

Emotional Appraisal Asset

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1 Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

AutobiographicMemory	3
AutobiographicMemory.DTOs	3
EmotionalAppraisal	3
EmotionalAppraisal.DTOs	3
KnowledgeBase	3
KnowledgeBase.Conditions	3

2 Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

AutobiographicMemory.DTOs.EventDTO	5
AutobiographicMemory.DTOs.ActionEventDTO	4
AutobiographicMemory.DTOs.PropertyChangeEventDTO	5
BaseAsset	
EmotionalAppraisal.EmotionalAppraisalAsset	10
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EmotionalAppraisal.DTOs.BeliefDTO	7
EmotionalAppraisal.DTOs.EmotionDispositionDTO	8
EmotionalAppraisal.DTOs.EmotionDTO	9
ICustomSerialization	
EmotionalAppraisal.EmotionalAppraisalAsset	10

3 Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

AutobiographicMemory.DTOs.ActionEventDTO	
Data Type Object Class for the representation of an Event referent to an action execution	4
AutobiographicMemory.DTOs.EventDTO	
Base Data Type Object Class for the representation of an Event	5
AutobiographicMemory.DTOs.PropertyChangeEventDTO	
Data Type Object Class for the representation of an Event referent to a property value change	5
EmotionalAppraisal.DTOs.AppraisalRuleDTO	
Data Type Object Class for the representation of an Appraisal Rule. Appraisal rules determines how emotions are generated based on perceived events.	6
EmotionalAppraisal.DTOs.BeliefDTO	
Data Type Object Class for the representation of a belief that the asset has about a property of the world	7
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Data Type Object Class for the representation of the Emotional Dispositions	8
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Data Type Object Class for the representation of an Emotion	9
EmotionalAppraisal.EmotionalAppraisalAsset	
Main class of the Emotional Appraisal Asset.	10

4 Namespace Documentation

4.1 AutobiographicMemory Namespace Reference

Namespaces

4.2 AutobiographicMemory.DTOs Namespace Reference

Classes

- class [ActionEventDTO](#)
Data Type Object Class for the representation of an Event referent to an action execution
- class [EventDTO](#)
Base Data Type Object Class for the representation of an Event
- class [PropertyChangeEventDTO](#)
Data Type Object Class for the representation of an Event referent to a property value change

4.3 EmotionalAppraisal Namespace Reference

Namespaces

Classes

- class [EmotionalAppraisalAsset](#)
Main class of the Emotional Appraisal Asset.

4.4 EmotionalAppraisal.DTOs Namespace Reference

Classes

- class [AppraisalRuleDTO](#)
Data Type Object Class for the representation of an Appraisal Rule. Appraisal rules determines how emotions are generated based on perceived events.
- class [BeliefDTO](#)
Data Type Object Class for the representation of a belief that the asset has about a property of the world
- class [EmotionDispositionDTO](#)
Data Type Object Class for the representation of the Emotional Dispositions
- class [EmotionDTO](#)
Data Type Object Class for the representation of an Emotion

4.5 KnowledgeBase Namespace Reference

Namespaces

4.6 KnowledgeBase.Conditions Namespace Reference

Enumerations

- enum [LogicalQuantifier](#) : byte { [LogicalQuantifier.Existential](#), [LogicalQuantifier.Universal](#) }
Represents logical quantification modes

4.6.1 Enumeration Type Documentation

4.6.1.1 enum KnowledgeBase.Conditions.LogicalQuantifier : byte [strong]

Represents logical quantification modes

Enumerator

Existential Sets of conditions evaluated in this mode, return true if at least on possible case is considered valid.

Universal Sets of conditions evaluated in this mode, return true only if all the possible cases are considered valid.

5 Class Documentation

5.1 AutobiographicMemory.DTOs.ActionEventDTO Class Reference

Data Type Object Class for the representation of an Event referent to an action execution

Inherits [AutobiographicMemory.DTOs.EventDTO](#).

Properties

- string [Action](#) [get, set]
The action referent to this event.
- string [Target](#) [get, set]
The target of action to which this event refers.

