

Namespace BP.AdventureFramework. Assets

▼ Filter by title

Classes

- **BP.AdventureFramework.**

Assets

ConditionalDescription

(BP.AdventureFramework.Assets)

(BP.AdventureFramework.Assets.ConditionalDescription.html)

ConditionalDescription

Represents a conditional description of an object.

(BP.AdventureFramework.Assets.C)

Description

Description (BP.AdventureFramework.Assets.Description.html)

ExaminableObject

Represents a description of an object.

(BP.AdventureFramework.Assets.E)

ExaminationCallback

ExaminableObject (BP.AdventureFramework.Assets.ExaminableObject.html)

ExaminationResult

Represents an object that can be examined.

(BP.AdventureFramework.Assets.E)

IExaminable

ExaminationResult (BP.AdventureFramework.Assets.ExaminationResult.html)

IPlayerVisible

Represents the result of an examination.

(BP.AdventureFramework.Assets.II)

Identifier

Identifier (BP.AdventureFramework.Assets.Identifier.html)

Item

Provides a class that can be used as an identifier.

(BP.AdventureFramework.Assets.II)

Size

Item (BP.AdventureFramework.Assets.Item.html)

+ BP.AdventureFramework.

Assets.Attributes

STRUCT

+ BP.AdventureFramework.

Assets.Characters

Size (BP.AdventureFramework.Assets.Size.html)

(BP.AdventureFramework.Assets.Size.html)

Represents a size.

+ BP.AdventureFramework.

Assets.Interaction

INTERFACE

IExaminable (BP.AdventureFramework.Assets.IExaminable.html)

Assets.Locations

Represents any object that is examinable.

(BP.AdventureFramework.Assets.II)

IPlayerVisible (BP.AdventureFramework.Assets.IPlayerVisible.html)

Commands

Represents any object that is visible to a player.

Delegates

ExaminationCallback (BP.AdventureFramework.Assets.ExaminationCallback.html)

Represents the callback for examinations.

- **BP.AdventureFramework.**

Assets

(BP.AdventureFramework.Assets)

ConditionalDescription

(BP.AdventureFramework.Assets.ConditionalDescription)

Description

(BP.AdventureFramework.Assets.Description)

ExaminableObject

(BP.AdventureFramework.Assets.ExaminableObject)

ExaminationCallback

(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationResult

(BP.AdventureFramework.Assets.ExaminationResult)

IExaminable

(BP.AdventureFramework.Assets.IExaminable)

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Identifier

(BP.AdventureFramework.Assets.Identifier)

Item

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.Size)

+ **BP.AdventureFramework.**

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

+ BP.AdventureFramework.

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

Assets

↳ [Description](#) ([BP.AdventureFramework.Assets.Description.html](#))

([BP.AdventureFramework.Assets.Description](#))

Inherited Members

Description (BP.AdventureFramework.Assets.Description)

Description.Empty

Description

([BP.AdventureFramework.Assets.Description.html#BP_AdventureFramework_Assets_Description_Empty](#))

([BP.AdventureFramework.Assets.Description](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

([ExaminableObject](#))

([BP.AdventureFramework.Assets.ExaminableObject](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

([ExaminationCallback](#))

([BP.AdventureFramework.Assets.ExaminationCallback](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([ExaminationResult](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([BP.AdventureFramework.Assets.ExaminingObject](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([IExaminable](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Assets.IToString](#))

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Assets ([BP.AdventureFramework.Assets.html](#))

Assembly: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#))

Syntax

Identifier

([BP.AdventureFramework.Assets.Identifier](#))

Item

public sealed class ConditionalDescription : Description

([BP.AdventureFramework.Assets.Item](#))

Size

([BP.AdventureFramework.Assets.SizeType](#))

Constructors

+ [BP.AdventureFramework.](#)

Assets.Attributes

([BP.AdventureFramework.ConditionalDescription](#))

+ [BP.AdventureFramework.](#)

Initializes a new instance of the ConditionalDescription class.

Assets.Characters

Declaration

([BP.AdventureFramework.Assets.ConditionalDescription](#))

+ [BP.AdventureFramework.](#)

Initializes a new instance of the ConditionalDescription class.

Assets.Interaction

([BP.AdventureFramework.Assets.ConditionalDescription](#))

Parameters

+ [BP.AdventureFramework.](#)

Type

([BP.AdventureFramework.Assets.ConditionalDescription](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ [BP.AdventureFramework.](#)

String

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Commands

Type	Name	Description
Assets.Locations	trueDescription	The true description.
Assets.Locations	falseDescription	The false description.

Type	Name	Description
Condition (BP.AdventureFramework.Assets.Interaction.Condition.html)	<i>condition</i>	The condition.

Properties

- BP.AdventureFramework.

Condition

(BP.AdventureFramework.Assets.Condition)
Get or set the condition

ConditionalDescription

Declaration
(BP.AdventureFramework.Assets.Condition)

Description

public AdventureFramework.Condition { get; set; }

ExaminableObject

Property Value
(BP.AdventureFramework.Assets.ExaminationCallback)

Type
(BP.AdventureFramework.Assets.ExaminationCallback)

Description

ExaminationResult Condition (BP.AdventureFramework.Assets.Interaction.Condition.html)	
(BP.AdventureFramework.Assets.ExaminationCallback)	

IExaminable

(BP.AdventureFramework.Assets.IExaminable)

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Methods

+ BP.AdventureFramework.

Assets.Attributes
public override string GetDescription()

Returns
(BP.AdventureFramework.Assets.Attributes)

+ BP.AdventureFramework.

Assets.Characters
Type
(BP.AdventureFramework.Assets.Characters)

Type	Description
string (System.String)	The description.

+ BP.AdventureFramework.

Assets.Interaction
Overrides
Description.GetDescription()
(BP.AdventureFramework.Assets.Description)

(BP.AdventureFramework.Assets.Description.html#BP_AdventureFramework_Assets_Description_GetDescription)

↳ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands



- **BP.AdventureFramework.**

Assets

(BP.AdventureFramework.Assets)

ConditionalDescription

(BP.AdventureFramework.Assets.ConditionalDescription)

Description

(BP.AdventureFramework.Assets.Description)

ExaminableObject

(BP.AdventureFramework.Assets.ExaminableObject)

ExaminationCallback

(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationResult

(BP.AdventureFramework.Assets.ExaminationResult)

IExaminable

(BP.AdventureFramework.Assets.IExaminable)

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Identifier

(BP.AdventureFramework.Assets.Identifier)

Item

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.Size)

- + **BP.AdventureFramework.**

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

- + **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

- + **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

- + **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

- + **BP.AdventureFramework.**

Commands

Class Description

Represents a description of an object.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **Assets**

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

(**BP.AdventureFramework.Assets**)

↳ [ConditionalDescription](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.conditionaldescription.html) ([BP.AdventureFramework.Assets.ConditionalDescription.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.conditionaldescription.html))

Inherited from [BP.AdventureFramework.Assets.C](#)

Description

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

ExaminableObject

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

ExaminationCallback

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(**BP.AdventureFramework.Assets.ExaminationResult**)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

(**BP.AdventureFramework.Assets.ExaminationResult**)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Assets.IF**)

Namespace [BP\(BP.html\).AdventureFramework](#) ([BP.AdventureFramework.html](#)).Assets ([BP.AdventureFramework.Assets.html](#))

PlayerVisible

Assembly [BP.AdventureFramework](#) ([BP.html](#))

Identifier

(**BP.AdventureFramework.Assets.Identifier**)

Item

public class Description

(**BP.AdventureFramework.Assets.Identifier**)

Size

(**BP.AdventureFramework.Assets.Identifier**)

Constructors

+ **BP.AdventureFramework.**

Assets.Attributes

Description(string)

+ **BP.AdventureFramework.**

Initialized with an instance of the Description class

Assets.Characters

Declaration

(**BP.AdventureFramework.Assets.Characters**)

+ **BP.AdventureFramework.**

Assets.Interaction

(**BP.AdventureFramework.Assets.Interaction**)

+ **BP.AdventureFramework.**

Assets.Locations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(**BP.AdventureFramework.Assets.Locations**)

+ **BP.AdventureFramework.**

Commands

/RD_AdventureFramework_Commands

	Name	Description
description	description	The description

Properties

DefaultDescription

Get or set the description.

Declaration

- **BP.AdventureFramework.**

Assets

```
protected string DefaultDescription { get; set; }
```

(**BP.AdventureFramework.Assets.DefaultDescription**)

Property Value

(**BP.AdventureFramework.Assets.ConditionedString**)

Type Description

(**BP.AdventureFramework.Assets.ConditionedString**)
string (<https://learn.microsoft.com/dotnet/api/system.string>)
ExaminableObject

Description

(**BP.AdventureFramework.Assets.ExaminationResult**)

ExaminationCallback

Empty (**BP.AdventureFramework.Assets.Empty**)

ExaminationResult

Get an empty description.

(**BP.AdventureFramework.Assets.Empty**)

Declaration

(**BP.AdventureFramework.Assets.IEmpty**)

IPlayerVisible

```
public static Description Empty { get; }
```

(**BP.AdventureFramework.Assets.IEmpty**)

Identifier

Property Value

(**BP.AdventureFramework.Assets.Identifier**)

Type

(**BP.AdventureFramework.Assets.Identifier**)

Description

String (**BP.AdventureFramework.Assets.Description.html**)

(**BP.AdventureFramework.Assets.String**)

+ BP.AdventureFramework.

Assets.Attributes

Methods

(**BP.AdventureFramework.Assets**)

+ BP.AdventureFramework.

GetDescription()

Assets.Characters

(**BP.AdventureFramework.Assets**)

Get the description.

+ BP.AdventureFramework.

Declaration

Assets.Interaction

(**BP.AdventureFramework.Assets**)

+ BP.AdventureFramework.

Returns

Assets.Locations

(**BP.AdventureFramework.Assets**)

(**BP.AdventureFramework.Assets**)

Description

The description.

Commands

(**BP.AdventureFramework.Commands**)



- **BP.AdventureFramework.**

Assets

(BP.AdventureFramework.Assets)

ConditionalDescription
(BP.AdventureFramework.Assets.ConditionalDescription)
Description
(BP.AdventureFramework.Assets.Description)
ExaminableObject
(BP.AdventureFramework.Assets.ExaminableObject)
ExaminationCallback
(BP.AdventureFramework.Assets.ExaminationCallback)
ExaminationResult
(BP.AdventureFramework.Assets.ExaminationResult)
IExaminable
(BP.AdventureFramework.Assets.IExaminable)
IPlayerVisible
(BP.AdventureFramework.Assets.IPlayerVisible)
Identifier
(BP.AdventureFramework.Assets.Identifier)
Item
(BP.AdventureFramework.Assets.Item)
Size
(BP.AdventureFramework.Assets.Size)

+ **BP.AdventureFramework.**

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)


```
public AttributeManager Attributes { get; }
```

Property Value

Type	Description
AttributeManager (BP.AdventureFramework.Assets.Attributes.AttributeManager.html) Assets	

(BP.AdventureFramework.Assets)

Commands

ConditionalDescription
(BP.AdventureFramework.Assets.Commands.C)

Description
Get or set this objects commands.

(BP.AdventureFramework.Assets.D)

Declaration
ExaminableObject

(BP.AdventureFramework.Assets.E)

```
public CustomCommand[] Commands { get; set; }
```

(BP.AdventureFramework.Assets.E)

ExaminationResult

Property Value
(BP.AdventureFramework.Assets.E)

Type Examinable

(BP.AdventureFramework.Assets.I)

CustomCommand (BP.AdventureFramework.Commands.CustomCommand.html)[]
IPlayerVisible

(BP.AdventureFramework.Assets.I)

Identifier

Description
(BP.AdventureFramework.Assets.Id)

Item

Get or set a description of this object.
(BP.AdventureFramework.Assets.It)

Size

(BP.AdventureFramework.Assets.S)

+ BP.AdventureFramework.Description { get; set; }

Assets.Attributes

Property Value

+ BP.AdventureFramework.

Assets.Characters

Description (BP.AdventureFramework.Assets.Description.html)

(BP.AdventureFramework.Assets.C)

+ BP.AdventureFramework.

Assets.Examination

(BP.AdventureFramework.Assets.Ex)

Get or set the callback handling all examination of this object.

+ BP.AdventureFramework.

Declaration

Assets.Locations

(BP.AdventureFramework.Assets.L)

public ExaminationCallback Examination { get; set; }

+ BP.AdventureFramework.

Commands

Property Value

(BP.AdventureFramework.Com)

Type	Description
ExaminationCallback (BP.AdventureFramework.Assets.ExaminationCallback.html)	

Identifier

Gets the objects identifier.

(BP.AdventureFramework.Assets.Identifier)

Declaration

ConditionalDescription

```
public Identifier Identifier { get; protected set; }
```

Description

(BP.AdventureFramework.Assets.D

Property Value

ExaminableObject

Type	Description
(BP.AdventureFramework.Assets.E	

ExaminationCallback

Identifier (BP.AdventureFramework.Assets.Identifier.html)

(BP.AdventureFramework.Assets.E

ExaminationResult

(BP.AdventureFramework.Assets.E

ExaminableObject

IsPlayerVisible

(BP.AdventureFramework.Assets.I

Get **IsPlayerVisible** visible to the player.

(BP.AdventureFramework.Assets.I

Declaration

Identifier

(BP.AdventureFramework.Assets.I

```
public bool IsPlayerVisible { get; set; }
```

(BP.AdventureFramework.Assets.I

Size

Property Value

(BP.AdventureFramework.Assets.S

Type	Description
+ BP.AdventureFramework.	

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Assets.Attributes

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Methods

Assets.Characters

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Examine()

Assets.Interaction

Examine this object.

(BP.AdventureFramework.Assets.

Declaration

+ BP.AdventureFramework.

Assets.Locations

```
public virtual ExaminationResult Examine()
```

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

Type	Description
ExaminationResult (BP.AdventureFramework.Assets.ExaminationResult.html)	A ExaminationResult detailing the examination of this object.

ToString() Assets

Returns a string that represents the current object.

Declaration

```
    (BP.AdventureFramework.Assets.C
     Description)
    public override string ToString()
        (BP.AdventureFramework.Assets.D
         ExaminableObject)
```

Returns
BP.AdventureFramework.Assets.E

Type	Description
ExaminationCallback (BP.AdventureFramework.Assets.E string (https://learn.microsoft.com/dotnet/api/system.string)	A string that represents the current object.

Overrides
IExaminable

object (BP.Signed) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

IPlayerVisible

(BP.AdventureFramework.Assets.I
 Identifier)

IExaminable (BP.AdventureFramework.Assets.IExaminable.html)

IPlayerVisible (BP.AdventureFramework.Assets.IPlayerVisible.html)

```
(BP.AdventureFramework.Assets.I
     Identifier)
    Size
    (BP.AdventureFramework.Assets.S
     Identifier)
```

+ BP.AdventureFramework.

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes.html)

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands.html)

Delegate ExaminationCallback

Represents the callback for examinations.

▼ Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Assets (BP.AdventureFramework.Assets.html)

(**BP.AdventureFramework.Assets**)

Assembly: BP.AdventureFramework.dll

ConditionalDescription

Syntax

(BP.AdventureFramework.Assets.C

Description

public delegate ExaminationResult ExaminationCallback(IExaminable obj)

ExaminableObject

Parameters

ExaminationCallback

Type

(BP.AdventureFramework.Assets.E

Name

Description

ExaminationResult

IExaminable

(BP.AdventureFramework.Assets.IExaminable.html)

obj

The object to examine.

Returns

ExaminationResult

Type

PlayerVisible

Description

ExaminationResult

Identifier

(BP.AdventureFramework.Assets.ExaminationResult.html)

(BP.AdventureFramework.Assets.Iden

A string representing the result of the examination.

Item

(BP.AdventureFramework.Assets.It

Size

(BP.AdventureFramework.Assets.S

+ **BP.AdventureFramework.**

Assets.Attributes

(**BP.AdventureFramework.Assets**)

+ **BP.AdventureFramework.**

Assets.Characters

(**BP.AdventureFramework.Assets**)

+ **BP.AdventureFramework.**

Assets.Interaction

(**BP.AdventureFramework.Assets**)

+ **BP.AdventureFramework.**

Assets.Locations

(**BP.AdventureFramework.Assets**)

+ **BP.AdventureFramework.**

Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance

ConditionalDescription	(https://learn.microsoft.com/dotnet/api/system.object)
↳ object (https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.CResult)	(https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Interaction.Result.html)
↳ Description	(https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.CResult)
↳ ExaminationResult	(https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.CResult)
Inherited Members	object
↳ (BP.AdventureFramework.Assets.ExamResult)	Description
↳ ExaminationCallback	(https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_Interaction_Result_Description)
↳ (BP.AdventureFramework.Assets.Interaction.Result.html#BP_AdventureFramework_Assets_Interaction_Result_Description)	Description
object.Equals(object)	(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
object.Equals(object, object)	(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
Examinable	IPlayerVisible
object.GetHashCode()	(https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType()	(https://learn.microsoft.com/dotnet/api/system.object.gettype)
Identifier	object.MemberwiseClone()
Identifier	(https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)
Identifier	object.ReferenceEquals(object, object)
Identifier	(https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
Item	object.ToString()
Item	(https://learn.microsoft.com/dotnet/api/system.object.tostring)
Namespace: BP	(https://learn.microsoft.com/dotnet/html/BP.html)
Size	(https://learn.microsoft.com/dotnet/html/BP.html)
Assets	(https://learn.microsoft.com/dotnet/html/BP_AdventureFramework_Assets.html)

Syntax

+ **BP.AdventureFramework.**

Assets.Attributes

public class ExaminationResult : Result
(**BP.AdventureFramework.Assets.ExamResult**)

+ **BP.AdventureFramework.**

Assets.Characters

Constructors
(**BP.AdventureFramework.Assets.ExamResult**)

+ **BP.AdventureFramework.**

ExaminationResult(string)

Assets.Interaction
Initiates a new instance of the ExaminationResult class.
(**BP.AdventureFramework.Assets.ExamResult**)

Declarations

+ **BP.AdventureFramework.**

Assets.Locations

public ExaminationResult(string description)
(**BP.AdventureFramework.Assets.ExamResult**)

+ **BP.AdventureFramework.**

Parameters

Commands

Type	Name	Description
BP.AdventureFramework.Com string (https://learn.microsoft.com/dotnet/api/system.string)	description	A description of the result.

+ **BP.AdventureFramework.**

Conversations

▼

ConditionalDescription
(BP.AdventureFramework.Assets.C
Description
(BP.AdventureFramework.Assets.D
ExaminableObject
(BP.AdventureFramework.Assets.E
ExaminationCallback
(BP.AdventureFramework.Assets.E
ExaminationResult
(BP.AdventureFramework.Assets.E
IExaminable
(BP.AdventureFramework.Assets.I
IPlayerVisible
(BP.AdventureFramework.Assets.I
Identifier
(BP.AdventureFramework.Assets.I
Item
(BP.AdventureFramework.Assets.I
Size
(BP.AdventureFramework.Assets.S

- + **BP.AdventureFramework.**
Assets.Attributes
(BP.AdventureFramework.Assets.Attributes)
- + **BP.AdventureFramework.**
Assets.Characters
(BP.AdventureFramework.Assets.Characters)
- + **BP.AdventureFramework.**
Assets.Interaction
(BP.AdventureFramework.Assets.Interaction)
- + **BP.AdventureFramework.**
Assets.Locations
(BP.AdventureFramework.Assets.Locations)
- + **BP.AdventureFramework.**
Commands
(BP.AdventureFramework.Commands)
- + **BP.AdventureFramework.**
Conversations

Interface IExaminable

Represents any object that is examinable.

▼ Filter by title

Inherited Members

(BP.AdventureFramework.Assets.C

IPlayerVisible IsPlayerVisible

Description

(BP.AdventureFramework_Assets_IPlayerVisible.html#BP_AdventureFramework_Assets_IPlayerVisible_IsPlayerVi

sible)

ExaminableObject

Name (BP.AdventureFramework_Assets.Exam

Assembly AdventureFramework.dll

(BP.AdventureFramework.Assets.E

Syntax

ExaminationResult

```
public interface IExaminable : IPlayerVisible
    IExaminable
```

(BP.AdventureFramework.Assets.II

IPlayerVisible

(BP.AdventureFramework.Assets.II

Identifier

(BP.AdventureFramework.Assets.Id

Item

Attributes (BP.AdventureFramework.Assets.Attr

Size

Get the attribute manager for this object.

