteTablesFunction(IDxAiFunctionJsonService, ISqliteTableEditorService, ILogger<ListSqliteTablesFunction>)

```
public ListSqliteTablesFunction(IDxAiFunctionJsonService json, ISqliteTableEditorService editor, ILogger<ListSqliteTablesFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`editor` **ISqliteTableEditorService**

`logger` **ILogger<ListSqliteTablesFuncti on>**

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

⚙ Methods ðŸ±ðŸ¶â œ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class LocalGptCatalogService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class LocalGptCatalogService
```

Inheritance
object
LocalGptCatalogService

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)

object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

LocalGptCatalogService(ILocalGptRuntimePolicyDataService, ILogger<LocalGptCatalogService>)

```
public LocalGptCatalogService(ILocalGptRuntimePolicyDataService runtimePolicy, ILogger<LocalGptCatalogService> logger)
```

Parameters

`runtimePolicy`
ILocalGptRuntimePolicyDataService

`logger`
ILogger<LocalGptCatalogService>

🐾 Properties ðŸ±ðŸ¶â œ¨ 133

AdviceOnlyPromptPattern

```
public Regex AdviceOnlyPromptPattern { get; }
```

Value

Regex

AiHostExperimentPattern

```
public Regex AiHostExperimentPattern { get; }
```

Value

Regex

AiHostSetupPattern

```
public Regex AiHostSetupPattern { get; }
```

Value

Regex

AllowedUploadExtensions

```
public List<string> AllowedUploadExtensions { get; }
```

Value

List<string>

AllowedUploadMimeTypes

```
public List<string> AllowedUploadMimeTypes { get; }
```

Value

List<string>

ArchitectureReferenceLookOptions

```
public string[] ArchitectureReferenceLookOptions { get; }
```

Value

string[]

ArchitectureRenderModeOptions

```
public string[] ArchitectureRenderModeOptions { get; }
```

Value

string[]

ArchitectureSolutionShapeOptions

```
public string[] ArchitectureSolutionShapeOptions { get; }
```

Value

string[]

ArchitectureUiStackOptions

```
public string[] ArchitectureUiStackOptions { get; }
```

Value

string[]

ArtifactTextExtensions

```
public FrozenSet<string> ArtifactTextExtensions { get; }
```

Value

FrozenSet<string>

BinaryDiagnosticExtensions

```
public FrozenSet<string> BinaryDiagnosticExtensions { get; }
```

Value

FrozenSet<string>

BinaryExtensions

```
public FrozenSet<string> BinaryExtensions { get; }
```

Value

FrozenSet<string>

BlazorFrontendPattern

```
public Regex BlazorFrontendPattern { get; }
```

Value

Regex

BlockingArtifactDecisionPattern

```
public Regex BlockingArtifactDecisionPattern { get; }
```

Value

Regex

BotBackendPattern

```
public Regex BotBackendPattern { get; }
```

Value

Regex

CapabilityGapBlockPattern

```
public Regex CapabilityGapBlockPattern { get; }
```

Value

Regex

ConcreteDotNetArtifactPattern

```
public Regex ConcreteDotNetArtifactPattern { get; }
```

Value

Regex

ConcreteMinecraftArtifactPattern

```
public Regex ConcreteMinecraftArtifactPattern { get; }
```

Value

Regex

CouncilKnowledgeEntryNew

```
public CouncilKnowledgeEntry CouncilKnowledgeEntryNew { get; }
```

Value

CouncilKnowledgeEntry

CouncilPromptFencePattern

```
public Regex CouncilPromptFencePattern { get; }
```

Value

Regex

CouncilRequestBlockPattern

```
public Regex CouncilRequestBlockPattern { get; }
```

Value

Regex

CouncilSessionName

```
public string CouncilSessionName { get; }
```

Value

string

DatapackPattern

```
public Regex DatapackPattern { get; }
```

Value

Regex

DebugExtensions

```
public FrozenSet<string> DebugExtensions { get; }
```

Value

FrozenSet<string>

DefaultContextTokens

```
public int DefaultContextTokens { get; }
```

Value

int

DefaultCouncilContextTokens

```
public int DefaultCouncilContextTokens { get; }
```

Value

int

DefaultCouncilOutputTokens

```
public int DefaultCouncilOutputTokens { get; }
```

Value

int

DefaultGradleVersion

```
public string DefaultGradleVersion { get; }
```

Value

string

DefaultHeavyModelGpuLayers

```
public int DefaultHeavyModelGpuLayers { get; }
```

Value

int

DefaultJavaVersion

```
public string DefaultJavaVersion { get; }
```

Value

string

DefaultMaxParallelModels

```
public int DefaultMaxParallelModels { get; }
```

Value

int

DefaultMaxPromptCharacters

```
public int DefaultMaxPromptCharacters { get; }
```

Value

int

DefaultMinecraftVersion

```
public string DefaultMinecraftVersion { get; }
```

Value

string

DefaultOllamaEndpoint

```
public string DefaultOllamaEndpoint { get; }
```

Value

string

DefaultOllamaUri

```
public string DefaultOllamaUri { get; }
```

Value

string

DetectedOllamaSessionPrefix

```
public string DetectedOllamaSessionPrefix { get; }
```

Value

string

DevExpressDocumentPattern

```
public Regex DevExpressDocumentPattern { get; }
```

Value

Regex

DevExpressImportPattern

```
public Regex DevExpressImportPattern { get; }
```

Value

Regex

DevExpressRegistrationPattern

```
public Regex DevExpressRegistrationPattern { get; }
```

Value

Regex

DeveloperExecutionIntentPattern

```
public Regex DeveloperExecutionIntentPattern { get; }
```

Value

Regex

DevelopmentRequestPattern

```
public Regex DevelopmentRequestPattern { get; }
```

Value

Regex

DotNetPattern

```
public Regex DotNetPattern { get; }
```

Value

Regex

DownloadUrlPattern

```
public Regex DownloadUrlPattern { get; }
```

Value

Regex

ExcludedDirectoryNames

```
public FrozenSet<string> ExcludedDirectoryNames { get; }
```

Value

FrozenSet<string>

ExplicitArtifactCreationCommandPattern

```
public Regex ExplicitArtifactCreationCommandPattern { get; }
```

Value

Regex

ExplicitArtifactIntentPattern

```
public Regex ExplicitArtifactIntentPattern { get; }
```

Value

Regex

ExplicitDoNotGenerateUntilUserDecisionPattern

```
public Regex ExplicitDoNotGenerateUntilUserDecisionPattern { get; }
```

Value

Regex

ExportFormatPattern

```
public Regex ExportFormatPattern { get; }
```

Value

Regex

FabricLoaderVersion

```
public string FabricLoaderVersion { get; }
```

Value

string

FrontendPattern

```
public Regex FrontendPattern { get; }
```

Value

Regex

GenerateAiHostChatRazor

```
public string GenerateAiHostChatRazor { get; }
```

Value

string

GenerateAiHostHardwareRazor

```
public string GenerateAiHostHardwareRazor { get; }
```

Value

string

GenerateAiHostLogsRazor

```
public string GenerateAiHostLogsRazor { get; }
```

Value

string

GenerateAiHostModelDownloadsRazor

```
public string GenerateAiHostModelDownloadsRazor { get; }
```

Value

string

GenerateAiHostRunnerPluginsRazor

```
public string GenerateAiHostRunnerPluginsRazor { get; }
```

Value

string

GenerateAiHostRunningModelsRazor

```
public string GenerateAiHostRunningModelsRazor { get; }
```

Value

string

GenerateAiHostSettingsRazor

```
public string GenerateAiHostSettingsRazor { get; }
```

Value

string

GenerateAiHostTemplatesRazor

```
public string GenerateAiHostTemplatesRazor { get; }
```

Value

string

GenerateSolutionAppRazor

```
public string GenerateSolutionAppRazor { get; }
```

Value

string

GenerateSolutionCss

```
public string GenerateSolutionCss { get; }
```

Value

string

GenerateSolutionProjectFile

```
public string GenerateSolutionProjectFile { get; }
```

Value

string

GenerateSolutionRoutesRazor

```
public string GenerateSolutionRoutesRazor { get; }
```

Value

string

GenerateSourceFidelityRazor

```
public string GenerateSourceFidelityRazor { get; }
```

Value

string

HelpfulSourceLinePattern

```
public Regex HelpfulSourceLinePattern { get; }
```

Value

Regex

ImplementationChoicePattern

```
public Regex ImplementationChoicePattern { get; }
```

Value

Regex

ImplementationDecisionPattern

```
public Regex ImplementationDecisionPattern { get; }
```

Value

Regex

JsonOptions

```
public JsonSerializerOptions JsonOptions { get; }
```

Value

JsonSerializerOptions

KnowledgeFiles

```
public string[] KnowledgeFiles { get; }
```

Value

string[]

LeadingSlashCommandPattern

```
public Regex LeadingSlashCommandPattern { get; }
```

Value

Regex

LearnBaseDuplicatePolicySummary

```
public string LearnBaseDuplicatePolicySummary { get; }
```

Value

string

LearnBaseFilePolicySummary

```
public string LearnBaseFilePolicySummary { get; }
```

Value

string

LearnBaseKnownExtensions

```
public FrozenSet<string> LearnBaseKnownExtensions { get; }
```

Value

FrozenSet<string>

LearnBasePresetList

```
public string LearnBasePresetList { get; }
```

Value

string

LearnBasePresets

```
public IReadOnlyList<LearnBasePreset> LearnBasePresets { get; }
```

Value

IReadOnlyList<LearnBasePrese t>

LearnBaseScanProfiles

```
public IReadOnlyList<LearnBaseScanProfile> LearnBaseScanProfiles { get; }
```

Value

IReadOnlyList<LearnBaseScan Profile>

LivingCitiesPrompt

```
public string LivingCitiesPrompt { get; }
```

Value

string

LocalGptReplacementPattern

```
public Regex LocalGptReplacementPattern { get; }
```

Value

Regex

LoggingPattern

```
public Regex LoggingPattern { get; }
```

Value

Regex

MalformedStorageTargetPattern

```
public Regex MalformedStorageTargetPattern { get; }
```

Value

Regex

MaxArtifactTextFileBytes

```
public long MaxArtifactTextFileBytes { get; }
```

Value

long

MaxBinaryStringCharacters

```
public int MaxBinaryStringCharacters { get; }
```

Value

int

MaxBootstrapCharacters

```
public int MaxBootstrapCharacters { get; }
```

Value

int

MaxContextCharacters

```
public int MaxContextCharacters { get; }
```

Value

int

MaxContextTokens

```
public int MaxContextTokens { get; }
```

Value

int

MaxCouncilContextTokens

```
public int MaxCouncilContextTokens { get; }
```

Value

int

MaxCouncilOutputTokens

```
public int MaxCouncilOutputTokens { get; }
```

Value

int

MaxDxAiChatPromptCharacters

```
public int MaxDxAiChatPromptCharacters { get; }
```

Value

int

MaxExcerptCharactersPerFile

```
public int MaxExcerptCharactersPerFile { get; }
```

Value

int

MaxExtractedBytes

```
public long MaxExtractedBytes { get; }
```

Value

long

MaxFiles

```
public int MaxFiles { get; }
```

Value

int

MaxOutputTokens

```
public int MaxOutputTokens { get; }
```

Value

int

MaxParticipants

```
public int MaxParticipants { get; }
```

Value

int

MaxPromptCharacters

```
public int MaxPromptCharacters { get; }
```

Value

int

MaxSingleConversationMessageCharacters

```
public int MaxSingleConversationMessageCharacters { get; }
```

Value

int

MaxSingleFileBytes

```
public long MaxSingleFileBytes { get; }
```

Value

long

MaxTotalFileBytes

```
public long MaxTotalFileBytes { get; }
```

Value

long

MaxUploadBytes

```
public int MaxUploadBytes { get; }
```

Value

int

MaxUploadFiles

```
public int MaxUploadFiles { get; }
```

Value

int

MaxVisiblePromptCharacters

```
public int MaxVisiblePromptCharacters { get; }
```

Value

int

MaxZipEntries

```
public int MaxZipEntries { get; }
```

Value

int

MaxZipEntryBytes

```
public long MaxZipEntryBytes { get; }
```

Value

long

MinContextTokens

```
public int MinContextTokens { get; }
```

Value

int

MinCouncilContextTokens

```
public int MinCouncilContextTokens { get; }
```

Value

int

MinCouncilOutputTokens

```
public int MinCouncilOutputTokens { get; }
```

Value

int

MinOutputTokens

```
public int MinOutputTokens { get; }
```

Value

int

MinecraftPattern

```
public Regex MinecraftPattern { get; }
```

Value

Regex

MinecraftSkeletonMatrixPattern

```
public Regex MinecraftSkeletonMatrixPattern { get; }
```

Value

Regex

MinecraftVersionPattern

```
public Regex MinecraftVersionPattern { get; }
```

Value

Regex

MissingFeaturePattern

```
public Regex MissingFeaturePattern { get; }
```

Value

Regex

ModIdCleaner

```
public Regex ModIdCleaner { get; }
```

Value

Regex

NameCleaner

```
public Regex NameCleaner { get; }
```

Value

Regex

OllamaModeAutoGpu

```
public string OllamaModeAutoGpu { get; }
```

Value

string

OllamaModeLimitedGpu

```
public string OllamaModeLimitedGpu { get; }
```

Value

string

OllamaModeSafeCpu

```
public string OllamaModeSafeCpu { get; }
```

Value

string

PackagePartCleaner

```
public Regex PackagePartCleaner { get; }
```

Value

Regex

PackageReferencePattern

```
public Regex PackageReferencePattern { get; }
```

Value

Regex

RootStorageRemovePattern

```
public Regex RootStorageRemovePattern { get; }
```

Value

Regex

Routes

```
public List<TestLabRoute> Routes { get; }
```

Value

List<TestLabRoute>

SafeSandboxConsentPattern

```
public Regex SafeSandboxConsentPattern { get; }
```

Value

Regex

SensitiveNamePattern

```
public Regex SensitiveNamePattern { get; }
```

Value

Regex

SourceExtensions

```
public FrozenSet<string> SourceExtensions { get; }
```

Value

FrozenSet<string>

StreamStatusPattern

```
public Regex StreamStatusPattern { get; }
```

Value

Regex

TacosPortalPattern

```
public Regex TacosPortalPattern { get; }
```

Value

Regex

TargetFrameworkPattern

```
public Regex TargetFrameworkPattern { get; }
```

Value

Regex

TextExtensions

```
public FrozenSet<string> TextExtensions { get; }
```

Value

FrozenSet<string>

ThinkingBlockPattern

```
public Regex ThinkingBlockPattern { get; }
```

Value

Regex

TruncatedTailPattern

```
public Regex TruncatedTailPattern { get; }
```

Value

Regex

Utf8NoBom

```
public Encoding Utf8NoBom { get; }
```

Value

Encoding

WhitespacePattern

```
public Regex WhitespacePattern { get; }
```

Value

Regex

WholeSolutionPattern

```
public Regex WholeSolutionPattern { get; }
```

Value

Regex

WordPattern

```
public Regex WordPattern { get; }
```

Value

Regex

omission

```
public string omission { get; }
```

Value

string

shortOmission

```
public string shortOmission { get; }
```

Value

string

Methods ðŸ± ðŸ¶ âœ¨ 1

GetSuggestion()

Creates the maintained generic and Council-team prompt suggestion catalog.

```
public List<PromptSuggestion> GetSuggestion()
```

Returns

List<PromptSuggestion>	Prompt suggestions with stable keys and optional direct-Council ownership.

Class LocalGptProjectService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class LocalGptProjectService : ILocalGptProjectService
```

Inheritance	object LocalGptProjectService
Implements	ILocalGptProjectService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

LocalGptProjectService(IDbContextFactory<LocalGptMemoryDbContext>, IDatabaseInitializationService, ILogger<LocalGptProjectService>)

```
public LocalGptProjectService(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDatabaseInitializationService databaseInitializer,
ILogger<LocalGptProjectService> logger)
```

Parameters

dbContextFactory
IDbContextFactory<LocalGptMemoryDbContext>

databaseInitializer
IDatabaseInitializationService

logger
ILogger<LocalGptProjectService>

⚙ Methods ðŸ±ðŸ¶â œ¨ 7

AddTopicAsync(Guid, AddLocalGptProjectTopicRequest, CancellationToken)

```
public Task<LocalGptProjectTopic> AddTopicAsync(Guid projectId, AddLocalGptProjectTopicRequest request, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`request`
AddLocalGptProjectTopicRequest

`cancellationToken`
CancellationToken

Returns

Task<LocalGptProjectTopic>

AddVersionAsync(Guid, AddLocalGptProjectVersionRequest, CancellationToken)

```
public Task<LocalGptProjectVersion> AddVersionAsync(Guid projectId, AddLocalGptProjectVersionRequest request, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`request`
AddLocalGptProjectVersionRequest

`cancellationToken`
CancellationToken

Returns

Task<LocalGptProjectVersion>

BuildProjectBriefingAsync(Guid?, Guid?, CancellationToken)

```
public Task<string> BuildProjectBriefingAsync(Guid? projectId, Guid? projectTopicId, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid?**

`projectTopicId` **Guid?**

`cancellationToken`
CancellationToken

Returns

Task<string>

GetProjectAsync(Guid, CancellationToken)

```
public Task<LocalGptProjectDetails?> GetProjectAsync(Guid projectId, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<LocalGptProjectDetails>

GetProjectsAsync(bool, CancellationToken)

```
public Task<IReadOnlyList<LocalGptProjectSummary>> GetProjectsAsync(bool includeArchived = false, CancellationToken cancellationToken = default)
```

Parameters

`includeArchived` **bool**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<LocalGptP
rojectSummary>>

LinkKnowledgeAsync(Guid, LinkProjectTopicKnowledgeRequest, CancellationToken)

```
public Task LinkKnowledgeAsync(Guid projectTopicId, LinkProjectTopicKnowledgeRequest request, CancellationToken cancellationToken = default)
```

Parameters

`projectTopicId` **Guid**

`request`
LinkProjectTopicKnowledgeRequest

`cancellationToken`
CancellationToken

Returns

Task

SaveProjectAsync(SaveLocalGptProjectRequest, CancellationToken)

```
public Task<LocalGptProject> SaveProjectAsync(SaveLocalGptProjectRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
SaveLocalGptProjectRequest

`cancellationToken`
CancellationToken

Returns

Task<LocalGptProject>

Class LocalGptRequestFactoryService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class LocalGptRequestFactoryService : ILocalGptRequestFactoryService
```

Inheritance	object LocalGptRequestFactoryService
Implements	ILocalGptRequestFactoryService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

LocalGptRequestFactoryService(ILogger<LocalGptRequestFactoryService>)

```
public LocalGptRequestFactoryService(ILogger<LocalGptRequestFactoryService> logger)
```

Parameters

logger
ILogger<LocalGptRequestFactoryService>

Methods ðŸ±ðŸ¶â¨ 9

CreateArtifactRequest()

```
public SaveProjectArtifactRequest CreateArtifactRequest()
```

Returns

SaveProjectArtifactRequest

CreateCompilerInstallationRequest()

```
public SaveProjectCompilerInstallationRequest CreateCompilerInstallationRequest()
```

Returns

SaveProjectCompilerInstallationRequest

CreateProjectRequest()

```
public SaveLocalGptProjectRequest CreateProjectRequest()
```

Returns

SaveLocalGptProjectRequest

CreateRequirementLinkRequest()

```
public SaveProjectRequirementLinkRequest CreateRequirementLinkRequest()
```

Returns

SaveProjectRequirementLinkRequest

CreateRequirementRequest()

```
public SaveProjectRequirementRequest CreateRequirementRequest()
```

Returns

SaveProjectRequirementRequest

CreateRevisionRequest()

```
public SaveProjectRevisionRequest CreateRevisionRequest()
```

Returns

SaveProjectRevisionRequest

CreateTopicRequest()

```
public AddLocalGptProjectTopicRequest CreateTopicRequest()
```

Returns

AddLocalGptProjectTopicRequest

CreateVersionRequest(string)

```
public AddLocalGptProjectVersionRequest CreateVersionRequest(string path = "")
```

Parameters

`path` **string**

Returns

AddLocalGptProjectVersionRequest

CreateWorkspaceRootRequest()

```
public SaveProjectWorkspaceRootRequest CreateWorkspaceRootRequest()
```

Returns

SaveProjectWorkspaceRootRequest

Class LocalPathExplorerService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class LocalPathExplorerService : ILocalPathExplorerService
```

Inheritance	object LocalPathExplorerService
Implements	ILocalPathExplorerService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

LocalPathExplorerService(ILogger<LocalPathExplorerService>)

```
public LocalPathExplorerService(ILogger<LocalPathExplorerService> logger)
```

Parameters

logger	**ILogger<LocalPathExplorerService>**

⚙ Methods ðŸ±ðŸ¶â œ¨ 3

Browse(LocalPathBrowseRequest)

```
public LocalPathBrowseResult Browse(LocalPathBrowseRequest request)
```

Parameters

`request`
LocalPathBrowseRequest

Returns

LocalPathBrowseResult

FormatWarnings(IEnumerable<string>)

```
public string FormatWarnings(IEnumerable<string> warnings)
```

Parameters

`warnings` **IEnumerable<string>**

Returns

string

GetSuggestedRoots()

```
public IReadOnlyList<string> GetSuggestedRoots()
```

Returns

IReadOnlyList<string>

Class LoggingConfigurationService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Configures the optional LocalGPT logging providers during composition-root startup.

```
public sealed class LoggingConfigurationService
```

Inheritance object
LoggingConfigurationService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

LoggingConfigurationService(IServiceCollection, IConfiguration, ILogger)

Configures the optional LocalGPT logging providers during composition-root startup.

```
public LoggingConfigurationService(IServiceCollection services, IConfiguration configuration, ILogger logger)
```

Parameters

`services` **IServiceCollection**

`configuration` **IConfiguration**

`logger` **ILogger**

⚙ Methods ðŸ±ðŸ¶ â€¨ 1

Configure(ILoggingBuilder)

```
public void Configure(ILoggingBuilder loggingBuilder)
```