5.1.1 Detailed Description

Data Type Object Class for the representation of an Event referent to an action execution

5.1.2 Property Documentation

5.1.2.1 string AutobiographicMemory.DTOs.ActionEventDTO.Action [get], [set]

The action referent to this event.

5.1.2.2 string AutobiographicMemory.DTOs.ActionEventDTO.Target [get], [set]

The target of action to which this event refers.

The documentation for this class was generated from the following file:

- ActionEventDTO.cs

5.2 AutobiographicMemory.DTOs.EventDTO Class Reference

Base Data Type Object Class for the representation of an Event

Inherited by [AutobiographicMemory.DTOs.ActionEventDTO](#), and [AutobiographicMemory.DTOs.PropertyChangeEventDTO](#).

Properties

- uint **Id** [get, set]
The unique identifier of the event
- string **Event** [get, set]
The full string representation of this event
- string **Subject** [get, set]
The subject of the event (ie. Who is responsible responsible for this event)
- ulong **Time** [get, set]
The timestamp/tick in which this event was stored

5.2.1 Detailed Description

Base Data Type Object Class for the representation of an Event

5.2.2 Property Documentation

5.2.2.1 string AutobiographicMemory.DTOs.EventDTO.Event [get], [set]

The full string representation of this event

5.2.2.2 uint AutobiographicMemory.DTOs.EventDTO.Id [get], [set]

The unique identifier of the event

5.2.2.3 string AutobiographicMemory.DTOs.EventDTO.Subject [get], [set]

The subject of the event (ie. Who is responsible responsible for this event)

5.2.2.4 ulong AutobiographicMemory.DTOs.EventDTO.Time [get], [set]

The timestamp/tick in which this event was stored

The documentation for this class was generated from the following file:

- EventDTO.cs

5.3 AutobiographicMemory.DTOs.PropertyChangeEventDTO Class Reference

Data Type Object Class for the representation of an Event referent to a property value change

Inherits [AutobiographicMemory.DTOs.EventDTO](#).

Properties

- string **Property** [get, set]
The property that was modified.
- string **NewValue** [get, set]
The new value that property has.

5.3.1 Detailed Description

Data Type Object Class for the representation of an Event referent to a property value change

5.3.2 Property Documentation

5.3.2.1 string **AutobiographicMemory.DTOs.PropertyChangeEventDTO.NewValue** [get], [set]

The new value that property has.

5.3.2.2 string **AutobiographicMemory.DTOs.PropertyChangeEventDTO.Property** [get], [set]

The property that was modified.

The documentation for this class was generated from the following file:

- PropertyChangeEventDTO.cs

5.4 EmotionalAppraisal.DTOs.AppraisalRuleDTO Class Reference

Data Type Object Class for the representation of an Appraisal Rule. Appraisal rules determines how emotions are generated based on perceived events.

Properties

- Guid **Id** [get, set]
Unique identifier of the appraisal rule
- string **EventMatchingTemplate** [get, set]
The matching template for the events we want to appraise with this rule.
- float **Desirability** [get, set]
The desirability of the event
- float **Praiseworthiness** [get, set]
The praiseworthiness of the event.
- ConditionSetDTO **Conditions** [get, set]
The conditions in which this event must be appraised. If the conditions are not met, the event appraisal is ignored.

5.4.1 Detailed Description

Data Type Object Class for the representation of an Appraisal Rule. Appraisal rules determines how emotions are generated based on perceived events.

5.4.2 Property Documentation

5.4.2.1 ConditionSetDTO EmotionalAppraisal.DTOs.AppraisalRuleDTO.Conditions [get], [set]

The conditions in which this event must be appraised. If the conditions are not met, the event appraisal is ignored.

5.4.2.2 float EmotionalAppraisal.DTOs.AppraisalRuleDTO.Desirability [get], [set]

The desirability of the event

5.4.2.3 string EmotionalAppraisal.DTOs.AppraisalRuleDTO.EventMatchingTemplate [get], [set]

The matching template for the events we want to appraise with this rule.

5.4.2.4 Guid EmotionalAppraisal.DTOs.AppraisalRuleDTO.Id [get], [set]

Unique identifier of the appraisal rule

5.4.2.5 float EmotionalAppraisal.DTOs.AppraisalRuleDTO.Praiseworthiness [get], [set]

The praiseworthiness of the event.