+ BP.AdventureFramework.

Assets.Attributes

(BP.AdventureFramework.Assets.AttributeManager.Attributes { get; }

+ BP.AdventureFramework.

Property Value

Assets.Characters

Type	Description
AttributeManager (BP.AdventureFramework.Assets.Attributes.AttributeManager.html)	

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

Commands

+ BP.AdventureFramework.

Get the list of commands.

(BP.AdventureFramework.Assets.Commands { get; }

Declaration

+ BP.AdventureFramework.

CustomCommand[] Commands { get; set; }

(BP.AdventureFramework.Com

Property Value

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

Type	Description
CustomCommand (BP.AdventureFramework.Commands.CustomCommand.html)[]	

Description

Get or set a description of this object.
 (BP.AdventureFramework.Assets.C

Declaration

(BP.AdventureFramework.Assets.C

ExaminableObject

Description { get; set; }

(BP.AdventureFramework.Assets.E

ExaminationCallback

Property Value

(BP.AdventureFramework.Assets.E

Type ExaminationResult

(BP.AdventureFramework.Assets.E

Description (BP.AdventureFramework.Assets.Description.html)

Description

(BP.AdventureFramework.Assets.II

IPlayerVisible

(BP.AdventureFramework.Assets.II

Identifier

Identifier

Get (BP.AdventureFramework.Assets.I

Item

Declaration

(BP.AdventureFramework.Assets.I

Size

Identifier Identifier { get; }

(BP.AdventureFramework.Assets.S

+ BP.AdventureFramework.

Property Value

Assets.Attributes

Type (BP.AdventureFramework.Assets.

Description

Identifier (BP.AdventureFramework.Assets.Identifier.html)

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.

Methods

Assets.Interaction

(BP.AdventureFramework.Assets.

Examine()

+ BP.AdventureFramework.

Examine this object.

Assets.Locations

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

ExaminationResult Examine()

Commands

(BP.AdventureFramework.Com

Returns

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

Type	Description
ExaminationResult (BP.AdventureFramework.Assets.ExaminationResult.html)	A ExaminationResult detailing the examination of this object.

▼

(BP.AdventureFramework.Assets.C
Description
(BP.AdventureFramework.Assets.D
ExaminableObject
(BP.AdventureFramework.Assets.E
ExaminationCallback
(BP.AdventureFramework.Assets.E
ExaminationResult
(BP.AdventureFramework.Assets.E
IExaminable
(BP.AdventureFramework.Assets.II
IPlayerVisible
(BP.AdventureFramework.Assets.II
Identifier
(BP.AdventureFramework.Assets.I
Item
(BP.AdventureFramework.Assets.I
Size
(BP.AdventureFramework.Assets.S

- + **BP.AdventureFramework.**
Assets.Attributes
(BP.AdventureFramework.Assets.Attributes)
- + **BP.AdventureFramework.**
Assets.Characters
(BP.AdventureFramework.Assets.Characters)
- + **BP.AdventureFramework.**
Assets.Interaction
(BP.AdventureFramework.Assets.Interaction)
- + **BP.AdventureFramework.**
Assets.Locations
(BP.AdventureFramework.Assets.Locations)
- + **BP.AdventureFramework.**
Commands
(BP.AdventureFramework.Commands)
- + **BP.AdventureFramework.**
Conversations
(BP.AdventureFramework.Conversations)

Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Assets (BP.AdventureFramework.Assets.html)

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Assets.D

Syntax
ExaminableObject

```
(BP.AdventureFramework.Assets.E
public interface IPlayerVisible
```

ExaminationCallback

```
(BP.AdventureFramework.Assets.E
```

ExaminationResult

```
(BP.AdventureFramework.Assets.E
```

IExaminable

```
(BP.AdventureFramework.Assets.II
```

IPlayerVisible

```
(BP.AdventureFramework.Assets.II
```

Identifier

Get (BP.AdventureFramework.Assets.II)

Item

Declaration (BP.AdventureFramework.Assets.II)

Size

```
bool IsPlayerVisible { get; set; }
```

```
(BP.AdventureFramework.Assets.S
```

+ BP.AdventureFramework.

Assets.Attributes

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance:

(BP.AdventureFramework.Assets.D
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ ExaminableObject
↳ Identifier
(BP.AdventureFramework.Assets.E

Implementation:

ExaminationCallback
(BP.AdventureFramework.Assets.F
IEquatable<string> (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)
ExaminationResult
(<https://learn.microsoft.com/dotnet/api/system.string>)>
IEquatable<Identifier> (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<Identifier
(BP.AdventureFramework.Assets.Identifier.html)>
(BP.AdventureFramework.Assets.Identifier.html)

Inherited Members
IPlayerVisible

object (BP.AdventureFramework.Assets.Identifier.html) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
Identifier
object (BP.AdventureFramework.Assets.Identifier.html) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
object (BP.AdventureFramework.Assets.Identifier.html) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object (BP.AdventureFramework.Assets.Identifier.html) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object (BP.AdventureFramework.Assets.Identifier.html) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Assets (BP.AdventureFramework.Assets.html)

Assembly: BP.AdventureFramework.dll

Syntax:
(BP.AdventureFramework.Assets.Identifier)

+ **BP.AdventureFramework.**

public sealed class Identifier : IEquatable<string>, IEquatable<Identifier>

Assets.Characters

(BP.AdventureFramework.Assets.Characters.Identifier)

- Constructors

BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.Identifier)

+ **BP.AdventureFramework.**

Creates a new instance of the Identifier class.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.Identifier)

+ **BP.AdventureFramework.**

public Identifier(string name)

Commands

(BP.AdventureFramework.Commands.Identifier)

Parameters

+ **BP.AdventureFramework.**

Type Conversations

(BP.AdventureFramework.Conversations.Identifier)

string name (<https://learn.microsoft.com/dotnet/api/system.string>)

Name	Description
name	The name.

+ **BP.AdventureFramework.**

Properties

Empty

Get an empty identifier.

Declaration

```
(BP.AdventureFramework.Assets.D  
public static Identifier Empty { get; }  
(BP.AdventureFramework.Assets.E
```

Property Value

(BP.AdventureFramework.Assets.E

Type ExaminationResult

Description

(BP.AdventureFramework.Assets.E Identifier (BP.AdventureFramework.Assets.Identifier.html) IExaminable	
---	--

(BP.AdventureFramework.Assets.II

IPlayerVisible

IdentifiableName

(BP.AdventureFramework.Assets.II

Identifier

Get the name as a case insensitive identifier.

(BP.AdventureFramework.Assets.II

Declaration

(BP.AdventureFramework.Assets.II

Size

```
public string IdentifiableName { get; }
```

(BP.AdventureFramework.Assets.S

+ BP.AdventureFramework.

Property Value

Assets.Attributes

Type

(BP.AdventureFramework.Assets.

Description

string (https://learn.microsoft.com/dotnet/api/system.string)	
--	--

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.

Name

+ BP.AdventureFramework.

Get the name.

Assets.Interaction

(BP.AdventureFramework.Assets.

Declaration

+ BP.AdventureFramework.

public string Name { get; }

Assets.Locations

(BP.AdventureFramework.Assets.

Property Value

+ BP.AdventureFramework.

Type

Commands

string (https://learn.microsoft.com/dotnet/api/system.string)	
--	--

Description

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

Methods

+ BP.AdventureFramework.

Equals(Identifier)

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

Declaration

```
public bool Equals(Identifier other)
```

Parameters

Type	Name	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html) (BP.AdventureFramework.Assets.E)	other	An object to compare with this object.

Returns

ExaminationResult
(BP.AdventureFramework.Assets.E)

Type	Examinable	Description
bool (BP.AdventureFramework.Assets.IPlayerVisible) true (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool) if the current object is equal to the other parameter; otherwise, false (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool). (BP.AdventureFramework.Assets.Identifier) (BP.AdventureFramework.Assets.Item)		

Size
(BP.AdventureFramework.Assets.SizeType)

Equals(string) Framework.Assets.S

+ BPAdventureFramework

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

Assets.Attributes

Declaration
(BP.AdventureFramework.AttributeSet)

+ BPAdventureFramework(bool other)

Assets.Characters

(BP.AdventureFramework.AttributeSet)

Parameters

Type	Name	Description
string (BP.AdventureFramework.AttributeSet) other	other	An object to compare with this object.

- BPAdventureFramework

Assets.Locations

(BP.AdventureFramework.AttributeSet)

bool true (<https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool>) if the current object is equal to the other parameter; otherwise,

+ BPAdventureFramework

Commands
(BP.AdventureFramework.Command)

+ BPAdventureFramework.

Conversations

(BP.AdventureFramework.Conversation)

+ BPAdventureFramework.

Returns a string that represents the current object.

Declaration

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

>Returns

Type	Description
ExaminableObject (BP.AdventureFramework.Assets.ExaminableObject)	A string that represents the current object.

Overrides

object.ToString() <https://learn.microsoft.com/dotnet/api/system.object.tostring>

(BP.AdventureFramework.Assets.ExaminableObject)

Implements

IExaminableObject <https://learn.microsoft.com/dotnet/api/system.iequatable-1>

IComparable <https://learn.microsoft.com/dotnet/api/system.icomparable>

Identifier

(BP.AdventureFramework.Assets.Identifier)

Item

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.Size)

+ BP.AdventureFramework.

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Class Item

Represents an item that can be used within the game.

Filter by title

Inheritance

ExaminableObject
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ ExaminableObject ([BP.AdventureFramework.Assets.ExaminableObject.html](#))
↳ ExaminationCallback
↳ Item
↳ (BP.AdventureFramework.Assets.E)

Implementation

IExaminable ([BP_AdventureFramework_Assets_ExaminableObject.html#IExaminable](#))
IExaminable
IPlayerVisible ([BP_AdventureFramework_Assets_IPlayerVisible.html](#))
IInteractionWithItem ([BP_AdventureFramework_Assets_IInteractionWithItem.html](#))
IPlayerVisible
Inherited Members
↳ (BP.AdventureFramework.Assets.II)

ExaminableObject.Examination

(BP_AdventureFramework_Assets_ExaminableObject.Examination)
↳ (BP_AdventureFramework_Assets_ExaminableObject.Examination)

ExaminableObject.Item

(BP_AdventureFramework_Assets_ExaminableObject.Item)
↳ (BP_AdventureFramework_Assets_ExaminableObject.Item)

ExaminableObject.Identifier

+ **BP_AdventureFramework.**
↳ (BP_AdventureFramework_Assets_ExaminableObject.Identifier)
↳ (BP_AdventureFramework_Assets_ExaminableObject.Identifier)

ExaminableObject.Commands

(BP_AdventureFramework_Assets_ExaminableObject.Commands)
↳ (BP_AdventureFramework_Assets_ExaminableObject.Commands)

+ **BP_AdventureFramework.**

↳ (BP_AdventureFramework_Assets_ExaminableObject.Examine)
↳ (BP_AdventureFramework_Assets_ExaminableObject.Examine)

Assets.Characters

ExaminableObject.Commands
↳ (BP_AdventureFramework_Assets_ExaminableObject.Commands)

+ **BP_AdventureFramework.**

↳ (BP_AdventureFramework_Assets_ExaminableObject.Examine)
↳ (BP_AdventureFramework_Assets_ExaminableObject.Examine)

Assets.Interaction

(BP_AdventureFramework_Assets_ExaminableObject.Examine)
↳ (BP_AdventureFramework_Assets_ExaminableObject.Examine)

+ **BP_AdventureFramework.**

↳ (BP_AdventureFramework_Assets_ExaminableObject.Examine)
↳ (BP_AdventureFramework_Assets_ExaminableObject.Examine)

Assets.Locations

ExaminableObject.Commands
↳ (BP_AdventureFramework_Assets_ExaminableObject.Commands)

+ **BP_AdventureFramework.**

↳ (BP_AdventureFramework_Assets_ExaminableObject.Examine)
↳ (BP_AdventureFramework_Assets_ExaminableObject.Examine)

Commands

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Conversations.Instructions

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Assets (BP.AdventureFramework.Assets.html)

Assembly: BP.AdventureFramework.dll

Syntax

```
public sealed class Item : ExaminableObject, IExaminable, IPlayerVisible, IInteractWithItem
```

ExaminableObject

Constructors

ExaminationCallback

(BP.AdventureFramework.Assets.E

Item(Identifier, Description, bool)

(BP.AdventureFramework.Assets.E

Initializes a new instance of the Item class.

Examinable

(BP.AdventureFramework.Assets.II

IPlayerVisible

(BP.AdventureFramework.Assets.II

```
public Item(Identifier identifier, Description description, bool isTakeable = false)
```

Identifier

(BP.AdventureFramework.Assets.Iden

Parameters

Type	Name	Description
(BP.AdventureFramework.Assets.I		
Size	identifier	This Items identifier.
Identifier	description	A description of this Item.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	isTakeable	Specify if this item is takeable.

+ BP.AdventureFramework.

Item(string, string, bool)

(BP.AdventureFramework.Assets.

Initializes a new instance of the Item class.

+ BP.AdventureFramework.

Declaration

Assets.Interaction

(BP.AdventureFramework.Assets.

```
public Item(string identifier, string description, bool isTakeable = false)
```

+ BP.AdventureFramework.

Assets.Locations

Parameters

Type	Name	Description
+ BP.AdventureFramework.		
string (https://learn.microsoft.com/dotnet/api/system.string)	identifier	This Items identifier.
Commands	description	A description of this Item.
string (https://learn.microsoft.com/dotnet/api/system.string)	isTakeable	Specify if this item is takeable.

Conversations

(BP.AdventureFramework.Con

Properties

Conversations.Instructions

Interaction

Get or set the interaction.

Declaration

```
public InteractionCallback Interaction { get; set; }
```

Property Value

(BP.AdventureFramework.Assets.E

Type ExaminationCallback

Description

InteractionCallback (BP.AdventureFramework.Assets.Interaction.InteractionCallback.html)

ExaminationResult

(BP.AdventureFramework.Assets.E

IExaminable

IsTakeable

(BP.AdventureFramework.Assets.II

IPlayerVisible

Get or set if this is takeable

(BP.AdventureFramework.Assets.II

Declaration

(BP.AdventureFramework.Assets.II

Item

```
public bool IsTakeable { get; }
```

(BP.AdventureFramework.Assets.II

Size

Property Value

(BP.AdventureFramework.Assets.S

+ BP.AdventureFramework.

Description

Assets.Attributes

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Interact(Item)

Assets.Interaction

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Declaration

Assets.Locations

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Parameters

Commands

(BP.AdventureFramework.Com

Name

Description

(BP.AdventureFramework.Assets.Item.html)

item

The item to interact with.

Conversations

Returns

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Conversations.Instructions

Type	Description
InteractionResult (BP.AdventureFramework.Assets.Interaction.InteractionResult.html)	The result of the interaction.

▼ Morph(Item)

ExaminableObject
Handle item morphing.
(BP.AdventureFramework.Assets.ExaminableObject.html)

Declaration
ExaminationCallback
(BP.AdventureFramework.Assets.ExaminationCallback.html)

ExaminationResult
public void Morph(Item item)
(BP.AdventureFramework.Assets.ExaminationResult.html)

IExaminable
Parameters
(BP.AdventureFramework.Assets.IExaminable.html)

Type	Name	Description
IPlayerVisible (BP.AdventureFramework.Assets.IPlayerVisible.html)	item	The item to morph into.

Item
(BP.AdventureFramework.Assets.Item.html)

Size
IExaminable (BP.AdventureFramework.Assets.IExaminable.html)

IPlayerVisible (BP.AdventureFramework.Assets.IPlayerVisible.html)

BPAdventureFramework
Interaction (BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html)

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes.html)

+ BPAdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

+ BPAdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

+ BPAdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

+ BPAdventureFramework.

Commands

(BP.AdventureFramework.Commands.html)

+ BPAdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.html)

+ BPAdventureFramework.

Conversations.Instructions

Struct Size

Represents a size.

Filter by title

Inherited Members .

(BP.AdventureFramework.Assets.E
Value**Type**.Equals(**object**) (<https://learn.microsoft.com/dotnet/api/system.valuetype.equals>)
Value**Type**.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.valuetype.gethashcode>)
Value**Type**.ToString() (<https://learn.microsoft.com/dotnet/api/system.valuetype.tostring>)
object.Equals(**object**, **object**) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
I**Examinable**
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.ReferenceEquals(**object**, **object**) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
Name ([Name](#)) ([Name](#)) ([Name](#)) ([Name](#))
Assembly ([Assembly](#)) ([Assembly](#)) ([Assembly](#)) ([Assembly](#))
Syntax
Item
(BP.AdventureFramework.Assets.I
public struct Size
Size
(BP.AdventureFramework.Assets.S

+ BP.AdventureFramework. Constructors

Assets.Attributes

(BP.AdventureFramework.Assets.
Size(int, int)

+ BP.AdventureFramework. Assets.Characters

Initializes a new instance of the Size struct.

(BP.AdventureFramework.Assets.
Declaration

+ BP.AdventureFramework. Assets.Interaction

(BP.AdventureFramework.Assets.
Parameters)

+ BP.AdventureFramework. Assets.Locations

Type	Name	Description
(BP.AdventureFramework.Assets. int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width.
+ BP.AdventureFramework. Commands	height	The height.

(BP.AdventureFramework.Com

+ BP.AdventureFramework. Properties

Conversations

(BP.AdventureFramework.Con

Height

+ BP.AdventureFramework. Properties

Conversations.Instructions

Get the height.

(BP.AdventureFramework.Con

Declaration

```
public int Height { get; }
```

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

Width

ExaminationCallback
(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationResult
(BP.AdventureFramework.Assets.ExaminationResult)

Get the width
(BP.AdventureFramework.Assets.IExaminable)

Declaration
IPlayableVisible
(BP.AdventureFramework.Assets.IPlayableVisible)

public int width { get; }

public int width { get; }

(BP.AdventureFramework.Assets.IPlayableVisible)

Item
(BP.AdventureFramework.Assets.IPlayableVisible)

Property Value
(BP.AdventureFramework.Assets.IPlayableVisible)

Type
Size
(BP.AdventureFramework.Assets.SizeType)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ BP.AdventureFramework.

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

Namespace BP.AdventureFramework. Assets.Attributes

▼ Filter by title

Classes

+ **BP.AdventureFramework.**

Assets

Attribute ([BP.AdventureFramework.Attributes.Attribute.html](#))

 Provides a description of an attribute.

 - **BP.AdventureFramework.**

Assets.Attributes

AttributeManager

 ([BP.AdventureFramework.Attributes.AttributeManager.html](#))

Attribute

 Provides a class for managing attributes.

 ([BP.AdventureFramework.Attributes.AttributeManager.html](#))

AttributeManager

 ([BP.AdventureFramework.Attributes.AttributeManager.html](#))

+ **BP.AdventureFramework.**

Assets.Characters

 ([BP.AdventureFramework.Attributes.Characters.Character.html](#))

+ **BP.AdventureFramework.**

Assets.Interaction

 ([BP.AdventureFramework.Attributes.Interaction.Interaction.html](#))

+ **BP.AdventureFramework.**

Assets.Locations

 ([BP.AdventureFramework.Attributes.Locations.Location.html](#))

+ **BP.AdventureFramework.**

Commands

 ([BP.AdventureFramework.Commands.Command.html](#))

+ **BP.AdventureFramework.**

Conversations

 ([BP.AdventureFramework.Conversations.Conversation.html](#))

+ **BP.AdventureFramework.**

Conversations.Instructions

 ([BP.AdventureFramework.Conversations.Instruction.html](#))

+ **BP.AdventureFramework.**

Extensions

 ([BP.AdventureFramework.Extensions.Extension.html](#))

Class Attribute

Provides a description of an attribute.

Filter by title

Inheritance

(**BP.AdventureFramework.Attribute**)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

- **BP.AdventureFramework.**

Assets.Attributes

Inherited Members

(**BP.AdventureFramework.Attribute**)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(**BP.AdventureFramework.Attributes.AttributeManager**)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(**BP.AdventureFramework.Attributes.AttributeManager**)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceeequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **BP.AdventureFramework.**

Assets.Characters

(**BP.AdventureFramework.Attribute**)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **BP.AdventureFramework.**

Assets.Locations

public class Attribute

(**BP.AdventureFramework.Attribute**)

+ **BP.AdventureFramework.**

Constructors

(**BP.AdventureFramework.Con**)

Attribute(string, string, int, int)

Conversations

Initializes a new instance of the Attribute class.

