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using System;
using System.Drawing;

namespace sb54_CSAI.remoteInterfaces
{
    #region IClientRemoting CLASS
    /// <summary>
    /// IClientRemoting is an interface that is implemented by <see cref="sb54_CSAI.
    remoteInterfaces.RemotingObject">RemotingObject </see>
    /// in order to carry out all the required Remoting functions required by the <see cref="
    "sb54_CSAI.ClientApp.FrmClient">
    /// ReMP3 Client</see>
    /// interface
    /// </summary>
    public interface IClientRemoting
    {
        #region Interface Methods
        /// <summary>
        /// An initially dummy call to test that the Remoting channel has been setup
        correctly.
        /// This method is called simply to check the Remoting channel, but does not carry
        out any further
        /// functionality
        /// </summary>
        void RemoteLoaderCall();

        /// <summary>
        /// Causes the <see cref="sb54_CSAI.ServerApp.FrmMain">ServerApp FrmMain</see> to
        run its own
        /// DoExecuteREW() method
        /// </summary>
        void RemoteExecuteREW();

        /// <summary>
        /// Causes the <see cref="sb54_CSAI.ServerApp.FrmMain">ServerApp FrmMain</see> to
        run its own
        /// DoExecuteFF() method
        /// </summary>
        void RemoteExecuteFF();

        /// <summary>
        /// Causes the <see cref="sb54_CSAI.ServerApp.FrmMain">ServerApp FrmMain</see> to
        run its own
        /// DoExecuteSTOP() method
        /// </summary>
        void RemoteExecuteSTOP();

        /// <summary>
        /// Causes the <see cref="sb54_CSAI.ServerApp.FrmMain">ServerApp FrmMain</see> to
        run its own
        /// DoExecuteADD_PLAY() method
        /// </summary>
        void RemoteExecuteADD_PLAY(string[] files);

        /// <summary>
        /// Causes the <see cref="sb54_CSAI.ServerApp.FrmMain">ServerApp FrmMain</see> to
        its run own
        /// DoExecuteCLEAR_PLAY() method
        /// </summary>
        void RemoteExecuteCLEAR_PLAY(string[] files);

        /// <summary>
        /// Causes the <see cref="sb54_CSAI.ServerApp.FrmMain">ServerApp FrmMain</see> to
        its run own
        /// DoExecutePLAY() method
        /// </summary>
        void RemoteExecutePLAY();

        /// <summary>
        /// Causes the <see cref="sb54_CSAI.ServerApp.FrmMain">ServerApp FrmMain</see> to
        its run own
        /// DoGetPlayerTracks() method
    }
}

```

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    /// </summary>
    /// <returns>A array of strings that represent the <see cref="sb54_CSAI.ServerApp.
FrmMain">ServerApp FrmMain</see>
    /// hosted <see cref="SB54_CSAI.MediaPlayerControl.uctMediaPlayer">Media Player</
see></returns>
    string[] RemoteGetPlayerTracks();

    /// <summary>
    /// Returns the current playing track of the <see cref="SB54_CSAI.MediaPlayerControl
.uctMediaPlayer">Media Player</see>
    /// within the <see cref="sb54_CSAI.ServerApp.FrmMain">ServerApp</see>
    /// </summary>
    /// <returns>A string representing the current track of the <see cref="SB54_CSAI.
MediaPlayerControl.uctMediaPlayer">Media Player</see>
    /// <see cref="SB54_CSAI.MediaPlayerControl.uctMediaPlayer">Media Player</see></
returns>
    string getTrack();

    #endregion
}
#endregion
}
```