The documentation for this class was generated from the following file:

- AppraisalRuleDTO.cs

5.5 EmotionalAppraisal.DTOs.BeliefDTO Class Reference

Data Type Object Class for the representation of a belief that the asset has about a property of the world

Properties

- string **Name** [get, set]
The name of the property that this belief refers.
- string **Value** [get, set]
The value that is believed that this property has.
- string **Perspective** [get, set]
From which perspective does this property holds this value.

5.5.1 Detailed Description

Data Type Object Class for the representation of a belief that the asset has about a property of the world

5.5.2 Property Documentation

5.5.2.1 string EmotionalAppraisal.DTOs.BeliefDTO.Name [get], [set]

The name of the property that this belief refers.

5.5.2.2 string EmotionalAppraisal.DTOs.BeliefDTO.Perspective [get], [set]

From which perspective does this property holds this value.

I belief that this sky is blue. Name = **Color(Sky)** Value = **Blue** Perspective = **SELF**

I belief that John believes that the sky is green. Name = **Color(Sky)** Value = **Green** Perspective = **John**

5.5.2.3 string EmotionalAppraisal.DTOs.BeliefDTO.Value [get], [set]

The value that is believed that this property has.

The documentation for this class was generated from the following file:

- BeliefDTO.cs

5.6 EmotionalAppraisal.DTOs.EmotionDispositionDTO Class Reference

Data Type Object Class for the representation of the Emotional Dispositions

Properties

- string **Emotion** [get, set]
The emotion type key. Used to uniquely identify the emotion type.
- int **Decay** [get, set]
The amount of decay the emotion is subjected to at each update. The higher the value, the faster the emotion disipates
- int **Threshold** [get, set]
The activation threshold for this emotion. Lower thresholds allow the emotion to be activated at lower intencities, while higher threshold do the oposite.

5.6.1 Detailed Description

Data Type Object Class for the representation of the Emotional Dispositions

5.6.2 Property Documentation

5.6.2.1 int EmotionalAppraisal.DTOs.EmotionDispositionDTO.Decay [get], [set]

The amount of decay the emotion is subjected to at each update. The higher the value, the faster the emotion disipates

5.6.2.2 string EmotionalAppraisal.DTOs.EmotionDispositionDTO.Emotion [get], [set]

The emotion type key. Used to uniquely identify the emotion type.

5.6.2.3 int EmotionalAppraisal.DTOs.EmotionDispositionDTO.Threshold [get], [set]

The activation threshold for this emotion. Lower thresholds allow the emotion to be activated at lower intensities, while higher threshold do the opposite.

The documentation for this class was generated from the following file:

- EmotionDispositionDTO.cs

5.7 EmotionalAppraisal.DTOs.EmotionDTO Class Reference

Data Type Object Class for the representation of an Emotion

Properties

- string **Type** [get, set]
The emotion type key. Used to uniquely identify the emotion type.
- float **Intensity** [get, set]
The current intensity of the emotion
- uint **CauseEventId** [get, set]
The event that caused the expression of this emotion
- string **CauseEventName** [get, set]
The string representation of the event that caused this emotion

5.7.1 Detailed Description

Data Type Object Class for the representation of an Emotion

5.7.2 Property Documentation

5.7.2.1 uint EmotionalAppraisal.DTOs.EmotionDTO.CauseEventId [get], [set]

The event that caused the expression of this emotion

5.7.2.2 string EmotionalAppraisal.DTOs.EmotionDTO.CauseEventName [get], [set]

The string representation of the event that caused this emotion

5.7.2.3 float EmotionalAppraisal.DTOs.EmotionDTO.Intensity [get], [set]

The current intensity of the emotion

5.7.2.4 string EmotionalAppraisal.DTOs.EmotionDTO.Type [get], [set]

The emotion type key. Used to uniquely identify the emotion type.

The documentation for this class was generated from the following file:

- EmotionDTO.cs

5.8 EmotionalAppraisal.EmotionalAppraisalAsset Class Reference

Main class of the Emotional Appraisal Asset.

Inherits BaseAsset, and ICustomSerialization.