(**BP.AdventureFramework.Con**)

Declaration

+ **BP.AdventureFramework.**

Conversations.Instructions

public Attribute(string name, string description, int minimum, int maximum)

(**BP.AdventureFramework.Con**)

+ **BP.AdventureFramework.**

Parameters

Extensions

Type

(**BP.AdventureFramework.Exte**)

string

+ **BP.AdventureFramework.**

(<https://learn.microsoft.com/dotnet/api/system.string>)

Interpretation

string

(**BP.AdventureFramework.Inter**)

(<https://learn.microsoft.com/dotnet/api/system.string>)

+ **BP.AdventureFramework.**

Name	Description
name	Specify the name of the attribute.
description	Specify the description of the attribute.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>minimum</i>	Specify the minimum limit of the attribute.
int (https://learn.microsoft.com/dotnet/api/system.int32) ▼	<i>maximum</i>	Specify the maximum limit of the attribute.

(**BP.AdventureFramework.Attributes**)

- **BP.AdventureFramework.Attributes**

(**BP.AdventureFramework.Attributes**)

Description

Attribute

(**BP.AdventureFramework.Attributes.Attribute**)

Get the description of the attribute.

AttributeManager

Declaration

+ **BP.AdventureFramework.**

Assets.Characters

(**BP.AdventureFramework.Attributes.Characters**)

Property Value

+ **BP.AdventureFramework.**

Assets.Interaction

(**BP.AdventureFramework.Attributes.Interaction**)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

+ **BP.AdventureFramework.**

Assets.Locations

Maximum

(**BP.AdventureFramework.Attributes.Location**)

Get the maximum limit of the attribute.

+ **BP.AdventureFramework.**

Commands

Declaration

(**BP.AdventureFramework.Commands**)

+ **BP.AdventureFramework.**

Conversations

Property Value

(**BP.AdventureFramework.Conversations**)

Type

+ **BP.AdventureFramework.**

Conversations.Instructions

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

(**BP.AdventureFramework.Conversations.Instructions**)

+ **BP.AdventureFramework.**

Minimum

Extensions

(**BP.AdventureFramework.Extensions**)

Get the minimum limit of the attribute.

+ **BP.AdventureFramework.**

Interpretation

Declaration

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

(**BP.AdventureFramework**)

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

▼
Name

(**BP.AdventureFramework.Attributes.AttributeManager**)
Get the name of the attribute.

- **BP.AdventureFramework.Attributes**
Declaration
Assets.Attributes

(**BP.AdventureFramework.Attributes.Attribute**)
public string Name { get; }

Attribute

(**BP.AdventureFramework.Attributes.AttributeManager**)
Property Value
AttributeManager

Type (**BP.AdventureFramework.Attributes.AttributeManager**)

Description

+ **BP.AdventureFramework.Attributes.Characters**
String (<https://learn.microsoft.com/dotnet/api/system.string>)

Assets.Characters

(**BP.AdventureFramework.Attributes.Characters**)

+ **BP.AdventureFramework.Attributes.Interaction**

(**BP.AdventureFramework.Attributes.Interaction**)

+ **BP.AdventureFramework.Attributes.Locations**

(**BP.AdventureFramework.Attributes.Locations**)

+ **BP.AdventureFramework.Commands**

(**BP.AdventureFramework.Commands**)

+ **BP.AdventureFramework.Conversations**

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.Conversations.Instructions**

(**BP.AdventureFramework.Conversations.Instructions**)

+ **BP.AdventureFramework.Extensions**

(**BP.AdventureFramework.Extensions**)

+ **BP.AdventureFramework.Interpretation**

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

Class AttributeManager

Provides a class for managing attributes.

Filter by title

Inheritance

+ **BP.AdventureFramework.**Object (<https://learn.microsoft.com/dotnet/api/system.object>)

Assets.Attributes

Inherited Members

Attribute
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
(**BP.AdventureFramework.Attributes.Attribute**)

AttributeManager
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
(**BP.AdventureFramework.Attributes.AttributeManager**)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **BP.AdventureFramework.**NameSpace.BP.HTML.AdventureFramework (<https://learn.microsoft.com/html/html.html>).Assets

(**BP.AdventureFramework.Assets**) (<https://learn.microsoft.com/html/html.html>).Attributes (<https://learn.microsoft.com/html/html.html>).Attributes.Attributes.html)

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Assets.Interaction**)

Syntax

+ **BP.AdventureFramework.**

Assets.Locations

public sealed class AttributeManager

(**BP.AdventureFramework.Attributes.AttributeManager**)

+ **BP.AdventureFramework.**

Commands

Properties (<https://learn.microsoft.com/html/html.html>).Command

+ **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework.Conversation**)

Get the number of attributes this manager has.

+ **BP.AdventureFramework.**

Declaration

Conversations.Instructions

(**BP.AdventureFramework.Conversation**)

public int Count { get; }

+ **BP.AdventureFramework.**

Extensions

Property Value

(**BP.AdventureFramework.Extensions**)

Type

Description

+ **BP.AdventureFramework.**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Interpretation

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

Logic

Methods

Add(Attribute, int)

Add a value to an attribute.

Declaration

- **BP.AdventureFramework.**

```
public void Add(Attribute attribute, int value)
```

Assets.Attributes

(**BP.AdventureFramework.Attributes**)

Parameters

Attribute

Type (**BP.AdventureFramework.Attributes.Attribute**)

Name

Description

attribute

The attribute.

AttributeManager

Attribute (**BP.AdventureFramework.Attributes.Attributes.Attribute.html**)

attribute

The attribute.

(**BP.AdventureFramework.Attributes.Attributes**)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

value

The value.

+ **BP.AdventureFramework.**

Assets.Characters

(**BP.AdventureFramework.Attributes.Characters**)

Add(String, int)

+ **BP.AdventureFramework.**

Add a value to an attribute.

Assets.Interaction

Declaration

(**BP.AdventureFramework.Attributes.Interaction**)

+ **BP.AdventureFramework.**

```
public void Add(string attributeName, int value)
```

Assets.Locations

(**BP.AdventureFramework.Attributes.Locations**)

Parameters

+ **BP.AdventureFramework.**

Type

Commands

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(**BP.AdventureFramework.Commands**)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework.Conversations**)

GetAsDictionary()

+ **BP.AdventureFramework.**

Get all attributes as a dictionary.

Conversations.Instructions

(**BP.AdventureFramework.Conversations.Instructions**)

Declaration

+ **BP.AdventureFramework.**

```
public Dictionary<Attribute, int> GetAsDictionary()
```

Extensions

(**BP.AdventureFramework.Extensions**)

Returns

+ **BP.AdventureFramework.**

Type

Interpretation

(**BP.AdventureFramework.Interpretation**)

Dictionary (<https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2>)<

Attribute (**BP.AdventureFramework.Attributes.Attributes.Attribute.html**),

+ **BP.AdventureFramework.**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)>

Logic

		Description
		An array of attributes.

GetAttributes()

Get all attributes.

Declaration

```
public Attribute[] GetAttributes()
```

Returns

BP.AdventureFramework.

Type	Description
(BP.AdventureFramework.Attributes.Attribute[])	An array of attributes.

Attribute

(BP.AdventureFramework.Attributes.Attribute)

AttributeManager

GetValue(Attribute)

(BP.AdventureFramework.Attributes.Attribute)

BP.AdventureFramework.

Assets.Characters

Declaration

(BP.AdventureFramework.Attributes.AttributeSet)

+ **BP.AdventureFramework.**

Assets.Interaction

Part of **(BP.AdventureFramework.Attributes.AttributeSet)**

Type	Name	Description
Attribute	<i>attribute</i>	The attribute.

Returns

+ **BP.AdventureFramework.**

Type

Commands

(BP.AdventureFramework.Commands.Command)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

The value.

+ **BP.AdventureFramework.**

Conversations

GetValue(string)Conversation

BP.AdventureFramework.

Conversations.Instructions

Declaration

(BP.AdventureFramework.ConversationInstructions)

+ **BP.AdventureFramework.**

Extensions

Part of **(BP.AdventureFramework.Extensions)**

Type	Name	Description
String	<i>attributeName</i>	The name of the attribute.

Returns

+ **BP.AdventureFramework.**

Logic

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The value.

Remove(Attribute)

Remove an attribute.

- BP.AdventureFramework.

Declaration

Assets.Attributes

(BP.AdventureFramework.Attributes)

```
public void Remove(Attribute attribute)
```

Attribute

(BP.AdventureFramework.Attributes.Attributes)

Parameters

AttributeManager

Type (BP.AdventureFramework.Attributes.Attributes)

Name

Description

+ BP.AdventureFramework.

Attributes

attribute

The attribute.

Assets.Characters

(BP.AdventureFramework.Attributes.Characters)

Remove(string)

(BP.AdventureFramework.Attributes.Characters)

Assets.Interaction

Remove an attribute.

(BP.AdventureFramework.Attributes.Interaction)

Declaration

+ BP.AdventureFramework.

Assets.Locations

```
public void Remove(string attributeName)
```

(BP.AdventureFramework.Attributes.Locations)

Parameters

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

```
string (https://learn.microsoft.com/dotnet/api/system.string)
```

Name

Description

The name of the attribute.

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Remove all attributes.

Conversations.Instructions

Declaration

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

Subtract a value from an attribute.

(BP.AdventureFramework.Interpretation)

Declaration

+ BP.AdventureFramework.

Logic

```
public void Subtract(Attribute attribute, int value)
```

Parameters

Type		Name	Description
Attribute (BP.AdventureFramework.Assets.Attributes.Attribute.html)		attribute	The attribute.
- int (System.Int32) (dotnet/api/system.int32)		value	The value.

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

Subtract(string, int)

(BP.AdventureFramework.Assets.Attributes.AttributeManager)

Subtract a value from an attribute.

AttributeManager

Declaration

+ BP.AdventureFramework.

```
public void Subtract(string attributeName, int value)
```

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

Parameters

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

string (System.String) (dotnet/api/system.string)

- int (System.Int32) (dotnet/api/system.int32)

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Namespace BP.AdventureFramework. Assets.Characters

▼ Filter by title

Classes

(BP.AdventureFramework.Assets.Character)

+ BP.AdventureFramework.
Character (BP.AdventureFramework.Assets.Characters.Character.html)

Assets.Attributes

Represents a generic in-game character.

(BP.AdventureFramework.Assets.Character)

- BP.AdventureFramework.
NonPlayableCharacter

Assets.Characters

(BP.AdventureFramework.Assets.Characters.NonPlayableCharacter.html)

(BP.AdventureFramework.Assets.Character)

Represents a non-playable character.

Character

(BP.AdventureFramework.Assets.Character)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)

NonPlayableCharacter

Represents a playable character.

(BP.AdventureFramework.Assets.Character)

PlayCharacter

(BP.AdventureFramework.Assets.Character)

Interfaces

+ BP.AdventureFramework.
IConverser (BP.AdventureFramework.Assets.Characters.IConverser.html)

(BP.AdventureFramework.Assets.Character)

Represents an object that can converse.

+ BP.AdventureFramework.
Assets.Locations

(BP.AdventureFramework.Assets.Location)

+ BP.AdventureFramework.
Commands

(BP.AdventureFramework.Command)

+ BP.AdventureFramework.
Conversations

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.
Conversations.Instructions

(BP.AdventureFramework.ConversationInstruction)

+ BP.AdventureFramework.
Extensions

(BP.AdventureFramework.Extension)

+ BP.AdventureFramework.
Events

(BP.AdventureFramework.Event)

Class Character

Represents a generic in game character.

Filter by title

Inheritance

Assets.Attributes

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ ExaminableObject ([BP.AdventureFramework.Assets.ExaminableObject.html](#))

- BP_AdventureFramework.

Assets.Characters

↳ NonPlayableCharacter ([BP.AdventureFramework.Assets.Characters.NonPlayableCharacter.html](#))

↳ PlayableCharacter ([BP.AdventureFramework.Assets.Characters.PlayableCharacter.html](#))

Implements

Character

IExaminable ([BP_AdventureFramework_Assets_IExaminable.html](#))

IPlayerVisible ([BP_AdventureFramework_Assets_IPlayerVisible.html](#))

IIInteractableItem ([BP_AdventureFramework_Assets_Interaction_IInteractWithItem.html](#))

Inherited Members

NonPlayableCharacter

([BP.AdventureFramework.Assets.Character](#))

ExaminableObject_Examination

PlayableCharacter

([BP_AdventureFramework_Assets_ExaminableObject_Examination.html](#)#BP_AdventureFramework_Assets_ExaminableObject_Examination)

ExaminableObject_Examine()

+ BP_AdventureFramework.

Assets.Interaction

([BP_AdventureFramework_Assets_ExaminableObject_Examine.html](#)#BP_AdventureFramework_Assets_ExaminableObject_Examine)

ToObject()

(BP_AdventureFramework.Assets)

ExaminableObject.Identifier

([BP_AdventureFramework_Assets_ExaminableObject_Examine.html](#)#BP_AdventureFramework_Assets_ExaminableObject_Identify)

+ BP_AdventureFramework.

Assets.Locations

([BP_AdventureFramework_Assets](#))

([BP_AdventureFramework_Assets_ExaminableObject_Examine.html](#)#BP_AdventureFramework_Assets_ExaminableObject_Examine)

Description()

ExaminableObject.Commands

([BP_AdventureFramework_Assets_ExaminableObject_Examine.html](#)#BP_AdventureFramework_Assets_ExaminableObject_Commands)

+ BP_AdventureFramework.

ExaminableObject.Attributes

([BP_AdventureFramework_Assets_ExaminableObject_Examine.html](#)#BP_AdventureFramework_Assets_ExaminableObject_Attributes)

Conversations

([BP_AdventureFramework_Assets_ExaminableObject_Examine.html](#)#BP_AdventureFramework_Assets_ExaminableObject_Conversations)

(BP_AdventureFramework.Conversation)

ExaminableObject.Examine()

+ BP_AdventureFramework.

([BP_AdventureFramework_Assets_ExaminableObject_Examine.html](#)#BP_AdventureFramework_Assets_ExaminableObject_Conversations)

Examine()

(BP_AdventureFramework.Conversation)

ExaminableObject.IsPlayerVisible

([BP_AdventureFramework_Assets_ExaminableObject_Examine.html](#)#BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible)

sPlayerVisible()

+ BP_AdventureFramework.

Extensions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ BP_AdventureFramework.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-system-object-object)))

equals(system-object-system-object))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(BP_AdventureFramework.Interpretation)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Assets
(BP.AdventureFramework.Assets.html).Characters (BP.AdventureFramework.Assets.Characters.html)

Assembly: BP.AdventureFramework.dll

Syntax

Assets.Attributes class Character : ExaminableObject, IExaminable, IPlayerVisible, IIn
(BP.AdventureFramework.Assets.Characters.html)

- **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

Properties

Character

(BP.AdventureFramework.Assets.Characters.html)

Interaction

(BP.AdventureFramework.Assets.Characters.html)

Get or set the Interaction

NonPlayableViewCharacter

(BP.AdventureFramework.Assets.Characters.html)

Declaration

PlayableCharacter

(BP.AdventureFramework.Assets.Characters.html)

public InteractionCallback Interaction { get; set; }

+ **BP.AdventureFramework.**

Assets.Interaction

Property Value

(BP.AdventureFramework.Assets.Characters.html)

Type

+ **BP.AdventureFramework.**

InteractionCallback ([BP.AdventureFramework.Assets.Interaction.InteractionCallback.html](https://learn.microsoft.com/dotnet/api/system.eventargs#interactioncallback))

Assets.Locations

(BP.AdventureFramework.Assets.Characters.html)

+ **BP.AdventureFramework.**

IsAlive

Commands

Get if this character is alive

(BP.AdventureFramework.Assets.Characters.html)

Declaration

+ **BP.AdventureFramework.**

Conversations

public bool IsAlive { get; protected set; }

(BP.AdventureFramework.Assets.Characters.html)

+ **BP.AdventureFramework.**

Property Value

Conversations.Instructions

Type

(BP.AdventureFramework.Assets.Characters.html)

Description

+ **BP.AdventureFramework.**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions.html)

Items

+ **BP.AdventureFramework.**

Get the items this Character holds.

Interpretation

(BP.AdventureFramework.Interpretation.html)

Declaration

```
public Item[] Items { get; protected set; }
```

Property Value

Type	Description
Item (BP.AdventureFramework.Assets.Item.html)[]	

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

Methods

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

AcquireItem(Item)

(BP.AdventureFramework.Assets.Characters.IConverser) Acquire an item.

Declaration

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters.IConverser) public virtual void AcquireItem(Item item)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters.IConverser) public virtual void AcquireItem(Item item)

Parameters

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

Item (BP.AdventureFramework.Assets.Item.html)

Name

Description

item

The item to acquire.

+ BP.AdventureFramework.

Assets.Locations

DequireItem(Item)

(BP.AdventureFramework.Assets.Locations.IConverser)

De-acquire an item.

BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

public virtual void DequireItem(Item item)

+ BP.AdventureFramework.

Conversations

Parameters

(BP.AdventureFramework.Conversations)

Instructions

Item (BP.AdventureFramework.Conversations.Instruction)

Name

Description

item

The item to de-acquire.

+ BP.AdventureFramework.

FindItem(string, out Item, bool)

(BP.AdventureFramework.Extensions)

Find an item.

BP.AdventureFramework.

Declarator

Interpretation

(BP.AdventureFramework.Interpretation)

```
public virtual bool FindItem(string itemName, out Item item, bool includeInvisibleItems = false)
```

Parameters

Type	Name	Description
Assets.Attributes (https://learn.microsoft.com/dotnet/api/system.string)	itemName	The items name.
- BP.AdventureFramework. Assets.Characters	item	The item.
b(https://learn.microsoft.com/dotnet/api/system.boolean)	includeInvisibleItems	Specify if invisible items should be included.

IConverser

Returns [BP.AdventureFramework.Assets.Character](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Character)

Type	Description
NonPlayableCharacter (https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Character)	True if the item was found.

(<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Character>)

+ BP.AdventureFramework.

GiveItem(Character)

(<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Character>)

Give an item to another in game Character.

+ BP.AdventureFramework.

Declaration

Assets.Locations

(<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Location>)

+ BP.AdventureFramework.

Parameters

Commands

Type	Name	Description
BP.AdventureFramework.Commands.GiveItem	item	The item to give.
Conversations	character	The Character to give the item to.

+ BP.AdventureFramework.

Returns

Conversations.Instructions

Type	Description
b(https://learn.microsoft.com/dotnet/api/system.boolean)	True if the transaction completed OK, else false.

Extensions

(<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Extensions>)

HasItem(Item, bool)

+ BP.AdventureFramework.

Interpretation

Determines if NonPlayableCharacter has an item.

(<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Interpretation>)

Declaration

```
public virtual bool HasItem(Item item, bool includeInvisibleItems = false)
```

Parameters

Type	Name	Description
Assets.Attributes (BP.AdventureFramework.Assets.Item.html)	item	The item.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Assets.Characters)	includeInvisibleItems	Specify if invisible items should be included.

(BP.AdventureFramework.Assets.Characters)

Returns

Character

Type	Description
IConverser (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Assets.Characters)	True if the item is found, else false.

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

Interact(Item)

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

Interact with an item.

+ BP.AdventureFramework.

Declaration

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

```
public InteractionResult Interact(Item item)
```

+ BP.AdventureFramework.

Assets.Locations

Type	Name	Description
Item (BP.AdventureFramework.Assets.Item.html)	item	The item to interact with.

(BP.AdventureFramework.Commands)

Returns

Type	Description
InteractionResult (BP.AdventureFramework.Assets.Interaction.InteractionResult.html)	The result of the interaction.

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

InteractWithItem(Item)

+ BP.AdventureFramework.

InteractWithItem(Item)

Extensions

Declaration

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

InteractWithItem(Item)

Interpretation

(BP.AdventureFramework.Interpretation)

Parameters

InteractionResult (BP.AdventureFramework.Interpretation)

InteractWithItem(Item)

Type	Name	Description
Item (BP.AdventureFramework.Assets.Item.html)	<i>item</i>	The item to interact with.

