

# Namespace LlamaLogic.ValveDataFormat

## Classes

### [VdfKeyValuePair](#)

Represents a key-value pair in a VDF document

### [VdfNode](#)

Represents a node in a VDF document

### [VdfSection](#)

Represents a section in a VDF document

# Class VdfKeyValuePair

Namespace: [LlamaLogic.ValveDataFormat](#)

Assembly: LlamaLogic.ValveDataFormat.dll

Represents a key-value pair in a VDF document

```
public sealed class VdfKeyValuePair : VdfNode, IEquatable<VdfNode>,  
IEquatable<VdfKeyValuePair>
```

## Inheritance

[object](#) ← [VdfNode](#) ← VdfKeyValuePair

## Implements

[IEquatable](#)<[VdfNode](#)>, [IEquatable](#)<[VdfKeyValuePair](#)>

## Inherited Members

[VdfNode.Deserialize\(StreamReader\)](#), [VdfNode.DeserializeAsync\(StreamReader\)](#), [VdfNode.Parse\(string\)](#),  
[VdfNode.TryParse\(string, out IReadOnlyList<VdfNode>\)](#), [VdfNode.TrailingComment](#),  
[VdfNode.Serialize\(StreamWriter\)](#), [VdfNode.SerializeAsync\(StreamWriter\)](#), [VdfNode.ToString\(\)](#),  
[object.Equals\(object, object\)](#), [object.GetType\(\)](#), [object.ReferenceEquals\(object, object\)](#)

# Constructors

## VdfKeyValuePair()

Represents a key-value pair in a VDF document

```
public VdfKeyValuePair()
```

# Properties

## Key

Gets/sets the key of the key-value pair

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

Property Value

[string](#)

## KeyTrailingComment

Gets/sets the comment following the key

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

Property Value

[string](#)

## Value

Gets/sets the value of the key-value pair

```
public object Value { get; set; }
```

Property Value

[object](#)

## Methods

### Equals(VdfKeyValuePair?)

Indicates whether the current object is equal to another object of the same type.

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

Parameters

**other** [VdfKeyValuePair](#)

An object to compare with this object.

Returns

[bool](#)

[true](#) if the current object is equal to the **other** parameter; otherwise, [false](#).

## Equals(VdfNode?)

Indicates whether the current object is equal to another object of the same type.

```
public override bool Equals(VdfNode? other)
```

Parameters

**other** [VdfNode](#)

An object to compare with this object.

Returns

[bool](#)

[true](#) if the current object is equal to the **other** parameter; otherwise, [false](#).

## Equals(object?)

Determines whether the specified object is equal to the current object.

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

Parameters

**obj** [object](#)

The object to compare with the current object.

Returns

[bool](#)

[true](#) if the specified object is equal to the current object; otherwise, [false](#).

## GetHashCode()

Serves as the default hash function.

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

Returns

[int](#)

A hash code for the current object.

## Operators

### operator ==(VdfKeyValuePair?, VdfKeyValuePair?)

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

Parameters

[left](#) [VdfKeyValuePair](#)

[right](#) [VdfKeyValuePair](#)

Returns

[bool](#)

### operator !=(VdfKeyValuePair?, VdfKeyValuePair?)

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

Parameters

**left** [VdfKeyValuePair](#)

**right** [VdfKeyValuePair](#)

Returns

[bool](#) ↗

# Class VdfNode

Namespace: [LlamaLogic.ValveDataFormat](#)

Assembly: LlamaLogic.ValveDataFormat.dll

Represents a node in a VDF document

```
public class VdfNode : IEquatable<VdfNode>
```

Inheritance

[object](#) ← VdfNode

Implements

[IEquatable](#) <[VdfNode](#)>

Derived

[VdfKeyValuePair](#), [VdfSection](#)

Inherited Members

[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Properties

### TrailingComment

Gets/sets the comment which will follow the [VdfNode](#)

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

Property Value

[string](#)

## Methods

### Deserialize(StreamReader)

Deserializes a list of [VdfNode](#) from a specified **reader**

```
public static IReadOnlyList<VdfNode> Deserialize(StreamReader reader)
```

Parameters

**reader** [StreamReader](#)

Returns

[IReadOnlyList](#)<[VdfNode](#)>

## DeserializeAsync(StreamReader)

Deserializes a list of [VdfNode](#) from a specified **reader** asynchronously

```
public static Task<IReadOnlyList<VdfNode>> DeserializeAsync(StreamReader reader)
```

Parameters

**reader** [StreamReader](#)

Returns

[Task](#)<[IReadOnlyList](#)<[VdfNode](#)>>

## Equals(VdfNode?)

Indicates whether the current object is equal to another object of the same type.

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

Parameters

**other** [VdfNode](#)

An object to compare with this object.

Returns

[bool](#)

[true](#) if the current object is equal to the [other](#) parameter; otherwise, [false](#).

## Equals(object?)

Determines whether the specified object is equal to the current object.

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

Parameters

[obj](#) [object](#)

The object to compare with the current object.

Returns

[bool](#)

[true](#) if the specified object is equal to the current object; otherwise, [false](#).