Public Member Functions

- [EmotionDTO AddActiveEmotion](#) ([EmotionDTO](#) emotion)
*Creates a new **Active Emotion** and adds it to the asset's currently experiencing emotions set.*
- void [RemoveEmotion](#) ([EmotionDTO](#) emotion)
Removes the given emotion from the asset's active emotions set.
- void [AddOrUpdateAppraisalRule](#) ([AppraisalRuleDTO](#) emotionalAppraisalRule)
Adds an emotional reaction to an event
- void [AddAppraisalRuleCondition](#) (Guid appraisalRuleId, string conditionString)
Adds an evaluation condition to an appraisal rule
- void [RemoveAppraisalRuleCondition](#) (Guid appraisalRuleId, string conditionString)
Removes an evaluation condition from an appraisal rule
- uint [AddEventRecord](#) ([EventDTO](#) eventDTO)
Add an Event Record to the asset's autobiographical memory
- void [UpdateEventRecord](#) ([EventDTO](#) eventDTO)
Updates the associated data regarding a recorded event.
- [EventDTO GetEventDetails](#) (uint eventId)
Returns all the associated information regarding an event
- void [ForgetEvent](#) (uint eventId)
Removes and forgets an event
- void [AddEmotionDisposition](#) ([EmotionDispositionDTO](#) emotionDispositionDto)
Creates and adds an emotional disposition to the asset.
- [EmotionDispositionDTO GetEmotionDisposition](#) (string emotionType)
Returns the emotional disposition associated to a given emotion type.
- void [RemoveEmotionDisposition](#) (string emotionType)
Removes an emotional disposition from the asset.
- IEnumerable< [AppraisalRuleDTO](#) > [GetAllAppraisalRules](#) ()
Returns all the appraisal rules
- ConditionSetDTO [GetAllAppraisalRuleConditions](#) (Guid ruleId)
Returns the condition set used for evaluating a particular appraisal rule set.
- void [RemoveAppraisalRules](#) (IEnumerable< [AppraisalRuleDTO](#) > appraisalRules)
Removes appraisal rules from the asset.
- void [SetPerspective](#) (string newPerspective)
Change the perspective of the memories of the asset. Use this to change "name" which the asset identifies as itself.
- [EmotionalAppraisalAsset](#) (string perspective)
Asset constructor. Creates a new empty Emotional Appraisal Asset.
- void [AppraiseEvents](#) (IEnumerable< string > eventNames)
Appraises a set of event strings.
- void [Update](#) ()
Updates the assets internal clock of the asset and updates emotional decay
- void [Reappraise](#) ()
Reappraise the assets current emotional status
- void [AddOrUpdateBelief](#) ([BeliefDTO](#) belief)
Adds a new belief to the asset's knowledge base. If the belief already exists, its value is updated.

- string [GetBeliefValue](#) (string beliefName)
Return the value associated to a belief. Only returns believes regarding a SELF perspective.
- bool [BeliefExists](#) (string name)
Asks if the asset has a specific belief.
- void [RemoveBelief](#) (string name, string perspective)
Removes a belief from the asset's knowledge base.
- void [SaveToFile](#) (Stream stream)
Save the asset in a data stream

Static Public Member Functions

- static [EmotionalAppraisalAsset LoadFromFile](#) (string filename)
Static method used to load an Emotional Appraisal Asset state from a file.