Parameters

loggingBuilder
ILoggingBuilder

Class MaintainLearningRoundKnowledgeFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class MaintainLearningRoundKnowledgeFunction : IDxAiFunctionHandler
```

Inheritance	object MaintainLearningRoundKnowledgeFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

MaintainLearningRoundKnowledgeFunction(ILearningRoundService, ILogger<MaintainLearningRoundKnowledgeFunction>)

```
public MaintainLearningRoundKnowledgeFunction(ILearningRoundService learning, ILogger<MaintainLearningRoundKnowledgeFunction> logger)
```

Parameters

`learning`
ILearningRoundService

`logger`
ILogger<MaintainLearningRoundKnowledgeFunction>

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class MinecraftModWorkspaceService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public class MinecraftModWorkspaceService : IMinecraftModWorkspaceService
```

Inheritance object
MinecraftModWorkspaceService

Implements IMinecraftModWorkspaceService

Inherited Members object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶âœ¨ 1

MinecraftModWorkspaceService(ILogger<MinecraftModWorkspaceService>, CouncilRuntimeService, CouncilTextService, LocalGptCatalogService)

```
public MinecraftModWorkspaceService(ILogger<MinecraftModWorkspaceService> logger, CouncilRuntimeService councilRuntime, CouncilTextService councilText,
LocalGptCatalogService catalog)
```

Parameters

`logger`
ILogger<MinecraftModWorkspaceService>

`councilRuntime`
CouncilRuntimeService

`councilText`
CouncilTextService

`catalog`
LocalGptCatalogService

Properties ðŸ±ðŸ¶â œ¨ 1

WorkspaceRoot

```
public string WorkspaceRoot { get; }
```

Value

string

Methods ðŸ±ðŸ¶â œ¨ 6

CreateDatapackWorkspaceAsync(MinecraftModBuildRequest, CancellationToken)

```
public Task<MinecraftModWorkspace> CreateDatapackWorkspaceAsync(MinecraftModBuildRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
MinecraftModBuildRequest

`cancellationToken`
CancellationToken

Returns

Task<MinecraftModWorkspace>

CreateFabricWorkspaceAsync(MinecraftModBuildRequest, CancellationToken)

```
public Task<MinecraftModWorkspace> CreateFabricWorkspaceAsync(MinecraftModBuildRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
MinecraftModBuildRequest

`cancellationToken`
CancellationToken

Returns

Task<MinecraftModWorkspace>

CreateNeoForgeWorkspaceAsync(MinecraftModBuildRequest, CancellationToken)

```
public Task<MinecraftModWorkspace> CreateNeoForgeWorkspaceAsync(MinecraftModBuildRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
MinecraftModBuildRequest

`cancellationToken`
CancellationToken

Returns

Task<MinecraftModWorkspace>

CreatePaperPluginWorkspaceAsync(MinecraftModBuildRequest, CancellationToken)

```
public Task<MinecraftModWorkspace> CreatePaperPluginWorkspaceAsync(MinecraftModBuildRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
MinecraftModBuildRequest

`cancellationToken`
CancellationToken

Returns

Task<MinecraftModWorkspace>

CreateWorkspaceAsync(MinecraftModBuildRequest, CancellationToken)

```
public Task<MinecraftModWorkspace> CreateWorkspaceAsync(MinecraftModBuildRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
MinecraftModBuildRequest

`cancellationToken`
CancellationToken

Returns

Task<MinecraftModWorkspace>

IsPathInsideWorkspaceRoot(string)

```
public bool IsPathInsideWorkspaceRoot(string path)
```

Parameters

`path` **string**

Returns

bool

Class ModelPresetService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class ModelPresetService : IModelPresetService
```

Inheritance	object ModelPresetService
Implements	IModelPresetService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ModelPresetService(IDbContextFactory<LocalGptMemoryDbContext>, IDatabaseInitializationService, ILogger<ModelPresetService>)

```
public ModelPresetService(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDatabaseInitializationService databaseInitializer, ILogger<ModelPresetService> logger)
```

Parameters

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`databaseInitializer`
IDatabaseInitializationService

`logger`
ILogger<ModelPresetService>

⚙ Methods ðŸ±ðŸ¶â œ¨ 3

ArchivePresetAsync(Guid, bool, CancellationToken)

```
public Task ArchivePresetAsync(Guid presetId, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`presetId` **Guid**

`userConfirmed` **bool**

`cancellationToken`
CancellationToken

Returns

Task

GetPresetsAsync(bool, CancellationToken)

```
public Task<IReadOnlyList<CouncilModelPreset>> GetPresetsAsync(bool includeArchived = false, CancellationToken cancellationToken = default)
```

Parameters

`includeArchived` **bool**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<CouncilModelPreset>>

SavePresetAsync(CouncilModelPreset, bool, CancellationToken)

```
public Task<CouncilModelPreset> SavePresetAsync(CouncilModelPreset preset, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`preset` **CouncilModelPreset**

`userConfirmed` **bool**

`cancellationToken`
CancellationToken

Returns

Task<CouncilModelPreset>

Class MultiModelCouncilService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class MultiModelCouncilService : IMultiModelCouncilService
```

Inheritance
object
MultiModelCouncilService

Implements IMultiModelCouncilService

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

MultiModelCouncilService(ILocalGptVocabularyService, IOptionsMonitor<ConfigurationRoot>, IAiContextBootstrapService, IChatMemoryService, ICouncilArtifactService, ICouncilKnowledgeService, ILocalGptProjectService, IProjectArchitectureService, ICodeGenerationWorkflowService, ICouncilCodeGenerationPlanService, IHumanCollaborationService, IDeferredDxAiInvocationService, IOrganicCouncilBlueprintService, ICouncilSpoolerService, ICouncilPreflightService, ICouncilDxFunctionPolicyDataService, ICouncilDxFunctionOrchestrator, ICouncilHardwareRoadPlanner, ICouncilRunConfigurationService, IModelCapabilitySelfAssessmentService, IAiFeatureReportService, IAmbientLocalGptContext, IProviderModelRuntimeService, ILogger<MultiModelCouncilService>, CouncilRuntimeService, CouncilTextService, LocalGptCatalogService)

```
public MultiModelCouncilService(ILocalGptVocabularyService vocabulary, IOptionsMonitor<ConfigurationRoot> optionsRoot, IAiContextBootstrapService bootstrapService,
IChatMemoryService chatMemory, ICouncilArtifactService artifactService, ICouncilKnowledgeService knowledgeService, ILocalGptProjectService projectService,
IProjectArchitectureService projectArchitecture, ICodeGenerationWorkflowService codeGenerationWorkflow, ICouncilCodeGenerationPlanService codeGenerationPlanService,
IHumanCollaborationService humanCollaboration, IDeferredDxAiInvocationService deferredDxAiInvocations, IOrganicCouncilBlueprintService organicCouncilBlueprints,
ICouncilSpoolerService councilSpooler, ICouncilPreflightService councilPreflight, ICouncilDxFunctionPolicyDataService councilDxPolicy, ICouncilDxFunctionOrchestrator
councilDxFunctions, ICouncilHardwareRoadPlanner hardwareRoadPlanner, ICouncilRunConfigurationService runConfigurations, IModelCapabilitySelfAssessmentService modelSelfAssessment,
IAiFeatureReportService featureReports, IAmbientLocalGptContext ambientContext, IProviderModelRuntimeService providerModels, ILogger<MultiModelCouncilService> logger,
CouncilRuntimeService councilRuntime, CouncilTextService councilText, LocalGptCatalogService catalog)
```

Parameters

`vocabulary`
ILocalGptVocabularyService

`optionsRoot`
IOptionsMonitor<ConfigurationRoot>

`bootstrapService`
IAiContextBootstrapService

`chatMemory`
IChatMemoryService

`artifactService`
ICouncilArtifactService

`knowledgeService`
ICouncilKnowledgeService

`projectService`
ILocalGptProjectService

`projectArchitecture`
IProjectArchitectureService

`codeGenerationWorkflow`
ICodeGenerationWorkflowService

`codeGenerationPlanService`
ICouncilCodeGenerationPlanSe

rvice

humanCollaboration
IHumanCollaborationService

deferredDxAiInvocations
IDeferredDxAiInvocationServic
e

organicCouncilBlueprints
IOrganicCouncilBlueprintServi
ce

councilSpooler
ICouncilSpoolerService

councilPreflight
ICouncilPreflightService

councilDxPolicy
ICouncilDxFunctionPolicyDataS
ervice

councilDxFunctions
ICouncilDxFunctionOrchestrat
or

hardwareRoadPlanner
ICouncilHardwareRoadPlanner

runConfigurations
ICouncilRunConfigurationServi
ce

modelSelfAssessment
IModelCapabilitySelfAssessmen
tService

featureReports
IAiFeatureReportService

ambientContext
IAmbientLocalGptContext

providerModels
IProviderModelRuntimeServic
e

logger
ILogger<MultiModelCouncilSer
vice>

councilRuntime
CouncilRuntimeService

councilText
CouncilTextService

catalog
LocalGptCatalogService

Methods ðŸ±ðŸ¶â åœ¨ 19

GetCandidatesAsync(CancellationToken)

```
public Task<IReadOnlyList<MultiModelCouncilModelCandidate>> GetCandidatesAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<IReadOnlyList<MultiMode
lCouncilModelCandidate>>

LoadContinuationConversationAsync(Guid?, CancellationToken, ILogger)

```
public Task<ChatMemoryConversationSnapshot?> LoadContinuationConversationAsync(Guid? conversationId, CancellationToken cancellationToken, ILogger logger)
```

Parameters

conversationId Guid?

cancellationToken
CancellationToken

logger ILogger

Returns

Task<ChatMemoryConversatio
nSnapshot>

MultiModelCouncilServiceAddOrderedStep(MultiModelCouncilResult, MultiModelCouncilStep, ILogger)

```
public void MultiModelCouncilServiceAddOrderedStep(MultiModelCouncilResult result, MultiModelCouncilStep step, ILogger logger)
```

Parameters

result
MultiModelCouncilResult

step **MultiModelCouncilStep**

logger **ILogger**

MultiModelCouncilServiceAppendPromptSection(string, string, string, ILogger)

```
public string MultiModelCouncilServiceAppendPromptSection(string existing, string title, string content, ILogger logger)
```

Parameters

existing **string**

title **string**

content **string**

logger **ILogger**

Returns

string

MultiModelCouncilServiceBuildContinuationContext(ChatMemoryConversationSnapshot?, ILogger)

```
public string MultiModelCouncilServiceBuildContinuationContext(ChatMemoryConversationSnapshot? conversation, ILogger logger)
```

Parameters

`conversation`
ChatMemoryConversationSnap
shot

`logger` **ILogger**

Returns

string

MultiModelCouncilServiceBuildCouncilRequestMemoryMessage(MultiModelCouncilRequest, MultiModelCouncilResult, bool, ILogger)

```
public string MultiModelCouncilServiceBuildCouncilRequestMemoryMessage(MultiModelCouncilRequest request, MultiModelCouncilResult result, bool isContinuation, ILogger logger)
```

Parameters

`request`
MultiModelCouncilRequest

`result`
MultiModelCouncilResult

`isContinuation` **bool**

`logger` **ILogger**

Returns

string

MultiModelCouncilServiceBuildMemoryMessage(MultiModelCouncilStep, ILogger)

```
public string MultiModelCouncilServiceBuildMemoryMessage(MultiModelCouncilStep step, ILogger logger)
```

Parameters

`step` **MultiModelCouncilStep**

`logger` **ILogger**

Returns

string

MultiModelCouncilServiceGetCouncilKeepAlive(MultiModelCouncilRequest, int, int, ILogger)

```
public string MultiModelCouncilServiceGetCouncilKeepAlive(MultiModelCouncilRequest request, int participantCount, int maxParallelModels, ILogger logger)
```

Parameters

`request`
MultiModelCouncilRequest

`participantCount` **int**

`maxParallelModels` **int**

`logger` **ILogger**

Returns

string

MultiModelCouncilServiceIsHeavyGpuRiskModel(string, ILogger)

```
public bool MultiModelCouncilServiceIsHeavyGpuRiskModel(string modelName, ILogger logger)
```

Parameters

`modelName` **string**

`logger` **ILogger**

Returns

bool

MultiModelCouncilServiceIsSubstantiveCouncilContent(string, ILogger)

```
public bool MultiModelCouncilServiceIsSubstantiveCouncilContent(string content, ILogger logger)
```

Parameters

`content` **string**

`logger` **ILogger**

Returns

bool

MultiModelCouncilServiceIsThinkingOnlyCouncilContent(string, ILogger)

```
public bool MultiModelCouncilServiceIsThinkingOnlyCouncilContent(string content, ILogger logger)
```

Parameters

`content` **string**

`logger` **ILogger**

Returns

bool

MultiModelCouncilServiceProbeRunningModelNamesAsync(HttpClient, CancellationToken, ILogger)

```
public Task<HashSet<string>> MultiModelCouncilServiceProbeRunningModelNamesAsync(HttpClient http, CancellationToken cancellationToken, ILogger logger)
```

Parameters

`http` **HttpClient**

`cancellationToken`
CancellationToken

`logger` **ILogger**

Returns

Task<HashSet<string>>

MultiModelCouncilServiceResolveParticipantOllamaNumGpu(string, int?, ILogger)

```
public int? MultiModelCouncilServiceResolveParticipantOllamaNumGpu(string modelName, int? requestedNumGpu, ILogger logger)
```

Parameters

`modelName` **string**

`requestedNumGpu` **int?**

`logger` **ILogger**

Returns

int?

MultiModelCouncilServiceRunFinalOnlyRecoveryAsync(IChatClient, string, string, IReadOnlyList<ChatMessage>, int, Action<string>?, CancellationToken, ILogger)

```
public Task<(string Content, string VisibleContent, string? Thinking)> MultiModelCouncilServiceRunFinalOnlyRecoveryAsync(IChatClient client, string modelName, string phase,
IReadOnlyList<ChatMessage> originalMessages, int maxOutputTokens, Action<string>? streamUpdate, CancellationToken cancellationToken, ILogger logger)
```

Parameters

`client` **IChatClient**

`modelName` **string**

`phase` **string**

`originalMessages`
IReadOnlyList<ChatMessage>

`maxOutputTokens` **int**

`streamUpdate` **Action<string>**

`cancellationToken`
CancellationToken

`logger` **ILogger**

Returns

**Task<(string Content, string
VisibleContent, string
Thinking)>**

MultiModelCouncilServiceSelectConsensusContent(MultiModelCouncilResult, MultiModelCouncilStep, ILogger)

```
public string MultiModelCouncilServiceSelectConsensusContent(MultiModelCouncilResult result, MultiModelCouncilStep consensusStep, ILogger logger)
```

Parameters

`result`
MultiModelCouncilResult

`consensusStep`
MultiModelCouncilStep

`logger` **ILogger**

Returns

string

MultiModelCouncilServiceShouldUnloadAfterParticipant(string, ILogger)

```
public bool MultiModelCouncilServiceShouldUnloadAfterParticipant(string keepAlive, ILogger logger)
```

Parameters

`keepAlive` **string**

`logger` **ILogger**

Returns

bool

RunAsync(MultiModelCouncilRequest, CancellationToken)

```
public Task<MultiModelCouncilResult> RunAsync(MultiModelCouncilRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
MultiModelCouncilRequest

`cancellationToken`
CancellationToken

Returns

Task<MultiModelCouncilResult>

SaveToMemoryAsync(MultiModelCouncilRequest, MultiModelCouncilResult, ChatMemoryConversationSnapshot?, CancellationToken)

```
public Task<Guid?> SaveToMemoryAsync(MultiModelCouncilRequest request, MultiModelCouncilResult result, ChatMemoryConversationSnapshot? continuedConversation,
CancellationToken cancellationToken)
```

Parameters

`request`
MultiModelCouncilRequest

`result`
MultiModelCouncilResult

`continuedConversation`
ChatMemoryConversationSnapshot

`cancellationToken`
CancellationToken

Returns

Task<Guid?>

WriteLogAsync(MultiModelCouncilResult, CancellationToken, ILogger)

```
public Task<string> WriteLogAsync(MultiModelCouncilResult result, CancellationToken cancellationToken, ILogger logger)
```

Parameters

`result`
MultiModelCouncilResult

`cancellationToken`
CancellationToken

`logger` **ILogger**

Returns

Task<string>

Class NativeCommandRunner

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class NativeCommandRunner : INativeCommandRunner
```

Inheritance object
NativeCommandRunner

Implements INativeCommandRunner

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â œ 1

NativeCommandRunner(ILogger<NativeCommandRunner>, IMinecraftModWorkspaceService, IDbContextFactory<LocalGptMemoryDbContext>, IOptionsMonitor<NativeCommandOptions>, ILocalGptRuntimePolicyDataService, SqliteUtilityService)

```
public NativeCommandRunner(ILogger<NativeCommandRunner> logger, IMinecraftModWorkspaceService workspaceService, IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory,
IOptionsMonitor<NativeCommandOptions> commandOptions, ILocalGptRuntimePolicyDataService runtimePolicy, SqliteUtilityService sqliteUtility)
```

Parameters

`logger`
ILogger<NativeCommandRunner>

`workspaceService`
IMinecraftModWorkspaceService

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`commandOptions`
IOptionsMonitor<NativeCommandOptions>

`runtimePolicy`
ILocalGptRuntimePolicyDataService

`sqliteUtility`
SqliteUtilityService

Methods ðŸ±ðŸ¶â€â™¨ 1

RunAsync(string, string, string, CancellationToken, bool)

```
public Task<CommandExecutionResult?> RunAsync(string fileName, string arguments, string workingDirectory, CancellationToken cancellationToken = default, bool userConfirmed = false)
```

Parameters

`fileName` **string**

`arguments` **string**

`workingDirectory` **string**

`cancellationToken`
CancellationToken

`userConfirmed` **bool**

Returns

Task<CommandExecutionResul t>

Class NavigationUrlService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Preserves the shell sidebar state while creating application-relative navigation URLs.

```
[DocumentationUpdated("2.1.20")]
public sealed class NavigationUrlService
```

Inheritance
object
NavigationUrlService

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶ âœ¨ 1

NavigationUrlService(ILogger<NavigationUrlService>)

Preserves the shell sidebar state while creating application-relative navigation URLs.

```
public NavigationUrlService(ILogger<NavigationUrlService> logger)
```

Parameters

logger **ILogger<NavigationUrlService>**	Writes bounded navigation diagnostics.

Fields ðŸ±ðŸ¶ âœ¨ 1

ToggleSidebarName

Gets the query-string key used for the sidebar state.

```
public const string ToggleSidebarName = "toggledSidebar"
```

Value

string

Methods ðŸ±ðŸ¶ âœ¨ 2

GetUrl(bool, string)

Adds the current sidebar state to an absolute or return URL and preserves its existing query values.

```
public string GetUrl(bool toggledSidebar, string returnUrl)
```

Parameters

toggledSidebar **bool**	Current sidebar expansion state.

`returnUrl` **string** — Absolute or application return URL.

Returns

string — The normalized return URL with sidebar state.

GetUrl(string, bool)

Adds the current sidebar state to an application-relative URL while preserving an existing query string.

```
public string GetUrl(string baseUrl, bool toggledSidebar)
```

Parameters

`baseUrl` **string** — Application-relative route, optionally containing a query string.

`toggledSidebar` **bool** — Current sidebar expansion state.

Returns

string — The route with a URL-encoded sidebar query value.

