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using System;
using System.Drawing;

namespace sb54_CSAI.remoteInterfaces
{
    #region IServerRemoting CLASS
    /// <summary>
    /// IServerRemoting is an interface that is implemented by the
    /// <see cref="sb54_CSAI.ServerApp.FrmMain">ServerApp FrmMain </see> and is used
    /// to control the embedded
    /// <see cref="SB54_CSAI.MediaPlayerControl.uctMediaPlayer">Embedded Media Player</see>
    /// of the ReMP3 ServerApp
    /// </summary>
    public interface IServerRemoting
    {
        #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 DoLoaderCall();

        /// <summary>
        /// Causes the <see cref="sb54_CSAI.ServerApp.FrmMain">ServerApp FrmMain</see> to
        call the
        /// cmdREW() method of the <see cref="SB54_CSAI.MediaPlayerControl.uctMediaPlayer">
        Embedded Media Player</see>
        /// control
        /// </summary>
        void DoExecuteREW();

        /// <summary>
        /// Causes the <see cref="sb54_CSAI.ServerApp.FrmMain">ServerApp FrmMain</see> to
        call the
        /// cmdFF() method of the <see cref="SB54_CSAI.MediaPlayerControl.uctMediaPlayer">
        Embedded Media Player</see>
        /// control
        /// </summary>
        void DoExecuteFF();

        /// <summary>
        /// Causes the <see cref="sb54_CSAI.ServerApp.FrmMain">ServerApp FrmMain</see> to
        call the
        /// cmdSTOP() method of the <see cref="SB54_CSAI.MediaPlayerControl.uctMediaPlayer">
        Embedded Media Player</see>
        /// control
        /// </summary>
        void DoExecuteSTOP();

        /// <summary>
        /// Causes the <see cref="sb54_CSAI.ServerApp.FrmMain">ServerApp FrmMain</see> to
        call the
        /// addFiles() method of the <see cref="SB54_CSAI.MediaPlayerControl.uctMediaPlayer"
        >Embedded Media Player</see>
        /// control. These files are added to the end of the already queued tracks of the
        Media Player
        /// </summary>
        /// <param name="files">The files to add to the <see cref="SB54_CSAI.
        MediaPlayerControl.uctMediaPlayer">
        Embedded Media Player</see></param>
        void DoExecuteADD_PLAY(string[] files);

        /// <summary>
        /// Causes the <see cref="sb54_CSAI.ServerApp.FrmMain">ServerApp FrmMain</see> to
        call the
        /// addFiles() method of the <see cref="SB54_CSAI.MediaPlayerControl.uctMediaPlayer"
        >Embedded Media Player</see>
        /// control. These files will replace any queued tracks of the Media Player
        /// </summary>
        /// <param name="files">The files to add to the <see cref="SB54_CSAI.
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MediaPlayerControl.uctMediaPlayer">
    /// Embedded Media Player</see></param>
    void DoExecuteCLEAR_PLAY(string[] files);

    /// <summary>
    /// Causes the <see cref="sb54_CSAI.ServerApp.FrmMain">ServerApp FrmMain</see> to
call the
    /// cmdPLAY() method of the <see cref="SB54_CSAI.MediaPlayerControl.uctMediaPlayer">
Embedded Media Player</see>
    /// control.
    /// </summary>
    void DoExecutePLAY();

    /// <summary>
    /// Causes the <see cref="sb54_CSAI.ServerApp.FrmMain">ServerApp FrmMain</see> to
call the
    /// getTrackList() method of the <see cref="SB54_CSAI.MediaPlayerControl.
uctMediaPlayer">Embedded Media Player</see>
    /// control.
    /// </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[] DoGetPlayerTracks();

    #endregion
}
#endregion
}
```