Returns

Type	Description
InteractionResult Assets.Attributes (BP.AdventureFramework.Assets.Interaction.InteractionResult.html) (BP.AdventureFramework.Assets.Attributes)	The result of the interaction.

- **BP.AdventureFramework.**

Kill

Assets.Characters
(BP.AdventureFramework.Assets.Characters)

Kill the character.

Character

Declaration
(BP.AdventureFramework.Assets.Characters)

IConverser

(BP.AdventureFramework.Assets.Characters)

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters)

Implements

IExaminable (BP.AdventureFramework.Assets.IExaminable.html)

IPlayerVisible (BP.AdventureFramework.Assets.IPlayerVisible.html)

IIInteractWithItem (BP.AdventureFramework.Assets.Interaction.IIInteractWithItem.html)
(BP.AdventureFramework.Assets.Interaction.IIInteractWithItem)

- + **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

- + **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

- + **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

- + **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

- + **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

- + **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

Interface IConverser

Represents an object that can converse.

 Filter by title

Inherited Members

(BP.AdventureFramework.Assets.IExaminable.Identifier)
(BP.AdventureFramework.Assets.IExaminable.Description)
(BP.AdventureFramework.Assets.IExaminable.Commands)
(BP.AdventureFramework.Assets.IExaminable.Attributes)
(BP.AdventureFramework.Assets.IPlayerVisible.IsPlayerVisible)
(BP.AdventureFramework.Assets.IPlayableCharacter)

+ BP.AdventureFramework.

Namespace: BP.UIThing.AdventureFramework (BP.AdventureFramework.html).Assets
(BP.AdventureFramework.Assets.html).Characters (BP.AdventureFramework.Assets.Characters.html)

Assembly: BP_AdventureFramework.dll

(BP.AdventureFramework.Assets.IInteraction)

Syntax

+ BP.AdventureFramework.

Assets.Locations

public interface IConverser : IExaminable, IPlayerVisible

(BP.AdventureFramework.Assets.IConverser)

+ BP.AdventureFramework.

Commands

Properties (BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

Get or set the conversation.

+ BP.AdventureFramework.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instruction)

Conversation Conversation { get; set; }

+ BP.AdventureFramework.

Extensions

Property Value

(BP.AdventureFramework.Extensions)

Type

+ BP.AdventureFramework.

Conversation (BP.AdventureFramework.Conversations.Conversation.html)

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Description

Type	Description

▼

(BP.AdventureFramework.Assets)

- BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets)

Character

(BP.AdventureFramework.Assets.C)

IConverser

(BP.AdventureFramework.Assets.C)

NonPlayableCharacter

(BP.AdventureFramework.Assets.C)

PlayableCharacter

(BP.AdventureFramework.Assets.C)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter)

+ BP.AdventureFramework.

Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

↳ **BP_AdventureFramework** (com/dotnet/api/system.object)

Assets.Characters

(**BP_AdventureFramework.Asset**)

↳ NonPlayableCharacter
Character

Implements

IInteractWithItem (BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html)

IConverser (BP.AdventureFramework.Assets.Characters.IConverser.html)

IExaminable (BP.AdventureFramework.Assets.IExaminable.html)

IPlayerVisible (BP.AdventureFramework.Assets.IPlayerVisible.html)

Inherited Members

(BP.AdventureFramework.Assets.Characters.Character.html#BP_AdventureFramework_Assets_Characters_Character__Alive)

Character.IsAlive

+ **BP_AdventureFramework**

Assets.Interaction (BP.AdventureFramework.Assets.Characters.Character.html#BP_AdventureFramework_Assets_Characters_Character__Interaction)

(**BP_AdventureFramework.Asset**)

(BP.AdventureFramework.Assets.Characters.Character.html#BP_AdventureFramework_Assets_Characters_Character__Interaction)

+ **BP_AdventureFramework**.

Assets.Locations

(BP.AdventureFramework.Assets.Characters.Character.html#BP_AdventureFramework_Assets_Characters_Character__Items)

Character.Kill()

+ **BP_AdventureFramework**.

Commands (BP.AdventureFramework.Assets.Characters.Character.html#BP_AdventureFramework_Assets_Characters_Character__Kill)

(BP_AdventureFramework.Com)

Character.AcquireItem(Item)

+ **BP_AdventureFramework**.

Conversations (BP.AdventureFramework.Assets.Characters.Character.html#BP_AdventureFramework_Assets_Characters_Character__AcquireItem_BP_AdventureFramework_Assets_Item_)

(BP_AdventureFramework.Con)

Character.DerequireItem(BP_AdventureFramework_Assets_Item_)

+ **BP_AdventureFramework**.

Conversations.Instructions

Character.HasItem(item, bool)

(BP_AdventureFramework.Con)

Character.HasItem(BP_AdventureFramework_Assets_Item_System_Boolean_)

+ **BP_AdventureFramework**.

Character.FindItem(string, out Item, bool)

Extensions

(BP.AdventureFramework.Assets.Characters.Character.html#BP_AdventureFramework_Assets_Characters_Character__FindItem_System_String_BP_AdventureFramework_Assets_Item_System_Boolean_)

Character.Give(Item, Character)

+ **BP_AdventureFramework**.

Interpretation (BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Give_BP_AdventureFramework_Assets_Item_BP_AdventureFramework_Assets_Characters_Character_)

(BP_AdventureFramework.Interpretation)

Character.Interact(Item)

+ **BP_AdventureFramework**.

Character.Interact(BP_AdventureFramework_Assets_Item_)

ExaminableObject.Examination
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Examination)

ExaminableObject.ToString()
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_ToString)

ExaminableObject.Identifier
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Identifier)

+ **BP.AdventureFramework.**

ExaminableObject.Description
Assets.Characters
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Description)

CharacterObject.Commands
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Commands)

CommandConverser

PlayableObjectAttributes
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Attributes)

PlayableObject.Examine()
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Examine)

+ **BP.AdventureFramework.**

ExaminableObject.IsPlayerVisible
Assets.Interaction
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **BP.AdventureFramework.**

Assets.Locations
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(BP.AdventureFramework.Conversations)

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Assets
(BP.AdventureFramework.Assets.html).Characters (BP.AdventureFramework.Assets.Characters.html)

+ **BP.AdventureFramework.**

Assembly: BP_AdventureFramework.dll

Conversations

Syntax
(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

public sealed class NonPlayableCharacter : Character, IInteractWithItem, IConverser, IConverserInstruction
ConversationsInstructions
(BP.AdventureFramework.ConversationsInstructions)

+ **BP.AdventureFramework.**

Constructors
Extensions
(BP.AdventureFramework.Extensions)

NonPlayableCharacter(Identifier, Description, Conversation)

Interpretation
Initializes a new instance of the NonPlayableCharacter class.
(BP.AdventureFramework.Interpretation)

Declaration
+ **BP.AdventureFramework.**

Ionic

```
public NonPlayableCharacter(Identifier identifier, Description description, Conversation conversation = null)
```

Parameters

Type		Name	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)		identifier	This NonPlayableCharacter's identifier.
Assets.Characters Description (BP.AdventureFramework.Assets.Description.html)		description	The description of this NonPlayableCharacter.
Character Conversation (BP.AdventureFramework.Assets.C (BP.AdventureFramework.Conversations.Conversation. html) (BP.AdventureFramework.Assets.C		conversation	The conversation.
NonPlayableCharacter (BP.AdventureFramework.Assets.C PlayableCharacter (BP.AdventureFramework.Assets.C			

NonPlayableCharacter(Identifier, Description, Conversation, bool, InteractionCallback)

+ BPAdventureFramework

Initializes a new instance of the NonPlayableCharacter class.

Assets.Interaction

Declaration

```
(BP.AdventureFramework.Assets.
```

+ BPAdventureFramework

```
public NonPlayableCharacter(Identifier identifier, Description description, Conversation  
isAlive, InteractionCallback interaction)
```

```
(BP.AdventureFramework.Assets.
```

Parameters

+ BPAdventureFramework.

Type		Name	Description
Commands (BP.AdventureFramework.Com Identifier (BP.AdventureFramework.Assets.Identifier.html)		identifier	This NonPlayableCharacter's identifier.
BPAdventureFramework.			
Conversations Description (BP.AdventureFramework.Con (BP.AdventureFramework.Assets.Description.html)		description	The description of this NonPlayableCharacter.
BPAdventureFramework. (BP.AdventureFramework.Conversations.Conversation.ht ml) (BP.AdventureFramework.Con		conversation	The conversation.
BPAdventureFramework. (https://learn.microsoft.com/dotnet/api/system.boolean) Extensions InteractionCallback (BP.AdventureFramework.Exte (BP.AdventureFramework.Assets.Interaction.InteractionC		isAlive	Set if this NonPlayableCharacter is alive.
BPAdventureFramework. (BP.AdventureFramework.Extensions. InteractionCallback.html) Interpretation (BP.AdventureFramework.Interpre		interaction	Set this NonPlayableCharacter's interpretation.

+ BPAdventureFramework.

Ionic

NonPlayableCharacter(Identifier, Description, Conversation, bool, InteractionCallback, ExaminationCallback)

Initializes a new instance of the NonPlayableCharacter class.

Declaration

```
public NonPlayableCharacter(Identifier identifier, Description description, Conversation conversation, bool isAlive, InteractionCallback interaction, ExaminationCallback examination)
```

+ **BP.AdventureFramework.**

Assets.Characters

(**BP.AdventureFramework.Assets.Characters**)

Parameters

Type	Name	Description
Character (BP.AdventureFramework.Assets.Characters)		
Identifier (BP.AdventureFramework.Assets.Identifier.html)	<i>identifier</i>	This NonPlayableCharacter's identifier.
Conversation (BP.AdventureFramework.Assets.Conversation.html)		
NonPlayableCharacter (BP.AdventureFramework.Assets.Characters)	<i>description</i>	The description of this NonPlayableCharacter.
PlayableCharacter (BP.AdventureFramework.Assets.Characters)		
Conversation (BP.AdventureFramework.Conversations.Conversation.html)	<i>conversation</i>	The conversation.
+ BP.AdventureFramework.		
Assets.Interaction		
bool (BP.AdventureFramework.Assets.Interaction) (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>isAlive</i>	Set if this NonPlayableCharacter is alive.
+ BP.AdventureFramework.		
InteractionCallback (BP.AdventureFramework.Assets.Interaction.InteractionCallback.html)	<i>interaction</i>	Set this NonPlayableCharacter's interaction.
+ BP.AdventureFramework.		
ExaminationCallback (BP.AdventureFramework.Assets.ExaminationCallback.html)	<i>examination</i>	Set this NonPlayableCharacter's examination.
(BP.AdventureFramework.Commands)		

+ **BP.AdventureFramework.**

Conversations

NonPlayableCharacter(string, string, Conversation)
(**BP.AdventureFramework.Conversations**)

Initializes a new instance of the NonPlayableCharacter class.

+ **BP.AdventureFramework.**

Conversations.Instructions

(**BP.AdventureFramework.Conversations**)

```
public NonPlayableCharacter(string identifier, string description, Conversation conversation = null)
```

Extensions

(**BP.AdventureFramework.Extensions**)

Parameters

Type	Name	Description
Interpretation (BP.AdventureFramework.Interpretation) (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	This NonPlayableCharacter's identifier.

+ **BP.AdventureFramework.**

Ionic

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description of this NonPlayableCharacter.
Conversation (BP.AdventureFramework.Conversations.Conversation.html)	<i>conversation</i>	The conversation.

- BP.AdventureFramework.

Assets.Characters

Properties

Character

(BP.AdventureFramework.Assets.C

Conversation

IConverser

(BP.AdventureFramework.Assets.C

Get or set the conversation.

NonPlayableCharacter

Declaration

(BP.AdventureFramework.Assets.C

PlayableCharacter

```
public Conversation Conversation { get; set; }
```

+ BP.AdventureFramework.

Assets.Interaction

Properties

Type

Description

+ BP.AdventureFramework.

Conversation ([BP.AdventureFramework.Conversations.Conversation.html](#))

Assets.Locations

Implements

+ BP.AdventureFramework.

Commands

IInteractiveCommand ([BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html](#))

ICollidable ([BP.AdventureFramework.Assets.Characters.IConverser.html](#))

IExaminable ([BP.AdventureFramework.Assets.IExaminable.html](#))

+ BP.AdventureFramework.

IPlayerVisible ([BP.AdventureFramework.Assets.IPlayerVisible.html](#))

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

- **BP.AdventureFramework.**

↳ [Assets.Characters](#)

(**BP_AdventureFramework_Assets_Characters**)

↳ Character ([BP_AdventureFramework_Assets_Characters_Character.html](#))

Character

↳ PlayableCharacter

([BP_AdventureFramework_Assets_Characters_PlayableCharacter.html](#))

Implements

IConverser

IExaminable ([BP_AdventureFramework_Assets_IExaminable.html](#))

IPlayerVisible ([BP_AdventureFramework_Assets_IPlayerVisible.html](#))

IInteractWithItem ([BP_AdventureFramework_Assets_IInteractWithItem.html](#))

PlayableCharacter

Inherited Members

([BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_IsAlive](#))

Character.IsAlive

+ **BP.AdventureFramework.**

Assets_Interaction

(**BP_AdventureFramework_Assets_Interaction**)

([BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Interaction](#))

+ **BP.AdventureFramework.**

Assets_Locations

(**BP_AdventureFramework_Assets_Locations**)

([BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Items](#))

Character.Items

(**BP_AdventureFramework_Assets_Locations_Character_Items**)

([BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Kill](#))

+ **BP.AdventureFramework.**

Commands

(**BP_AdventureFramework_Assets_Commands**)

([BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Kill](#))

(**BP_AdventureFramework_Commands**)

Character.AcquireItem(Item)

+ **BP.AdventureFramework.**

Conversations

(**BP_AdventureFramework_Conversations**)

([BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_AcquireItem_BP_AdventureFramework_Assets_Item_](#))

Character.AcquireItem(Item)

+ **BP.AdventureFramework.**

Conversations_Instructions

(**BP_AdventureFramework_Conversations_Instructions**)

([BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_HasItem](#))

Character.HasItem(Item, bool)

(**BP_AdventureFramework_Conversations_Instructions**)

([BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_HasItem_BP_AdventureFramework_Assets_Item_System_Boolean](#))

Character.HasItem(Item, System.Boolean)

+ **BP.AdventureFramework.**

Extensions

(**BP_AdventureFramework_Extensions**)

([BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_FindItem_System_String_BP_AdventureFramework_Assets_Item_System_Boolean](#))

Character.FindItem(string, out Item, bool)

+ **BP.AdventureFramework.**

Interpretation

(**BP_AdventureFramework_Interpretation**)

([BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Give](#))

Character.Give(Item, Character)

(**BP_AdventureFramework_Interpretation**)

([BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Interact](#))

Character.Interact(Item)

+ **BP.AdventureFramework.**

Logic

(**BP_AdventureFramework_Logic**)

ExaminableObject.Examination
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Examination)

ExaminableObject.ToString()
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_ToString)

ExaminableObject.Identifier
+ **BP.AdventureFramework.**

Assets.Characters
ExaminableObject.Description
(BP.AdventureFramework.Ass
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Character)
Description
Exam**BP.AdventureFramework.**Assets.C
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_ComPlayerVisibleCharacter)
Character
Exam**BP.AdventureFramework.**Assets.C
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_PlayableCharacter)
PlayableCharacter
Exam**BP.AdventureFramework.**Assets.C
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Examine)
+ **BP.AdventureFramework.**

Assets.Interaction
ExaminableObject.IsPlayerVisible
(BP.AdventureFramework.Ass
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible)
+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
Assets.Locations
(BP.AdventureFramework.Ass
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
(BP.AdventureFramework.Com
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **BP.AdventureFramework.**

Conversations
Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Con
Syntax
+ **BP.AdventureFramework.**

Conversations.Instructions
public sealed class PlayableCharacter : Character, IExaminable, IPlayerVisible, IInt
(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions
Constructors
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

PlayableCharacter(Identifier, Description, params Item[])
(BP.AdventureFramework.Inter
Initializes a new instance of the PlayableCharacter class.
+ **BP.AdventureFramework.**

Declaration
Logic
/BP_AdventureFramework.Logic

```
public PlayableCharacter(Identifier identifier, Description description, params Item[]
[] items)
```

Parameters

Type	Name	Description
- BP.AdventureFramework. Identifier (BP.AdventureFramework.Assets.Identifier.html)	<i>identifier</i>	This PlayableCharacter's identifier.
Assets.Characters Description (BP.AdventureFramework.Assets.Description.html) (BP.AdventureFramework.Assets.Characters)	<i>description</i>	The description of the player.
Item (BP.AdventureFramework.Assets.Item.html)[] Character (BP.AdventureFramework.Assets.Character.html)	<i>items</i>	The players items.

PlayableCharacter(string, String, params Item[])

NonPlayableCharacter
Initializes a new instance of the PlayableCharacter class.

PlayableCharacter
Declaration
(BP.AdventureFramework.Assets.Character.html)

+ **BP.AdventureFramework.**PlayableCharacter(string identifier, string description, params Item[] items)

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)
Parameters

Type	Name	Description
Assets.Locations string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Assets.Locations)	<i>identifier</i>	This PlayableCharacter's identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description of the player.
+ BP.AdventureFramework. Commands (BP.AdventureFramework.Commands)	<i>items</i>	The players items.

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**
UseItem(Item, IInteractWithItem)

Conversations.Instructions

UseItem
(BP.AdventureFramework.Conversations)

Declaration

+ **BP.AdventureFramework.**

Extensions

```
public InteractionResult UseItem(Item item, IInteractWithItem targetObject)
```

+ **BP.AdventureFramework.**

Parameters

Interpretation

Type
(BP.AdventureFramework.Interpretation)

Item (BP.AdventureFramework.Assets.Item.html)

+ **BP.AdventureFramework.**

Logic

/BP_AdventureFramework.Logic

Type	Name	Description
IInteractWithItem (BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html))	targetObject	A target object to use the item on.

>Returns

Type	Description
- BP.AdventureFramework. Assets.Characters InteractionResult (BP.AdventureFramework.Assets.Interaction.InteractionResult.html)	The result of the items usage.

Character
(BP.AdventureFramework.Assets.Characters.Character.html)
Inventory
(BP.AdventureFramework.Assets.Inventory.Inventory.html)
IExaminable
(BP.AdventureFramework.Assets.IExaminable.html)
IPVisible
(BP.AdventureFramework.Assets.IPlayerVisible.html)
IInteractWithItem
(BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html)
(BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html)

+ **BP.AdventureFramework.**
Assets.Interaction
(BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html)

+ **BP.AdventureFramework.**
Assets.Locations
(BP.AdventureFramework.Assets.Locations.Location.html)

+ **BP.AdventureFramework.**
Commands
(BP.AdventureFramework.Commands.Command.html)

+ **BP.AdventureFramework.**
Conversations
(BP.AdventureFramework.Conversations.Conversation.html)

+ **BP.AdventureFramework.**
Conversations.Instructions
(BP.AdventureFramework.Conversations.Instruction.html)

+ **BP.AdventureFramework.**
Extensions
(BP.AdventureFramework.Extensions.Extension.html)

+ **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Interpretation.Interpretation.html)

+ **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logic.Logic.html)

Namespace BP.AdventureFramework. Assets.Interaction

▼ Filter by title

Classes

Assets.Attributes
(BP.AdventureFramework.Assets.Attributes.html)

InteractionResult

BP.AdventureFramework.
(BP.AdventureFramework.Assets.Interaction.InteractionResult.html)

Assets.Characters

Represents a result of an interaction.
(BP.AdventureFramework.Assets.InteractionResult.html)

- BP.AdventureFramework.

Reaction (BP.AdventureFramework.Assets.Interaction.Reaction.html)

Assets.Interaction

Represents a reaction.
(BP.AdventureFramework.Assets.Interaction.Reaction.html)

Condition

Result (BP.AdventureFramework.Assets.Interaction.Result.html)

BP.AdventureFramework.Assets

IInteractWithItem

Represents a result.

(BP.AdventureFramework.Assets.Result.html)

InteractionCallback

BP.AdventureFramework.Assets.Result

InteractionEffect

(BP.AdventureFramework.Assets.Result.html)

InteractionResult

(BP.AdventureFramework.Assets.Result.html)

IInteractWithItem

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html)

Represents any object that can interact with an item.