Class OllamaProcessService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class OllamaProcessService : IOllamaProcessService
```

Inheritance	object OllamaProcessService
Implements	IOllamaProcessService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â…¨ 1

OllamaProcessService(ILogger<OllamaProcessService>)

```
public OllamaProcessService(ILogger<OllamaProcessService> logger)
```

Parameters

logger
ILogger<OllamaProcessService
>

⚙ Methods ðŸ±ðŸ¶â…¨ 4

GetStatusAsync(CancellationToken)

```
public Task<OllamaProcessStatus> GetStatusAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<OllamaProcessStatus>

RestartAsync(CancellationToken)

```
public Task<OllamaProcessStatus> RestartAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<OllamaProcessStatus>

StartAsync(CancellationToken)

```
public Task<OllamaProcessStatus> StartAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<OllamaProcessStatus>

StopAsync(CancellationToken)

```
public Task<OllamaProcessStatus> StopAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<OllamaProcessStatus>

Class OllamaThinkingChatClient

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class OllamaThinkingChatClient : IChatClient, IDisposable
```

Inheritance	object OllamaThinkingChatClient
Implements	IChatClient IDisposable
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

OllamaThinkingChatClient(OllamaCoreOptions, ILogger, CouncilRuntimeService, string?, int?, TimeSpan?, int?, IChatResponseFormatterFactory?, IChatProtocolResolver?, IPromptConfigService?, IDxAiFunctionRegistry?, IDxAiFunctionCallRecoveryService?, bool, bool)

```
public OllamaThinkingChatClient(OllamaCoreOptions options, ILogger logger, CouncilRuntimeService councilRuntime, string? keepAlive = null, int? contextLength = null, TimeSpan?
timeout = null, int? numGpu = null, IChatResponseFormatterFactory? formatterFactory = null, IChatProtocolResolver? protocolResolver = null, IPromptConfigService? promptConfigService
= null, IDxAiFunctionRegistry? functionRegistry = null, IDxAiFunctionCallRecoveryService? functionCallRecovery = null, bool enableAutomaticTools = true, bool throwOnFailure = false)
```

Parameters

`options` **OllamaCoreOptions**

`logger` **ILogger**

`councilRuntime` **CouncilRuntimeService**

`keepAlive` **string**

`contextLength` **int?**

`timeout` **TimeSpan?**

`numGpu` **int?**

`formatterFactory` **IChatResponseFormatterFactory**

`protocolResolver` **IChatProtocolResolver**

`promptConfigService` **IPromptConfigService**

`functionRegistry` **IDxAiFunctionRegistry**

`functionCallRecovery` **IDxAiFunctionCallRecoveryService**

`enableAutomaticTools` **bool**

`throwOnFailure` **bool**

Methods ðŸ±ðŸ¶ âœ¨ 4

Dispose()

```
public void Dispose()
```

GetResponseAsync(IEnumerable<ChatMessage>, ChatOptions?, CancellationToken)

```
public Task<ChatResponse> GetResponseAsync(IEnumerable<ChatMessage> messages, ChatOptions? options = null, CancellationToken cancellationToken = default)
```

Parameters

`messages`
IEnumerable<ChatMessage>

`options` **ChatOptions**

`cancellationToken`
CancellationToken

Returns

Task<ChatResponse>

GetService(Type, object?)

```
public object? GetService(Type serviceType, object? serviceKey = null)
```

Parameters

`serviceType` **Type**

`serviceKey` **object**

Returns

object

GetStreamingResponseAsync(IEnumerable<ChatMessage>, ChatOptions?, CancellationToken)

```
public IAsyncEnumerable<ChatResponseUpdate> GetStreamingResponseAsync(IEnumerable<ChatMessage> messages, ChatOptions? options = null, CancellationToken cancellationToken = default)
```

Parameters

`messages`
IEnumerable<ChatMessage>

`options` ChatOptions

`cancellationToken`
CancellationToken

Returns

IAsyncEnumerable<ChatResponseUpdate>

Class OrganicAddonManifestService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Loads source-controlled organic add-on manifests. Offline manifests are discovery metadata only; they become available for invocation only when the matching trusted 1-Wire peer is connected.

```
public sealed class OrganicAddonManifestService : IOrganicAddonManifestService
```

Inheritance object
OrganicAddonManifestService

Implements IOrganicAddonManifestService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)

object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â…¨ 1

OrganicAddonManifestService(IWebHostEnvironment, IOneWireConnectionRegistry, IOneWirePeerRegistry, ILogger<OrganicAddonManifestService>)

Loads source-controlled organic add-on manifests. Offline manifests are discovery metadata only; they become available for invocation only when the matching trusted 1-Wire peer is connected.

```
public OrganicAddonManifestService(IWebHostEnvironment environment, IOneWireConnectionRegistry connections, IOneWirePeerRegistry peers, ILogger<OrganicAddonManifestService> logger)
```

Parameters

`environment`
IWebHostEnvironment

`connections`
IOneWireConnectionRegistry

`peers` **IOneWirePeerRegistry**

`logger`
ILogger<OrganicAddonManifestService>

⚙ Methods ðŸ±ðŸ¶â…¨ 3

GetCatalogEntries()

```
public IReadOnlyList<DxAiFunctionCatalogEntry> GetCatalogEntries()
```

Returns

IReadOnlyList<DxAiFunctionCatalogEntry>

GetManifests()

```
public IReadOnlyList<OrganicAddonManifest> GetManifests()
```

Returns

IReadOnlyList<OrganicAddonManifest>

GetSkillDescriptors()

```
public IReadOnlyList<OneWireSkillDescriptor> GetSkillDescriptors()
```

Returns

IReadOnlyList<OneWireSkillDescriptor>

Class OrganicCouncilBlueprintSeedDataService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Owns the first-run council-team seed model. Runtime edits remain database-owned by CouncilTeamConfigurationService.

```
[DocumentationUpdated("2.1.20")]
public sealed class OrganicCouncilBlueprintSeedDataService : IOrganicCouncilBlueprintSeedDataService
```

Inheritance object

OrganicCouncilBlueprintSeedDataService

Implements IOrganicCouncilBlueprintSeedDataService

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

OrganicCouncilBlueprintSeedDataService(ILogger<OrganicCouncilBlueprintSeedDataService>)

Owns the first-run council-team seed model. Runtime edits remain database-owned by CouncilTeamConfigurationService.

```
public OrganicCouncilBlueprintSeedDataService(ILogger<OrganicCouncilBlueprintSeedDataService> logger)
```

Parameters

logger **ILogger<OrganicCouncilBlueprintSeedDataService>**	Writes bounded seed-catalog diagnostics.

Methods ðŸ±ðŸ¶â œ¨ 1

CreateDefaultTeams()

Creates the maintained system council-team definitions for first-run and seed evolution.

```
public IReadOnlyList<OrganicCouncilTeamDefinition> CreateDefaultTeams()
```

Returns

IReadOnlyList<OrganicCouncilTeamDefinition>	The complete immutable default team catalog.

Class OrganicCouncilBlueprintService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class OrganicCouncilBlueprintService : IOrganicCouncilBlueprintService
```

Inheritance
object
OrganicCouncilBlueprintService

Implements IOrganicCouncilBlueprintService

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

OrganicCouncilBlueprintService(IProjectOrganicContextService, ICouncilTeamConfigurationService, IOneWirePeerRegistry, ILogger<OrganicCouncilBlueprintService>)

```
public OrganicCouncilBlueprintService(IProjectOrganicContextService projectContext, ICouncilTeamConfigurationService teamConfigurations, IOneWirePeerRegistry peers,
ILogger<OrganicCouncilBlueprintService> logger)
```

Parameters

`projectContext`
IProjectOrganicContextService

`teamConfigurations`
ICouncilTeamConfigurationSer vice

`peers` **IOneWirePeerRegistry**

`logger`
ILogger<OrganicCouncilBluepri ntService>

Methods ðŸ±ðŸ¶â…¨ 5

BuildBriefingAsync(MultiModelCouncilRequest, CancellationToken)

```
public Task<string> BuildBriefingAsync(MultiModelCouncilRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
MultiModelCouncilRequest

`cancellationToken`
CancellationToken

Returns

Task<string>

BuildExpertPreparationPrompt(MultiModelCouncilRequest, OrganicCouncilTeamDefinition)

```
public string BuildExpertPreparationPrompt(MultiModelCouncilRequest request, OrganicCouncilTeamDefinition team)
```

Parameters

`request`
MultiModelCouncilRequest

`team`
OrganicCouncilTeamDefinition

Returns

string

BuildLeaderSynthesisPrompt(MultiModelCouncilRequest, OrganicCouncilTeamDefinition, string)

```
public string BuildLeaderSynthesisPrompt(MultiModelCouncilRequest request, OrganicCouncilTeamDefinition team, string preparation)
```

Parameters

`request`
MultiModelCouncilRequest

`team`
OrganicCouncilTeamDefinition

`preparation` **string**

Returns

string

FindTeamAsync(string?, CancellationToken)

```
public Task<OrganicCouncilTeamDefinition?> FindTeamAsync(string? key, CancellationToken cancellationToken = default)
```

Parameters

key **string**

cancellationToken
CancellationToken

Returns

**Task<OrganicCouncilTeamDefi
nition>**

GetTeamsAsync(CancellationToken)

```
public Task<IReadOnlyList<OrganicCouncilTeamDefinition>> GetTeamsAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

**Task<IReadOnlyList<OrganicCo
uncilTeamDefinition>>**

Class OrganicSkillRegistryService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class OrganicSkillRegistryService : IOrganicSkillRegistryService
```

Inheritance	object OrganicSkillRegistryService
Implements	IOrganicSkillRegistryService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â…¨ 1

OrganicSkillRegistryService(IDbContextFactory<LocalGptMemoryDbContext>, IDatabaseInitializationService, IOrganicAddonManifestService, ILogger<OrganicSkillRegistryService>)

```
public OrganicSkillRegistryService(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDatabaseInitializationService databaseInitializer, IOrganicAddonManifestService addonManifests, ILogger<OrganicSkillRegistryService> logger)
```

Parameters

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`databaseInitializer`
IDatabaseInitializationService

`addonManifests`
IOrganicAddonManifestService

`logger`
ILogger<OrganicSkillRegistryService>

⚙ Methods ðŸ±ðŸ¶â…¨ 6

GetSkillsAsync(bool, CancellationToken)

```
public Task<IReadOnlyList<OrganicSkillDefinition>> GetSkillsAsync(bool includeDisabled = false, CancellationToken cancellationToken = default)
```

Parameters

includeDisabled bool

cancellationToken
CancellationToken

Returns

Task<IReadOnlyList<OrganicSkillDefinition>>

GetWireSkillsAsync(CancellationToken)

```
public Task<IReadOnlyList<OneWireSkillDescriptor>> GetWireSkillsAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<IReadOnlyList<OneWireSkillDescriptor>>

LinkProjectAsync(LinkProjectOrganicSkillRequest, CancellationToken)

```
public Task<ProjectOrganicSkillLink> LinkProjectAsync(LinkProjectOrganicSkillRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
LinkProjectOrganicSkillReques t

`cancellationToken`
CancellationToken

Returns

Task<ProjectOrganicSkillLink>

RecordUntrustedSelfAssessmentAsync(OneWireModelSelfAssessment, CancellationToken)

```
public Task RecordUntrustedSelfAssessmentAsync(OneWireModelSelfAssessment assessment, CancellationToken cancellationToken = default)
```

Parameters

`assessment`
OneWireModelSelfAssessment

`cancellationToken`
CancellationToken

Returns

Task

ReportMemberSkillAsync(ReportCouncilMemberSkillRequest, CancellationToken)

```
public Task<CouncilMemberOrganicSkillLink> ReportMemberSkillAsync(ReportCouncilMemberSkillRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
ReportCouncilMemberSkillRequest

`cancellationToken`
CancellationToken

Returns

Task<CouncilMemberOrganicSkillLink>

SaveSkillAsync(SaveOrganicSkillRequest, CancellationToken)

```
public Task<OrganicSkillDefinition> SaveSkillAsync(SaveOrganicSkillRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
SaveOrganicSkillRequest

`cancellationToken`
CancellationToken

Returns

Task<OrganicSkillDefinition>

Class PlanEmbeddedFirmwareFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class PlanEmbeddedFirmwareFunction : IDxAiFunctionHandler
```

Inheritance object
PlanEmbeddedFirmwareFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

PlanEmbeddedFirmwareFunction(IDxAiFunctionJsonService, IEmbeddedFirmwarePlanningService, ILogger<PlanEmbeddedFirmwareFunction>)

```
public PlanEmbeddedFirmwareFunction(IDxAiFunctionJsonService json, IEmbeddedFirmwarePlanningService planning, ILogger<PlanEmbeddedFirmwareFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`planning` **IEmbeddedFirmwarePlanningService**

`logger` **ILogger<PlanEmbeddedFirmwareFunction>**

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class PreviewCouncilGameControlFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class PreviewCouncilGameControlFunction : IDxAiFunctionHandler
```

Inheritance object
PreviewCouncilGameControlFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â œ¨ 1

PreviewCouncilGameControlFunction(ICouncilGameSessionService, CouncilGameDxParameterReader, ILogger<PreviewCouncilGameControlFunction>)

```
public PreviewCouncilGameControlFunction(ICouncilGameSessionService games, CouncilGameDxParameterReader parameters, ILogger<PreviewCouncilGameControlFunction> logger)
```

Parameters

`games`
ICouncilGameSessionService

`parameters`
CouncilGameDxParameterReader

`logger`
ILogger<PreviewCouncilGameControlFunction>

Properties ðŸ±ðŸ¶â€¦ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â€¦ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
**DxAiFunctionInvocationReque
st**

`cancellationToken`
CancellationToken

Returns

**Task<DxAiFunctionInvocationR
esult>**

Class PreviewEmbeddedOneWireEnvelopeFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class PreviewEmbeddedOneWireEnvelopeFunction : IDxAiFunctionHandler
```

Inheritance	object PreviewEmbeddedOneWireEnvelopeFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸŽ± ðŸ¶ âœ¨ 1

PreviewEmbeddedOneWireEnvelopeFunction(IDxAiFunctionJsonService, IEmbeddedTelemetryBridgeService)

```
public PreviewEmbeddedOneWireEnvelopeFunction(IDxAiFunctionJsonService json, IEmbeddedTelemetryBridgeService bridge)
```

Parameters

`json` **IDxAiFunctionJsonService**

`bridge` **IEmbeddedTelemetryBridgeService**

🐾 Properties ðŸŽ± ðŸ¶ âœ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class PreviewEmbeddedTelemetryFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class PreviewEmbeddedTelemetryFunction : IDxAiFunctionHandler
```

Inheritance	object PreviewEmbeddedTelemetryFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

PreviewEmbeddedTelemetryFunction(IDxAiFunctionJsonService, IEmbeddedTelemetryBridgeService)

```
public PreviewEmbeddedTelemetryFunction(IDxAiFunctionJsonService json, IEmbeddedTelemetryBridgeService bridge)
```

Parameters

`json` **IDxAiFunctionJsonService**

`bridge`
IEmbeddedTelemetryBridgeSer
vice

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class PreviewSqliteTableFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class PreviewSqliteTableFunction : IDxAiFunctionHandler
```

Inheritance	object PreviewSqliteTableFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

PreviewSqliteTableFunction(IDxAiFunctionJsonService, ISqliteTableEditorService, ILogger<PreviewSqliteTableFunction>)

```
public PreviewSqliteTableFunction(IDxAiFunctionJsonService json, ISqliteTableEditorService editor, ILogger<PreviewSqliteTableFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`editor` **ISqliteTableEditorService**

`logger` **ILogger<PreviewSqliteTableFunction>**

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶âœ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class ProjectArchitectureService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class ProjectArchitectureService : IProjectArchitectureService
```

Inheritance object
ProjectArchitectureService

Implements IProjectArchitectureService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ProjectArchitectureService(IDbContextFactory<LocalGptMemoryDbContext>, IDatabaseInitializationService, ILogger<ProjectArchitectureService>)

```
public ProjectArchitectureService(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDatabaseInitializationService databaseInitializer,
ILogger<ProjectArchitectureService> logger)
```

Parameters

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`databaseInitializer`
IDatabaseInitializationService

`logger`
ILogger<ProjectArchitectureService>

⚙ Methods ðŸ±ðŸ¶â œ¨ 9

BuildArchitectureBriefingAsync(Guid, Guid?, CancellationToken)

```
public Task<string> BuildArchitectureBriefingAsync(Guid projectId, Guid? revisionId, CancellationToken cancellationToken = default)
```

Parameters

projectId Guid

revisionId Guid?

cancellationToken
CancellationToken

Returns

Task<string>

EnsureCouncilRunProjectAsync(Guid, string?, string, CancellationToken)

```
public Task<(LocalGptProject Project, LocalGptProjectRevision Revision)> EnsureCouncilRunProjectAsync(Guid councilRunId, string? title, string prompt, CancellationToken
cancellationToken = default)
```

Parameters

councilRunId Guid

title string

prompt string

cancellationToken
CancellationToken

Returns

Task<(LocalGptProject
Project,
LocalGptProjectRevision
Revision)>

GetArtifactsAsync(Guid, CancellationToken)

```
public Task<IReadOnlyList<LocalGptProjectArtifact>> GetArtifactsAsync(Guid projectId, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<LocalGptProjectArtifact>>

GetRequirementsAsync(Guid, CancellationToken)

```
public Task<IReadOnlyList<LocalGptProjectRequirement>> GetRequirementsAsync(Guid projectId, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<LocalGptProjectRequirement>>

GetRevisionsAsync(Guid, CancellationToken)

```
public Task<IReadOnlyList<LocalGptProjectRevision>> GetRevisionsAsync(Guid projectId, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<LocalGptProjectRevision>>

SaveArtifactAsync(Guid, SaveProjectArtifactRequest, CancellationToken)

```
public Task<LocalGptProjectArtifact> SaveArtifactAsync(Guid projectId, SaveProjectArtifactRequest request, CancellationToken cancellationToken = default)
```

Parameters

projectId Guid

request
SaveProjectArtifactRequest

cancellationToken
CancellationToken

Returns

Task<LocalGptProjectArtifact>

SaveRequirementAsync(Guid, SaveProjectRequirementRequest, CancellationToken)

```
public Task<LocalGptProjectRequirement> SaveRequirementAsync(Guid projectId, SaveProjectRequirementRequest request, CancellationToken cancellationToken = default)
```

Parameters

projectId Guid

request
SaveProjectRequirementRequest

cancellationToken
CancellationToken

Returns

Task<LocalGptProjectRequirement>

SaveRequirementLinkAsync(Guid, SaveProjectRequirementLinkRequest, CancellationToken)

```
public Task<LocalGptProjectRequirementLink> SaveRequirementLinkAsync(Guid projectId, SaveProjectRequirementLinkRequest request, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`request`
SaveProjectRequirementLinkRequest

`cancellationToken`
CancellationToken

Returns

Task<LocalGptProjectRequirementLink>

SaveRevisionAsync(Guid, SaveProjectRevisionRequest, CancellationToken)

```
public Task<LocalGptProjectRevision> SaveRevisionAsync(Guid projectId, SaveProjectRevisionRequest request, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`request`
SaveProjectRevisionRequest

`cancellationToken`
CancellationToken

Returns

Task<LocalGptProjectRevision>

Class ProjectLibraryInventoryService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public class ProjectLibraryInventoryService : IProjectLibraryInventoryService
```

Inheritance object
ProjectLibraryInventoryService

Implements IProjectLibraryInventoryService

Inherited Members object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ProjectLibraryInventoryService(ILogger<ProjectLibraryInventoryService>, CouncilRuntimeService)

```
public ProjectLibraryInventoryService(ILogger<ProjectLibraryInventoryService> logger, CouncilRuntimeService councilRuntime)
```

Parameters

`logger`
ILogger<ProjectLibraryInventoryService>

`councilRuntime`
CouncilRuntimeService

⚙ Methods ðŸ±ðŸ¶â œ¨ 1

BuildDevExpressBriefingAsync(CancellationToken)

```
public Task<string> BuildDevExpressBriefingAsync(CancellationToken cancellationToken = default)
```

Parameters

cancellationToken
CancellationToken

Returns

Task<string>

Class ProjectMaintenanceService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class ProjectMaintenanceService : IProjectMaintenanceService
```

Inheritance	object ProjectMaintenanceService
Implements	IProjectMaintenanceService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â…¨ 1

ProjectMaintenanceService(IDbContextFactory<LocalGptMemoryDbContext>, IDatabaseInitializationService, ILocalGptRuntimePolicyDataService, ILogger<ProjectMaintenanceService>)

```
public ProjectMaintenanceService(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDatabaseInitializationService databaseInitializer, ILocalGptRuntimePolicyDataService
runtimePolicy, ILogger<ProjectMaintenanceService> logger)
```

Parameters

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`databaseInitializer`
IDatabaseInitializationService

`runtimePolicy`
ILocalGptRuntimePolicyDataService

`logger`
ILogger<ProjectMaintenanceService>

⚙ Methods ðŸ±ðŸ¶â…¨ 16

ApproveRevisionReadyForTestAsync(Guid, Guid, ApproveRevisionReadyForTestRequest, CancellationToken)

```
public Task<ProjectBuildVerification> ApproveRevisionReadyForTestAsync(Guid projectId, Guid revisionId, ApproveRevisionReadyForTestRequest request, CancellationToken
cancellationToken = default)
```

Parameters

`projectId` **Guid**

`revisionId` **Guid**

`request`
ApproveRevisionReadyForTest Request

`cancellationToken`
CancellationToken

Returns

Task<ProjectBuildVerification>

AssessWorkspacePermissionsAsync(Guid, bool, CancellationToken)

```
public Task<WorkspacePermissionAssessment> AssessWorkspacePermissionsAsync(Guid workspaceRootId, bool userConfirmedWriteProbe, CancellationToken cancellationToken = default)
```

Parameters

`workspaceRootId` **Guid**

`userConfirmedWriteProbe` **bool**

`cancellationToken`
CancellationToken

Returns

Task<WorkspacePermissionAss essment>

DeleteCompilerInstallationAsync(Guid, bool, CancellationToken)

Deletes one unreferenced compiler installation after explicit user confirmation.

```
public Task<bool> DeleteCompilerInstallationAsync(Guid compilerId, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`compilerId` **Guid**	Stored compiler installation identifier.
`userConfirmed` **bool**	Whether the user approved the destructive database change.
`cancellationToken` **CancellationToken**	Cancellation token for database work.

Returns

Task<bool>	A task whose result is true when the compiler record was removed.

DiscoverCompilerInstallationsAsync(DiscoverProjectCompilersRequest, CancellationToken)

Discovers compiler and runtime executables from approved local search locations.

```
public Task<IReadOnlyList<ProjectCompilerInstallation>> DiscoverCompilerInstallationsAsync(DiscoverProjectCompilersRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request` **DiscoverProjectCompilersRequest**	Discovery roots, persistence preference and explicit approval.
`cancellationToken` **CancellationToken**	Cancels local discovery and persistence.

Returns

Task<IReadOnlyList<ProjectCompilerInstallation>>	A task that returns detected or persisted compiler profiles.

GetCompilerInstallationsAsync(CancellationToken)

Lists stored compiler and runtime toolchain profiles.

```
public Task<IReadOnlyList<ProjectCompilerInstallation>> GetCompilerInstallationsAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken` **CancellationToken**	Cancels the database read.

Returns

Task<IReadOnlyList<ProjectCompilerInstallation>>	A task that returns the stored profiles.

GetTrackedFilesAsync(Guid, Guid?, CancellationToken)

```
public Task<IReadOnlyList<LocalGptProjectTrackedFile>> GetTrackedFilesAsync(Guid projectId, Guid? revisionId = null, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`revisionId` **Guid?**

`cancellationToken` **CancellationToken**

Returns

Task<IReadOnlyList<LocalGptProjectTrackedFile>>

GetWorkspaceRootsAsync(Guid?, CancellationToken)

```
public Task<IReadOnlyList<ProjectWorkspaceRoot>> GetWorkspaceRootsAsync(Guid? projectId = null, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid?**

`cancellationToken` **CancellationToken**

Returns

Task<IReadOnlyList<ProjectWorkspaceRoot>>

RecordCouncilBuildReviewAsync(Guid, RecordCouncilBuildReviewRequest, CancellationToken)

```
public Task<ProjectBuildVerification> RecordCouncilBuildReviewAsync(Guid verificationId, RecordCouncilBuildReviewRequest request, CancellationToken cancellationToken = default)
```

Parameters

`verificationId` **Guid**

`request`
RecordCouncilBuildReviewReq
uest

`cancellationToken`
CancellationToken

Returns

Task<ProjectBuildVerification>

RegisterRevisionWorkspaceAsync(Guid, Guid, string, string, bool, CancellationToken)

```
public Task<LocalGptProjectRevision> RegisterRevisionWorkspaceAsync(Guid projectId, Guid revisionId, string sourceRootPath, string solutionPath, bool userConfirmed,
CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`revisionId` **Guid**

`sourceRootPath` **string**

`solutionPath` **string**

`userConfirmed` **bool**

`cancellationToken`
CancellationToken

Returns

Task<LocalGptProjectRevision
>

ResolveWorkspaceAsync(Guid, CancellationToken)

```
public Task<ProjectWorkspaceResolution> ResolveWorkspaceAsync(Guid projectId, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`cancellationToken`
CancellationToken

Returns

Task<ProjectWorkspaceResolution>

RunBuildVerificationAsync(Guid, RunProjectBuildVerificationRequest, CancellationToken)

```
public Task<ProjectBuildVerification> RunBuildVerificationAsync(Guid projectId, RunProjectBuildVerificationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`request`
RunProjectBuildVerificationRequest

`cancellationToken`
CancellationToken

Returns

Task<ProjectBuildVerification>

SaveCompilerInstallationAsync(SaveProjectCompilerInstallationRequest, CancellationToken)

Creates or updates one approval-gated compiler profile.