Properties

- double [HalfLifeDecayConstant](#) [get]
The half-life base decay for the exponential decay lambda calculation. To calculate the lambda, divide this constant by the required half-life time.
- float [EmotionInfluenceOnMoodFactor](#) [get]
Defines how strong is the influence of the emotion's intensity on the character's mood. Since we don't want the mood to be very volatile, we only take into account 30% of the emotion's intensity
- float [MoodInfluenceOnEmotionFactor](#) [get]
Defines how strong is the influence of the current mood in the intensity of the emotion. We don't want the influence of mood to be that great, so we only take into account 30% of the mood's value
- double [MinimumMoodValueForInfluencingEmotions](#) [get]
Defines the minimum absolute value that mood must have, in order to be considered for influencing emotions. At the moment, values of mood ranged in]-0.5;0.5[are considered to be neutral moods that do not influence emotions
- float [EmotionalHalfLifeDecayTime](#) [get]
Defines how fast a emotion decay over time. This value is the actual time it takes for an emotion to reach half of its initial intensity
- float [MoodHalfLifeDecayTime](#) [get]
Defines how fast mood decay over time. This value is the actual time it takes the mood to reach half of its initial intensity
- string [Perspective](#) [get]
Indicates the name of the agent that corresponds to "SELF"
- ulong [Tick](#) [get, set]
The amount of update ticks this asset as experienced since its initialization
- float [Mood](#) [get, set]
The emotional mood of the agent, which can vary from -10 to 10
- string [Description](#) [get, set]
A short description of the asset's configuration
- [EmotionDispositionDTO DefaultEmotionDisposition](#) [get, set]
Gets/Sets the default emotion disposition parameters.
- IEnumerable< [EmotionDTO](#) > [ActiveEmotions](#) [get]
Returns the current set of active emotions
Returns
An enumerable containing the emotion DTOs of the currently active emotions being expressed by the asset.
- IEnumerable< [EmotionDispositionDTO](#) > [EmotionDispositions](#) [get]
The asset's currently defined Emotion Dispositions.
- IEnumerable< [EventDTO](#) > [EventRecords](#) [get]
Gets all the recorded events experienced by the asset.
- IEnumerable< string > [EmotionTypes](#) [get]
The currently supported emotional type keys

5.8.1 Detailed Description

Main class of the Emotional Appraisal Asset.

5.8.2 Constructor & Destructor Documentation

5.8.2.1 EmotionalAppraisal.EmotionalAppraisalAsset.EmotionalAppraisalAsset (string *perspective*)

Asset constructor. Creates a new empty Emotional Appraisal Asset.

Parameters

<i>perspective</i>	The initial perspective of the asset.
--------------------	---------------------------------------

5.8.3 Member Function Documentation

5.8.3.1 EmotionDTO EmotionalAppraisal.EmotionalAppraisalAsset.AddActiveEmotion (EmotionDTO *emotion*)

Creates a new **Active Emotion** and adds it to the asset's currently experiencing emotions set.

Exceptions

<i>ArgumentException</i>	Thrown if the given emotion is already being experienced by the asset. This can happen if in the given EmotionDTO the pair of parameters Type and CauseEventId are equal to an already existent ActiveEmotion in the asset.
--------------------------	---

Parameters

<i>emotion</i>	The DTO containing the emotion parameters to be used in the active emotion creation process
----------------	---

Returns

The DTO representing the actual emotion added to the active emotion set.

5.8.3.2 void EmotionalAppraisal.EmotionalAppraisalAsset.AddAppraisalRuleCondition (Guid *appraisalRuleId*, string *conditionString*)

Adds an evaluation condition to an appraisal rule

Parameters

<i>appraisalRuleId</i>	The unique identifier for the appraisal rule that we want to modify
<i>conditionString</i>	The string representation of the condition we want to add to the rule

5.8.3.3 void EmotionalAppraisal.EmotionalAppraisalAsset.AddEmotionDisposition (**EmotionDispositionDTO** *emotionDispositionDto*)

Creates and adds an emotional disposition to the asset.

Parameters

<i>emotionDispositionDto</i>	The dto containing the parameters to create a new emotional disposition on the asset
------------------------------	--

5.8.3.4 uint EmotionalAppraisal.EmotionalAppraisalAsset.AddEventRecord (**EventDTO** *eventDTO*)

Add an Event Record to the asset's autobiographical memory

Parameters

<i>eventDTO</i>	The dto containing the information regarding the event to add
-----------------	---

Returns

The unique identifier associated to the event

5.8.3.5 void EmotionalAppraisal.EmotionalAppraisalAsset.AddOrUpdateAppraisalRule (**AppraisalRuleDTO** *emotionalAppraisalRule*)

Adds an emotional reaction to an event

Parameters

<i>emotionalAppraisalRule</i>	the AppraisalRule to add
-------------------------------	--------------------------

5.8.3.6 void EmotionalAppraisal.EmotionalAppraisalAsset.AddOrUpdateBelief (**BeliefDTO** *belief*)

Adds a new belief to the asset's knowledge base. If the belief already exists, its value is updated.