(BP.AdventureFramework.Assets.IInteractWithItem.html)

ReactionResult

(BP.AdventureFramework.Assets.Result.html)

Result

(BP.AdventureFramework.Assets.Result.html)

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.InteractionEffect.html)

Assets.IInteractionEffects

(BP.AdventureFramework.Assets.IInteractionEffects.html)

ReactionResult (BP.AdventureFramework.Assets.Interaction.ReactionResult.html)

Commands of reaction results.

(BP.AdventureFramework.Commands.ReactionResults.html)

Delegates

BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.html)

Condition (BP.AdventureFramework.Assets.Interaction.Condition.html)

+ BP.AdventureFramework.Conditions

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.html)

InteractionCallback

(BP.AdventureFramework.Assets.Interaction.InteractionCallback.html)

Represents the callback for interacting with objects.

▼

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes.html)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

- **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

Condition

(BP.AdventureFramework.Assets.Interaction.Condition.html)

IInteractWithItem

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html)

InteractionCallback

(BP.AdventureFramework.Assets.Interaction.InteractionCallback.html)

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.InteractionEffect.html)

InteractionResult

(BP.AdventureFramework.Assets.Interaction.InteractionResult.html)

Reaction

(BP.AdventureFramework.Assets.Interaction.Reaction.html)

ReactionResult

(BP.AdventureFramework.Assets.Interaction.ReactionResult.html)

Result

(BP.AdventureFramework.Assets.Interaction.Result.html)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands.html)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations.html)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.html)

Delegate Condition

Represents a callback for conditions.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Assets

+ **BP.AdventureFramework.**

Assets.Characters

Syntax

- **BP.AdventureFramework.**

public delegate bool Condition()

Assets.Interaction

(BP.AdventureFramework.Assets.

Returns

Condition

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Assets.Interaction)	The result of the condition.

InteractionCallback

(BP.AdventureFramework.Assets.Interaction)

InteractionEffect

(BP.AdventureFramework.Assets.Interaction)

InteractionResult

(BP.AdventureFramework.Assets.Interaction)

Reaction

(BP.AdventureFramework.Assets.Interaction)

ReactionResult

(BP.AdventureFramework.Assets.Interaction)

Result

(BP.AdventureFramework.Assets.Interaction)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Assets (BP.AdventureFramework.Assets.html).Interaction (BP.AdventureFramework.Assets.Interaction.html)

Assets.Characters

Assemblies: BP.AdventureFramework.dll

Syntax

- **BP.AdventureFramework.**

Assets.Interaction

public interface IInteractWithItem

(BP.AdventureFramework.Assets.

Condition

(BP.AdventureFramework.Assets.Ir

IInteractWithItem

(BP.AdventureFramework.Assets.Ir

InteractionCallback

(BP.AdventureFramework.Assets.Ir

Methods

Interact(Item)

InteractionEffect

Interact with an item.

InteractionResult

Declaration: BP.AdventureFramework.Assets.Ir

Reaction

I(BP.AdventureFramework.Assets.Item item)

ReactionResult

(BP.AdventureFramework.Assets.Ir

Parameters

Result

Type	Name	Description
BP.AdventureFramework.Assets.Item	item	The item to interact with.

Assets.Locations

Reference: BP.AdventureFramework.Assets.

+ **BP.AdventureFramework.**

Commands

InteractionResult

(BP.AdventureFramework.Com

Description

The result of the interaction.

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

Delegate InteractionCallback

Represents the callback for interacting with objects.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Assets (BP.AdventureFramework.Assets.html) Interaction (BP.AdventureFramework.Assets.Interaction.html)

(BP.AdventureFramework.Assets.InteractionInteractionCallback)

Assembly: BP.AdventureFramework.dll

- **BP.AdventureFramework.**

Syntax

Assets.Interaction

(BP.AdventureFramework.Assets.InteractionInteractionCallback)

Condition

Parameters
IInteractWithItem

Type	Name	Description
InteractionCallback Item (BP.AdventureFramework.Assets.Item.html) (BP.AdventureFramework.Assets.IInteractWithItem)	item	The item to interact with.

InteractionEffect

Returns
(BP.AdventureFramework.Assets.IInteractionResult)

Type	Description
InteractionResult (BP.AdventureFramework.Assets.IInteractionResult) InteractionResult Reaction (BP.AdventureFramework.Assets.Interaction.InteractionResult.html) (BP.AdventureFramework.Assets.IReaction)	The result of the interaction.

ReactionResult

(BP.AdventureFramework.Assets.IReactionResult)

Result

(BP.AdventureFramework.Assets.IResult)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Locations

(BP.AdventureFramework.Locations)

Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

Namespace: BP.(BP.html).AdventureFramework (BP.AdventureFramework.html).Assets
(BP.AdventureFramework.Assets.html).Interaction (BP.AdventureFramework.Assets.Interaction.html)

Assembly: BP.AdventureFramework.dll

Syntax

(BP.AdventureFramework.Assets.Interaction)

```
public enum InteractionEffect :  
    (BP.AdventureFramework.Assets.IInteractionEffect)  
{  
    IInteractWithItem  
    (BP.AdventureFramework.Assets.IInteractionEffect.IInteractWithItem)  
    InteractionCallback  
    (BP.AdventureFramework.Assets.IInteractionEffect.IInteractionCallback)
```

Fields

Name	Description
FatalEffect	A fatal effect to the interaction. (BP.AdventureFramework.Assets.IInteractionEffect.IFatalEffect)
ItemMorphed	Item morphed into another object. (BP.AdventureFramework.Assets.IInteractionEffect.IItemMorphed)
ItemUsedUp	Item was used up. (BP.AdventureFramework.Assets.IInteractionEffect.IItemUsedUp)
NoEffect	No effect to the interaction on either the item or the target. (BP.AdventureFramework.Assets.IInteractionEffect.INoEffect)
SelfContained	Any other self contained effect. (BP.AdventureFramework.Assets.IInteractionEffect.ISelfContained)
TargetUsedUp	The target was used up. (BP.AdventureFramework.Assets.IInteractionEffect.ITargetUsedUp)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Instructions

(BP.AdventureFramework.Instructions)

Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

- **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Result ([BP_AdventureFramework_Assets.Interaction.Result.html](#))

(**BP.AdventureFramework.Assets.Interaction.Result**)

↳ InteractionResult

Condition

Inherited Members

([BP_AdventureFramework_Assets.Result](#))

ResultDescription

([BP_AdventureFramework_Assets.Result](#))

InteractionCallback

object ([BP_AdventureFramework_Assets.Result](#)) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

InteractionEffect

object ([BP_AdventureFramework_Assets.Result](#)) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object ([BP_AdventureFramework_Assets.Result](#)) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object GetObjectType () (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object ReferenceEquals (object Assets) () (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object ToString () (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP_AdventureFramework_Assets.Result](#))

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Assets

([BP_AdventureFramework_Assets.Result](#)) ([BP_AdventureFramework_Assets.Result.html](#))

Assembly: BP_AdventureFramework.dll

Syntax

BP.AdventureFramework.

Assets.Locations

public sealed class InteractionResult : Result

(**BP.AdventureFramework.Assets.Locations.Result**)

+ **BP.AdventureFramework.**

Commands

Constructors

([BP_AdventureFramework_Commands.Result](#))

+ **BP.AdventureFramework.**

InteractionResult(InteractionEffect, Item)

Conversations

([BP_AdventureFramework_Conversations.Result](#))

Initializes a new instance of the InteractionResult class.

Delegates

Conversations.Instructions

([BP_AdventureFramework_Conversations.Result](#))

+ **BP.AdventureFramework.**

Parameters

Extensions

Type	Name	Description
InteractionEffect	effect	The effect of this interaction.

([BP_AdventureFramework_Assets.Interaction.InteractionEffect.html](#))

Type	Name	Description
Item (BP.AdventureFramework.Assets.Item.html)	<i>item</i>	The item used in this interaction.

InteractionResult(InteractionEffect, Item, string)

- **BP.AdventureFramework.**

Initializes a new instance of the InteractionResult class.

Assets.Interaction

(BP.AdventureFramework.Assets.

Condition

```
public InteractionResult(InteractionEffect effect, Item item, string descriptionOfEffect)
    : interactWithItem
```

(BP.AdventureFramework.Assets.I

InteractionCallback

(BP.AdventureFramework.Assets.I

Type InteractionEffect

(BP.AdventureFramework.Assets.I

InteractionResult

(BP.AdventureFramework.Assets.Interaction.InteractionEffect.

html (BP.AdventureFramework.Assets.I

Reaction

Item (BP.AdventureFramework.Assets.Item.html)

ReactionResult

(BP.AdventureFramework.Assets.I

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Result

Name

Description

effect

The effect of this interaction.

item

The item used in this interaction.

descriptionOfEffect

A description of the effect.

(BP.AdventureFramework.Assets.I

+ BP.AdventureFramework.

Properties

(BP.AdventureFramework.Assets.

Effect

Commands

Get the effect.

(BP.AdventureFramework.Com

Declaration

+ BP.AdventureFramework.

Conversations

```
public InteractionEffect Effect { get; }
```

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Property Value

Conversations.Instructions

Type (BP.AdventureFramework.Com

Description

InteractionEffect (BP.AdventureFramework.Assets.Interaction.InteractionEffect.html)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

Item

+ BP.AdventureFramework.

Get the item used in the interaction.

Interpretation

Declaration

```
public Item Item { get; }
```

Property Value

Type	Description
- Item <small>(BP.AdventureFramework.Assets.Item.html)</small>	
Assets.Interaction	
(BP.AdventureFramework.Assets.Interaction)	
Condition	
(BP.AdventureFramework.Assets.Interaction.Condition)	
IInteractWithItem	
(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)	
InteractionCallback	
(BP.AdventureFramework.Assets.Interaction.InteractionCallback)	
InteractionEffect	
(BP.AdventureFramework.Assets.Interaction.InteractionEffect)	
InteractionResult	
(BP.AdventureFramework.Assets.Interaction.InteractionResult)	
Reaction	
(BP.AdventureFramework.Assets.Interaction.Reaction)	
ReactionResult	
(BP.AdventureFramework.Assets.Interaction.ReactionResult)	
Result	
(BP.AdventureFramework.Assets.Interaction.Result)	
+ BP.AdventureFramework.	
Assets.Locations	
(BP.AdventureFramework.Assets.Locations)	
+ BP.AdventureFramework.	
Commands	
(BP.AdventureFramework.Commands)	
+ BP.AdventureFramework.	
Conversations	
(BP.AdventureFramework.Conversations)	
+ BP.AdventureFramework.	
Conversations.Instructions	
(BP.AdventureFramework.Conversations.Instructions)	
+ BP.AdventureFramework.	
Extensions	
(BP.AdventureFramework.Extensions)	
+ BP.AdventureFramework.	
Interpretation	

Class Reaction

Represents a reaction.

Filter by title

Inheritance

Assets.Interaction

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Reaction

Condition

Inherited Members

([BP.AdventureFramework.Assets.IReaction](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

([BP.AdventureFramework.Assets.IReaction](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Reaction

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Assets

([BP.AdventureFramework.Assets.IReaction](#))

Assembly: BP.AdventureFramework.dll

([BP.AdventureFramework.Assets.IReaction](#))

Syntax

Result

([BP.AdventureFramework.Assets.IReaction](#))

public sealed class Reaction

+ BP.AdventureFramework.

Assets.Locations

([BP.AdventureFramework.Assets.IReaction](#))

Constructors

+ BP.AdventureFramework.

Commands

Reaction(ReactionResult, string)

([BP.AdventureFramework.Com](#))

Initializes a new instance of the Reaction class.

+ BP.AdventureFramework.

Declaration

Conversations

([BP.AdventureFramework.Con](#))

public Reaction(ReactionResult result, string description)

+ BP.AdventureFramework.

Conversations.Instructions

Parameters

([BP.AdventureFramework.Con](#))

Type

Name	Description
result	The result.
description	A description of the result.

+ BP.AdventureFramework.

ReactionResult

([BP.AdventureFramework.Assets.Interaction.ReactionResult.html](#))

([BP.AdventureFramework.Exte](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ BP.AdventureFramework.

Interpretation

([BP.AdventureFramework.Inter](#))

Properties

Description

Get a description of the result.

Declaration

Assets.Interaction

([BP.AdventureFramework.Assets](#))

Condition

Property Value

Type	Description
IInteractWithItem (BP.AdventureFramework.Assets)	

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([BP.AdventureFramework.Assets](#))

InteractionEffect

([BP.AdventureFramework.Assets](#))

Result

InteractionResult

Get the result.

Reaction

Declaration

([BP.AdventureFramework.Assets](#))

ReactionResult

([BP.AdventureFramework.Assets](#)) { get; }

Result

([BP.AdventureFramework.Assets](#))

Property Value

Type	Description
Assets.Locations	

ReactionResult ([BP.AdventureFramework.Assets.Interaction.ReactionResult.html](#))

([BP.AdventureFramework](#))

+ BP.AdventureFramework.

Commands

([BP.AdventureFramework.Com](#))

+ BP.AdventureFramework.

Conversations

([BP.AdventureFramework.Con](#))

+ BP.AdventureFramework.

Conversations.Instructions

([BP.AdventureFramework.Con](#))

+ BP.AdventureFramework.

Extensions

([BP.AdventureFramework.Exte](#))

+ BP.AdventureFramework.

Interpretation

([BP.AdventureFramework.Inter](#))

Enum ReactionResult

Enumeration of reaction results.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Assets (BP.AdventureFramework.Assets.html).Interaction (BP.AdventureFramework.Assets.Interaction.html)

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

Assembly: BP.AdventureFramework.dll
Condition

Syntax

```
(BP.AdventureFramework.Assets.Interaction.ReactionResult)
  IInteractWithItem
  (BP.AdventureFramework.Assets.Interaction.ReactionResult)
    InteractionCallback
    (BP.AdventureFramework.Assets.Interaction.ReactionResult)
      InteractionEffect
    (BP.AdventureFramework.Assets.Interaction.ReactionResult)
      InteractionResult
```

Fields

Name	Description
Reaction	(BP.AdventureFramework.Assets.Interaction.ReactionResult)
Error	(BP.AdventureFramework.Assets.Interaction.ReactionResult)
ReactionResult	(BP.AdventureFramework.Assets.Interaction.ReactionResult)
Fatal	A reaction that has a fatal effect on the player.
Internal	An internal reaction.
OK	OK.

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Class Result

Represents a result.

Filter by title

Inheritance

↳ **object** (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ **BP.AdventureFramework.Assets.IResult**
↳ **IInteractWithItem**
↳ **IExaminationResult** ([BP.AdventureFramework.Assets.ExaminationResult.html](#))
↳ **IInteractionResult** ([BP.AdventureFramework.Assets.Interaction.InteractionResult.html](#))
↳ **InteractionCallback**
Inherited Members
↳ **(BP.AdventureFramework.Assets.IResult)**
object ([InteractionObject](#)) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
↳ **(BP.AdventureFramework.Assets.IResult)**
object ([IInteractWithResultObject](#)) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-equals(system-object))))
↳ **(BP.AdventureFramework.Assets.IResult)**
↳ **GetHashCode()** (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
↳ **GetType()** ([BP.AdventureFramework.Assets.IResult](#)) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
↳ **MemberwiseClone()** (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
↳ **ReferenceEquals(object, object)** ([BP.AdventureFramework.Assets.IResult](#)) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
↳ **ToString()** (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
↳ **(BP.AdventureFramework.Assets.IResult)**
Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Assets
([BP.AdventureFramework.Assets.html](#)).Interaction ([BP.AdventureFramework.Assets.Interaction.html](#))

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Assets.Locations

Syntax

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.Result**

Commands

(BP.AdventureFramework.Commands)

Constructors

(BP.AdventureFramework.Result)

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.Result**

Initializes a new instance of the Result class.

Conversations.Instructions

Declaration

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.Result**

protected **Result()**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.Result**

Properties

(BP.AdventureFramework.InteractionResult)

Descriptions

▪ - - - -

Get the description.

Declaration

```
public string Description { get; protected set; }
```

Property Value

Type	Description
Condition string (https://learn.microsoft.com/dotnet/api/system.string)	

IInteractWithItem
(BP.AdventureFramework.Assets.IInteractWithItem)
InteractionCallback
(BP.AdventureFramework.Assets.IInteractionCallback)
InteractionEffect
(BP.AdventureFramework.Assets.IInteractionEffect)
InteractionResult
(BP.AdventureFramework.Assets.IInteractionResult)
Reaction
(BP.AdventureFramework.Assets.IReaction)
ReactionResult
(BP.AdventureFramework.Assets.IReactionResult)
Result
(BP.AdventureFramework.Assets.IResult)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

▪ - - - -

Enum Direction

Enumeration of directions.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Assets (BP.AdventureFramework.Assets.html).Locations (BP.AdventureFramework.Assets.Locations.html)

↳ [BP.AdventureFramework](#)

Syntax

([BP.AdventureFramework](#).Assets.Interaction)

public enum Direction

- **BP.AdventureFramework.**

Assets.Locations

([BP.AdventureFramework](#).Assets.Locations)

Fields

Direction (BP.AdventureFramework.Assets.Locations)

Name	Description
Exit	(BP.AdventureFramework.Assets.Locations)
Down	Down.
Matrix	(BP.AdventureFramework.Assets.Locations)
East	East.
Overworld	(BP.AdventureFramework.Assets.Locations)
North	North.
Region	(BP.AdventureFramework.Assets.Locations)
South	South.
Up	Up.
Room	(BP.AdventureFramework.Assets.Locations)
West	West.
RoomPosition	(BP.AdventureFramework.Assets.Locations)
ViewPoint	(BP.AdventureFramework.Assets.Locations)

Extension Methods

DirectionExtensions (Direction)

([BP.AdventureFramework](#).Extensions.DirectionExtensions.html#BP_AdventureFramework_Extensions_Direction)

Extensions (BP.AdventureFramework_Assets_Locations_Direction_)

+ **BP.AdventureFramework.**

Conversations

([BP.AdventureFramework](#).Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

([BP.AdventureFramework](#).Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

([BP.AdventureFramework](#).Extensions)

+ **BP.AdventureFramework.**

Locations

([BP.AdventureFramework](#).Locations)

Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Assets.Interaction

↳ ExaminableObject (BP.AdventureFramework.Assets.ExaminableObject.html)

(BP.AdventureFramework.Assets.ExaminableObject)

↳ Exit

BP.AdventureFramework.

AssetsLocations

IExaminable (BP.AdventureFramework.Assets.IExaminable.html)

(BP.AdventureFramework.Assets.IPlayerVisible)

IInteractWithItem (BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html)

Direction

Inheritance

(BP.AdventureFramework.Assets.Location)

Exit

ExaminableObject.Examination

(BP.AdventureFramework.Assets.Location)

(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Matrix)

Examination

(BP.AdventureFramework.Assets.Location)

ExaminableObject.ToString()

Overworld

(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_

ToCString)

Region

ExaminableObject.Identifier

(BP.AdventureFramework.Assets.Location)

(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_I

Room

Identifier

(BP.AdventureFramework.Assets.Location)

ExaminableObject.Description

RoomPosition

(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_

Description)

ViewPoint

ExaminableObject.Commands

(BP.AdventureFramework.Assets.Location)

(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_

Commands

(BP.AdventureFramework.Commands)

ExaminableObject.Attributes

(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_

Attributes)

BP.Adventure.Examinable.

Conversations

(BP.AdventureFramework.Conversations)

ExaminableObject.IsPlayerVisible

BP.AdventureFramework.

Conversations.Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

Interpretation

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Assets (BP.AdventureFramework.Assets.html).Locations (BP.AdventureFramework.Assets.Locations.html)

Assembly: BP.AdventureFramework.dll

Syntax

```
public sealed class Exit : ExaminableObject, IExaminable, IPlayerVisible, IInteractWithItem
```

+ **BP.AdventureFramework.**

Assets.Interaction

Constructors

 (**BP.AdventureFramework.Assets.Locations.Direction**)

- **BP.AdventureFramework.**

Exit(Direction, bool, Identifier, Description)

 (**BP.AdventureFramework.Assets.Locations.Direction**)

 Initializes a new instance of the `Exit` class.