```
public Task<ProjectCompilerInstallation> SaveCompilerInstallationAsync(SaveProjectCompilerInstallationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request` **SaveProjectCompilerInstallationRequest**	Validated toolchain profile and approval state.
`cancellationToken` **CancellationToken**	Cancels the database write.

Returns

Task<ProjectCompilerInstallation>	A task that returns the persisted profile.

SaveTrackedFilePatternAsync(Guid, SaveTrackedFilePatternRequest, CancellationToken)

```
public Task<LocalGptProjectTrackedFile> SaveTrackedFilePatternAsync(Guid trackedFileId, SaveTrackedFilePatternRequest request, CancellationToken cancellationToken = default)
```

Parameters

`trackedFileId` **Guid**	
`request` **SaveTrackedFilePatternRequest**	
`cancellationToken` **CancellationToken**	

Returns

Task<LocalGptProjectTrackedFile>	

SaveWorkspaceRootAsync(SaveProjectWorkspaceRootRequest, CancellationToken)

```
public Task<ProjectWorkspaceRoot> SaveWorkspaceRootAsync(SaveProjectWorkspaceRootRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
SaveProjectWorkspaceRootRequest

`cancellationToken`
CancellationToken

Returns

Task<ProjectWorkspaceRoot>

ScanProjectFilesAsync(Guid, ScanProjectFilesRequest, CancellationToken)

```
public Task<ProjectScanResult> ScanProjectFilesAsync(Guid projectId, ScanProjectFilesRequest request, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`request`
ScanProjectFilesRequest

`cancellationToken`
CancellationToken

Returns

Task<ProjectScanResult>

ValidateCompilerInstallationAsync(Guid, bool, CancellationToken)

Executes the bounded validation command for one stored compiler profile.

```
public Task<ProjectCompilerInstallation> ValidateCompilerInstallationAsync(Guid compilerId, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`compilerId` **Guid**	Stored compiler identifier.
`userConfirmed` **bool**	Whether the user approved native process execution.
`cancellationToken` **CancellationToken**	Cancels process execution and persistence.

Returns

Task<ProjectCompilerInstallation>	A task that returns the updated validation profile.

Class ProjectOrganicContextService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌞

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class ProjectOrganicContextService : IProjectOrganicContextService
```

Inheritance	object ProjectOrganicContextService
Implements	IProjectOrganicContextService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â…¨ 1

ProjectOrganicContextService(IProjectArchitectureService, ILogger<ProjectOrganicContextService>)

```
public ProjectOrganicContextService(IProjectArchitectureService projectArchitecture, ILogger<ProjectOrganicContextService> logger)
```

Parameters

projectArchitecture
IProjectArchitectureService

logger
ILogger<ProjectOrganicContextService>

⚙ Methods ðŸ±ðŸ¶â…¨ 3

BuildBriefingAsync(Guid, Guid?, CancellationToken)

```
public Task<string> BuildBriefingAsync(Guid projectId, Guid? revisionId, CancellationToken cancellationToken = default)
```

Parameters

projectId Guid

revisionId Guid?

`cancellationToken`
CancellationToken

Returns

Task<string>

GetAsync(Guid, Guid?, CancellationToken)

```
public Task<ProjectOrganicContext> GetAsync(Guid projectId, Guid? revisionId, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`revisionId` **Guid?**

`cancellationToken`
CancellationToken

Returns

Task<ProjectOrganicContext>

SaveAsync(Guid, SaveProjectOrganicContextRequest, CancellationToken)

```
public Task<ProjectOrganicContext> SaveAsync(Guid projectId, SaveProjectOrganicContextRequest request, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`request`
SaveProjectOrganicContextRequest

`cancellationToken`
CancellationToken

Returns

Task<ProjectOrganicContext>

Class ProjectWorkspaceListParameters

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class ProjectWorkspaceListParameters
```

Inheritance
object
ProjectWorkspaceListParameters

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ProjectWorkspaceListParameters()

```
public ProjectWorkspaceListParameters()
```

🐾 Properties ðŸ± ðŸ¶ âœ¨ 2

ProjectId

```
public Guid? ProjectId { get; set; }
```

Value

Guid?

Take

```
public int? Take { get; set; }
```

Value

int?

Class ProjectWorkspaceReadParameters

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class ProjectWorkspaceReadParameters
```

Inheritance object
ProjectWorkspaceReadParameters

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ProjectWorkspaceReadParameters()

```
public ProjectWorkspaceReadParameters()
```

🐾 Properties ðŸ±ðŸ¶â œ¨ 3

MaxCharacters

```
public int? MaxCharacters { get; set; }
```

Value

int?

ProjectId

```
public Guid? ProjectId { get; set; }
```

Value

Guid?

RelativePath

```
public string RelativePath { get; set; }
```

Value

string

Class PromptConfigService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class PromptConfigService : IPromptConfigService
```

Inheritance object
PromptConfigService

Implements IPromptConfigService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors

PromptConfigService(IDbContextFactory<LocalGptMemoryDbContext>, IDatabaseInitializationService, ILogger<PromptConfigService>)

```
public PromptConfigService(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDatabaseInitializationService databaseInitializer, ILogger<PromptConfigService> logger)
```

Parameters

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`databaseInitializer`
IDatabaseInitializationService

`logger`
ILogger<PromptConfigService>

Methods ðŸ±ðŸ¶â¨ 4

GetPromptAsync(PromptConfigDto, CancellationToken)

```
public Task<string> GetPromptAsync(PromptConfigDto dto, CancellationToken cancellationToken = default)
```

Parameters

`dto` **PromptConfigDto**

`cancellationToken`
CancellationToken

Returns

Task<string>

GetPromptAsync(string, string, CancellationToken)

```
public Task<string> GetPromptAsync(string key, string language = "en", CancellationToken cancellationToken = default)
```

Parameters

`key` **string**

`language` **string**

`cancellationToken`
CancellationToken

Returns

Task<string>

ListPromptsAsync(string?, CancellationToken)

```
public Task<IEnumerable<PromptConfig>> ListPromptsAsync(string? language = null, CancellationToken cancellationToken = default)
```

Parameters

`language` **string**

`cancellationToken`
CancellationToken

Returns

**Task<IEnumerable<PromptCon
fig>>**

UpdatePromptAsync(PromptConfigDto, CancellationToken)

```
public Task UpdatePromptAsync(PromptConfigDto dto, CancellationToken cancellationToken = default)
```

Parameters

`dto` **PromptConfigDto**

`cancellationToken`
CancellationToken

Returns

Task

Class ProviderModelBenchmarkService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Bounded benchmark and council review for provider-qualified models. The service does not download models or alter provider-global settings. Applying a recommendation creates or updates a user-approved LocalGPT model preset whose routes retain provider, endpoint and provider model name.

```
public sealed class ProviderModelBenchmarkService : IProviderModelBenchmarkService
```

Inheritance
object
ProviderModelBenchmarkService

Implements IProviderModelBenchmarkService

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ProviderModelBenchmarkService(IProviderModelRuntimeService, IModelPresetService, ICouncilLiveSessionService, ILogger<ProviderModelBenchmarkService>)

Bounded benchmark and council review for provider-qualified models. The service does not download models or alter provider-global settings. Applying a recommendation creates or updates a user-approved LocalGPT model preset whose routes retain provider, endpoint and provider model name.

```
public ProviderModelBenchmarkService(IProviderModelRuntimeService providerModels, IModelPresetService modelPresets, ICouncilLiveSessionService liveSessions,
ILogger<ProviderModelBenchmarkService> logger)
```

Parameters

`providerModels`
IProviderModelRuntimeService

`modelPresets`
IModelPresetService

`liveSessions`
ICouncilLiveSessionService

`logger`
ILogger<ProviderModelBenchmarkService>

Methods ðŸ±ðŸ¶ â€¨ 2

ApplyRecommendationsAsync(ProviderModelBenchmarkReport, string, bool, bool, CancellationToken)

```
public Task<IReadOnlyList<CouncilModelPreset>> ApplyRecommendationsAsync(ProviderModelBenchmarkReport report, string presetName, bool makeDefault, bool userConfirmed,
CancellationToken cancellationToken = default)
```

Parameters

`report`
ProviderModelBenchmarkReport

`presetName` **string**

`makeDefault` **bool**

`userConfirmed` **bool**

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<CouncilModelPreset>>

RunAsync(ProviderModelBenchmarkRequest, CancellationToken)

```
public Task<ProviderModelBenchmarkReport> RunAsync(ProviderModelBenchmarkRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
ProviderModelBenchmarkRequest

`cancellationToken`
CancellationToken

Returns

Task<ProviderModelBenchmarkReport>

Class ProviderModelRuntimeService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Discovers and opens provider-qualified model sessions. A model name is never treated as a globally unique address: provider kind and endpoint are always retained with it.

```
public sealed class ProviderModelRuntimeService : IProviderModelRuntimeService
```

Inheritance object
ProviderModelRuntimeService

Implements IProviderModelRuntimeService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

ProviderModelRuntimeService(IOptionsMonitor<ConfigurationRoot>, ILoggerFactory, ILogger<ProviderModelRuntimeService>, CouncilRuntimeService, IChatResponseFormatterFactory, IChatProtocolResolver, IPromptConfigService, IDxAiFunctionRegistry, IDxAiFunctionCallRecoveryService)

Discovers and opens provider-qualified model sessions. A model name is never treated as a globally unique address: provider kind and endpoint are always retained with it.

```
public ProviderModelRuntimeService(IOptionsMonitor<ConfigurationRoot> optionsRoot, ILoggerFactory loggerFactory, ILogger<ProviderModelRuntimeService> logger, CouncilRuntimeService councilRuntime, IChatResponseFormatterFactory formatterFactory, IChatProtocolResolver protocolResolver, IPromptConfigService promptConfigService, IDxAiFunctionRegistry functionRegistry, IDxAiFunctionCallRecoveryService functionCallRecovery)
```

Parameters

`optionsRoot` **IOptionsMonitor<ConfigurationRoot>**

`loggerFactory` **ILoggerFactory**

`logger` **ILogger<ProviderModelRuntimeService>**

`councilRuntime` **CouncilRuntimeService**

`formatterFactory` **IChatResponseFormatterFactory**

`protocolResolver` **IChatProtocolResolver**

`promptConfigService` **IPromptConfigService**

`functionRegistry` **IDxAiFunctionRegistry**

`functionCallRecovery` **IDxAiFunctionCallRecoveryService**

Methods ðŸ±ðŸ¶ âœ¨ 6

CreateChatClient(ProviderModelReference, string, int, TimeSpan, int?, bool, bool)

```
public IChatClient CreateChatClient(ProviderModelReference model, string keepAlive, int maxContextTokens, TimeSpan timeout, int? ollamaNumGpu, bool enableAutomaticTools = true, bool
throwOnFailure = false)
```

Parameters

`model` **ProviderModelReference**

`keepAlive` **string**

`maxContextTokens` **int**

`timeout` **TimeSpan**

`ollamaNumGpu` **int?**

`enableAutomaticTools` **bool**

`throwOnFailure` **bool**

Returns

IChatClient

CreateSessionAsync(ProviderModelReference, CancellationToken)

```
public Task<ChatClientSession> CreateSessionAsync(ProviderModelReference model, CancellationToken cancellationToken = default)
```

Parameters

`model` **ProviderModelReference**

`cancellationToken`
CancellationToken

Returns

Task<ChatClientSession>

FromSession(ChatClientSession)

```
public ProviderModelReference FromSession(ChatClientSession session)
```

Parameters

`session` **ChatClientSession**

Returns

ProviderModelReference

GetCandidatesAsync(CancellationToken)

```
public Task<IReadOnlyList<MultiModelCouncilModelCandidate>> GetCandidatesAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

**Task<IReadOnlyList<MultiMode
lCouncilModelCandidate>>**

Remember(ProviderModelReference)

```
public void Remember(ProviderModelReference model)
```

Parameters

`model` **ProviderModelReference**

ResolveAsync(string, CancellationToken)

```
public Task<ProviderModelReference> ResolveAsync(string selectionOrModelName, CancellationToken cancellationToken = default)
```

Parameters

`selectionOrModelName` **string**

`cancellationToken`
CancellationToken

Returns

Task<ProviderModelReference>

Class PublicServiceMethodInvoker

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Invokes only a public method that the local user explicitly enabled in the database-backed catalog. Parameter binding is typed from the method signature; the caller cannot choose an arbitrary CLR type or method name.

```
public sealed class PublicServiceMethodInvoker : IPublicServiceMethodInvoker
```

Inheritance	object PublicServiceMethodInvoker
Implements	IPublicServiceMethodInvoker
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â…¨ 1

PublicServiceMethodInvoker(ILocalGptVocabularyService, IServiceProvider, IDxAiFunctionCatalogService, ILogger<PublicServiceMethodInvoker>)

Invokes only a public method that the local user explicitly enabled in the database-backed catalog. Parameter binding is typed from the method signature; the caller cannot choose an arbitrary CLR type or method name.

```
public PublicServiceMethodInvoker(ILocalGptVocabularyService vocabulary, IServiceProvider serviceProvider, IDxAiFunctionCatalogService catalog,
ILogger<PublicServiceMethodInvoker> logger)
```

Parameters

`vocabulary`
ILocalGptVocabularyService

`serviceProvider`
IServiceProvider

`catalog`
IDxAiFunctionCatalogService

`logger`
ILogger<PublicServiceMethodInvoker>

⚙ Methods ðŸ±ðŸ¶â…¨ 1

InvokeAsync(PublicServiceMethodInvocationRequest, CancellationToken)

```
public Task<object?> InvokeAsync(PublicServiceMethodInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
PublicServiceMethodInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<object>

Class PublishEmbeddedTelemetryFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class PublishEmbeddedTelemetryFunction : IDxAiFunctionHandler
```

Inheritance object
PublishEmbeddedTelemetryFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

PublishEmbeddedTelemetryFunction(IDxAiFunctionJsonService, IEmbeddedTelemetryIngressService)

```
public PublishEmbeddedTelemetryFunction(IDxAiFunctionJsonService json, IEmbeddedTelemetryIngressService ingress)
```

Parameters

`json` **IDxAiFunctionJsonService**

`ingress` **IEmbeddedTelemetryIngressService**

🐾 Properties ðŸ±ðŸ¶ âœ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

⚙ Methods ðŸ±ðŸ¶ âœ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationReque st

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationR esult>

Class ReactiveObjectCouncilGameSubdirector

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Predicts bounded reactions from doors, switches, pickups and hazards.

```
public sealed class ReactiveObjectCouncilGameSubdirector : ICouncilGameSubdirector
```

Inheritance object
ReactiveObjectCouncilGameSubdirector

Implements ICouncilGameSubdirector

Inherited Members object.GetType()
object.ToString()

object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸŽ± ðŸŽ¶ âœ¨ 1

ReactiveObjectCouncilGameSubdirector(ICouncilGameActorRuntimeFactory)

Predicts bounded reactions from doors, switches, pickups and hazards.

```
public ReactiveObjectCouncilGameSubdirector(ICouncilGameActorRuntimeFactory actorFactory)
```

Parameters

actorFactory
ICouncilGameActorRuntimeFactory

🐾 Properties ðŸŽ± ðŸŽ¶ âœ¨ 2

ActorKind

```
public CouncilGameActorKind ActorKind { get; }
```

Value

CouncilGameActorKind

Key

```
public string Key { get; }
```

Value

string

Methods ðŸ±ðŸ¶â¨ 1

PredictAsync(CouncilGameDirectorContext, CancellationToken)

Produces a bounded prediction for the proposed action.

```
public Task<CouncilGameSubdirectorPrediction> PredictAsync(CouncilGameDirectorContext context, CancellationToken cancellationToken = default)
```

Parameters

`context`
CouncilGameDirectorContext

`cancellationToken`
CancellationToken

Returns

Task<CouncilGameSubdirector Prediction>

Class ReadExactSqliteTableFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class ReadExactSqliteTableFunction : IDxAiFunctionHandler
```

Inheritance	object ReadExactSqliteTableFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

ReadExactSqliteTableFunction(IDxAiFunctionJsonService, ISqliteTableEditorService, ILogger<ReadExactSqliteTableFunction>)

```
public ReadExactSqliteTableFunction(IDxAiFunctionJsonService json, ISqliteTableEditorService editor, ILogger<ReadExactSqliteTableFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`editor`
ISqliteTableEditorService

`logger`
ILogger<ReadExactSqliteTable Function>

Properties ðŸ±ðŸ¶â€¦ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â€¦ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationReque st

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class ReadProjectWorkspaceFileFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Reads one harmless source/text file from the project linked to /chat.

```
public sealed class ReadProjectWorkspaceFileFunction : IDxAiFunctionHandler
```

Inheritance	object ReadProjectWorkspaceFileFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ReadProjectWorkspaceFileFunction(IDxAiFunctionJsonService, ILocalGptProjectService, IChatSessionContext, ISafeTextDocumentService, CouncilRuntimeService, ILogger<ReadProjectWorkspaceFileFunction>)

Reads one harmless source/text file from the project linked to /chat.

```
public ReadProjectWorkspaceFileFunction(IDxAiFunctionJsonService json, ILocalGptProjectService projects, IChatSessionContext sessionContext, ISafeTextDocumentService documents,
CouncilRuntimeService councilRuntime, ILogger<ReadProjectWorkspaceFileFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`projects`
ILocalGptProjectService

`sessionContext`
IChatSessionContext

`documents`
ISafeTextDocumentService

`councilRuntime`
CouncilRuntimeService

`logger`
ILogger<ReadProjectWorkspaceFileFunction>

Properties ðŸ±ðŸ¶â¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationReque st

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationR esult>

Class RecordProjectCouncilBuildReviewFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class RecordProjectCouncilBuildReviewFunction : IDxAiFunctionHandler
```

Inheritance	object RecordProjectCouncilBuildReviewFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶â œ 1

RecordProjectCouncilBuildReviewFunction(IDxAiFunctionJsonService, IProjectMaintenanceService, ILogger<RecordProjectCouncilBuildReviewFunction>)

```
public RecordProjectCouncilBuildReviewFunction(IDxAiFunctionJsonService json, IProjectMaintenanceService maintenance, ILogger<RecordProjectCouncilBuildReviewFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`maintenance`
IProjectMaintenanceService

`logger`
ILogger<RecordProjectCouncil
BuildReviewFunction>

Properties ðŸ±ðŸ¶â€œ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â€œ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationReque
st

cancellationToken
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class RegexFunctionParameterService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class RegexFunctionParameterService : IRegexFunctionParameterService
```

Inheritance object
RegexFunctionParameterService

Implements IRegexFunctionParameterService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

RegexFunctionParameterService(ILogger<RegexFunctionParameterService>)

```
public RegexFunctionParameterService(ILogger<RegexFunctionParameterService> logger)
```

Parameters

logger
ILogger<RegexFunctionParameterService>

Methods ðŸ±ðŸ¶âœ¨ 1

GetRequiredString(JsonElement, string)

```
public string GetRequiredString(JsonElement element, string propertyName)
```

Parameters

element **JsonElement**

propertyName **string**

Returns

string

Class RegisterProjectRevisionWorkspaceFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class RegisterProjectRevisionWorkspaceFunction : IDxAiFunctionHandler
```

Inheritance object
RegisterProjectRevisionWorkspaceFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

RegisterProjectRevisionWorkspaceFunction(IDxAiFunctionJsonService, IProjectMaintenanceService, ILogger<RegisterProjectRevisionWorkspaceFunction>)

```
public RegisterProjectRevisionWorkspaceFunction(IDxAiFunctionJsonService json, IProjectMaintenanceService maintenance, ILogger<RegisterProjectRevisionWorkspaceFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`maintenance` **IProjectMaintenanceService**

`logger` **ILogger<RegisterProjectRevisionWorkspaceFunction>**

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class RejectCodeGenerationReviewFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class RejectCodeGenerationReviewFunction : IDxAiFunctionHandler
```

Inheritance object
RejectCodeGenerationReviewFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

RejectCodeGenerationReviewFunction(IDxAiFunctionJsonService, ICodeGenerationWorkflowService, ILogger<RejectCodeGenerationReviewFunction>)

```
public RejectCodeGenerationReviewFunction(IDxAiFunctionJsonService json, ICodeGenerationWorkflowService workflow, ILogger<RejectCodeGenerationReviewFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`workflow`
ICodeGenerationWorkflowService

`logger`
ILogger<RejectCodeGenerationReviewFunction>

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶âœ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class RemoteImportDxParameterReader

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class RemoteImportDxParameterReader
```

Inheritance object
RemoteImportDxParameterReader

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

RemoteImportDxParameterReader(ILogger<RemoteImportDxParameterReader>)

```
public RemoteImportDxParameterReader(ILogger<RemoteImportDxParameterReader> logger)
```

Parameters

logger
ILogger<RemoteImportDxParameterReader>

⚙ Methods ðŸ± ðŸ¶ âœ¨ 5

Boolean(JsonElement, string, bool)

```
public bool Boolean(JsonElement parameters, string name, bool fallback = false)
```