## GetHashCode()

Serves as the default hash function.

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

Returns

[int](#)

A hash code for the current object.

## Parse(string)

Parses a list of [VdfNode](#) from a specified [string](#)

```
public static IReadOnlyList<VdfNode> Parse(string s)
```

Parameters

s [string](#)

The [string](#) to parse

Returns

[IReadOnlyList](#)<[VdfNode](#)>

## Serialize(StreamWriter)

Serializes this [VdfNode](#) to the specified [writer](#)

```
public void Serialize(StreamWriter writer)
```

Parameters

writer [StreamWriter](#)

## SerializeAsync(StreamWriter)

Serializes this [VdfNode](#) to the specified [writer](#) asynchronously

```
public ValueTask SerializeAsync(StreamWriter writer)
```

Parameters

writer [StreamWriter](#)

Returns

[ValueTask](#)

## ToString()

Returns a string that represents the current object.

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

Returns

[string](#)

A string that represents the current object.

## TryParse(string?, out IReadOnlyList<VdfNode>)

Tries to parse a list of [VdfNode](#) from a specified [string](#)

```
public static bool TryParse(string? s, out IReadOnlyList<VdfNode> result)
```

Parameters

[s](#) [string](#)

The [string](#) to parse

[result](#) [IReadOnlyList](#)<[VdfNode](#)>

The list of [VdfNode](#) if [s](#) was successfully parsed

Returns

[bool](#)

[true](#) if [s](#) was successfully parsed; otherwise, [false](#)

## Operators

operator ==(VdfNode?, VdfNode?)

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

Parameters

**left** [VdfNode](#)

**right** [VdfNode](#)

Returns

[bool](#) ↗

**operator !=(VdfNode?, VdfNode?)**

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

Parameters

**left** [VdfNode](#)

**right** [VdfNode](#)

Returns

[bool](#) ↗

# Class VdfSection

Namespace: [LlamaLogic.ValveDataFormat](#)

Assembly: LlamaLogic.ValveDataFormat.dll

Represents a section in a VDF document

```
public sealed class VdfSection : VdfNode, IEquatable<VdfNode>, IEquatable<VdfSection>
```

Inheritance

[object](#) ↗ ← [VdfNode](#) ← VdfSection

Implements

[IEquatable](#) ↗ <[VdfNode](#)>, [IEquatable](#) ↗ <[VdfSection](#)>

Inherited Members

[VdfNode.Deserialize\(StreamReader\)](#), [VdfNode.DeserializeAsync\(StreamReader\)](#), [VdfNode.Parse\(string\)](#),  
[VdfNode.TryParse\(string, out IReadOnlyList<VdfNode>\)](#), [VdfNode.TrailingComment](#),  
[VdfNode.Serialize\(StreamWriter\)](#), [VdfNode.SerializeAsync\(StreamWriter\)](#), [VdfNode.ToString\(\)](#),  
[object.Equals\(object, object\)](#) ↗, [object.GetType\(\)](#) ↗, [object.ReferenceEquals\(object, object\)](#) ↗

## Properties

this[int]

Gets/sets [Value](#) of the [VdfKeyValuePair](#) at the specified [index](#) of the section

```
public object this[int index] { get; set; }
```

Parameters

[index](#) [int](#) ↗

Property Value

[object](#) ↗

## this[string]

Gets/sets [Value](#) of the [VdfKeyValuePair](#) with the specified [key](#)

```
public object this[string key] { get; set; }
```

### Parameters

[key](#) [string](#)

### Property Value

[object](#)

## Nodes

Gets the list of [VdfNode](#) in the [VdfSection](#)

```
public IList<VdfNode> Nodes { get; }
```

### Property Value

[IList](#)<[VdfNode](#)>

## OpeningTrailingComment

Gets/sets the comment following the opening character ('{' of the section

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

### Property Value

[string](#)

## Methods

## Equals(VdfNode?)

Indicates whether the current object is equal to another object of the same type.

```
public override bool Equals(VdfNode? other)
```

Parameters

**other** [VdfNode](#)

An object to compare with this object.

Returns

[bool](#)

[true](#) if the current object is equal to the **other** parameter; otherwise, [false](#).

## Equals(VdfSection?)

Indicates whether the current object is equal to another object of the same type.

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

Parameters

**other** [VdfSection](#)

An object to compare with this object.

Returns

[bool](#)

[true](#) if the current object is equal to the **other** parameter; otherwise, [false](#).

## Equals(object?)

Determines whether the specified object is equal to the current object.

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

## Parameters

**obj** [object](#)

The object to compare with the current object.

## Returns

[bool](#)

[true](#) if the specified object is equal to the current object; otherwise, [false](#).

## GetHashCode()

Serves as the default hash function.

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

## Returns

[int](#)

A hash code for the current object.

# Operators

## operator ==(VdfSection?, VdfSection?)

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

## Parameters

**left** [VdfSection](#)

**right** [VdfSection](#)

Returns

[bool](#) ↗

## operator !=(VdfSection?, VdfSection?)

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

Parameters

**left** [VdfSection](#)

**right** [VdfSection](#)

Returns

[bool](#) ↗