 Direction
 Declaration

 (**BP.AdventureFramework.Assets.Locations.Direction**)

 Exit

```
    public Exit(Direction direction, bool isLocked = false, Identifier identifier = null, Description description = null)
```

 Matrix

 (**BP.AdventureFramework.Assets.Locations.Matrix**)

 Parameters

Type	Name	Description
Region		
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	direction	The direction of the exit.
Room		
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	isLocked	If this exit is locked.
RoomPosition		
Identifier (BP.AdventureFramework.Assets.Identifier.html)	identifier	An identifier for the exit.
ViewPoint		
Description (BP.AdventureFramework.Assets.Description.html)	description	A description of the exit.

 (**BP.AdventureFramework.Assets.Locations.Description**)

+ **BP.AdventureFramework.**

Commands

 (**BP.AdventureFramework.Commands**)

+ **BP.AdventureFramework.**

Direction

 Conversations

 Get (**BP.AdventureFramework.Conversations.Direction**)

- **BP.AdventureFramework.**

Conversations.Instructions

 (**BP.AdventureFramework.Conversations.Instruction**)

+ **BP.AdventureFramework.**

 Property Value

 Extensions

 Type (**BP.AdventureFramework.Extensions**)

 Direction ([BP.AdventureFramework.Assets.Locations.Direction.html](#))

+ **BP.AdventureFramework.**

 Interpretation

Type	Description
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	

Interaction

Get or set the interaction.

Declaration

```
public InteractionCallback Interaction { get; set; }
```

+ BPAdventureFramework.

Property Value

Assets.Interaction

Type

(BP.AdventureFramework.Assets.Interaction)

Description

InteractionCallback (BP.AdventureFramework.Assets.Interaction.InteractionCallback.html)

- BPAdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

IsLocked

Direction

Get if BPAdventureFramework.Assets.Locations

Exit

Declaration
(BP.AdventureFramework.Assets.Locations)

Matrix

public bool IsLocked { get; }

(BP.AdventureFramework.Assets.Locations)

Overworld

(BP.AdventureFramework.Assets.Locations)

Property Value

Region

Type
(BP.AdventureFramework.Assets.Locations)

Description

Room
(https://learn.microsoft.com/dotnet/api/system.boolean)

(BP.AdventureFramework.Assets.Locations)

RoomPosition

(BP.AdventureFramework.Assets.Locations)

ViewPoint

(BP.AdventureFramework.Assets.Locations)

Methods

+ BPAdventureFramework.

Interact(Item)

(BPAdventureFramework.Com)

Interact with an item.

+ BPAdventureFramework.

Declaration

Conversations

(BPAdventureFramework.Conversations)

public InteractionResult Interact(Item item)

+ BPAdventureFramework.

Conversations.Instructions

(BPAdventureFramework.Conversations.Instructions)

Type

Name

Description

+ BPAdventureFramework.

Item (BPAdventureFramework.Assets.Item.html)

item

The item to interact with.

Extensions

(BPAdventureFramework.Extensions)

+ BPAdventureFramework.

Interpretation

Type	Description
InteractionResult (BP.AdventureFramework.Assets.Interaction.InteractionResult.html)	The result of the interaction.

Lock()

+ **BPAdventureFramework.**

Lock this exit.

Assets.Interaction

Declaration

(BP.AdventureFramework.Assets.

- **BPAdventureFramework.**

public void Lock()

Assets.Locations

(BP.AdventureFramework.Assets.

Direction

Unlock()

(BP.AdventureFramework.Assets.L

Exit

Unlock this exit.

(BP.AdventureFramework.Assets.L

Declaration

Matrix

(BP.AdventureFramework.Assets.L

ObjectWorldId Unlock()

(BP.AdventureFramework.Assets.L

Region

(BP.AdventureFramework.Assets.L

Room

Implements

(BP.AdventureFramework.Assets.I

IExaminable (BP.AdventureFramework.Assets.IExaminable.html)

RoomPosition

(BP.AdventureFramework.Assets.I

IInteractWithItem (BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html)

ViewPoint

(BP.AdventureFramework.Assets.L

+ **BPAdventureFramework.**

Commands

(BP.AdventureFramework.Com

+ **BPAdventureFramework.**

Conversations

(BP.AdventureFramework.Con

+ **BPAdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

+ **BPAdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BPAdventureFramework.**

Interpretation

Class Matrix

Provides a 3D matrix of rooms.

Filter by title

Inheritance

Assets.Interaction

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(BP.AdventureFramework.Ass
↳ Matrix

BP.AdventureFramework.

Inherited members

Assets.Locations

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
(BP.AdventureFramework.Ass

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
↳ Matrix

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Overload

Namespace: BP(BP.html).AdventureFramework (BP.AdventureFramework.html).Assets

(BP.AdventureFramework.html).Locations (BP.AdventureFramework.Assets.Locations.html)

Assembly: BP.AdventureFramework.dll

Syntax

Room

(BP.AdventureFramework.Assets.L
public sealed class Matrix
RoomPosition

(BP.AdventureFramework.Assets.L

ViewPoint

Constructors

Matrix(Room[, ,])

(BP.AdventureFramework.Com

Initializes a new instance of the Matrix class.

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Con
public Matrix(Room[, ,] rooms)

+ BP.AdventureFramework.

Conversations.Instructions

Parameters

(BP.AdventureFramework.Con

Type

+ BP.AdventureFramework.

Room (BP.AdventureFramework.Assets.Locations.Room.html)[,,]

	Name	Description
	rooms	The rooms to be represented.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Properties

(BP.AdventureFramework.Inter

Depth

Get the depth of the matrix.

Declaration

```
public int Depth { get; }
```

Assets Interaction

Property Value	Type	Description
- BP.AdventureFramework.Assets.Locations int (https://learn.microsoft.com/dotnet/api/system.int32)	Assets.Locations	
(BP.AdventureFramework.Assets.Locations)		

Height

Get the height of the matrix.

Declaration
Matrix

(**BP.AdventureFramework.Assets.Locations**)
public int Height { get; }

(**BP.AdventureFramework.Assets.Locations**)

Region

Property Value
(**BP.AdventureFramework.Assets.Locations**)

Type	Description
Room	

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

RoomPosition

(**BP.AdventureFramework.Assets.Locations**)

ViewPoint

this[int, int, int]
(**BP.AdventureFramework.Assets.Locations**)

BP.AdventureFramework.

Commands

Declaration
(**BP.AdventureFramework.Commands**)

+ **BP.AdventureFramework.**PlayRoom(this[int x, int y, int z] { get; })

Conversations

Parameters
(**BP.AdventureFramework.Conversations**)

+ BP.AdventureFramework.	Name	Description
Conversations Instructions int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position.
(BP.AdventureFramework.Conversations) int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position.
+ BP.AdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z position.

Extensions
(**BP.AdventureFramework.Extensions**)

Property Value
(**BP.AdventureFramework.Extensions**)

+ BP.AdventureFramework.	Description
Type Interpretation Room /(BP.AdventureFramework.Assets.Locations.Room.html)	The room.

(**BP.AdventureFramework.Interpretations**)

Width

Get the width of the matrix.

Declaration

```
public int width { get; }
```

Assets Interaction

Type	Description
- BP.AdventureFramework . int (https://learn.microsoft.com/dotnet/api/system.int32) Assets.Locations	
(BP.AdventureFramework . Assets.Locations)	

Direction

Methods

(**BP.AdventureFramework**.Assets.Locations)

Exit

(**BP.AdventureFramework**.Assets.Locations)

ToRooms()

(**BP.AdventureFramework**.Assets.Locations)

Return this matrix as a one dimensional array of rooms.

Overload

(**BP.AdventureFramework**.Assets.Locations)

Region

(**BP.AdventureFramework**.Assets.Locations)

Room

(**BP.AdventureFramework**.Assets.Locations)

Return RoomPosition

Type	Description
ViewPoint	The rooms, as a one dimensional array.

+ **BP.AdventureFramework**.

Commands

(**BP.AdventureFramework**.Com

+ **BP.AdventureFramework**.

Conversations

(**BP.AdventureFramework**.Con

+ **BP.AdventureFramework**.

Conversations.Instructions

(**BP.AdventureFramework**.Con

+ **BP.AdventureFramework**.

Extensions

(**BP.AdventureFramework**.Exte

+ **BP.AdventureFramework**.

Interpretation

(**BP.AdventureFramework**.Inter

Class Overworld

Represents an entire overworld.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

- BP.AdventureFramework.

↳ ExaminableObject ([BP.AdventureFramework.Assets.ExaminableObject.html](#))

↳ Overworld

Assets.Locations

Implements

(**BP.AdventureFramework.Ass**

IExaminable ([BP.AdventureFramework.Assets.IExaminable.html](#))

↳ Direction

IPlayerVisible ([BP.AdventureFramework.Assets.IPlayerVisible.html](#))

↳ ([BP.AdventureFramework.Assets.L](#))

↳ Examination

↳ Matrix

([BP.AdventureFramework.Assets.ExaminableObject.html](#)#BP_AdventureFramework_Assets_ExaminableObject_

↳ Examination)

↳ Overworld

↳ ExaminableObject.ToString()

↳ ([BP.AdventureFramework.Assets.L](#))

([BP.AdventureFramework.Assets.ExaminableObject.html](#)#BP_AdventureFramework_Assets_ExaminableObject_

↳ Region

↳ ToString)

↳ ([BP.AdventureFramework.Assets.L](#))

↳ ExaminableObject.Identifier

↳ Room

([BP.AdventureFramework.Assets.ExaminableObject.html](#)#BP_AdventureFramework_Assets_ExaminableObject_I

↳ identifier)

↳ RoomPosition

↳ ExaminableObject.Description

↳ ([BP.AdventureFramework.Assets.L](#))

([BP.AdventureFramework.Assets.ExaminableObject.html](#)#BP_AdventureFramework_Assets_ExaminableObject_

↳ ViewPoint

↳ Description)

↳ ([BP.AdventureFramework.Assets.L](#))

↳ ExaminableObject.Commands

([BP.AdventureFramework.ExaminableObject.html](#)#BP_AdventureFramework_Assets_ExaminableObject_

↳ Commands)

↳ ExaminableObject.Attributes

(**BP.AdventureFramework.Com**

([BP.AdventureFramework.Assets.ExaminableObject.html](#)#BP_AdventureFramework_Assets_ExaminableObject_

↳ Attributes)

(**BP.AdventureFramework.**

↳ ExaminableObject.IsPlayerVisible

([BP.AdventureFramework.Assets.ExaminableObject.html](#)#BP_AdventureFramework_Assets_ExaminableObject_I

↳ sPlayerVisible)

(**BP.AdventureFramework.**

↳ object.Equals(object)

([<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)>](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(**BP.AdventureFramework.**

↳ object.Equals(object)

([<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)>](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(**BP.AdventureFramework.**

↳ object.GetHashCode()

([<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>](https://learn.microsoft.com/dotnet/api/system.object.gethashcode))

(**BP.AdventureFramework.**

↳ object.GetType()

([<https://learn.microsoft.com/dotnet/api/system.object.gettype>](https://learn.microsoft.com/dotnet/api/system.object.gettype))

(**BP.AdventureFramework.**

↳ object.ReferenceEquals(object, object)

([<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>](https://learn.microsoft.com/dotnet/api/system.object.referenceequals))

(**BP.AdventureFramework.**

↳ Namespaces

(**BP.AdventureFramework.**

↳ Assets)

(**BP.AdventureFramework.**

↳ Locations)

(**BP.AdventureFramework.**

↳ Interpretation)

(**BP.AdventureFramework.**

↳ Assumptions)

(**BP.AdventureFramework.**

↳ Syntax)

(**BP.AdventureFramework.**

↳ Examples)

(**BP.AdventureFramework.**

↳ References)

(**BP.AdventureFramework.**

↳ Related)

(**BP.AdventureFramework.**

↳ See Also)

(**BP.AdventureFramework.**

↳ Remarks)

(**BP.AdventureFramework.**

↳ Examples)

```
public sealed class Overworld : ExaminableObject, IExaminable, IPlayerVisible
```

Constructors



Overworld(Identifier, Description) (BP.AdventureFramework.Assets)

Initializes a new instance of the overworld class.

- **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets)

```
public Overworld(Identifier identifier, Description description)
    Direction
        (BP.AdventureFramework.Assets.L
```

Exit

Parameters

(BP.AdventureFramework.Assets.L

Type

Matrix

(BP.AdventureFramework.Assets.L

Identifier (BP.AdventureFramework.Assets.Identifier.html)

Name

Description

Overworld

Description (BP.AdventureFramework.Assets.Description.html)

identifier

The identifier for this overworld.

description

A description of this overworld.

Region

(BP.AdventureFramework.Assets.L

Room

(BP.AdventureFramework.Assets.L

Overworld(string, string)

(BP.AdventureFramework.Assets.L

Initializes a new instance of the overworld class.

RoomPosition
 (BP.AdventureFramework.Assets.L

Declaration

ViewPoint

(BP.AdventureFramework.Assets.L

```
    public Overworld(string identifier, string description)
```

+ **BP.AdventureFramework.**

Commands

Parameters

(BP.AdventureFramework.Com

Type

BP.AdventureFramework.

Name

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

identifier

The identifier for this overworld.

Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

description

A description of this overworld.

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

Properties

+ **BP.AdventureFramework.**

Extensions

CurrentRegion (BP.AdventureFramework.Exte

Get the current region.

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

```
public Region CurrentRegion { get; }
```

Property Value

Type	Description
Region (BP.AdventureFramework.Assets.Locations.Region.html)	

(BP.AdventureFramework.Assets.Locations.Region)

- BP.AdventureFramework.Regions

Assets.Locations

Get (BP.AdventureFramework.Assets.Locations.Region)

Declaration

```
(BP.AdventureFramework.Assets.L.
```

```
Exit  
public Region[] Regions { get; }  
(BP.AdventureFramework.Assets.L.
```

```
Matrix
```

Property Value

(BP.AdventureFramework.Assets.L.

Type	Description
Overworld (BP.AdventureFramework.Assets.L.	

```
Region (BP.AdventureFramework.Assets.Locations.Region.html)[]
```

```
(BP.AdventureFramework.Assets.L.
```

```
Room
```

```
(BP.AdventureFramework.Assets.L.
```

```
RoomPosition
```

```
(BP.AdventureFramework.Assets.L.
```

```
ViewPoint
```

AddRegion(Region)

+ BP.AdventureFramework.

Add a region to this overworld.

Commands

Declaration

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

```
public void AddRegion(Region region)
```

Conversations

(BP.AdventureFramework.Con

Parameters

+ BP.AdventureFramework.

Type

Conversations.Instructions

```
Region (BP.AdventureFramework.Assets.Locations.Region.html)
```

(BP.AdventureFramework.Con

Name	Description
region	The region to add.

+ BP.AdventureFramework.

Extensions

Examine()

(BP.AdventureFramework.Exte

Examine this object.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Inter

```
public override ExaminationResult Examine()
```

Returns

Type	Description
ExaminationResult (BP_AdventureFramework_Assets_ExaminationResult.html)	A ExaminationResult detailing the examination of this object.

Overrides

ExaminableObject.Examine()

([BP_AdventureFramework_Assets_ExaminableObject.html](#)#BP_AdventureFramework_Assets_ExaminableObject_Examine)

Declaration

 (BP.AdventureFramework.Assets.L

FindRegion(string, out Region)
([BP_AdventureFramework_Assets_Locations.html](#))

Find

 Matrix

 (BP.AdventureFramework.Assets.L

Declaration

 OverWorld

 (BP.AdventureFramework.Assets.L

 public bool FindRegion(string regionName, out Region region)

 (BP.AdventureFramework.Assets.L

Room

 Parameters

 (BP.AdventureFramework.Assets.L

Type

 RoomPosition

 (BP_AdventureFramework_Assets_L

 string (<https://learn.microsoft.com/dotnet/api/system.string>)

 ViewPoint

 Region ([BP_AdventureFramework_Assets_Locations.html](#))

Name

Description

regionName

The regions name.

region

The region.

+ **BP_AdventureFramework.**

Returns

Commands

Type

 ([BP_AdventureFramework_Command.html](#))

 bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if the region was found.

+ **BP_AdventureFramework.**

Conversations

([BP_AdventureFramework_Conversations.html](#))

Move(Region)

+ **BP_AdventureFramework.**

Move to region

Conversations.Instructions

([BP_AdventureFramework_Conversations_Instructions.html](#))

Declaration

 (BP_AdventureFramework_Conversations_Instructions.html)

 public bool Move(Region region)

Extensions

([BP_AdventureFramework_Extensions.html](#))

Parameters

+ **BP_AdventureFramework.**

Interpretation

([BP_AdventureFramework_Interpretation.html](#))

Name

Description

region

The region to move to.


```
public sealed class Region : ExaminableObject, IExaminable, IPlayerVisible
```

Constructors



Region(Identifier, Description)

- **BP.AdventureFramework.**

Initializes a new instance of the Region class.
Assets.Locations

Declaration
(BP.AdventureFramework.Assets.Locations.

Direction

```
public Region(Identifier identifier, Description description)
```

Exit

Parameters
BP.AdventureFramework.Assets.Locations.

Matrix

Type	Name	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html) (BP.AdventureFramework.Assets.Locations.Identifier)	identifier	This Regions identifier.
Description (BP.AdventureFramework.Assets.Description.html) Region (BP.AdventureFramework.Assets.RoomPosition)	description	The description of this Region.

(BP.AdventureFramework.Assets.Locations.

Room

Parameters
BP.AdventureFramework.Assets.Locations.

RoomPosition

Initializes a new instance of the Region class.

ViewPoint

Declaration
(BP.AdventureFramework.Assets.Locations.

+ **BP.AdventureFramework.**

```
public Region(string identifier, string description)
```

Commands

(BP.AdventureFramework.Com

Parameters

Type	Name	Description
Conversations		
string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Conversations.Identifier)	identifier	This Regions identifier.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

description

The description of this Region.

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Com

Properties

BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

CurrentRoom

+ **BP.AdventureFramework.**

Get the current room.

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

```
public Room CurrentRoom { get; }
```

Property Value

Type	Description
Room (BP.AdventureFramework.Assets.Locations.Room.html) BP.AdventureFramework.Asset	

- BP.AdventureFramework.

Assets.Locations

this[int, int, int]

(BP.AdventureFramework.Assets.L

Get a room at a specified location.

Direction

Declaration

Exit

```
public Room this[int x, int y, int z] { get; }
```

Matrix

(BP.AdventureFramework.Assets.L

Parameters

Overload

Type	Name	Description
Region	x	The x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z position.

(BP.AdventureFramework.Assets.L

Property Value

Type	Description
Room (BP.AdventureFramework.Assets.Locations.Room.html) BP.AdventureFramework.Con	The room.

+ BP.AdventureFramework.

Rooms

Conversations

Get the number of rooms region contains.

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

Conversations.Instructions

```
public int Rooms { get; }
```

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Property Value

Extensions

Type
(BP.AdventureFramework.Exte

int ([https://learn.microsoft.com/dotnet/api/system.int32](#))

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

VisibleWithoutDiscovery

+ BP.AdventureFramework.

Get if the current region is visible without discovery.

Declaration

```
public bool VisibleWithoutDiscovery { get; set; }
```

Property Value

Type	Description
- BP.AdventureFramework. bool (https://learn.microsoft.com/dotnet/api/system.boolean) Assets.Locations	

(BP.AdventureFramework.Assets.Locations)

Direction

Methods

Exit

(BP.AdventureFramework.Assets.Locations.Exit)

Matrix

(BP.AdventureFramework.Assets.Locations.Matrix)

AddRoom(Room, int, int, int)

(BP.AdventureFramework.Assets.Locations.AddRoom)

Add **Room** to this region.

(BP.AdventureFramework.Assets.Locations.AddRoom)

Declaration

Region

(BP.AdventureFramework.Assets.Locations.Region)

public bool AddRoom(Room room, int x, int y, int z)

Room

(BP.AdventureFramework.Assets.Locations.Room)

RoomPosition

(BP.AdventureFramework.Assets.Locations.RoomPosition)

Parameters

(BP.AdventureFramework.Assets.Locations.Parameters)

Type

viewPoint

(BP.AdventureFramework.Assets.Locations.viewPoint)

Room

(BP.AdventureFramework.Assets.Locations.Room)

x

(BP.AdventureFramework.Assets.Locations.x)

y

(BP.AdventureFramework.Assets.Locations.y)

z

(BP.AdventureFramework.Assets.Locations.z)

Conversations

Returns

(BP.AdventureFramework.Conversations)

Type

(BP.AdventureFramework.Conversations)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Examine()

Extensibility

(BP.AdventureFramework.Exten-

Declaration

+ BP.AdventureFramework.