Parameters

`parameters` **JsonElement**

`name` **string**

`fallback` **bool**

Returns

bool

Build(JsonElement, bool, bool)

```
public RemoteKnowledgeImportRequest Build(JsonElement parameters, bool preview, bool confirmed)
```

Parameters

`parameters` **JsonElement**

`preview` **bool**

`confirmed` **bool**

Returns

RemoteKnowledgeImportRequest

Integer(JsonElement, string, int)

```
public int Integer(JsonElement parameters, string name, int fallback)
```

Parameters

`parameters` **JsonElement**

`name` **string**

`fallback` **int**

Returns

int

String(JsonElement, string, string)

```
public string String(JsonElement parameters, string name, string fallback = "")
```

Parameters

parameters JsonElement

name string

fallback string

Returns

string

Strings(JsonElement, string)

```
public List<string> Strings(JsonElement parameters, string name)
```

Parameters

parameters JsonElement

name string

Returns

List<string>

Class RemoteKnowledgeImportService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Downloads a user-selected public GitHub repository or webpage into the same local learn-base style cache used by LocalGPT, lists every returned file, applies a regex file policy, and then delegates database extraction to the existing learn-base importer.

```
public sealed class RemoteKnowledgeImportService : IRemoteKnowledgeImportService, IDisposable
```

Inheritance object
RemoteKnowledgeImportService

Implements IRemoteKnowledgeImportService
IDisposable

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶âœ¨ 1

RemoteKnowledgeImportService(ILearnBaseKnowledgeImporterService, ICouncilKnowledgeService, IRegexPatternService, ILogger<RemoteKnowledgeImportService>)

Downloads a user-selected public GitHub repository or webpage into the same local learn-base style cache used by LocalGPT, lists every returned file, applies a regex file policy, and then delegates database extraction to the existing learn-base importer.

```
public RemoteKnowledgeImportService(ILearnBaseKnowledgeImporterService learnBaseImporter, ICouncilKnowledgeService knowledge, IRegexPatternService regexPatterns,
ILogger<RemoteKnowledgeImportService> logger)
```

Parameters

learnBaseImporter
ILearnBaseKnowledgeImporterService

knowledge
ICouncilKnowledgeService

regexPatterns
IRegexPatternService

logger
ILogger<RemoteKnowledgeImportService>

Methods ðŸ±ðŸ¶â€¨ 3

Dispose()

```
public void Dispose()
```

ImportAsync(RemoteKnowledgeImportRequest, CancellationToken)

```
public Task<RemoteKnowledgeImportResult> ImportAsync(RemoteKnowledgeImportRequest request, CancellationToken cancellationToken = default)
```

Parameters

request
RemoteKnowledgeImportRequest

`cancellationToken`
CancellationToken

Returns

Task<RemoteKnowledgeImportResult>

ParseLabels(params string?[])

```
public List<string> ParseLabels(params string?[] values)
```

Parameters

`values` **string[]**

Returns

List<string>

Class RequestHumanCollaborationFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class RequestHumanCollaborationFunction : IDxAiFunctionHandler
```

Inheritance	object RequestHumanCollaborationFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

RequestHumanCollaborationFunction(ILocalGptVocabularyService, IHumanCollaborationService, IAmbientLocalGptContext, ILogger<RequestHumanCollaborationFunction>)

```
public RequestHumanCollaborationFunction(ILocalGptVocabularyService vocabulary, IHumanCollaborationService collaboration, IAmbientLocalGptContext ambientContext,
ILogger<RequestHumanCollaborationFunction> logger)
```

Parameters

`vocabulary`
ILocalGptVocabularyService

`collaboration`
IHumanCollaborationService

`ambientContext`
IAmbientLocalGptContext

`logger`
ILogger<RequestHumanCollaborationFunction>

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶âœ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class ResolveCouncilRuntimeClassFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class ResolveCouncilRuntimeClassFunction : IDxAiFunctionHandler
```

Inheritance object
ResolveCouncilRuntimeClassFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â…¨ 1

ResolveCouncilRuntimeClassFunction(ICouncilRuntimeClassService, ILogger<ResolveCouncilRuntimeClassFunction>)

```
public ResolveCouncilRuntimeClassFunction(ICouncilRuntimeClassService runtimeClasses, ILogger<ResolveCouncilRuntimeClassFunction> logger)
```

Parameters

`runtimeClasses`
ICouncilRuntimeClassService

`logger`
ILogger<ResolveCouncilRuntim
eClassFunction>

🐾 Properties ðŸ±ðŸ¶â…¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class SafeTextDocumentService

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✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class SafeTextDocumentService : ISafeTextDocumentService
```

Inheritance object
SafeTextDocumentService

Implements ISafeTextDocumentService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â…¨ âœ¨ 1

SafeTextDocumentService(IDbContextFactory<LocalGptMemoryDbContext>, IDatabaseInitializationService, ILogger<SafeTextDocumentService>)

```
public SafeTextDocumentService(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDatabaseInitializationService databaseInitializer,
ILogger<SafeTextDocumentService> logger)
```

Parameters

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`databaseInitializer`
IDatabaseInitializationService

`logger`
ILogger<SafeTextDocumentService>

⚙ Methods ðŸ±ðŸ¶â…¨ âœ¨ 2

ImportAsync(Guid, Guid?, string, bool, CancellationToken)

```
public Task<ProjectDocumentImport> ImportAsync(Guid projectId, Guid? revisionId, string filePath, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`projectId` **Guid**

`revisionId` **Guid?**

`filePath` **string**

`userConfirmed` **bool**

`cancellationToken`
CancellationToken

Returns

Task<ProjectDocumentImport>

ReadAsync(string, int, CancellationToken)

```
public Task<SafeTextDocument> ReadAsync(string filePath, int maxCharacters = 500000, CancellationToken cancellationToken = default)
```

Parameters

`filePath` **string**

`maxCharacters` **int**

`cancellationToken`
CancellationToken

Returns

Task<SafeTextDocument>

Class SaveProjectArtifactFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class SaveProjectArtifactFunction : IDxAiFunctionHandler
```

Inheritance	object SaveProjectArtifactFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

SaveProjectArtifactFunction(IDxAiFunctionJsonService, IProjectArchitectureService, ILogger<SaveProjectArtifactFunction>)

```
public SaveProjectArtifactFunction(IDxAiFunctionJsonService json, IProjectArchitectureService architecture, ILogger<SaveProjectArtifactFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`architecture`
IProjectArchitectureService

`logger`
ILogger<SaveProjectArtifactFunction>

Properties ðŸ±ðŸ¶â€¦ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â€¦ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class SaveProjectFilePatternsFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class SaveProjectFilePatternsFunction : IDxAiFunctionHandler
```

Inheritance
object
SaveProjectFilePatternsFunction

Implements IDxAiFunctionHandler

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

SaveProjectFilePatternsFunction(IDxAiFunctionJsonService, IProjectMaintenanceService, ILogger<SaveProjectFilePatternsFunction>)

```
public SaveProjectFilePatternsFunction(IDxAiFunctionJsonService json, IProjectMaintenanceService maintenance, ILogger<SaveProjectFilePatternsFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`maintenance`
IProjectMaintenanceService

`logger`
ILogger<SaveProjectFilePatternsFunction>

Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â œ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

cancellationToken
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class SaveProjectRequirementFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class SaveProjectRequirementFunction : IDxAiFunctionHandler
```

Inheritance object
SaveProjectRequirementFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

SaveProjectRequirementFunction(IDxAiFunctionJsonService, IProjectArchitectureService, ILogger<SaveProjectRequirementFunction>)

```
public SaveProjectRequirementFunction(IDxAiFunctionJsonService json, IProjectArchitectureService architecture, ILogger<SaveProjectRequirementFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`architecture`
IProjectArchitectureService

`logger`
ILogger<SaveProjectRequirementFunction>

Properties ðŸ±ðŸ¶â€¦ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â€¦ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class SaveProjectRevisionFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class SaveProjectRevisionFunction : IDxAiFunctionHandler
```

Inheritance object
SaveProjectRevisionFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

SaveProjectRevisionFunction(IDxAiFunctionJsonService, IProjectArchitectureService, ILogger<SaveProjectRevisionFunction>)

```
public SaveProjectRevisionFunction(IDxAiFunctionJsonService json, IProjectArchitectureService architecture, ILogger<SaveProjectRevisionFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`architecture`
IProjectArchitectureService

`logger`
ILogger<SaveProjectRevisionFunction>

Properties ðŸ± ðŸ¶ âœ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ± ðŸ¶ âœ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

cancellationToken
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class SaveProjectWorkspaceEnvironmentFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class SaveProjectWorkspaceEnvironmentFunction : IDxAiFunctionHandler
```

Inheritance object
SaveProjectWorkspaceEnvironmentFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

SaveProjectWorkspaceEnvironmentFunction(IDxAiFunctionJsonService, IProjectMaintenanceService, ILogger<SaveProjectWorkspaceEnvironmentFunction>)

```
public SaveProjectWorkspaceEnvironmentFunction(IDxAiFunctionJsonService json, IProjectMaintenanceService maintenance, ILogger<SaveProjectWorkspaceEnvironmentFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`maintenance`
IProjectMaintenanceService

`logger`
ILogger<SaveProjectWorkspaceEnvironmentFunction>

Properties ðŸ¾ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ¾ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class ScanProjectFilesFunction

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✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class ScanProjectFilesFunction : IDxAiFunctionHandler
```

Inheritance
object
ScanProjectFilesFunction

Implements IDxAiFunctionHandler

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ScanProjectFilesFunction(IDxAiFunctionJsonService, IProjectMaintenanceService, ILogger<ScanProjectFilesFunction>)

```
public ScanProjectFilesFunction(IDxAiFunctionJsonService json, IProjectMaintenanceService maintenance, ILogger<ScanProjectFilesFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`maintenance`
IProjectMaintenanceService

`logger`
ILogger<ScanProjectFilesFunct
ion>

Properties ðŸ”± ðŸ¶ âœ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ”± ðŸ¶ âœ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationReque
st

cancellationToken
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class ServiceMethodDiagnosticsRegistration

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Decorates scoped and transient LocalGPT interface services with bounded method-level operational logging. Singleton services remain DI-owned and use their explicit service logging so the decorator can never resolve a scoped dependency from the root provider.

```
public sealed class ServiceMethodDiagnosticsRegistration
```

Inheritance object
ServiceMethodDiagnosticsRegistration

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

ServiceMethodDiagnosticsRegistration(ILogger)

Decorates scoped and transient LocalGPT interface services with bounded method-level operational logging. Singleton services remain DI-owned and use their explicit service logging so the decorator can never resolve a scoped dependency from the root provider.

```
public ServiceMethodDiagnosticsRegistration(ILogger logger)
```

Parameters

`logger` **ILogger**

⚙ Methods ðŸ± ðŸ¶ âœ¨ 1

Apply(IServiceCollection, bool)

```
public void Apply(IServiceCollection services, bool isDevelopment)
```

Parameters

`services` **IServiceCollection**

`isDevelopment` **bool**

Class SetCouncilGameControlModeFunction

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Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class SetCouncilGameControlModeFunction : IDxAiFunctionHandler
```

Inheritance
object
SetCouncilGameControlModeFunction

Implements IDxAiFunctionHandler

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

SetCouncilGameControlModeFunction(ICouncilGameSessionService, CouncilGameDxParameterReader, ILogger<SetCouncilGameControlModeFunction>)

```
public SetCouncilGameControlModeFunction(ICouncilGameSessionService games, CouncilGameDxParameterReader parameters, ILogger<SetCouncilGameControlModeFunction> logger)
```

Parameters

`games`
ICouncilGameSessionService

`parameters`
CouncilGameDxParameterReader

`logger`
ILogger<SetCouncilGameControlModeFunction>

Properties ðŸ±ðŸ¶â€¦ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â€¦ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
**DxAiFunctionInvocationReque
st**

`cancellationToken`
CancellationToken

Returns

**Task<DxAiFunctionInvocationR
esult>**

Class SetCouncilGameInputGateFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class SetCouncilGameInputGateFunction : IDxAiFunctionHandler
```

Inheritance	object SetCouncilGameInputGateFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

SetCouncilGameInputGateFunction(ICouncilGameSessionService, CouncilGameDxParameterReader, ILogger<SetCouncilGameInputGateFunction>)

```
public SetCouncilGameInputGateFunction(ICouncilGameSessionService games, CouncilGameDxParameterReader parameters, ILogger<SetCouncilGameInputGateFunction> logger)
```

Parameters

`games`
ICouncilGameSessionService

`parameters`
CouncilGameDxParameterReader

`logger`
ILogger<SetCouncilGameInputGateFunction>

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶âœ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class SqliteEditorPreferenceService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class SqliteEditorPreferenceService : ISqliteEditorPreferenceService
```

Inheritance object
SqliteEditorPreferenceService

Implements ISqliteEditorPreferenceService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

SqliteEditorPreferenceService(IDbContextFactory<LocalGptMemoryDbContext>, IDatabaseInitializationService, ILogger<SqliteEditorPreferenceService>)

```
public SqliteEditorPreferenceService(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDatabaseInitializationService databaseInitializer,
ILogger<SqliteEditorPreferenceService> logger)
```

Parameters

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`databaseInitializer`
IDatabaseInitializationService

`logger`
ILogger<SqliteEditorPreferenceService>

⚙ Methods ðŸ±ðŸ¶ â€¨ 3

GetOverridesAsync(string, CancellationToken)

```
public Task<IReadOnlyDictionary<string, SqliteEditorFieldOverride>> GetOverridesAsync(string tableName, CancellationToken cancellationToken = default)
```

Parameters

tableName string

cancellationToken
CancellationToken

Returns

Task<IReadOnlyDictionary<stri
ng,
SqliteEditorFieldOverride>>

InferEditorKind(SqliteColumnSummary, string?)

```
public string InferEditorKind(SqliteColumnSummary column, string? value)
```

Parameters

column SqliteColumnSummary

value string

Returns

string

SaveOverrideAsync(SqliteEditorFieldOverride, bool, CancellationToken)

```
public Task<SqliteEditorFieldOverride> SaveOverrideAsync(SqliteEditorFieldOverride preference, bool userConfirmed, CancellationToken cancellationToken = default)
```

Parameters

`preference`
SqliteEditorFieldOverride

`userConfirmed` **bool**

`cancellationToken`
CancellationToken

Returns

Task<SqliteEditorFieldOverrid e>

Class SqliteGridPresentationService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌞

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class SqliteGridPresentationService
```

Inheritance object
SqliteGridPresentationService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ 1

SqliteGridPresentationService(ILogger<SqliteGridPresentationService>)

```
public SqliteGridPresentationService(ILogger<SqliteGridPresentationService> serviceLogger)
```

Parameters

serviceLogger
ILogger<SqliteGridPresentationService>

⚙ Methods ðŸ±ðŸ¶â€¨ 4

BuildCellPreview(string, object?)

```
public object? BuildCellPreview(string columnName, object? value)
```

Parameters

columnName **string**

value **object**

Returns

object

BuildColumnTitle(SqliteColumnSummary, ILogger)

```
public string BuildColumnTitle(SqliteColumnSummary column, ILogger logger)
```

Parameters

`column` **SqliteColumnSummary**

`logger` **ILogger**

Returns

string

IsLongTextColumn(string, string, ILogger)

```
public bool IsLongTextColumn(string columnName, string value, ILogger logger)
```

Parameters

`columnName` **string**

`value` **string**

`logger` **ILogger**

Returns

bool

ToGridRow(SqliteRowSnapshot, ILogger)

```
public ExpandoObject? ToGridRow(SqliteRowSnapshot row, ILogger logger)
```

Parameters

`row` **SqliteRowSnapshot**

`logger` **ILogger**

Returns

ExpandoObject

Class SqliteTableEditorService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class SqliteTableEditorService : ISqliteTableEditorService
```

Inheritance
object
SqliteTableEditorService

Implements ISqliteTableEditorService

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

SqliteTableEditorService(IDatabaseInitializationService, LocalGptDatabaseOptions, ILogger<SqliteTableEditorService>, SqliteUtilityService)

```
public SqliteTableEditorService(IDatabaseInitializationService databaseInitializer, LocalGptDatabaseOptions databaseOptions, ILogger<SqliteTableEditorService> logger,
SqliteUtilityService sqliteUtility)
```

Parameters

databaseInitializer
IDatabaseInitializationService

databaseOptions
LocalGptDatabaseOptions

logger
ILogger<SqliteTableEditorService>

sqliteUtility
SqliteUtilityService

Properties ðŸ±ðŸ¶â œ 1

DatabasePath

```
public string DatabasePath { get; }
```

Value

string

Methods ðŸ±ðŸ¶â œ 5

DeleteRowAsync(string, long, CancellationToken)

```
public Task DeleteRowAsync(string tableName, long rowId, CancellationToken cancellationToken = default)
```

Parameters

`tableName` **string**

`rowId` **long**

`cancellationToken`
CancellationToken

Returns

Task

GetTableAsync(string, int, CancellationToken)

```
public Task<SqliteTableSnapshot> GetTableAsync(string tableName, int take = 100, CancellationToken cancellationToken = default)
```

Parameters

`tableName` **string**

`take` **int**

`cancellationToken`
CancellationToken

Returns

Task<SqliteTableSnapshot>

GetTablesAsync(CancellationToken)

```
public Task<IReadOnlyList<SqliteTableSummary>> GetTablesAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IReadOnlyList<SqliteTabl
eSummary>>

InsertRowAsync(string, IReadOnlyDictionary<string, string?>, CancellationToken)

```
public Task InsertRowAsync(string tableName, IReadOnlyDictionary<string, string?> values, CancellationToken cancellationToken = default)
```

Parameters

`tableName` **string**

`values`
IReadOnlyDictionary<string, string>

`cancellationToken`
CancellationToken

Returns

Task

UpdateRowAsync(string, long, IReadOnlyList<SqliteCellUpdate>, CancellationToken)

```
public Task UpdateRowAsync(string tableName, long rowId, IReadOnlyList<SqliteCellUpdate> updates, CancellationToken cancellationToken = default)
```

Parameters

`tableName` **string**

`rowId` **long**

`updates`
IReadOnlyList<SqliteCellUpdate>

`cancellationToken`
CancellationToken

Returns

Task

Class SqliteUtilityService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class SqliteUtilityService
```

Inheritance
object
SqliteUtilityService

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

Constructors ðŸ±ðŸ¶âœ¨ 1

SqliteUtilityService(CouncilTextService, LocalGptCatalogService, ILogger<SqliteUtilityService>)

```
public SqliteUtilityService(CouncilTextService text, LocalGptCatalogService catalog, ILogger<SqliteUtilityService> serviceLogger)
```

Parameters

`text` **CouncilTextService**

`catalog`
LocalGptCatalogService

`serviceLogger`
ILogger<SqliteUtilityService>

Methods ðŸ±ðŸ¶ âœ¨ 29

BuildCouncilKnowledgeContent(MultiModelCouncilResult, ILogger)

```
public string BuildCouncilKnowledgeContent(MultiModelCouncilResult result, ILogger logger)
```

Parameters

`result`
MultiModelCouncilResult

`logger` **ILogger**

Returns

string

BuildTags(MultiModelCouncilResult, bool, ILogger)

```
public string BuildTags(MultiModelCouncilResult result, bool nonSubstantive, ILogger logger)
```

Parameters

`result`
MultiModelCouncilResult

`nonSubstantive` **bool**

`logger` **ILogger**

Returns

string

BuildTopic(string, ILogger)

```
public string BuildTopic(string prompt, ILogger logger)
```

Parameters

`prompt` **string**

`logger` **ILogger**

Returns

string

BuildTrustLabel(CouncilKnowledgeEntry, ILogger)

```
public string BuildTrustLabel(CouncilKnowledgeEntry entry, ILogger logger)
```

Parameters

`entry` **CouncilKnowledgeEntry**

`logger` **ILogger**

Returns

string

ClassifyCommandProfile(string, string, ILogger)

```
public string ClassifyCommandProfile(string executable, string arguments, ILogger logger)
```

Parameters

`executable` **string**

`arguments` **string**

`logger` **ILogger**

Returns

string

ComputeSourceHash(CouncilKnowledgeEntry, ILogger)

```
public string ComputeSourceHash(CouncilKnowledgeEntry entry, ILogger logger)
```

Parameters

`entry` **CouncilKnowledgeEntry**

`logger` **ILogger**

Returns

string

ContainsPathSegment(string, ILogger)

```
public bool ContainsPathSegment(string fileName, ILogger logger)
```

Parameters

`fileName` **string**

`logger` **ILogger**

Returns

bool

CreateSqliteEditError(string, string, SqliteException, ILogger?)

```
public string CreateSqliteEditError(string operation, string tableName, SqliteException exception, ILogger? logger = null)
```

Parameters

`operation` **string**

`tableName` **string**

`exception` **SqliteException**

`logger` **ILogger**

Returns

string

EnsureValidTableAsync(SqliteConnection, string, CancellationToken, ILogger?)

```
public Task EnsureValidTableAsync(SqliteConnection connection, string tableName, CancellationToken cancellationToken, ILogger? logger = null)
```

Parameters

`connection` **SqliteConnection**

`tableName` **string**

`cancellationToken` **CancellationToken**

`logger` **ILogger**

Returns

Task

ExtractHelpfulSources(string, ILogger)

```
public string ExtractHelpfulSources(string text, ILogger logger)
```

Parameters

`text` **string**

`logger` **ILogger**

Returns

string

GetColumnsAsync(SqliteConnection, string, CancellationToken, ILogger?)

```
public Task<List<SqliteColumnSummary>> GetColumnsAsync(SqliteConnection connection, string tableName, CancellationToken cancellationToken, ILogger? logger = null)
```

Parameters

`connection` **SqliteConnection**

`tableName` **string**

`cancellationToken` **CancellationToken**

`logger` **ILogger**

Returns

Task<List<SqliteColumnSummary>>

GetRowCountAsync(SqliteConnection, string, CancellationToken, ILogger?)