Parameters

<i>belief</i>	The dto containing the parameters for the belief to add or update.
---------------	--

5.8.3.7 void EmotionalAppraisal.EmotionalAppraisalAsset.AppraiseEvents (IEnumerable< string > *eventNames*)

Appraises a set of event strings.

During appraisal, the events will be recorded in the asset's autobiographical memory, and Property Change Events will update the asset's knowledge about the world, allowing the asset to use the new information derived from the events to appraise the correspondent emotions.

Parameters

<i>eventNames</i>	A set of string representation of the events to appraise
-------------------	--

5.8.3.8 bool EmotionalAppraisal.EmotionalAppraisalAsset.BeliefExists (string *name*)

Asks if the asset has a specific belief.

Parameters

<i>name</i>	The belief name to determine if any value is associated to it.
-------------	--

Returns

True if the requested belief has a value. False otherwise.

5.8.3.9 void EmotionalAppraisal.EmotionalAppraisalAsset.ForgetEvent (uint *eventId*)

Removes and forgets an event

Parameters

<i>eventId</i>	The id of the event to forget.
----------------	--------------------------------

5.8.3.10 ConditionSetDTO EmotionalAppraisal.EmotionalAppraisalAsset.GetAllAppraisalRuleConditions (Guid *ruleId*)

Returns the condition set used for evaluating a particular appraisal rule set.

Parameters

<i>ruleId</i>	The unique identifier of the appraisal rule.
---------------	--

Returns

The dto of the condition set associated to the requested appraisal rule.

Exceptions

<i>ArgumentException</i>	Thrown if the requested appraisal rule could not be found.
--------------------------	--

5.8.3.11 IEnumerable<AppraisalRuleDTO> EmotionalAppraisal.EmotionalAppraisalAsset.GetAllAppraisalRules ()

Returns all the appraisal rules

Returns

The set of dtos containing the information for all the appraisal rules

5.8.3.12 string EmotionalAppraisal.EmotionalAppraisalAsset.GetBeliefValue (string *beliefName*)

Return the value associated to a belief. Only returns believes regarding a SELF perspective.

Parameters

<i>beliefName</i>	The name of the belief to return
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Returns

The string value of the belief, or null if no belief exists.

5.8.3.13 **EmotionDispositionDTO** EmotionalAppraisal.EmotionalAppraisalAsset.GetEmotionDisposition (*string emotionType*)

Returns the emotional disposition associated to a given emotion type.

Parameters

<i>emotionType</i>	The emotion type key of the emotional disposition to retrieve
--------------------	---

Returns

The dto containing the retrieved emotional disposition information

5.8.3.14 **EventDTO** EmotionalAppraisal.EmotionalAppraisalAsset.GetEventDetails (*uint eventId*)

Returns all the associated information regarding an event

Parameters

<i>eventId</i>	The id of the event to retrieve
----------------	---------------------------------

Returns

The dto containing the information of the retrieved event

5.8.3.15 **static EmotionalAppraisalAsset** EmotionalAppraisal.EmotionalAppraisalAsset.LoadFromFile (*string filename*) [static]

Static method used to load an Emotional Appraisal Asset state from a file.

Parameters

<i>filename</i>	The file path from which to load the asset.
-----------------	---

Returns

The loaded instance of a Emotional Appraisal Asset.

5.8.3.16 void EmotionalAppraisal.EmotionalAppraisalAsset.Reappraise ()

Reappraise the assets current emotional status

Currently this method is not fully developed. As such it will not create any changes to the asset's emotional state

5.8.3.17 void EmotionalAppraisal.EmotionalAppraisalAsset.RemoveAppraisalRuleCondition (Guid *appraisalRuleId*, string *conditionString*)

Removes an evaluation condition from an appraisal rule

Parameters

<i>appraisalRuleId</i>	The unique identifier for the appraisal rule that we want to modify
<i>conditionString</i>	The string representation of the condition we want to remove from the rule

5.8.3.18 void EmotionalAppraisal.EmotionalAppraisalAsset.RemoveAppraisalRules (IEnumerable< AppraisalRuleDTO > *appraisalRules*)

Removes appraisal rules from the asset.