Interpretation

public override ExaminationResult Examine()

(BP.AdventureFramework.Inter-

+ BP.AdventureFramework.

Returns

Type	Description
ExaminationResult (BP.AdventureFramework.Assets.ExaminationResult.html)	A ExaminationResult detailing the examination of this object.

Overrides

ExaminableObject.Examine()

(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Examine)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

GetAdjoiningRoom(Direction)

(BP.AdventureFramework.Assets.Locations.Direction)

Get an adjoining room to the Region.CurrentRoom property.
Exit

Declaration

(BP.AdventureFramework.Assets.Locations.Direction)

Matrix

(BP.AdventureFramework.Assets.Locations.Direction direction)

Overworld

(BP.AdventureFramework.Assets.Locations.Direction)

Parameters

Region

Type	Name	Description
Room		
Direction	direction	The direction of the adjoining Room.

(BP.AdventureFramework.Assets.Locations.Direction)

Return

viewPoint

Type	Description
Room	The adjoining Room.

+ BP.AdventureFramework.

Room (BP.AdventureFramework.Assets.Locations.Room.html)

Commands

(BP.AdventureFramework.Commands)

GetAdjoiningRoom(Direction, Room)

Conversations

Get an adjoining room to a room.

(BP.AdventureFramework.Conversation)

Declaration

+ BP.AdventureFramework.

Conversations.Instructions

public Room GetAdjoiningRoom(Direction direction, Room room)

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Extensions

Type (BP.AdventureFramework.Extensions)

Direction

+ BP.AdventureFramework.

(BP.AdventureFramework.Assets.Locations.Direction.html)

Interpretation

Room (BP.AdventureFramework.Assets.Locations.Room.html)

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Type	Name	Description
Direction	direction	The direction of the adjoining room.
Room	room	The room to use as the reference.

Type	Description
Room (BP.AdventureFramework.Assets.Locations.Room.html)	The adjoining room.

GetPositionOfRoom(Room)

Get the position of a room.

+ BP.AdventureFramework.

Declaration

Assets.Locations

(BP.AdventureFramework.Assets.LocationsGetPositionOfRoom(Room room)

Direction

Parameters

Type	Name	Description
Exit (BP.AdventureFramework.Assets.Location)		

Type	Name	Description
Room (BP.AdventureFramework.Assets.Locations.Room.html)	room	The room.

Returns

Type	Description
Region (BP.AdventureFramework.Assets.Location)	

Type	Description
RoomPosition (BP.AdventureFramework.Assets.Locations.RoomPosition.html)	The position of the room.

Room

Type	Description
RoomPosition (BP.AdventureFramework.Assets.Locations.RoomPosition.html)	The position of the room.

RoomPosition

Type	Description
ViewPoint (BP.AdventureFramework.Assets.Location)	

Jump to a room

Type	Description
ViewPoint (BP.AdventureFramework.Assets.Location)	

Declaration

+ BP.AdventureFramework.

Commands

public bool JumpToRoom(int x, int y, int z)

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Parameters

Conversations

Type	Description
(BP.AdventureFramework.Conversations)	

Type	Description	
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x location of the room.

Type	Description	
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y location of the room.

Type	Description	
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z location of the room.

+ BP.AdventureFramework.

Returns

Extensions

Type	Description
(BP.AdventureFramework.Extensions)	

Type	Description
+ BP.AdventureFramework.Extensions	True if the room could be jumped to, else false.

Interpretation

(BP.AdventureFramework.Interpretations)

Move(Direction)

+ BP.AdventureFramework.

Move in a direction.

Declaration

```
public bool Move(Direction direction)
```

Parameters

Type	Name	Description
- BP.AdventureFramework. Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	<i>direction</i>	The direction to move in.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the move was successful, else false.

Matrix

([BP.AdventureFramework.Assets.Locations.Matrix.html](#))

SetStartRoom(Room)

([BP.AdventureFramework.Assets.Locations.Room.html](#))

Set the room to start in.

Region

Declaration

```
public void SetStartRoom(Room room)
```

RoomPosition

([BP.AdventureFramework.Assets.Locations.RoomPosition.html](#))

Parameters

ViewPoint

Type	Name	Description
+ BP.AdventureFramework. Room (BP.AdventureFramework.Assets.Locations.Room.html)	<i>room</i>	The Room to start in.

Commands

([BP.AdventureFramework.Commands.html](#))

SetStartRoom(int, int, int)

Conversations

Set the room to start in.

([BP.AdventureFramework.Conversations.html](#))

Declaration

+ **BP.AdventureFramework.**

ConversationsInstructions

```
public void SetStartRoom(int x, int y, int z)
```

([BP.AdventureFramework.ConversationsInstructions.html](#))

Parameters

Extensions

Type

([BP.AdventureFramework.Extensions.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

x

The x position.

+ **BP.AdventureFramework.**

Interpretation

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The y position.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

z

The z position.

+ **BP.AdventureFramework.**

ToMatrix()

Get this region as a 3D matrix of rooms.

Declaration

```
public Matrix ToMatrix()
```

Returns

- **BP.AdventureFramework.**

Type
Assets.Locations

(**BP.AdventureFramework.Assets.Locations**)

Description

This region, as a 3D matrix.

Direction

(**BP.AdventureFramework.Assets.L**)

UnlockDoorPair(Direction)

(**BP.AdventureFramework.Assets.L**)

Unlocks a pair of doors in a specified direction in the CurrentRoom.

(**BP.AdventureFramework.Assets.L**)

Declaration
Overworld

(**BP.AdventureFramework.Assets.L**)

public bool UnlockDoorPair(Direction direction)

(**BP.AdventureFramework.Assets.L**)

Room

(**BP.AdventureFramework.Assets.L**)

Type
RoomPosition

Name

Description

(**BP.AdventureFramework.Assets.L**)

Direction (**BP.AdventureFramework.Assets.Locations.Direction.html**)

direction

The direction to unlock in.

(**BP.AdventureFramework.Assets.L**)

ViewPoint

(**BP.AdventureFramework.Assets.L**)

Returns

+ **BP.AdventureFramework.**

Type
Commands

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(**BP.AdventureFramework.Com**)

Description

True if the door pair could be unlocked, else false.

+ **BP.AdventureFramework.**

Implementations

(**BP.AdventureFramework.Com**)

IExaminable (**BP.AdventureFramework.Assets.IExaminable.html**)

+ **BP.AdventureFramework.**

Conversations.Instructions

(**BP.AdventureFramework.Com**)

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Exte**)

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**)

+ **BP.AdventureFramework.**

Class Room

Represents a room

Filter by title

Inheritance

- **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Assets.Locations

↳ ExaminableObject (<BP.AdventureFramework.Assets.ExaminableObject.html>)

(**BP.AdventureFramework.Assets.Locations**)

↳ Room

Direction

Implements

([BP.AdventureFramework.Assets.Location](BP.AdventureFramework.Assets.Location.html))

IExaminable (<BP.AdventureFramework.Assets.IExaminable.html>)

Exit

IPlayerVisible (<BP.AdventureFramework.Assets.IPlayerVisible.html>)

([BP.AdventureFramework.Assets.IPlayerVisible](BP.AdventureFramework.Assets.IPlayerVisible.html))

IInteractWithItem (<BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html>)

Matrix

Implementation ([BP.AdventureFramework.Assets.Location](BP.AdventureFramework.Assets.Location.html))

Overworld

ExaminableObject.Examination

([BP.AdventureFramework.Assets.ExaminableObject.Examination](BP.AdventureFramework.Assets.ExaminableObject.Examination.html))

([BP_AdventureFramework_Assets_ExaminableObject_Region_Examination](BP_AdventureFramework_Assets_ExaminableObject_Region_Examination.html))

([BP.AdventureFramework.Assets.ExaminableObject.Examination](BP.AdventureFramework.Assets.ExaminableObject.Examination.html))

ExaminableObject.ToString()

Room

([BP_AdventureFramework_Assets_ExaminableObject.ToString](BP_AdventureFramework_Assets_ExaminableObject.ToString.html))

([BP_AdventureFramework_Assets_ExaminableObject.ToString](BP_AdventureFramework_Assets_ExaminableObject.ToString.html))

RoomPosition

ExaminableObject.Identifier

([BP_AdventureFramework_Assets_ExaminableObject.Identifier](BP_AdventureFramework_Assets_ExaminableObject.Identifier.html))

([BP_AdventureFramework_Assets_ExaminableObject.Identifier](BP_AdventureFramework_Assets_ExaminableObject.Identifier.html))

ViewPoint

identifier

([BP_AdventureFramework_Assets_ExaminableObject.Identifier](BP_AdventureFramework_Assets_ExaminableObject.Identifier.html))

ExaminableObject.Description

([BP_AdventureFramework_Assets_ExaminableObject.Description](BP_AdventureFramework_Assets_ExaminableObject.Description.html))

(**BP.AdventureFramework.**)

Commands

ExaminableObject.Commands

([BP_AdventureFramework_Assets_ExaminableObject.Commands](BP_AdventureFramework_Assets_ExaminableObject.Commands.html))

(**BP.AdventureFramework.**)

ExaminableObject.Attributes

([BP_AdventureFramework_Assets_ExaminableObject.Attributes](BP_AdventureFramework_Assets_ExaminableObject.Attributes.html))

Attributes

(**BP.AdventureFramework.**)

ExaminableObject.Examine

([BP_AdventureFramework_Assets_ExaminableObject.Examine](BP_AdventureFramework_Assets_ExaminableObject.Examine.html))

IPlayerVisible

([BP_AdventureFramework_Assets_ExaminableObject.Examine](BP_AdventureFramework_Assets_ExaminableObject.Examine.html))

(**BP.AdventureFramework.**)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(**BP.AdventureFramework.**)

Extensions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(**BP.AdventureFramework.**)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(**BP.AdventureFramework.**)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(**BP.AdventureFramework.**)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.**)

Namespace: BP (BP.html), AdventureFramework (BP.AdventureFramework.html), Assets

(BP.AdventureFramework.Assets.html), Locations (BP.AdventureFramework.Assets.Locations.html)

(**BP.AdventureFramework.**)

Assembly: BP.AdventureFramework.dll

Logic

Syntax

```
public sealed class Room : ExaminableObject, IExaminable, IPlayerVisible, IInteractWithItem
```

▼ Constructors

- BP.AdventureFramework.

Assets.Locations

Room(Identifier, Description, params Exit[])

Initializes a new instance of the Room class.

(BP.AdventureFramework.Assets.L
Declaration
Exit

(BP.AdventureFramework.Assets.L
public Room(Identifier identifier, Description description, params Exit[] exits)

(BP.AdventureFramework.Assets.L
Overworld

Parameters

Type	Name	Description
Region		
Identifier (BP.AdventureFramework.Assets.Identifier.html)	identifier	This rooms identifier.
Room		
Description (BP.AdventureFramework.Assets.Description.html)	description	This rooms description.
Exit (BP.AdventureFramework.Assets.Locations.Exit.html)[]	exits	The exits from this room.
RoomPosition		
(BP.AdventureFramework.Assets.L ViewPoint		
(BP.AdventureFramework.Assets.L		

Room(Identifier, Description, Exit[], params Item[])

+ BP.AdventureFramework.

Initializes a new instance of the Room class.

Commands
Declaration

+ BP.AdventureFramework.

Conversations
public Room(Identifier identifier, Description description, Exit[] exits = null, params Item[] items)

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Parameters

Conversations.Instructions

Type
(BP.AdventureFramework.Con

Type	Name	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)	identifier	This rooms identifier.
Description (BP.AdventureFramework.Assets.Description.html)	description	This rooms description.
Exit (BP.AdventureFramework.Assets.Locations.Exit.html)[]	exits	The exits from this room.
Item (BP.AdventureFramework.Assets.Item.html)[]	items	The items in this room.

Interpretation

(BP.AdventureFramework.Inter

Room(string, string, params Exit[])

Logic

Initializes a new instance of the Room class.

Declaration

```
public Room(string identifier, string description, params Exit[] exits)
```



Parameters

Type	Name	Description
Assets.Locations string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Assets.Locations)	<i>identifier</i>	This rooms identifier.
Assets.Locations.Direction string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Assets.Locations.Direction)	<i>description</i>	This rooms description.
Exit (BP.AdventureFramework.Assets.Locations.Exit.html)[] (BP.AdventureFramework.Assets.Locations.Exit)	<i>exits</i>	The exits from this room.

Room(string, string, Exit[], params Item[])

Initializes a new instance of the Room class.
(BP.AdventureFramework.Assets.Locations)

Declaration

```
(BP.AdventureFramework.Assets.Locations)
```

```
Room Room(string identifier, string description, Exit[] exits = null, params Item[] items)
```

```
(BP.AdventureFramework.Assets.Locations)
```

```
RoomPosition  
(BP.AdventureFramework.Assets.Locations)
```

Parameters
ViewPoint

Type	Name	Description
Assets.Locations string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Assets.Locations)	<i>identifier</i>	This rooms identifier.
Assets.Locations.Commands string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Assets.Locations.Commands)	<i>description</i>	This rooms description.
Exit (BP.AdventureFramework.Assets.Locations.Exit.html)[] (BP.AdventureFramework.Assets.Locations.Exit)	<i>exits</i>	The exits from this room.
Items (BP.AdventureFramework.Assets.Items.html)[] (BP.AdventureFramework.Assets.Items)	<i>items</i>	The items in this room.

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Properties

(BP.AdventureFramework.Conversations)

BP.AdventureFramework.

Characters

Extensions

Get the characters in this Room.
(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

Interpretation

```
public NonPlayableCharacter[] Characters { get; }
```

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Property Value

Logic

Type	Description
NonPlayableCharacter (BP.AdventureFramework.Assets.Characters.NonPlayableCharacter.html) []	

EnteredFrom

- **BP.AdventureFramework.**
Get which direction this Room was entered from.
Assets.Locations

Declaration
(BP.AdventureFramework.Assets.Locations)

Direction
public Direction? EnteredFrom { get; }
(BP.AdventureFramework.Assets.Locations)

Exit

Property Value
(BP.AdventureFramework.Assets.Locations)

Matrix
Type
(BP.AdventureFramework.Assets.Locations)

Direction (BP.AdventureFramework.Assets.Locations.Direction.html)?
(BP.AdventureFramework.Assets.Locations)

Region

(BP.AdventureFramework.Assets.Locations)

Exits

Room

(BP.AdventureFramework.Assets.Locations)
Get the exits.
RoomPosition

Declaration
(BP.AdventureFramework.Assets.Locations)

ViewPoint

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)
Type

+ **BP.AdventureFramework.**
Exit (BP.AdventureFramework.Assets.Locations.Exit.html)[]

Conversations

(BP.AdventureFramework.Conversations)

HasBeenVisited

(BP.AdventureFramework.

Conversations.Instructions

Get if this location has been visited.

(BP.AdventureFramework.Conversations)

Declaration

+ **BP.AdventureFramework.**

Extensions

public bool HasBeenVisited { get; }

(BP.AdventureFramework.Extensions)

Properties

(BP.AdventureFramework.Interpretation)

Type
(BP.AdventureFramework.Interpretation)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ **BP.AdventureFramework.**

Logic

Interaction

Get or set the interaction.

Declaration

```
public InteractionCallback Interaction { get; set; }
```

+ BPAdventureFramework.

Property Value

Type	Description
InteractionCallback (BP.AdventureFramework.Assets.Interaction.InteractionCallback.html)	

Direction (BP.AdventureFramework.Assets.Locations.Direction.html)

(BP.AdventureFramework.Assets.Locations.Direction)

Exit

(BP.AdventureFramework.Assets.Locations.Direction)

Matrix

Get a BPAdventureFramework.Assets.Locations.Direction

Overworld

Declaration (BP.AdventureFramework.Assets.Locations.Direction)

Region (BP.AdventureFramework.Assets.Locations.Direction)

```
public Exit this[Direction direction] { get; }
```

Room

(BP.AdventureFramework.Assets.Locations.Direction)

Parameters

RoomPosition

Type (BP.AdventureFramework.Assets.Locations.Direction)

Name	Description
direction	The direction of an exit.

Property Value

+ BPAdventureFramework.

Commands

Type	Description
(BP.AdventureFramework.Commands)	

Exit (BP.AdventureFramework.Assets.Locations.Exit.html)

The exit.

+ BPAdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BPAdventureFramework.

Get the items in this Room.

Conversations.Instructions

Declaration

(BP.AdventureFramework.Conversations.Instructions)

+ BPAdventureFramework.

public Item[] Items { get; }

Extensions

(BP.AdventureFramework.Extensions)

Property Value

Type	Description
Interpretation (BP.AdventureFramework.Assets.Item.html)	

+ BPAdventureFramework.

Logic

UnlockedExits

Get all unlocked exits.

Declaration

```
public Exit[] UnlockedExits { get; }
```

+ BPAdventureFramework.

Property Value

Assets.Locations

Type
(BPAdventureFramework.Assets.Locations)

Exit (BPAdventureFramework.Assets.Locations.Exit.html)[]
Direction

Description

(BPAdventureFramework.Assets.Locations.Exit.html)

Exit
(BPAdventureFramework.Assets.Locations.Exit.html)

Methods

(BPAdventureFramework.Assets.Locations.Exit.html)

Overworld

AddCharacter(NonPlayableCharacter)

Region

Add a character to this room

(BPAdventureFramework.Assets.Locations)

Room

(BPAdventureFramework.Assets.Locations)

RoomPosition

```
public void AddCharacter(NonPlayableCharacter character)  
(BPAdventureFramework.Assets.Locations)
```

ViewPoint

Parcels (BPAdventureFramework.Assets.Locations)

+ BPAdventureFramework.

Commands

NonPlayableCharacter

(BPAdventureFramework.Assets.Characters.NonPlayableCharacter)

Name	Description
character	The character to add.

+ BPAdventureFramework.

Conversations

AddExit(Exit)

(BPAdventureFramework.Conversations)

AddExit(Exit)

(BPAdventureFramework.Conversations)

AddExit(Exit)

(BPAdventureFramework.Conversations)

+ BPAdventureFramework.

Extensions

Parcels (BPAdventureFramework.Extensions)

+ BPAdventureFramework.

Interpretation

Exit (BPAdventureFramework.Assets.Locations.Exit.html)

(BPAdventureFramework.Interpretation)

Name	Description
exit	The exit to add.

+ BPAdventureFramework.

AddItem(Item)

Log

Add an item to this room.

Declaration

```
public void AddItem(Item item)
```

Parameters

Type	Name	Description
Item (BP.AdventureFramework.Assets.Item.html) (BP.AdventureFramework.Assets.Item)	item	The item to add.

Direction
(BP.AdventureFramework.Assets.Locations.Direction.html)
CanMove(Direction)

Test if a move is possible.
Matrix

Declaration
(BP.AdventureFramework.Assets.Locations.Direction.html)

Overworld

```
p(BP.AdventureFramework.Assets.Direction direction)
```

Region

(BP.AdventureFramework.Assets.Locations.Region.html)
Parameters

Room

Type	Name	Description
RoomPosition Direction (BP.AdventureFramework.Assets.Locations.Direction.html) (BP.AdventureFramework.Assets.Direction)	direction	The direction to test.

ViewPoint

Returns
(BP.AdventureFramework.Assets.Location)

Type	Description
bCommand (System.Boolean)	If a move in the specified direction is possible.

+ BP.AdventureFramework.

ContainsCharacter(NonPlayableCharacter, bool)

(BP.AdventureFramework.Conversation)

Get if this Room contains a character.

+ BP.AdventureFramework.

Conversations.Instructions

(Public void Conversations.Instructions(NonPlayableCharacter character, bool includeInvisibleCharacters = false))

+ BP.AdventureFramework.

Extensions

Parameters

(BP.AdventureFramework.Extensions)

Type	Name	Description
NonPlayableCharacter (BP.AdventureFramework.Assets.Characters.NonPlayableCharacter.html)	character	The character.

+ BP.AdventureFramework.

Logic

Type	Name	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>includeInvisibleCharacters</i>	Specify if invisible characters should be included.

>Returns

Type	Description
- BP.AdventureFramework. Assets.Locations bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Assets.Locations)	True if the item is in this room, else false.

Direction

ContainsCharacter(string, bool)

Exit

Get if this Room contains a character.