```
public Task<long> GetRowCountAsync(SqliteConnection connection, string tableName, CancellationToken cancellationToken, ILogger? logger = null)
```

Parameters

connection SqliteConnection

tableName string

cancellationToken CancellationToken

logger ILogger

Returns

Task<long>

IsGradle(string, ILogger)

```
public bool IsGradle(string executable, ILogger logger)
```

Parameters

executable string

logger ILogger

Returns

bool

IsKnownReviewStatus(string, ILogger)

```
public bool IsKnownReviewStatus(string value, ILogger logger)
```

Parameters

`value` **string**

`logger` **ILogger**

Returns

bool

IsKnownVerificationStatus(string, ILogger)

```
public bool IsKnownVerificationStatus(string value, ILogger logger)
```

Parameters

`value` **string**

`logger` **ILogger**

Returns

bool

IsNonSubstantiveCouncilKnowledge(MultiModelCouncilResult, ILogger)

```
public bool IsNonSubstantiveCouncilKnowledge(MultiModelCouncilResult result, ILogger logger)
```

Parameters

`result`
MultiModelCouncilResult

`logger` **ILogger**

Returns

bool

IsPowerShell(string, ILogger)

```
public bool IsPowerShell(string executable, ILogger logger)
```

Parameters

`executable` **string**

`logger` **ILogger**

Returns

bool

IsUsableForBriefing(CouncilKnowledgeEntry, ILogger)

```
public bool IsUsableForBriefing(CouncilKnowledgeEntry entry, ILogger logger)
```

Parameters

`entry` **CouncilKnowledgeEntry**

`logger` **ILogger**

Returns

bool

LooksLikeNonSubstantiveContent(string, ILogger)

```
public bool LooksLikeNonSubstantiveContent(string content, ILogger logger)
```

Parameters

`content` **string**

`logger` **ILogger**

Returns

bool

Normalize(CouncilKnowledgeEntry, ILogger)

```
public void Normalize(CouncilKnowledgeEntry entry, ILogger logger)
```

Parameters

`entry` **CouncilKnowledgeEntry**

`logger` **ILogger**

NormalizeReviewStatus(CouncilKnowledgeEntry, ILogger)

```
public string NormalizeReviewStatus(CouncilKnowledgeEntry entry, ILogger logger)
```

Parameters

`entry` **CouncilKnowledgeEntry**

`logger` **ILogger**

Returns

string

NormalizeVerificationStatus(CouncilKnowledgeEntry, ILogger)

```
public string NormalizeVerificationStatus(CouncilKnowledgeEntry entry, ILogger logger)
```

Parameters

`entry` **CouncilKnowledgeEntry**

`logger` **ILogger**

Returns

string

ParseValue<T>(string, string?, ILogger)

```
public T ParseValue<T>(string valueString, string? dataType, ILogger logger)
```

Parameters

`valueString` **string**

`dataType` **string**

`logger` **ILogger**

Returns

T

Type Parameters

`T`

QuoteIdentifier(string, ILogger?)

```
public string QuoteIdentifier(string identifier, ILogger? logger = null)
```

Parameters

`identifier` **string**

`logger` **ILogger**

Returns

string

SanitizeFileName(string, ILogger)

```
public string SanitizeFileName(string value, ILogger logger)
```

Parameters

`value` **string**

`logger` **ILogger**

Returns

string

ToSqliteValue(string?, SqliteColumnSummary)

```
public object ToSqliteValue(string? value, SqliteColumnSummary column)
```

Parameters

`value` **string**

`column` **SqliteColumnSummary**

Returns

object

ToSqliteValue(string?, ILogger?)

```
public object? ToSqliteValue(string? value, ILogger? logger = null)
```

Parameters

`value` **string**

`logger` **ILogger**

Returns

object

Trim(string, int, ILogger)

```
public string Trim(string value, int maxLength, ILogger logger)
```

Parameters

`value` **string**

`maxLength` **int**

`logger` **ILogger**

Returns

string

TrimOrFallback(string, int, string, ILogger)

```
public string TrimOrFallback(string value, int maxLength, string fallback, ILogger logger)
```

Parameters

`value` **string**

`maxLength` **int**

`fallback` **string**

`logger` **ILogger**

Returns

string

Class StartCouncilGameFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class StartCouncilGameFunction : IDxAiFunctionHandler
```

Inheritance	object StartCouncilGameFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object)

object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸŽ± ðŸ¶ âœ¨ 1

StartCouncilGameFunction(ICouncilGameSessionService, CouncilGameDxParameterReader, ILogger<StartCouncilGameFunction>)

```
public StartCouncilGameFunction(ICouncilGameSessionService games, CouncilGameDxParameterReader parameters, ILogger<StartCouncilGameFunction> logger)
```

Parameters

`games`
ICouncilGameSessionService

`parameters`
CouncilGameDxParameterReader

`logger`
ILogger<StartCouncilGameFunction>

🐾 Properties ðŸŽ± ðŸ¶ âœ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

⚙ Methods ðŸŽ± ðŸ¶ âœ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class SubmitCouncilGameFrameFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class SubmitCouncilGameFrameFunction : IDxAiFunctionHandler
```

Inheritance object
SubmitCouncilGameFrameFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)

object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¦ 1

SubmitCouncilGameFrameFunction(ICouncilGameSessionService, CouncilGameDxParameterReader, ILogger<SubmitCouncilGameFrameFunction>)

```
public SubmitCouncilGameFrameFunction(ICouncilGameSessionService games, CouncilGameDxParameterReader parameters, ILogger<SubmitCouncilGameFrameFunction> logger)
```

Parameters

`games`
ICouncilGameSessionService

`parameters`
CouncilGameDxParameterReader

`logger`
ILogger<SubmitCouncilGameFrameFunction>

🐾 Properties ðŸ±ðŸ¶â€¦ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

⚙ Methods ðŸ±ðŸ¶â€¦ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class SupervisedTaskRunner

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✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Observes intentionally concurrent work so exceptions cannot become unobserved Tasks. The runner is process-scoped, but every operation must carry its owning component/service name.

```
public sealed class SupervisedTaskRunner : ISupervisedTaskRunner
```

Inheritance	object SupervisedTaskRunner
Implements	ISupervisedTaskRunner
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â€¨ 1

SupervisedTaskRunner(IServiceActivityService, ILogger<SupervisedTaskRunner>)

Observes intentionally concurrent work so exceptions cannot become unobserved Tasks. The runner is process-scoped, but every operation must carry its owning component/service name.

```
public SupervisedTaskRunner(IServiceActivityService serviceActivity, ILogger<SupervisedTaskRunner> logger)
```

Parameters

`serviceActivity`
IServiceActivityService

`logger`
ILogger<SupervisedTaskRunne r>

🐾 Properties ðŸ±ðŸ¶â€¨ 1

ActiveTaskCount

```
public int ActiveTaskCount { get; }
```

Value

int

Methods ðŸ±ðŸ¶â œ¨ 1

Run(string, string, Func<CancellationToken, Task>, CancellationToken)

```
public void Run(string owner, string operation, Func<CancellationToken, Task> action, CancellationToken cancellationToken = default)
```

Parameters

owner **string**

operation **string**

action
Func<CancellationToken,
Task>

cancellationToken
CancellationToken

Class TestRegexPatternFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class TestRegexPatternFunction : IDxAiFunctionHandler
```

Inheritance object
TestRegexPatternFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â œ¨ 1

TestRegexPatternFunction(IRegexPatternService, IRegexFunctionParameterService, ILogger<TestRegexPatternFunction>)

```
public TestRegexPatternFunction(IRegexPatternService regexPatterns, IRegexFunctionParameterService parameters, ILogger<TestRegexPatternFunction> logger)
```

Parameters

`regexPatterns`
IRegexPatternService

`parameters`
IRegexFunctionParameterService

`logger`
ILogger<TestRegexPatternFunction>

Properties ðŸ± ðŸ¶ â¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ± ðŸ¶ â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
**DxAiFunctionInvocationReque
st**

`cancellationToken`
CancellationToken

Returns

**Task<DxAiFunctionInvocationR
esult>**

Class ThemeService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

Owns LocalGPT's selectable theme catalog and the two independently selectable theme layers for one Blazor circuit. The shell theme controls LocalGPT page surfaces and Bootstrap metadata; the component theme is applied through DevExpress' supported DevExpress.Blazor.IThemeChangeService.

```
public sealed class ThemeService
```

Inheritance	object ThemeService
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ â€¨ 1

ThemeService(ILogger<ThemeService>, IServiceActivityService)

```
public ThemeService(ILogger<ThemeService> logger, IServiceActivityService serviceActivity)
```

Parameters

logger
ILogger<ThemeService>

serviceActivity
IServiceActivityService

Fields ðŸ±ðŸ¶â œ¨ 6

ComponentThemeCookieName

```
public const string ComponentThemeCookieName = "ActiveComponentTheme"
```

Value
string

DEFAULT_THEME_NAME

```
public const string DEFAULT_THEME_NAME = "office-white"
```

Value
string

LegacyThemeCookieName

```
public const string LegacyThemeCookieName = "ActiveTheme"
```

Value
string

LocalThemeContractPath

```
public const string LocalThemeContractPath = "css/localgpt-theme-contract.css"
```

Value

string

MaxFusionRouteSteps

```
public const int MaxFusionRouteSteps = 256
```

Value

int

ShellThemeCookieName

```
public const string ShellThemeCookieName = "ActiveShellTheme"
```

Value

string

Properties ðŸ±ðŸ¶â¨ 8

ActiveComponentTheme

```
public Theme ActiveComponentTheme { get; }
```

Value

Theme

ActiveShellTheme

```
public Theme ActiveShellTheme { get; }
```

Value

Theme

ActiveTheme

Compatibility alias for older diagnostics and components. The former single theme now maps to the DevExpress component theme; new code should select the shell and component layers explicitly.

```
public Theme ActiveTheme { get; }
```

Value

Theme

FusionRoute

```
public IReadOnlyList<ThemeFusionStep> FusionRoute { get; }
```

Value

IReadOnlyList<ThemeFusionStep>

IsInitialized

```
public bool IsInitialized { get; }
```

Value

bool

ThemeChangeRequestDispatcher

```
public IThemeChangeRequestDispatcher? ThemeChangeRequestDispatcher { get; set; }
```

Value

IThemeChangeRequestDispatcher

ThemeLoadNotifier

```
public IThemeLoadNotifier? ThemeLoadNotifier { get; set; }
```

Value

IThemeLoadNotifier

ThemeSets

```
public List<ThemeSet> ThemeSets { get; }
```

Value

List<ThemeSet>

Methods ðŸ± ðŸ¶ âœ¨ 18

EnsureFusionRouteSeeded()

```
public void EnsureFusionRouteSeeded()
```

FindThemeByName(string?)

```
public Theme? FindThemeByName(string? themeName)
```

Parameters

`themeName` **string**

Returns

Theme

GetBootstrapThemeCssUrl(Theme)

Compatibility helper for diagnostics. Bootstrap theme files are registered on the corresponding DevExpress BootstrapExternal ITheme via AddFilePaths.

```
public string GetBootstrapThemeCssUrl(Theme theme)
```

Parameters

`theme` **Theme**

Returns

string

GetHighlightJSThemeCssUrl(Theme)

```
public string GetHighlightJSThemeCssUrl(Theme theme)
```

Parameters

`theme` **Theme**

Returns

string

GetThemeCssUrl(Theme)

Compatibility helper for diagnostics and older code. Runtime component switching uses IThemeChangeService and the theme's ITheme instance instead of replacing this link manually.

```
public string GetThemeCssUrl(Theme theme)
```

Parameters

theme **Theme**

Returns

string

GetThemeLayerCssClass(string?, string?)

```
public string GetThemeLayerCssClass(string? shellThemeName, string? componentThemeName)
```

Parameters

shellThemeName **string**

componentThemeName **string**

Returns

string

GetThemeOrDefault(string?)

```
public Theme GetThemeOrDefault(string? themeName)
```

Parameters

themeName **string**

Returns

Theme

GetThemeTitle(string?)

```
public string GetThemeTitle(string? themeName)
```

Parameters

`themeName` **string**

Returns

string

InitializeThemes(string?, string?)

```
public void InitializeThemes(string? shellThemeName, string? componentThemeName)
```

Parameters

`shellThemeName` **string**

`componentThemeName` **string**

RecordFusionStep(ThemeApplicationTarget, Theme)

```
public ThemeFusionStep RecordFusionStep(ThemeApplicationTarget target, Theme theme)
```

Parameters

`target`
ThemeApplicationTarget

`theme` **Theme**

Returns

ThemeFusionStep

ReplaceFusionRoute(IEnumerable<ThemeFusionStep>?)

```
public void ReplaceFusionRoute(IEnumerable<ThemeFusionStep>? steps)
```

Parameters

`steps`
IEnumerable<ThemeFusionSte
p>

ResetFusionRouteToCurrentSelection()

```
public void ResetFusionRouteToCurrentSelection()
```

SetActiveComponentTheme(Theme)

```
public void SetActiveComponentTheme(Theme theme)
```

Parameters

theme **Theme**

SetActiveComponentThemeByName(string?)

```
public void SetActiveComponentThemeByName(string? themeName)
```

Parameters

themeName **string**

SetActiveShellTheme(Theme)

```
public void SetActiveShellTheme(Theme theme)
```

Parameters

theme **Theme**

SetActiveShellThemeByName(string?)

```
public void SetActiveShellThemeByName(string? themeName)
```

Parameters

themeName **string**

SetActiveTheme(Theme)

```
public void SetActiveTheme(Theme theme)
```

Parameters

`theme` **Theme**

SetActiveThemeByName(string?)

Backward-compatible single-theme setter. It intentionally updates both layers.

```
public void SetActiveThemeByName(string? themeName)
```

Parameters

`themeName` **string**

Events ðŸ± ðŸ¶ âœ¨ 3

ActiveComponentThemeChanged

```
public event Action<Theme>? ActiveComponentThemeChanged
```

Event Type

Action<Theme>

ActiveShellThemeChanged

```
public event Action<Theme>? ActiveShellThemeChanged
```

Event Type

Action<Theme>

ActiveThemeChanged

```
public event Action<Theme>? ActiveThemeChanged
```

Event Type

Action<Theme>

Class TranslateJsonTextFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class TranslateJsonTextFunction : IDxAiFunctionHandler
```

Inheritance object
TranslateJsonTextFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

TranslateJsonTextFunction(IStructuredTextTranslationService, ILogger<TranslateJsonTextFunction>)

```
public TranslateJsonTextFunction(IStructuredTextTranslationService translator, ILogger<TranslateJsonTextFunction> logger)
```

Parameters

`translator`
IStructuredTextTranslationService

`logger`
ILogger<TranslateJsonTextFunction>

Properties ðŸ± ðŸ¶ âœ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ± ðŸ¶ âœ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

cancellationToken
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class UpsertRegexPatternFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class UpsertRegexPatternFunction : IDxAiFunctionHandler
```

Inheritance
object
UpsertRegexPatternFunction

Implements IDxAiFunctionHandler

Inherited Members
object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ± ðŸ¶ âœ¨ 1

UpsertRegexPatternFunction(IRegexPatternService, IRegexFunctionParameterService, ILogger<UpsertRegexPatternFunction>)

```
public UpsertRegexPatternFunction(IRegexPatternService regexPatterns, IRegexFunctionParameterService parameters, ILogger<UpsertRegexPatternFunction> logger)
```

Parameters

`regexPatterns`
IRegexPatternService

`parameters`
IRegexFunctionParameterService

`logger`
ILogger<UpsertRegexPatternFunction>

Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â œ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
**DxAiFunctionInvocationReque
st**

`cancellationToken`
CancellationToken

Returns

**Task<DxAiFunctionInvocationR
esult>**

Class UpsertSqliteRowFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class UpsertSqliteRowFunction : IDxAiFunctionHandler
```

Inheritance	object UpsertSqliteRowFunction
Implements	IDxAiFunctionHandler
Inherited Members	object.GetType() object.ToString() object.Equals(object) object.Equals(object, object) object.ReferenceEquals(object, object) object.GetHashCode()
Extension Methods	StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

UpsertSqliteRowFunction(IDxAiFunctionJsonService, ISqliteTableEditorService, ILogger<UpsertSqliteRowFunction>)

```
public UpsertSqliteRowFunction(IDxAiFunctionJsonService json, ISqliteTableEditorService editor, ILogger<UpsertSqliteRowFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`editor`
ISqliteTableEditorService

`logger`
ILogger<UpsertSqliteRowFunction>

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶âœ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class ValidateEmbeddedWiringFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class ValidateEmbeddedWiringFunction : IDxAiFunctionHandler
```

Inheritance object
ValidateEmbeddedWiringFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

ValidateEmbeddedWiringFunction(IDxAiFunctionJsonService, IEmbeddedWiringService)

```
public ValidateEmbeddedWiringFunction(IDxAiFunctionJsonService json, IEmbeddedWiringService wiring)
```

Parameters

`json` **IDxAiFunctionJsonService**

`wiring`
IEmbeddedWiringService

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶âœ¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class VariableStoreService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT.Services

Assembly LocalGPT.dll

```
public sealed class VariableStoreService : IVariableStoreService
```

Inheritance object
VariableStoreService

Implements IVariableStoreService

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

VariableStoreService(IDbContextFactory<LocalGptMemoryDbContext>, IDatabaseInitializationService, ILogger<VariableStoreService>, SqliteUtilityService)

```
public VariableStoreService(IDbContextFactory<LocalGptMemoryDbContext> dbContextFactory, IDatabaseInitializationService databaseInitializer, ILogger<VariableStoreService> logger,
SqliteUtilityService sqliteUtility)
```

Parameters

`dbContextFactory`
IDbContextFactory<LocalGptMemoryDbContext>

`databaseInitializer`
IDatabaseInitializationService

`logger`
ILogger<VariableStoreService>

`sqliteUtility`
SqliteUtilityService

Methods ðŸ±ðŸ¶ âœ¨ 4

GetAsync<T>(string, CancellationToken)

```
public Task<T> GetAsync<T>(string name, CancellationToken cancellationToken = default)
```

Parameters

`name` **string**

`cancellationToken`
CancellationToken

Returns

Task<T>

Type Parameters

`T`

ListAllAsync(string, CancellationToken)

```
public Task<IEnumerable<SystemVariable>> ListAllAsync(string filter, CancellationToken cancellationToken = default)
```

Parameters

`filter` **string**

`cancellationToken`
CancellationToken

Returns

**Task<IEnumerable<SystemVari
able>>**

ListAllAsync(CancellationToken)

```
public Task<IEnumerable<SystemVariable>> ListAllAsync(CancellationToken cancellationToken = default)
```

Parameters

`cancellationToken`
CancellationToken

Returns

Task<IEnumerable<SystemVariable>>

SetAsync<T>(string, T, CancellationToken)

```
public Task SetAsync<T>(string name, T value, CancellationToken cancellationToken = default)
```

Parameters

`name` **string**

`value` **T**

`cancellationToken`
CancellationToken

Returns

Task

Type Parameters

`T`

Class VerifyProjectRevisionBuildFunction

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace	LocalGPT.Services
Assembly	LocalGPT.dll

```
public sealed class VerifyProjectRevisionBuildFunction : IDxAiFunctionHandler
```

Inheritance object
VerifyProjectRevisionBuildFunction

Implements IDxAiFunctionHandler

Inherited Members object.GetType()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶â œ¨ 1

VerifyProjectRevisionBuildFunction(IDxAiFunctionJsonService, IProjectMaintenanceService, ILogger<VerifyProjectRevisionBuildFunction>)

```
public VerifyProjectRevisionBuildFunction(IDxAiFunctionJsonService json, IProjectMaintenanceService maintenance, ILogger<VerifyProjectRevisionBuildFunction> logger)
```

Parameters

`json` **IDxAiFunctionJsonService**

`maintenance`
IProjectMaintenanceService

`logger`
ILogger<VerifyProjectRevision BuildFunction>

🐾 Properties ðŸ±ðŸ¶â œ¨ 1

Descriptor

```
public DxaichatFunctionInfo Descriptor { get; }
```

Value

DxaichatFunctionInfo

Methods ðŸ±ðŸ¶â¨ 1

InvokeAsync(DxAiFunctionInvocationRequest, CancellationToken)

```
public Task<DxAiFunctionInvocationResult> InvokeAsync(DxAiFunctionInvocationRequest request, CancellationToken cancellationToken = default)
```

Parameters

`request`
DxAiFunctionInvocationRequest

`cancellationToken`
CancellationToken

Returns

Task<DxAiFunctionInvocationResult>

Class Program

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof!

✨ 🐾 🌟

Namespace LocalGPT

Assembly LocalGPT.dll

```
public static class Program
```

Inheritance

object
Program

Inherited Members

object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)
object.GetHashCode()

Fields ðŸ±ðŸ¶â œ¨ 3

DefaultOneWireDiscoveryPort

```
public const int DefaultOneWireDiscoveryPort = 51141
```

Value

int

DefaultOneWirePort

```
public const int DefaultOneWirePort = 51140
```

Value

int

DefaultPort

```
public const int DefaultPort = 5000
```

Value

int

Properties ðŸ±ðŸ¶â˜¨ 4

BaseUrl

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

Value

string

OneWireDiscoveryPort

```
public static int OneWireDiscoveryPort { get; }
```

Value

int

OneWirePort

```
public static int OneWirePort { get; }
```

Value

int

Port

```
public static int Port { get; }
```

Value

int

Methods ðŸ±ðŸ¶ âœ¨ 1

BuildWebApp(string[]?)

