

Role Play Character Asset

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1 Namespace Index

1.1 Packages

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

RolePlayCharacter	2
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2 Hierarchical Index

2.1 Class Hierarchy

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

LoadableAsset

RolePlayCharacter.RolePlayCharacterAsset	2
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3 Class Index

3.1 Class List

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

[RolePlayCharacter.RolePlayCharacterAsset](#)

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4 Namespace Documentation

4.1 RolePlayCharacter Namespace Reference

Classes

- class [RolePlayCharacterAsset](#)

5 Class Documentation

5.1 RolePlayCharacter.RolePlayCharacterAsset Class Reference

Inherits `LoadableAsset`< `RolePlayCharacterAsset` >.

Public Member Functions

- void [RegisterCharacterBody](#) (ICharacterBody body)
Registers a concrete implementation of the character's embodiment that must conform to the ICharacterBody interface. The implementation will be specific to the game engine being used.
- void [AddBelief](#) (string propertyName, string value)
Adds or updates a logical belief to the character that consists of a property-value pair
- IAction [PerceptionActionLoop](#) (IEnumerable< string > eventStrings)
Executes an iteration of the character's decision cycle.
- void [Update](#) ()
Updates the character's internal state. Should be called once every game tick.
- IActiveEmotion [GetStrongestActiveEmotion](#) ()
Retrieves the character's strongest emotion if any.
- void [ActionFinished](#) (IAction action)
Method used to inform the character that its current action is finished and a new action may be selected. It can also generate an emotion associated to finishing an action successfully.
- void [SaveOutput](#) (string filePath, string name)
Saves the current state of the asset into a file

Public Attributes

- ICharacterBody [CharacterBody](#) => _characterBody
The instance of the character's embodiment
- IEnumerable< IActiveEmotion > **Emotions** => _emotionalAppraisalAsset?.GetAllActiveEmotions()
- string **Perspective** => _emotionalAppraisalAsset?.Perspective

Protected Member Functions

- override string **OnAssetLoaded** ()

Properties

- string **BodyName** [get, set]
An identifier for the embodiment that is used by the character
- string **CharacterName** [get, set]
The name of the character
- string **EmotionalAppraisalAssetSource** [get, set]
The source being used for the Emotional Appraisal Asset
- string **EmotionalDecisionMakingSource** [get, set]
The source being used for the Emotional Decision Making Asset
- string **SocialImportanceAssetSource** [get, set]
The source being used for the Social Importance Asset
- float **Mood** [get]

5.1.1 Member Function Documentation

5.1.1.1 void RolePlayCharacter.RolePlayCharacterAsset.ActionFinished (IAction action)

Method used to inform the character that its current action is finished and a new action may be selected. It can also generate an emotion associated to finishing an action successfully.

5.1.1.2 void RolePlayCharacter.RolePlayCharacterAsset.AddBelief (string propertyName, string value)

Adds or updates a logical belief to the character that consists of a property-value pair

Parameters

<i>propertyName</i>	A wellformed name representing a logical property (e.g. IsPerson(John))
<i>value</i>	The value of the property

5.1.1.3 IActiveEmotion RolePlayCharacter.RolePlayCharacterAsset.GetStrongestActiveEmotion ()

Retrieves the character's strongest emotion if any.

5.1.1.4 IAction RolePlayCharacter.RolePlayCharacterAsset.PerceptionActionLoop (IEnumerable< string > eventStrings)

Executes an iteration of the character's decision cycle.

Parameters

<i>eventStrings</i>	A list of new events that occurred since the last call to this method. Each event must be represented by a well formed name with the following format "EVENT([type], [subject], [param1], [param2])". For illustration purposes here are some examples: EVENT(Property-Change, John, CurrentRole(Customer), False) ; EVENT(Action-Finished, John, Open, Box)
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Returns

The action selected for execution or "null" otherwise

5.1.1.5 void RolePlayCharacter.RolePlayCharacterAsset.RegisterCharacterBody (ICharacterBody *body*)

Registers a concrete implementation of the character's embodiment that must conform to the ICharacterBody interface. The implementation will be specific to the game engine being used.

Parameters

<i>body</i>	The instance to register
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5.1.1.6 void RolePlayCharacter.RolePlayCharacterAsset.SaveOutput (string *filePath*, string *name*)

Saves the current state of the asset into a file

Parameters

<i>filePath</i>	The path for the save file
<i>name</i>	The name of the save file

5.1.1.7 void RolePlayCharacter.RolePlayCharacterAsset.Update ()

Updates the character's internal state. Should be called once every game tick.

5.1.2 Member Data Documentation

5.1.2.1 ICharacterBody RolePlayCharacter.RolePlayCharacterAsset.CharacterBody => _characterBody

The instance of the character's embodiment

5.1.3 Property Documentation

5.1.3.1 string RolePlayCharacter.RolePlayCharacterAsset.BodyName [get], [set]

An identifier for the embodiment that is used by the character

5.1.3.2 string RolePlayCharacter.RolePlayCharacterAsset.CharacterName [get], [set]

The name of the character

5.1.3.3 string RolePlayCharacter.RolePlayCharacterAsset.EmotionalAppraisalAssetSource [get], [set]

The source being used for the Emotional Appraisal Asset

5.1.3.4 `string RolePlayCharacter.RolePlayCharacterAsset.EmotionalDecisionMakingSource` [get], [set]

The source being used for the Emotional Decision Making Asset

5.1.3.5 `string RolePlayCharacter.RolePlayCharacterAsset.SocialImportanceAssetSource` [get], [set]

The source being used for the Social Importance Asset

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

- RolePlayerCharacterAsset.cs

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