Parameters

<i>appraisalRules</i>	A dto set of the appraisal rules to remove
-----------------------	--

5.8.3.19 void EmotionalAppraisal.EmotionalAppraisalAsset.RemoveBelief (string *name*, string *perspective*)

Removes a belief from the asset's knowledge base.

Parameters

<i>name</i>	The name of the belief to remove.
<i>perspective</i>	The perspective of the belief to remove

5.8.3.20 void EmotionalAppraisal.EmotionalAppraisalAsset.RemoveEmotion (EmotionDTO *emotion*)

Removes the given emotion from the asset's active emotions set.

Parameters

<i>emotion</i>	The DTO containing the emotion parameters to be used to select and remove the requested emotion from the active emotion set.
----------------	--

Note that only the **Type** and **CauseEventId** fields are required to select an emotion to be removed.

5.8.3.21 void EmotionalAppraisal.EmotionalAppraisalAsset.RemoveEmotionDisposition (string *emotionType*)

Removes an emotional disposition from the asset.

Parameters

<i>emotionType</i>	The emotion type key of the emotional disposition to remove
--------------------	---

5.8.3.22 void EmotionalAppraisal.EmotionalAppraisalAsset.SaveToFile (Stream *stream*)

Save the asset in a data stream

Parameters

<i>stream</i>	the stream to which to save the asset
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5.8.3.23 void EmotionalAppraisal.EmotionalAppraisalAsset.SetPerspective (string *newPerspective*)

Change the perspective of the memories of the asset. Use this to change "name" which the asset identifies as itself.

Parameters

<i>newPerspective</i>	The string containing the new perspective of the asset.
-----------------------	---

5.8.3.24 void EmotionalAppraisal.EmotionalAppraisalAsset.Update ()

Updates the assets internal clock of the asset and updates emotional decay

5.8.3.25 void EmotionalAppraisal.EmotionalAppraisalAsset.UpdateEventRecord (EventDTO *eventDTO*)

Updates the associated data regarding a recorded event.

Parameters

<i>eventDTO</i>	The dto containing the information regarding the event to update. The Id field of the dto must match the id of the event we want to update.
-----------------	---

5.8.4 Property Documentation

5.8.4.1 IEnumerable<EmotionDTO> EmotionalAppraisal.EmotionalAppraisalAsset.ActiveEmotions [get]

Returns the current set of active emotions

Returns

An enumerable containing the emotion [DTOs](#) of the currently active emotions being expressed by the asset.

5.8.4.2 EmotionDispositionDTO EmotionalAppraisal.EmotionalAppraisalAsset.DefaultEmotionDisposition [get], [set]

Gets/Sets the default emotion disposition parameters.

5.8.4.3 `string EmotionalAppraisal.EmotionalAppraisalAsset.Description` `[get]`, `[set]`

A short description of the asset's configuration

5.8.4.4 `IEnumerable<EmotionDispositionDTO> EmotionalAppraisal.EmotionalAppraisalAsset.EmotionDispositions`
`[get]`

The asset's currently defined Emotion Dispositions.

5.8.4.5 `IEnumerable<string> EmotionalAppraisal.EmotionalAppraisalAsset.EmotionTypes` `[get]`

The currently supported emotional type keys

5.8.4.6 `IEnumerable<EventDTO> EmotionalAppraisal.EmotionalAppraisalAsset.EventRecords` `[get]`

Gets all the recorded events experienced by the asset.

5.8.4.7 `float EmotionalAppraisal.EmotionalAppraisalAsset.Mood` `[get]`, `[set]`

The emotional mood of the agent, which can vary from -10 to 10

5.8.4.8 `string EmotionalAppraisal.EmotionalAppraisalAsset.Perspective` `[get]`

Indicates the name of the agent that corresponds to "SELF"

5.8.4.9 `ulong EmotionalAppraisal.EmotionalAppraisalAsset.Tick` `[get]`, `[set]`

The amount of update ticks this asset as experienced since its initialization

The documentation for this class was generated from the following file:

- `EmotionalAppraisalAsset.cs`

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