```
public static WebApplication BuildWebApp(string[]? args = null)
```

Parameters

args **string[]**

Returns

WebApplication

Namespace TacosPortal.Services

Neko & Puppy namespace shelf Â· Types are grouped by kind, so every interface, class, and helper lands in a cozy little home, nya~ woof! ✨ 🐾 🌟

Classes

NotificationService

Class NotificationService

Neko & Puppy type guide Â· Tiny paws, tidy details: constructors, properties, methods, and events stay cuddled up with the type that owns them, nya~ woof! ✨ 🐾 🌟

Namespace TacosPortal.Services

Assembly LocalGPT.dll

```
public class NotificationService : INotificationService
```

Inheritance
object
NotificationService

Implements INotificationService

Inherited Members
object.GetType()
object.MemberwiseClone()
object.ToString()
object.Equals(object)
object.Equals(object, object)
object.ReferenceEquals(object, object)

object.GetHashCode()

Extension Methods StringExtensions.ToJsonString(object, JsonSerializerOptions?)

✨ Constructors ðŸ±ðŸ¶ âœ¨ 1

NotificationService(IToastNotificationService, IComponentActivityService, ILogger<NotificationService>)

```
public NotificationService(IToastNotificationService toastService, IComponentActivityService componentActivity, ILogger<NotificationService> logger)
```

Parameters

`toastService`
IToastNotificationService

`componentActivity`
IComponentActivityService

`logger`
ILogger<NotificationService>

⚙ Methods ðŸ±ðŸ¶ âœ¨ 6

Show(string, string, string, ToastRenderStyle)

```
public void Show(string providerName, string title, string message, ToastRenderStyle renderStyle)
```

Parameters

`providerName` **string**

`title` **string**

`message` **string**

`renderStyle` **ToastRenderStyle**

ShowError(string, string, string)

```
public void ShowError(string providerName, string message, string title = "Error")
```

Parameters

providerName **string**

message **string**

title **string**

ShowInfo(string, string, string)

```
public void ShowInfo(string providerName, string message, string title = "Info")
```

Parameters

providerName **string**

message **string**

title **string**

ShowRegular(string, string, string)

```
public void ShowRegular(string providerName, string message, string title = "Error")
```

Parameters

providerName **string**

message **string**

title **string**

ShowSuccess(string, string, string)

```
public void ShowSuccess(string providerName, string message, string title = "Success")
```

Parameters

providerName **string**

message **string**

`title` **string**

ShowWarning(string, string, string)

```
public void ShowWarning(string providerName, string message, string title = "Warning")
```

Parameters

`providerName` **string**

`message` **string**

`title` **string**

AI Host control plane

The AI Host control plane is a first-class part of LocalGPT's architecture. It defines how providers, model catalogs, runners, downloads, settings, logs, chat, and API-compatible routes fit behind explicit .NET service boundaries.

Purpose

The AI Host boundary gives LocalGPT a provider-neutral way to discover, configure, run, and observe compatible model runtimes while keeping native inference engines replaceable.

It separates four concerns:

1. **Control plane** — model catalog, running-model state, settings, downloads, health, logs, and request validation.
2. **Provider adapter** — Ollama, OpenAI-compatible, OpenAI, Azure OpenAI, or another bounded route.
3. **Native/model runtime** — the process or library that owns inference, model loading, and hardware use.
4. **LocalGPT orchestration** — Chat/Council selection, benchmarks, presets, policy, and UI.

LocalGPT should not pretend that rebuilding a high-performance inference engine in managed code is a small UI task. A .NET host can provide a strong control plane, provider-compatible API, native runner boundary, and plugin model while delegating optimized inference to a suitable runtime.

Provider-qualified identity

A model route contains:

- provider kind;
- configured provider name;
- endpoint;
- provider-native model name;
- optional credentials held by the configured provider;
- capabilities and provider-specific options.

The route is the identity. Model-name strings alone are insufficient.

Core services

A practical .NET architecture uses contracts similar to:

Service	Responsibility
`IProviderModelRuntimeService`	Discover and invoke provider-qualified routes
`IChatClientFactory`	Create the correct client for a route immediately before use
`IOllamaProcessService`	Inspect or control a bounded local Ollama process when explicitly configured
`IAiConnectivityProbe`	Test provider health without starting unrelated processes
`IModelPresetService`	Store LocalGPT routing presets
`IProviderModelBenchmarkService`	Run bounded benchmark tasks and recommendations
`INativeCommandRunner`	Execute approved native commands without shell-string composition

A host-specific adapter owns route translation, streaming payloads, error normalization, and capability discovery. The Council layer consumes the common route model rather than branching on provider details in Razor components.

API families

A compatible control plane commonly needs route families for:

- health and version;
- model catalog and model details;
- installed/running models;
- chat/generate/embedding requests;
- streaming responses and cancellation;
- pull/download progress;
- load/unload/keep-alive;
- runtime settings and resource limits;
- logs and diagnostics.

Compatibility must be explicit. A route should not be advertised until its request, response, streaming, cancellation, and error behavior are implemented and tested.

Native runner boundary

The managed application owns configuration and policy; a native runner owns the executable process. The boundary should provide:

- executable and argument arrays rather than shell command strings;
- working-directory and environment allowlists;
- cancellation and timeout;
- bounded stdout/stderr capture;
- process identity and exit code;

- no automatic elevation;
- no execution of uploaded binaries.

Plugins or runners should be registered from reviewed application configuration, not discovered and executed from arbitrary archives.

Model lifecycle

Model acquisition is a separate workflow from model use. A safe lifecycle includes:

1. user selects a provider and model source;
2. LocalGPT shows size, destination, compatibility, and checksum/signature information when available;
3. the user approves the download;
4. progress is recorded without leaking credentials;
5. the adapter verifies the result;
6. the model enters the catalog;
7. load/unload remains explicit and observable.

A benchmark may recommend context/output bounds or an Ollama GPU profile. It does not pull a model or rewrite provider-global settings automatically. The benchmark service owns a live-session transcript and cancellation token, so the run remains observable and stoppable from Chat even when its initiating panel is no longer in view.

Blazor and DevExpress surfaces

A useful host UI can include:

- provider dashboard and health cards;
- model catalog and installed-model grid;
- active model/process view;
- chat playground;
- benchmark panel;
- download queue;
- settings and diagnostics;
- API compatibility status.

DevExpress grids, forms, dialogs, tabs, and charts should be used where they add concrete behavior. Bootstrap owns the responsive shell. Pages call application services; they do not become provider adapters.

Multi-model operation

LocalGPT may run several compatible routes at once when hardware, provider behavior, and policy allow it. Resource planning should remain visible: model size, estimated memory, context, output bounds, concurrency, and provider limits are inputs to the plan.

The architecture must degrade honestly. If a requested model cannot be loaded beside another one, the host reports the constraint and offers a reviewable unload/retry plan instead of silently replacing the active model.

Acceptance target

A LocalGPT AI Host milestone is complete only when:

- provider-qualified routes remain distinct;
- health/discovery and invocation use the same configured endpoint;
- streaming and cancellation work;
- native execution is bounded;
- credentials stay scoped;
- model lifecycle actions are explicit;
- the UI shows real state;
- benchmark recommendations require user application;
- compatibility claims are backed by tests.

Chat and Council runtime

Session boundary

A chat session combines a selected provider route, protocol profile, formatter, prompt configuration, function catalog, and bounded context. These dependencies are resolved through services and remain stable for the response stream.

Protocol profiles are stateless. They detect provider/model families and normalize only their own control markers. The response formatter owns presentation of thinking, final content, tools, code, and structured sections.

Council orchestration

A Council request is decomposed into explicit workflow steps. The runtime owns:

- team and member configuration;
- provider-qualified route resolution;
- preflight and readiness checks;
- role/task prompts;
- step ordering and cancellation;
- human questions and decisions;
- final-result composition;
- durable summaries and artifacts where appropriate.

The spooler represents queued/running work. Runtime classes describe reusable behavior or game actors, but they do not bypass the workflow service.

Deterministic completion

Models are probabilistic; step completion is not. The application evaluates whether a response contains substantive final content, whether required outputs exist, and whether a bounded recovery is allowed.

A verifier can add confidence or a warning. It cannot retroactively make an invalid primary result valid. Conversely, a failed verifier should not erase a valid result when the workflow contract treats verification as advisory.

Human collaboration

Human participation is modeled as a request and decision flow with an exact question, boundary, status, and optional reuse scope. It supports:

- answering a Council question;
- choosing among alternatives;
- reviewing a proposed change;
- approving a bounded operation;
- contributing domain knowledge.

A human decision is bound to its context. It is not a global bypass token.

DX functions

DX functions expose typed application operations to chat and Council workflows. The catalog describes parameters and capabilities. The handler/service still owns validation, policy, and execution.

Functions should return structured outcomes that distinguish:

- success;
- user decision required;
- capability missing;
- validation failure;
- execution failure;
- partial/reviewable output.

Change reviews

Generated changes are stored as reviewable records rather than immediately applied. A review can include proposed files, diffs or replacement content, architecture findings, build instructions, execution evidence, and user decisions.

The workflow can approve a revision for testing without marking it released or deployed.

Knowledge

Council knowledge is persistent but curated. Automatic context uses reviewed, active, non-expired entries whose provenance is acceptable. Source-backed knowledge is refreshed when its source hash changes. Raw uploads and model answers do not become trusted knowledge automatically.

GameDirector reuse

GameDirector uses the same Council machinery for role-assigned world actors while retaining a deterministic authoritative resolver. This is an example of the intended architecture: generative proposals inside a strict application-owned state machine.

Frontend, DevExpress, and themes

UI ownership

Bootstrap v5 owns responsive layout, spacing, breakpoints, and the application shell. DevExpress components provide behavior-rich grids, editors, dialogs, charts, tabs, menus, and chat surfaces where their features are actually needed.

Razor components present state and call services. They do not own provider protocols, command execution, database initialization, or file policy.

Component contract

Maintained components use explicit injected dependencies for logging, notification, and bounded activity reporting. Long operations support cancellation and show progress. Dialogs have one internal scroll owner and remain usable at ordinary browser zoom.

A failure boundary prevents one component exception from taking down the full circuit when a recoverable user-facing result is possible.

Design patterns

- persistent navigation shell;
- responsive card/grid layouts;
- collapsible advanced configuration;
- reusable provider-model panel;
- status chips with text, not color alone;
- confirmation dialogs that name the exact target;
- bounded tables with search/filter;
- empty states that explain the next action;
- no fake controls or decorative buttons without behavior.

DevExpress assets

DevExpress packages and runtime assets remain governed by their own license. Generated license material, proprietary distribution assets, or credentials must not be committed accidentally. Build and publish scripts use the configured package source and fail clearly when licensed dependencies are unavailable.

Theme Fusion in the application

The application theme system keeps two selections:

1. **Base Theme** — shell/background, Bootstrap metadata, syntax highlighting, and native LocalGPT surfaces.
2. **Style Layer** — optional blend/override for DevExpress and other component surfaces.

Selections are persistent and applied through a service/JavaScript boundary. A theme failure falls back to a readable base rather than leaving the UI half-styled.

Runtime theme ownership

`ThemeService` is scoped and keeps independent Base Theme and Style Layer selections. `MenuIsland` owns the interactive render mode; nested switcher components inherit that circuit. Startup registers the active component theme through `DxResourceManager.RegisterTheme`, while runtime component-theme changes await `IThemeChangeService.SetTheme(...)`. Base-only changes do not inject a competing DevExpress stylesheet.

The browser boundary persists validated names, sets `data-bs-theme` and LocalGPT theme metadata, and optionally updates syntax highlighting. A failed change restores the prior readable state. The maintained catalog still supports classic themes such as **Blazing Berry** alongside newer palettes.

Documentation theme

The DocFX site uses a separate Kawaii shell around generated content. It supports light, dark, and auto modes through the standard DocFX selector, with LocalGPT persistence layered on top.

The theme script:

- applies preference before paint;
- stores it in local storage and a first-party cookie;
- observes DocFX changes without replacing its dropdown;
- keeps the dropdown above decorative layers;
- respects reduced-motion and coarse-pointer preferences;
- decorates the brand with a real paw/cat SVG and favicon.

JavaScript boundary

JavaScript is used for browser-only behavior: theme metadata, focus/layout helpers, fullscreen, file download, documentation decoration, and DevExpress interop. Each entry point is registered and diagnostically traceable. Missing functions fail with a useful message rather than a silent `undefined` call.

Testing

Frontend validation combines static checks, component tests where available, browser automation for important routes, and manual visual review at responsive sizes. A screenshot alone is not a behavioral test, but it is useful evidence for layout regressions.

Architecture

LocalGPT is a modular monolith: one deployable local application with explicit service boundaries, provider adapters, persistence, Blazor UI, and optional host wrappers.

Read in this order

1. System overview
2. AI Host control plane
3. Chat and Council runtime
4. Projects, workspaces, and persistence
5. Organic 1-Wire and security
6. Frontend, DevExpress, and themes

Dependency direction

```
flowchart TD
    UI[Components and controllers] --> SVC[Application services]
    SVC --> CONTRACTS[Interfaces and business contracts]
    SVC --> ADAPTERS[Provider / transport / tool adapters]
    ADAPTERS --> EXT[External runtimes and devices]
    SVC --> DATA[EF Core persistence]
    DATA --> DB[(SQLite)]
```

Components coordinate user interaction. Services own operations. Adapters own protocol details. Persistence owns durable state. Static helpers may format or parse immutable data, but application-owned mutable state belongs to scoped, singleton, or hosted services with explicit lifetimes.

Important

Architecture documents describe boundaries; they do not authorize execution. The current user interaction remains the authority source.

Organic 1-Wire and security

Protocol meaning

LocalGPT's organic 1-Wire is a transport-neutral application protocol for cooperation between LocalGPT, PublisherStudio-style peers, approved add-ons, and device gateways. It may travel over TCP, HTTP/JSON, or another bounded transport. It is not the physical Dallas/Maxim 1-Wire protocol, though a gateway may bridge to physical hardware.

Identity

Each application creates its own local identity material at runtime. Private keys, shared secrets, certificates, MFA seeds, and trusted-peer databases are not committed to source or embedded in releases.

Identity creation, regeneration, deletion, and peer trust are visible user operations. Read-only program directories fall back to the user's application-data location.

Connection flow

A safe peer flow is:

1. discover a peer without auto-trusting it;
2. user selects the peer;
3. exchange and display identity information;
4. user confirms the intended relationship;
5. establish the protected session;
6. advertise bounded capabilities;
7. submit work through the spooler;
8. require fresh approval for protected operations.

A sender-supplied `UserConfirmed=true` flag is data, not proof of local approval.

Envelope and replay protection

Protected messages use an envelope with stable identifiers, timestamps/nonces, target capability, payload, and authentication material. The receiver validates identity, freshness, replay policy, capability, and local approval before dispatch.

Replay records are durable where needed and bounded by retention policy. Invalid envelopes fail without exposing secrets or executing partial work.

Capability routing

The capability catalog maps protocol operations to application services. It prevents transport handlers from reflecting arbitrary public methods or constructing unreviewed commands.

Capabilities may include reviewed text exchange, screen capture requests, website/document content, embedded wiring proposals, OCR, or plugin work results. Each capability has its own parameters and approval behavior.

Work spooler

Incoming work enters a queue with peer identity, capability, payload summary, status, and decision state. A hosted processor executes only work that has passed validation and approval.

Security invariants

- no trust on discovery alone;
- no credential reuse across unrelated endpoints;
- no arbitrary reflection execution;
- no uploaded executable execution;
- no automatic filesystem write outside approved workspace;
- no actuator/flash/native command without the matching approval;
- no secret content in logs or documentation;
- no model response treated as authority.

The protocol remains useful because the boundaries are explicit, not because every peer is assumed friendly. 🐾

Projects, workspaces, and persistence

Database-first project model

LocalGPT stores the project model in SQLite through EF Core. The database describes the user's technical intent independently of a particular checkout path or language.

Core records include projects, versions, revisions, requirements, requirement links, artifacts, topics, knowledge links, tracked files, workspace roots, compiler installations, build verifications, and Council review records.

Identity and paths

Stable identifiers belong to database records. Paths are mutable location data. A project can have several workspace roots or move to another machine without changing its conceptual identity.

Tracked files use normalized relative paths and hashes. This supports exact-source review and prevents a report about one file version from being mistaken for evidence about another.

Workspace service boundary

The workspace resolver maps a project/revision to an approved root and validates:

- path containment;
- expected structure;
- read/write requirements;
- file-pattern policy;
- environment variables;
- compiler/tool availability;
- danger findings.

The project service does not execute compilers. The artifact service does not silently replace tracked files. The command runner does not decide project policy.

Compiler inventory

Compiler installations are explicit records with path, version, supported workload, and validation state. Discovery can propose installations; the user selects what the project may use.

Build verification stores the command plan, revision, timing, exit status, bounded output, and artifact evidence. A successful historical record is not a standing approval for future execution.

EF Core initialization

Database initialization supports both clean installs and older development databases that may contain application tables before migration history was complete.

The bootstrap sequence must:

1. open the configured database safely;
2. inspect migration history and existing schema;
3. distinguish an empty database from a legacy schema;
4. apply or baseline migrations in the maintained order;
5. preserve user data;
6. initialize seed/catalog data idempotently;
7. expose readiness to dependent services.

Logging tables are handled carefully so diagnostic logging does not recurse into an unready database.

Migration snapshots

EF migration snapshots and generated migrations are architecture artifacts. They must remain ordered, compilable, and consistent with the context model. Manual fixes should not create duplicate identities or silently drop columns.

Knowledge and runtime policy

Seed services initialize known catalogs and policy definitions. Mutable values are stored in the database or owning service, not in global static collections. User changes remain distinct from shipped defaults.

Durable entity contract

The database-first model keeps the important records explicit:

- `LocalGptProject` owns revisions, requirements, artifacts, topics, and versions.
- `LocalGptProjectRevision` stores ancestry, status, structure metadata, and build evidence without touching Git or files by itself.
- `LocalGptProjectRequirementLink` maps a requirement to a stable function, service, controller, business object, table, configuration, variable, regex, prompt, knowledge entry, or generated-code target.
- `ProjectDocumentImport` stores bounded normalized text with source, hash, and safety metadata.

Before a Council step calls a function, it identifies the project/revision, maps the task to approved requirements, states missing evidence, and chooses the smallest relevant function set. **Function availability is not a reason to call it.**

Migration compatibility sequence

Older owner databases can contain application tables before EF migration history was complete. Compatibility handling therefore performs SQLite health checks, schema inspection, stale-lock handling, and a **SQLite online backup** before adopting history or migrating a compatible logging table. A history row is inserted only when the migration's **complete signature** is present. **Refuse partially applied ambiguous schemas** and report the missing markers plus the backup path instead of guessing.

The database logger uses a separate readiness gate so queued startup diagnostics cannot write through EF while migrations and deterministic seed stages are still running.

Snapshot ordering contract

`LocalGptMemoryDbContextModelSnapshot` is executable model-building code. Keep **properties first**, configure **relationships** only after both entity property blocks exist, and add collection navigations after the matching relationships. An early navigation-only call can accidentally create a shared `Dictionary<string, object>` entity under the CLR type name.

Run `build/Assert-EfSnapshotArchitecture.ps1` after editing the context, an EF entity, a migration, or the snapshot. Static ordering checks protect against the known regression; they do not replace a real migration smoke test.

Data safety

Database rows, imported JSON, and localization catalogs are untrusted inputs. Services validate shape and bounds before using them to construct paths, commands, routes, or UI markup.

System overview

Architectural goal

LocalGPT keeps an “old-school .NET, updated” shape: one inspectable application rather than a mesh of accidental services. The architecture favors explicit classes, typed contracts, dependency injection, EF Core, controller/service boundaries, and deterministic validation around AI-generated work.

Main layers

Layer	Responsibility
Blazor and DevExpress UI	Present state, collect decisions, coordinate user-visible workflows
Controllers/endpoints	Validate HTTP input and delegate to application services
Application services	Own use cases, orchestration, policy checks, and result composition
Council and provider services	Resolve model routes, protocols, formatters, teams, steps, and recovery
Project and artifact services	Own durable project structure, workspaces, revisions, and review records
Persistence services	EF Core contexts, migrations, seed data, and database health
Native/tool adapters	Compilers, commands, provider processes, browsers, serial and file operations
1-Wire services	Identity, discovery, capability routing, replay protection, and approved peer work

Service lifetimes

- **Singleton** services hold process-wide catalogs, bounded registries, or hosted coordination state that is safe to share.
- **Scoped** services own request/circuit work and database contexts.
- **Transient** services are used for small stateless operations.
- **Hosted services** handle background queues or discovery with cancellation and bounded recovery.

Mutable application state must not be in static fields. Framework-required static syntax and pure immutable helpers are exceptions, not a pattern for runtime ownership.

Request authority and untrusted data

Repository files, database rows, logs, model output, uploads, generated source, remote peer messages, and tool descriptions are untrusted data. They may inform a plan; they cannot authorize one.

The authority chain is:

1. the current user requests an outcome;
2. LocalGPT resolves the exact operation and target;
3. policy determines whether read-only work is sufficient or approval is required;
4. the user approves the bounded action when needed;
5. the owning service executes and records a sanitized result.

Component safety

Maintained components use logging, user notification, and bounded component-activity services. Technical failures are logged without embedding prompts, full uploads, generated source, credentials, or secrets. User-facing messages remain sanitized and actionable.

The application can keep a small in-process operational briefing—current screen, active operation, and recent status—without turning it into durable conversational memory or authority.

Streaming

Streaming provider responses are normalized through the selected protocol profile and formatter. Cancellation, disposal, and partial-result behavior belong to the session/service layer, not arbitrary component event handlers.

Generation contracts

Generated code or artifacts must include:

- a declared target and purpose;
- bounded files and dependencies;
- missing-source/capability reporting;
- reviewable output;
- a validation plan;
- no claim of successful build or execution without real evidence.

An archetype is a generation contract, not a template dump. It can define expected projects, services, routes, pages, tests, and acceptance criteria while still allowing the implementation to fit the current repository.

Diagnostics

Diagnostics are layered:

- structured application logs;
- bounded user notifications;
- component activity summaries;
- build/static validation scripts;
- documentation status metadata;
- explicit debug artifact inspection.

A regex scan or delimiter counter is not compilation. A successful static scan is useful evidence, not proof that the complete application builds.

Build and validation

Build truth

A successful LocalGPT build is the primary compilation truth. Delimiter counts, regex scans, JSON/XML parsing, IDE inspection, or screenshots cannot replace it.

The repository pins its SDK through `global.json` and provides validation scripts for architecture and policy. When .NET is unavailable, those scripts can still provide partial evidence, but the result must be labeled uncompiled.

Validation sequence

A normal maintenance pass should run, as applicable:

1. source formatting and encoding checks;
2. JSON/YAML/XML parsing;
3. C# syntax parsing through the pinned SDK/Roslyn route;
4. architecture assertions;
5. dependency and publish-configuration checks;
6. localization and JavaScript diagnostics checks;
7. database migration/snapshot checks;
8. application build/tests;
9. documentation build and artifact verification;
10. focused browser smoke tests.

Generated C#

Generated source must preserve namespaces, nullable context, project references, service lifetimes, and existing framework patterns. It must not report compilation success until the target project has actually compiled.

Warnings are triaged by category. Suppression is not the default response to a warning introduced by generated code.

Static and runtime ownership

Application-owned mutable catalogs, regex lists, runtime values, and policy state are not static. Framework bootstrap and pure immutable helpers remain valid static boundaries.

Runtime-value services own mutable definitions and current values. Persistence services own durable policy. Components consume services rather than constructing global state.

Logging integrity

Logs contain technical context needed for diagnosis but avoid prompts, full model responses, uploads, generated file contents, credentials, secrets, and unbounded exception data.

The database logger exposes readiness so startup failures do not recurse. User notifications are sanitized; detailed traces remain in the configured logger.

JavaScript diagnostics

Maintained JavaScript functions used through interop are registered and validated. Build checks detect missing function names and known unsafe patterns. Browser tests cover theme selection, documentation dropdown behavior, fullscreen/close flows, and critical navigation.

Frontend checks

Important checks include:

- interactive render-mode ownership;
- no nested incompatible render boundaries;
- responsive dialogs and scroll ownership;
- keyboard focus and visible labels;
- clickable menus above decorative layers;
- reduced-motion behavior;
- light/dark contrast;
- no fake or dead controls.

Documentation checks

The documentation build verifies conceptual pages, generated API YAML/HTML, versioned PDF, Kawaii CSS/JS markers, icon assets, status JSON, and nonzero source/API counts. Windows Debug/Release builds also use Python 3 to validate and seed the version-matched GitHub Pages snapshot from the documentation output of that exact build.

The Pages extractor accepts UTF-8 files with or without BOM, normalizes ZIP separators, rejects unsafe paths, and chooses the strongest complete release candidate.

Engineering guidance

This section collects the rules that keep LocalGPT maintainable after the architecture has become interesting enough to bite back.

- Build and validation
- Release and documentation pipeline
- Maintenance status

Working principle

Use the strongest available evidence and label weaker evidence honestly:

```
real build/test > parser/static validation > focused inspection > assumption
```

A capability gap should report the requested outcome, missing dependency or source, evidence inspected, safe next step, and whether owner-side tooling or approval is required.

Open work

Current owner-side verification tasks live on the maintenance status page. Historical task lists and pass manifests remain under `docs/internal-notes` and are excluded from the reader site.

Maintenance status

This is the small, honest maintenance corner of the documentation. 🐾 It keeps owner-only validation and unfinished integration work visible without mixing temporary pass notes into the architecture chapters.

A task is complete only after implementation, compatibility review, validation, and user-visible verification. Drafted code or a successful static scan is useful evidence, but not the finish line.

Build and runtime gates

- Compile the root LocalGPT project and run startup against a backed-up owner database using the exact release candidate.
- Complete a licensed Windows/DevExpress Release build and the supported package matrix.
- Run real-package DevExpress and SQLite integration tests.
- Test supervised routes, collaboration refresh, and Chat autosave during rapid navigation, reconnect, and disposal.
- Review singleton registrations for thread safety; move circuit- or user-mutable state to scoped services where required.

Persistence and recovery gates

- Verify compatibility-backup creation, migration-history adoption, pending migrations, and initial catalog seeding.
- Inspect and record `__EFMigrationsHistory` after a successful owner run.
- Run migration and recovery smoke tests for empty, logging-only, untracked-current, partial, locked, and corrupt SQLite databases.

UI and theme gates

- Test runtime theme initialization, Light/Dark/Auto switching, rollback, reconnect, and disposal in the app and in the shipped DocFX site.
- Confirm the documentation theme preference persists independently on the local application origin and the GitHub Pages origin.
- Decide whether Highlight.js theme stylesheets should be vendored for completely offline switching.
- Complete rich SQLite custom mask, format, and null-text editing.
- Add a catalog-assisted requirement-link picker with validation.

Remaining integration work

- Continue converting legacy logger helpers to injected logging and bounded service activity at high-level boundaries.
- Complete repository-pull UI integration through safe text ingestion.

Carry-forward rule

Every unresolved item moves into the next current changelog, issue, or release-planning source. Historical pass manifests and superseded task lists remain available under `docs/internal-notes`, excluded from DocFX, so the public documentation stays focused without losing the trail that led here.

Release and documentation pipeline

Release discipline

Releases use a clean, reviewable lane. The version must be greater than prior public releases, repository state must be understood, and required build/validation steps must finish before assets are published.

The release package matrix includes desktop/WebView and backend packages for supported Windows, Linux, macOS, and architecture targets. Setup packages remain separate from portable packages.

Documentation build

The build restores the repository-local DocFX tool, extracts metadata from `LocalGPT.dll` and `LocalGPT.xml`, builds conceptual and API pages, installs the Kawaii assets, produces the versioned PDF, writes `documentation-status.json`, and copies the complete tree into `wwwroot/help-docs`.

The build script injects:

- the `localgpt-kawaii-docs` HTML class;
- cache-busted Kawaii CSS/JS links;
- an early theme bootstrap;
- paw/cat favicon and brand assets.

GitHub Pages

The repository keeps one pinned `.github/pages/localgpt-kawaii-docs.zip` snapshot. A successful Windows Debug or Release build now validates the exact `wwwroot/help-docs` tree produced by that build and refreshes the pinned ZIP automatically. The snapshot validator requires Python 3 and checks version agreement, theme markers, hashes, `index.html`, `api/index.html`, status metadata, relative links, accessibility, page counts, and the tagged PDF.

The GitHub Pages workflow does not rebuild LocalGPT. It validates and extracts the committed, version-matched ZIP, verifies the root and API index again, and deploys that no-Jekyll static artifact. `Update-GitHubPagesSnapshot.cmd` remains available for an explicit refresh and selects only generated documentation whose `documentation-status.json` matches the current project version.

Node warnings

GitHub's official Pages and artifact actions may emit Node or dependency deprecation warnings. These warnings do not mean the static site runs Node. The deployed site is HTML, CSS, browser JavaScript, and assets. The workflow result and Pages deployment status determine success.

PDF

The preferred PDF route assembles the generated HTML pages and prints them with an installed Edge/Chrome/Chromium browser. A secondary DocFX PDF route may require Node. Both routes must produce a real, sufficiently sized document; a one-page fallback shell is rejected.

Stop conditions

Stop and report clearly when:

- the working tree or version is unsuitable;
- required licensed dependencies are unavailable;
- compilation or validation fails;
- the API graph is empty;
- the PDF is incomplete;
- release assets do not contain the complete docs tree;
- publishing credentials/permissions are unavailable.

LocalGPT Documentation

Complete product, architecture, engineering, and XML-generated API reference.

Version 2.4.5

Capability map

Area	Maintained capability	Important boundary
Chat	Provider-qualified single-model sessions	Protocol/formatter isolation
AI Council	Teams, roles, runtime classes, workflows, human participation	Deterministic step state and bounded recovery
Providers	Ollama, OpenAI-compatible, OpenAI, Azure OpenAI routes	Endpoint-qualified identity and scoped credentials
Benchmarking	Bounded tasks, peer/self review, presets	Recommendations require user application
Projects	Versions, revisions, requirements, artifacts, topics	Database identity is separate from paths
Workspaces	Root resolution, policies, toolchains, build evidence	Fresh assessment before execution
Knowledge	Reviewed persistent entries and source refresh	Raw uploads/model output are not trusted automatically
DX functions	Typed callable application operations	Handler/service owns policy and execution
1-Wire	Peer discovery, identity, capabilities, work spooler	Discovery is not trust; remote flags are not approval
Embedded	Board/pin/transport plans and artifacts	Plan, compile, flash, and actuate are separate
GameDirector	Deterministic sessions with generative proposals	Models do not directly mutate state
Minecraft	Reviewable mod/datapack generation	Toolchain evidence required for build claims
Documentation	Conceptual docs, XML API, PDF, Pages	Publishes shipped static tree

Capability-gap contract

When LocalGPT cannot complete a requested task, it should report:

- the requested outcome;
- the missing dependency, source, API, framework knowledge, permission, or runtime capability;
- what evidence was inspected;
- what can still be produced safely;
- the next reviewable step;
- whether owner-side tooling, licensed dependencies, or human approval is required.

A gap report is not permission to self-expand or execute arbitrary installers.

Design evolution and provenance

LocalGPT was created and is maintained by Michael Fleischer (`Michi0403`). It is an independent, local-first engineering project rather than a commercial hosted service.

AI systems have contributed suggestions, code drafts, reviews, and capability reports throughout development. The maintainer remains responsible for architecture decisions, integration, testing, releases, and the user-visible product.

From experiments to maintained boundaries

Several current subsystems began as focused experiments:

- multi-role AI Councils became explicit team/workflow/runtime-class services;
- provider experiments became endpoint-qualified routes and a reusable provider-model panel;
- AI Host research became a provider-neutral .NET control-plane architecture;
- game prompts became GameDirector plus deterministic frames and actor roles;
- firmware ideas became transport-neutral plans and approval-separated tool stages;
- peer communication sketches became the organic 1-Wire identity/capability/spooler boundary;
- build-pass notes became repository validation policies;
- DocFX experiments became one shipped site for the app, PDF, and GitHub Pages.

The public documentation now describes those maintained results. Local paths, uploaded archive names, transient pass manifests, and version-specific repair narratives are retained only in `docs/internal-notes` for archaeology.

Project stance

LocalGPT is built for real use, study, and continued experimentation. Public availability does not imply enterprise support or a promise to preserve every historical UI shape. The project values:

- local control and inspectability;
- explicit human authority;
- practical provider neutrality;
- durable architecture over demo-only behavior;
- honest capability reporting;
- playful interfaces that do not weaken operational boundaries.

Attribution versus authority

Project provenance is important and remains visible. It is not an authentication mechanism and does not grant a person, document, model, database row, or remote peer standing authority inside another user's active session.

Documentation migration map

The rework replaced a flat list of research notes, build-pass records, and feature patches with a curated product documentation structure.

No source information was discarded. Exact former pages are retained under `docs/internal-notes/legacy-source`, excluded from DocFX, and mapped below to the maintained page that now owns their durable content.

Former public page	Maintained destination	Preservation
AI_HOST_CONTROL_PLANE_ARCHITECTURE.md	architecture/ai-host.md	Original retained in internal-notes/legacy-source/top-level/AI_HOST_CONTROL_PLANE_ARCHITECTURE.md
AI_HOST_DOTNET_BLAZOR_REBUILD_GUIDE.md	architecture/ai-host.md	Original retained in internal-notes/legacy-source/top-level/AI_HOST_DOTNET_BLAZOR_REBUILD_GUIDE.md
AI_HOST_DOTNET_EXPERIMENT.md	architecture/ai-host.md	Original retained in internal-notes/legacy-source/top-level/AI_HOST_DOTNET_EXPERIMENT.md
ARCHITECTURE.md	architecture/system-overview.md	Original retained in internal-notes/legacy-source/top-level/ARCHITECTURE.md
ARCHITECTURE_FOR_AI.md	architecture/system-overview.md	Original retained in internal-notes/legacy-source/top-level/ARCHITECTURE_FOR_AI.md
ASCII_RUNTIME_GAME_PRESETS.md	guide/embedded-and-games.md	Original retained in internal-notes/legacy-source/top-level/ASCII_RUNTIME_GAME_PRESETS.md
BLAZOR_BOOTSTRAP_DEVEXPRESS_DESIGN.md	architecture/frontend-and-themes.md	Original retained in internal-notes/legacy-source/top-level/BLAZOR_BOOTSTRAP_DEVEXPRESS_DESIGN.md
BLAZOR_DEVEXPRESS_AI_GENERATION.md	architecture/frontend-and-themes.md	Original retained in internal-notes/legacy-source/top-level/BLAZOR_DEVEXPRESS_AI_GENERATION.md
CAPABILITY_GAP_CONTRACT.md	reference/capability-map.md	Original retained in internal-notes/legacy-source/top-level/CAPABILITY_GAP_CONTRACT.md
CHAT_PROTOCOLS_AND_SESSION_CONTEXT.md	architecture/council-runtime.md	Original retained in internal-notes/legacy-source/top-level/CHAT_PROTOCOLS_AND_SESSION_CONTEXT.md
COMPILER_VALIDATION_AND_GENERATION_RULES.md	engineering/build-validation.md	Original retained in internal-notes/legacy-source/top-level/COMPILER_VALIDATION_AND_GENERATION_RULES.md
COMPONENT_SAFETY_AND_SHORT_TERM_MEMORY.md	architecture/system-overview.md	Original retained in internal-notes/legacy-source/top-level/COMPONENT_SAFETY_AND_SHORT_TERM_MEMORY.md
DATABASE_FIRST_PROJECT_ARCHITECTURE.md	architecture/project-data.md	Original retained in internal-notes/legacy-source/top-level/DATABASE_FIRST_PROJECT_ARCHITECTURE.md
DATABASE_MIGRATION_BOOTSTRAP.md	architecture/project-data.md	Original retained in internal-notes/legacy-source/top-level/DATABASE_MIGRATION_BOOTSTRAP.md

Former public page	Maintained destination	Preservation
DEVEXPRESS_ASSETS.md	architecture/frontend-and-themes.md	Original retained in internal-notes/legacy-source/top-level/DEVEXPRESS_ASSETS.md
DOTNET_AI_HOST_ARCHITECTURE_PATTERNS.md	architecture/ai-host.md	Original retained in internal-notes/legacy-source/top-level/DOTNET_AI_HOST_ARCHITECTURE_PATTERNS.md
DXAI_FUNCTIONS_AND_CHANGE_REVIEWS.md	architecture/council-runtime.md	Original retained in internal-notes/legacy-source/top-level/DXAI_FUNCTIONS_AND_CHANGE_REVIEWS.md
EF_DEVEXPRESS_BUSINESS_OBJECTS.md	architecture/project-data.md	Original retained in internal-notes/legacy-source/top-level/EF_DEVEXPRESS_BUSINESS_OBJECTS.md
EF_MIGRATION_SNAPSHOT_ARCHITECTURE.md	architecture/project-data.md	Original retained in internal-notes/legacy-source/top-level/EF_MIGRATION_SNAPSHOT_ARCHITECTURE.md
FRONTEND_DESIGN_PATTERN_LIBRARY.md	architecture/frontend-and-themes.md	Original retained in internal-notes/legacy-source/top-level/FRONTEND_DESIGN_PATTERN_LIBRARY.md
FRONTEND_TEST_AUTOMATION.md	engineering/build-validation.md	Original retained in internal-notes/legacy-source/top-level/FRONTEND_TEST_AUTOMATION.md
GENERATION_ARCHETYPE_CONTRACTS.md	architecture/system-overview.md	Original retained in internal-notes/legacy-source/top-level/GENERATION_ARCHETYPE_CONTRACTS.md
HUMAN_AI_COLLABORATION.md	architecture/council-runtime.md	Original retained in internal-notes/legacy-source/top-level/HUMAN_AI_COLLABORATION.md
JAVASCRIPT_RUNTIME_DIAGNOSTICS.md	engineering/build-validation.md	Original retained in internal-notes/legacy-source/top-level/JAVASCRIPT_RUNTIME_DIAGNOSTICS.md
LOCALGPT_CAPABILITY_SNAPSHOT.md	reference/capability-map.md	Original retained in internal-notes/legacy-source/top-level/LOCALGPT_CAPABILITY_SNAPSHOT.md
LOCALGPT_DEVELOPER_DIARY.md	reference/design-evolution.md	Original retained in internal-notes/legacy-source/top-level/LOCALGPT_DEVELOPER_DIARY.md
LOCALGPT_WORKFLOW_MEMORY.md	reference/design-evolution.md	Original retained in internal-notes/legacy-source/top-level/LOCALGPT_WORKFLOW_MEMORY.md
LOGGING_INTEGRITY.md	engineering/build-validation.md	Original retained in internal-notes/legacy-source/top-level/LOGGING_INTEGRITY.md
MICROSOFT_DOTNET_SAMPLE_CURRICULUM.md	architecture/frontend-and-themes.md	Original retained in internal-notes/legacy-source/top-level/MICROSOFT_DOTNET_SAMPLE_CURRICULUM.md
MINECRAFT_MOD_AI_BUILDER.md	guide/embedded-and-games.md	Original retained in internal-notes/legacy-source/top-level/MINECRAFT_MOD_AI_BUILDER.md
MINECRAFT_SOURCE_KNOWLEDGE.md	guide/embedded-and-games.md	Original retained in internal-notes/legacy-source/top-level/MINECRAFT_SOURCE_KNOWLEDGE.md
ONEWIRE_RUNTIME_SECURITY_HTTP_JSON.md	architecture/onewire-security.md	Original retained in internal-notes/legacy-source/top-level/ONEWIRE_RUNTIME_SECURITY_HTTP_JSON.md
OPEN_TASKS.md	engineering/maintenance-status.md	Original retained in internal-notes/legacy-source/top-level/OPEN_TASKS.md
OPEN_WIRINGS_2.0.3.md	reference/design-evolution.md	Original retained in internal-notes/legacy-source/top-level/OPEN_WIRINGS_2.0.3.md

Former public page	Maintained destination	Preservation
`ORGANIC-AI-COUNCIL-BLUEPRINT-v1.6.md`	`architecture/onewire-security.md`	Original retained in `internal-notes/legacy-source/top-level/ORGANIC-AI-COUNCIL-BLUEPRINT-v1.6.md`
`ORGANIC_AI_COUNCIL_BLUEPRINT_2_1.md`	`architecture/onewire-security.md`	Original retained in `internal-notes/legacy-source/top-level/ORGANIC_AI_COUNCIL_BLUEPRINT_2_1.md`
`PROJECT-MAINTENANCE-WORKSPACES-TOOLCHAINS.md`	`architecture/project-data.md`	Original retained in `internal-notes/legacy-source/top-level/PROJECT-MAINTENANCE-WORKSPACES-TOOLCHAINS.md`
`PROJECT_COLLABORATION.md`	`architecture/project-data.md`	Original retained in `internal-notes/legacy-source/top-level/PROJECT_COLLABORATION.md`
`PROJECT_IDENTITY.md`	`reference/design-evolution.md`	Original retained in `internal-notes/legacy-source/top-level/PROJECT_IDENTITY.md`
`PROJECT_STANCE.md`	`reference/design-evolution.md`	Original retained in `internal-notes/legacy-source/top-level/PROJECT_STANCE.md`
`README_IMAGE_PLAN.md`	`internal-notes/legacy-source/top-level/README_IMAGE_PLAN.md`	Original retained in `internal-notes/legacy-source/top-level/README_IMAGE_PLAN.md`
`RELEASE_PROCESS.md`	`engineering/release-and-docs.md`	Original retained in `internal-notes/legacy-source/top-level/RELEASE_PROCESS.md`
`SAFE_REWORK_MANIFEST.md`	`reference/documentation-migration.md`	Original retained in `internal-notes/legacy-source/top-level/SAFE_REWORK_MANIFEST.md`
`SAFE_STATIC_RUNTIME_AND_DIAGNOSTICS_POLICY.md`	`engineering/build-validation.md`	Original retained in `internal-notes/legacy-source/top-level/SAFE_STATIC_RUNTIME_AND_DIAGNOSTICS_POLICY.md`
`THEME_RUNTIME_ARCHITECTURE.md`	`architecture/frontend-and-themes.md`	Original retained in `internal-notes/legacy-source/top-level/THEME_RUNTIME_ARCHITECTURE.md`
`index.md` (former generated landing source)	`index.md` (curated landing page)	Original retained in `internal-notes/legacy-source/top-level/index.md`

Public release articles

The former release-specific articles under `docs/articles` are preserved under `internal-notes/legacy-source/articles`. Stable feature behavior was folded into the user guide and architecture pages; patch-version narration is no longer mixed into the timeless documentation.

Former article	Maintained destination	Preservation
`articles/chat-and-council.md`	`guide/chat-and-council.md` and `architecture/council-runtime.md`	Original retained in `internal-notes/legacy-source/articles/chat-and-council.md`
`articles/embedded-firmware.md`	`guide/embedded-and-games.md`	Original retained in `internal-notes/legacy-source/articles/embedded-firmware.md`
`articles/workspaces.md`	`guide/projects-and-workspaces.md` and `architecture/project-data.md`	Original retained in `internal-notes/legacy-source/articles/workspaces.md`
`articles/security.md`	`architecture/onewire-security.md` and `architecture/system-overview.md`	Original retained in `internal-notes/legacy-source/articles/security.md`

Former article	Maintained destination	Preservation
`articles/game-director.md`	`guide/embedded-and-games.md` and `architecture/council-runtime.md`	Original retained in `internal-notes/legacy-source/articles/game-director.md`
`articles/documentation.md`	`guide/documentation.md` and `engineering/release-and-docs.md`	Original retained in `internal-notes/legacy-source/articles/documentation.md`
`articles/provider-qualified-council-benchmarking.md`	`guide/chat-and-council.md` and `reference/capability-map.md`	Original retained in `internal-notes/legacy-source/articles/provider-qualified-council-benchmarking.md`
`articles/build-policy-council-recovery.md`	`engineering/build-validation.md` and `architecture/council-runtime.md`	Original retained in `internal-notes/legacy-source/articles/build-policy-council-recovery.md`
`articles/removable-chat-ascii-console.md`	`guide/embedded-and-games.md`	Original retained in `internal-notes/legacy-source/articles/removable-chat-ascii-console.md`

Why this structure is safer

- Readers see current behavior first.
- Architecture is grouped by boundary rather than by the order it was learned.
- Important AI Host and Council material remains prominent.
- Local archive paths and source-acquisition notes are not presented as product design.
- Repository archaeology remains possible when a maintainer needs the original context.

Reference

- Capability map
- Design evolution and provenance
- Documentation migration map
- Complete API reference

This section preserves context without turning temporary experiments into current architecture.