Matrix

Declaration
(**BP.AdventureFramework.Assets.Locations**)

Overworld

```
public bool ContainsCharacter(string characterName, bool includeInvisibleCharacters = false)
```

Region

(**BP.AdventureFramework.Assets.Locations**)

Room

Parameters

(**BP.AdventureFramework.Assets.Locations**)

Type
RoomPosition

Name

Description

string (https://learn.microsoft.com/dotnet/api/system.string)	<i>characterName</i>	The character name to check for.
---	----------------------	----------------------------------

+ BP.AdventureFramework.

Commands
(<https://learn.microsoft.com/dotnet/api/system.commands>)
(**BP.AdventureFramework.Commands**)

includeInvisibleCharacters

Specify if invisible characters should be included.

+ BP.AdventureFramework.

Returns

Conversations

Type	Description
- BP.AdventureFramework.Conversations bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the item is in this room, else false.

+ BP.AdventureFramework.

Conversations.Instructions

(**BP.AdventureFramework.Conversations**)

ContainsExit(Direction, bool)

+ BP.AdventureFramework.

Get if this Room contains an exit.

Extensions

(**BP.AdventureFramework.Extensions**)

Declaration

+ BP.AdventureFramework.

```
public bool ContainsExit(Direction direction, bool includeInvisibleExits = false)
```

Interpretation

(**BP.AdventureFramework.Interpretation**)

Parameters

+ BP.AdventureFramework.

Logic

Type	Name	Description
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	<i>direction</i>	The direction of the exit to check for.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

- **BP.AdventureFramework.**

Assets.Locations

Returns

(BP.AdventureFramework.Assets.Locations)

Type	Description
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	True if the exit exists, else false.

ContainsExit(bool)

Returns

(BP.AdventureFramework.Assets.Locations)

Overworld

Get if this Room contains an exit.

(BP.AdventureFramework.Assets.Locations)

Region

(BP.AdventureFramework.Assets.Locations)

Room

```
public bool ContainsExit(bool includeInvisibleExits = false)
```

([BP.AdventureFramework.Assets.Locations](#))

RoomPosition

Parameters

([BP.AdventureFramework.Assets.Locations](#))

Type	Name	Description
ViewPoint (BP.AdventureFramework.Assets.Locations)	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

Returns

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

bool
([https://learn.microsoft.com/dotnet/api/system.boolean](#))

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the exit exists, else false.

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

Get the target of the interaction target.

(BP.AdventureFramework.Conversations.Target)

Extensions

Declaration

(BP.AdventureFramework.Extensions)

Parameters

([BP.AdventureFramework.Extensions](#))

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

Parameters

([BP.AdventureFramework.Interpretation](#))

+ **BP.AdventureFramework.**

Logic

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	targetName	The name of the target to check for.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the target is in this room, else false.

Assets.Locations

(BP.AdventureFramework.Assets.ContainsItem(Item))

Direction

Get if this Room contains an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to False.

(BP.AdventureFramework.Assets.L
Declaration Matrix

(BP.AdventureFramework.Assets.L
public bool ContainsItem(Item item)

Overloads
(BP.AdventureFramework.Assets.L
Region Parameters

(BP.AdventureFramework.Assets.L
Type Room

Type	Name	Description
Item (https://learn.microsoft.com/dotnet/api/system.item.html)	item	The item to check for.

RoomPosition
(BP.AdventureFramework.Assets.L
Returns ViewPoint

Type (BP.AdventureFramework.Assets.L
+ BP.AdventureFramework.

Description

True if the item is in this room, else false.

Commands

(BP.AdventureFramework.Commands.ContainsItem(string, bool))

+ BP.AdventureFramework.

Conversations

Get if this Room contains an item.

(BP.AdventureFramework.Con
Declaration

+ BP.AdventureFramework.

ConversationsInstructions (string itemName, bool includeInvisibleItems = false)

(BP.AdventureFramework.Con

Parameters

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte
string

Name

Description

The item name to check for.

+ BP.AdventureFramework.
Interpretation

itemName

b (BP.AdventureFramework.Inter
(<https://learn.microsoft.com/dotnet/api/system.boolean>)

includeInvisibleItems

Specify if invisible items should be included.

+ BP.AdventureFramework.
Logic

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the item is in this room, else false.

▼ Examine()

- **BP.AdventureFramework.**

Handle examination this Room.

Assets.Locations

Declaration

(BP.AdventureFramework.Assets.Locations)

Direction

```
public override ExaminationResult Examine()
```

Exit

Returns

Matrix

Type ([BP.AdventureFramework.Assets.Locations](#))

Description

Overworld

ExaminationResult ([BP.AdventureFramework.Assets.ExaminationResult.html](#))

The result of this examination.

Region

Overrides

(BP.AdventureFramework.Assets.Locations)

ExaminableObject.Examine()

Room

(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Examine)

Examine

RoomPosition

(BP.AdventureFramework.Assets.Locations)

ViewPoint

(BP.AdventureFramework.Assets.Locations)

Find a character. This will not include characters whose ExaminableObject.IsPlayerVisible property is set to false.

+ **BP.AdventureFramework.**

Declaration

Commands

(BP.AdventureFramework.Commands)

```
public bool FindCharacter(string characterName, out NonPlayableCharacter character)
```

+ **BP.AdventureFramework.**

Conversations

Parameters

(BP.AdventureFramework.Conversations)

Type

Name

Description

+ **BP.AdventureFramework.**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

characterName

The character.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

NonPlayableCharacter

character

The character name.

+ **BP.AdventureFramework.**

Extensions

Returns

(BP.AdventureFramework.Extensions)

Type

Description

+ **BP.AdventureFramework.**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

True if the character was found.

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

FindCharacter(string, out NonPlayableCharacter, bool)

Logic

Find a character.

Declaration

```
public bool FindCharacter(string characterName, out NonPlayableCharacter character,  
    bool includeInvisibleCharacters)
```



Parameters

+ BP.AdventureFramework.

Type	Name	Description
Assets.Locations (BP.AdventureFramework.Assets.Locations) (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Assets.Locations)	characterName	The character name.
Exit NonPlayableCharacter (BP.AdventureFramework.Assets.Locations) (BP.AdventureFramework.Assets.Characters.NonPlayableCharacter) Matrix (BP.AdventureFramework.Assets.Locations)	character	The character.
bool Overworld Matrix (BP.AdventureFramework.Assets.Locations)	includeInvisibleCharacters	Specify if invisible characters should be included.

Returns

Type	Description
RoomPosition (BP.AdventureFramework.Assets.Locations) Matrix (BP.AdventureFramework.Assets.Locations)	True if the character was found.

+ BP.AdventureFramework.FINDEX(Direction, bool; out Exit)

Commands

Find an exit

+ BP.AdventureFramework.Com

Declaration

+ BP.AdventureFramework.

Conversations
public bool FindExit(Direction direction, bool includeInvisibleExits, out Exit exit)
(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Parameters

Conversations.Instructions

Type	Name	Description
Direction (BP.AdventureFramework.Extensions) Matrix (BP.AdventureFramework.Assets.Locations.Direction)	direction	The exits direction.
bool (BP.AdventureFramework.Extensions) Matrix (BP.AdventureFramework.Assets.Locations.Exit)	includeInvisibleExits	Specify if invisible exists should be included.
Exit (BP.AdventureFramework.Extensions) Matrix (BP.AdventureFramework.Assets.Locations.Exit)	exit	The exit.
Logic (BP.AdventureFramework.Logic)		

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the exit was found.



FindInteractionTarget(string, out IInteractWithItem)

- BP.AdventureFramework.

Find an interaction target.

Assets.Locations

Declaration

(BP.AdventureFramework.Assets.Locations)

Direction

```
public bool FindInteractionTarget(string targetName, out IInteractWithItem target)  
(BP.AdventureFramework.Assets.Locations)
```

Exit

Parameters

Matrix

Type (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Name

Description

Overworld

String (<https://learn.microsoft.com/dotnet/api/system.string>)

targetName

The targets name.

Region

IInteractWithItem

target

The target.

(BP.AdventureFramework.Assets.Locations)

Room

(BP.AdventureFramework.Assets.Locations)

Returns

Position

Type (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

ViewPoint

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

True if the target was found.

+ BP.AdventureFramework.

Commands

FindItem(string, out Item)

(BP.AdventureFramework.Commands)

Find an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false

+ BP.AdventureFramework.

Conversations

Declaration

(BP.AdventureFramework.Conversations)

```
public bool FindItem(string itemName, out Item item)
```

+ BP.AdventureFramework.

Conversations.Instructions

Parameters

(BP.AdventureFramework.Conversations.Instructions)

Type (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Name

Description

Extensions

(<https://learn.microsoft.com/dotnet/api/system.string>)

itemName

The items name. This is case insensitive

Item (<https://learn.microsoft.com/dotnet/api/system.item>)

item

The item

+ BP.AdventureFramework.

Interpretation

Returns

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the item was found

FindItem(string, out Item, bool)

Find an item.

- **BP.AdventureFramework.**

AssetsLocations

(**BP.AdventureFramework.AssetsLocations.**

```
public bool FindItem(string itemName, out Item item, bool includeInvisibleItems)
    Direction
```

(BP.AdventureFramework.Assets.L

Exit

Parameters

Type	Name	Description
Matrix		
string (https://learn.microsoft.com/dotnet/api/system.string)	itemName	The items name.
Overworld (https://learn.microsoft.com/dotnet/api/system.string)		
Region		
Item (https://learn.microsoft.com/dotnet/api/system.item.html)	item	The item.
bool Room (https://learn.microsoft.com/dotnet/api/system.boolean)	includeInvisibleItems	Specify is invisible items should be included.
RoomPosition		
(BP.AdventureFramework.Assets.L		
ViewPoint		

Returns

(BP.AdventureFramework.Assets.L

Type	Description
+ BP.AdventureFramework.	

Commands

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

HasLockedExitInDirection(Direction, bool) Conversations

Get the locked exits in a specified direction.

- **BP.AdventureFramework.**

Conversations.Instructions

```
(public bool HasLockedExitInDirection(Direction direction, bool includeInvisibleExits
    = false)
```

+ **BP.AdventureFramework.**

Extensions

Parameters

(BP.AdventureFramework.Exte

Type	Name	Description
+ BP.AdventureFramework.		

Direction

Interpretation

(BP.AdventureFramework.Assets.Locations.Direction (<https://learn.microsoft.com/dotnet/html>))

+ **BP.AdventureFramework.**

Logic

Type	Name	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

Returns

Type	Description
- BP.AdventureFramework. Assets.Locations bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Assets.Locations)	If there is a locked exit in the specified direction.

Direction

HasUnlockedExitInDirection(Direction, bool)

Get if BP.AdventureFramework has an unlocked exit in a specified direction.

Matrix
Declaration
(**BP.AdventureFramework.Assets.Locations**)

```
public bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits = false)
```

Region
(**BP.AdventureFramework.Assets.Locations**)

Room
(**BP.AdventureFramework.Assets.Locations**)

Parameters
(**BP.AdventureFramework.Assets.Locations**)

Type	Name	Description
RoomPosition (BP.AdventureFramework.Assets.Locations)	<i>direction</i>	The direction to check.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Commands)	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

+ BP.AdventureFramework.

Returns

Conversations

Type	Description
- BP.AdventureFramework. Commands bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Commands)	If there is a unlocked exit in the specified direction.

BP.AdventureFramework.

Interact(Item)

Extensions

Interact with an item
(**BP.AdventureFramework.Extensions**)

Declaration
+ **BP.AdventureFramework.**

Interpretation
public InteractionResult Interact(Item item)
(**BP.AdventureFramework.Interactions**)

+ BP.AdventureFramework.

Parameters
Logic

Type	Name	Description
Item (BP.AdventureFramework.Assets.Item.html)	<i>item</i>	The item to interact with.

Returns

Type	Description
InteractionResult - BP_AdventureFramework. (BP.AdventureFramework.Assets.Interaction.InteractionResult.html) Assets.Locations (BP.AdventureFramework.Assets.Locations)	The result of the interaction.

MovedInto(Direction?)

(BP.AdventureFramework.Assets.Location.MovedInto)

Handles movement into this GameLocation.

(BP.AdventureFramework.Assets.Location.MovedInto)

Declaration
Matrix

(BP.AdventureFramework.Assets.Location.MovedInto)

public void MovedInto(Direction? fromDirection)

Overwrote

(BP.AdventureFramework.Assets.Location.MovedInto)

Region
Parameters

(BP.AdventureFramework.Assets.Location.MovedInto)

Type	Name	Description
Room (BP_AdventureFramework.Assets.Location.MovedInto)	<i>fromDirection</i>	The direction movement into this Room is from. Use null if there is no direction.

+ BP.AdventureFramework.

RemoveCharacter(NonPlayableCharacter)

(BP.AdventureFramework.Commands.RemoveCharacter)

Remove a character from the room.

+ BP.AdventureFramework.

Declaration
Conversations

(BP.AdventureFramework.Conversations)

public void RemoveCharacter(NonPlayableCharacter character)

+ BP.AdventureFramework.

Conversations.Instructions

Parameters
(BP.AdventureFramework.Conversations.Instructions)

Type	Name	Description
NonPlayableCharacter (BP_AdventureFramework.Assets.Characters.NonPlayableCharacter)	<i>character</i>	The character to remove.

+ BP.AdventureFramework.

RemoveExit(Exit)

(BP.AdventureFramework.Interactions.RemoveExit)

Remove an exit from the room.

+ BP.AdventureFramework.

Declaration
Logic

```
public void RemoveExit(Exit exit)
```

Parameters

Type		Name	Description
Exit (BP.AdventureFramework.Assets.Locations.Exit.html)		exit	The exit to remove.

- BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))

Direction

Remove an interaction target from the room.
(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))

Declaration

```
(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))
```

Matrix

```
public IIInteractWithItem RemoveInteractionTarget(IIInteractWithItem target)
```

```
(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))
```

Overworld

Parameters

```
(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))
```

Type	Region	Name	Description
IIInteractWithItem	(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))	target	The target to remove.

RoomPosition

```
(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))
```

Type	ViewPoint	Description
IIInteractWithItem	(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))	The target removed from this room.

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

BP.AdventureFramework.

Conversations

Remove an item from the room.
(BP.AdventureFramework.Conversations.RemoveItem(item))

Declaration

+ BP.AdventureFramework.

Conversations.Instructions

```
public void RemoveItem(Item item)
```

```
(BP.AdventureFramework.Conversations.RemoveItem(item))
```

+ BP.AdventureFramework.

Parameters

Type	Extensions	Name	Description
Item (BP.AdventureFramework.Assets.Item.html)		item	The item to remove.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.SpecifyConditionalDescription(ConditionalDescription))

+ BP.AdventureFramework.

Specify a conditional description of this room.

Logic

Declaration

```
public void SpecifyConditionalDescription(ConditionalDescription description)
```

Parameters

Type	Name	Description
- BP.AdventureFramework. Assets.Locations (BP.AdventureFramework.Assets.ConditionalDescription.html)	<i>description</i>	The description of this room.

(BP.AdventureFramework.Assets.Locations)

Implements

Direction
(BP.AdventureFramework.Assets.Location)

Exit
(BP.AdventureFramework.Assets.IExaminable.html)

IPlayerVisible
(BP.AdventureFramework.Assets.IPlayerVisible.html)

IInteractWithItem
(BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html)

(BP.AdventureFramework.Assets.Location)

Overworld

(BP.AdventureFramework.Assets.Location)

Region

(BP.AdventureFramework.Assets.Location)

Room

(BP.AdventureFramework.Assets.Location)

RoomPosition

(BP.AdventureFramework.Assets.Location)

ViewPoint

(BP.AdventureFramework.Assets.Location)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Class RoomPosition

Represents a room position.

Filter by title

Inheritance

Assets.Locations ↳ object (https://learn.microsoft.com/dotnet/api/system.object) (BP.AdventureFramework.Ass ↳ RoomPosition	Direction
Inherited Members (BP.AdventureFramework.Assets.L)	
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)) BP.AdventureFramework.Assets.L	
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)) BP.AdventureFramework.Assets.L	
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)	
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)	
object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)	
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)	
object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)	
Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Assets RoomPosition	
Assets	

Assets	BP.AdventureFramework.Assets.L
Syntax	BP.AdventureFramework.Assets.L

+ BP.AdventureFramework.

Commands	(BP.AdventureFramework.Com
Constructors	+ BP.AdventureFramework.

+ BP.AdventureFramework.

Conversations	(BP.AdventureFramework.Con
RoomPosition(Room, int, int)	+ BP.AdventureFramework.Ro

RoomPosition	+ BP.AdventureFramework.Ro
Initializes a new instance of the RoomPosition class.	+ BP.AdventureFramework.Ro

Conversations.Instructions	+ BP.AdventureFramework.C
Declaration	+ BP.AdventureFramework.C

+ BP.AdventureFramework.

Extensions	+ BP.AdventureFramework.Exte
Parameters	+ BP.AdventureFramework.Exte

Type	Name	Description
Interpretation Room (BP.AdventureFramework.Assets.Locations.Room.html) (BP.AdventureFramework.Inte	room	The room/
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the room.
+ BP.AdventureFramework. Logic int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the room.

(BP.AdventureFramework.Logi

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z position of the room.

Properties

Assets.Locations

(BP.AdventureFramework.Assets.Locations.Room)

Direction

Get the room direction.
(BP.AdventureFramework.Assets.Locations.Room)

Declaration

(BP.AdventureFramework.Assets.Locations.Room)

Matrix

public Room Room { get; }
(BP.AdventureFramework.Assets.Locations.Room)

Overworld

Property Value
(BP.AdventureFramework.Assets.Locations.Room)

Type

(BP.AdventureFramework.Assets.Locations.Room)

Description

Room

(BP.AdventureFramework.Assets.Locations.Room.html)

(BP.AdventureFramework.Assets.Locations.Room)

RoomPosition

X (BP.AdventureFramework.Assets.Locations.Room)

ViewPoint

Get the X position of the room.

+ BP.AdventureFramework.

Declaration

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Property Value

Conversations

(BP.AdventureFramework.Conversations)

Description

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Conversations.Instructions

(BP.AdventureFramework.Conversations)

Y BP.AdventureFramework.

Extensions

Get the Y position of the room.

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

Interpretation

{ get; } (BP.AdventureFramework.Interpretation)

Property Value

F BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

Z

Get the Z position of the room.

Assets.Locations

Declaration: [\(BP.AdventureFramework.Assets.Locations\)](#)

Direction

```
public int z { get; }
```

Exit

(BP.AdventureFramework.Assets.Locations)

Property Value

Matrix

Type: [\(BP.AdventureFramework.Assets.Locations\)](#)

Description

Overload

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Assets.Locations)

Region

(BP.AdventureFramework.Assets.Locations)

Room

(BP.AdventureFramework.Assets.Locations)

Methods

IsAtPosition(int, int, int)

ViewPoint

Get if this RoomPosition is at a position.

+ [BP.AdventureFramework.](#)

Declaration:

Commands

[\(BP.AdventureFramework.Commands\)](#) (x, int y, int z)

+ [BP.AdventureFramework.](#)

Parameters:

Conversations

Type: [\(BP.AdventureFramework.Conversations\)](#)

Name

Description

+ [BP.AdventureFramework.](#)

Instructions

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

x

The X position.

+ [BP.AdventureFramework.](#)

Instructions

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The Y position.

+ [BP.AdventureFramework.](#)

Instructions

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

z

The Z position.

+ [BP.AdventureFramework.](#)

Extensions

Returns:

Type: [\(BP.AdventureFramework.Extensions\)](#)

Description

+ [BP.AdventureFramework.](#)

Interpretation

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

True if this is at the position, else false.

+ [BP.AdventureFramework.](#)

Logic

[\(BP.AdventureFramework.Logic\)](#)



Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Direction
(BP.AdventureFramework.Assets.Locations.Direction)
Exit
(BP.AdventureFramework.Assets.Locations.Exit)
Matrix
(BP.AdventureFramework.Assets.Locations.Matrix)
Overworld
(BP.AdventureFramework.Assets.Locations.Overworld)
Region
(BP.AdventureFramework.Assets.Locations.Region)
Room
(BP.AdventureFramework.Assets.Locations.Room)
RoomPosition
(BP.AdventureFramework.Assets.Locations.RoomPosition)
ViewPoint
(BP.AdventureFramework.Assets.Locations.ViewPoint)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ **ViewPoint**

Inherited Members

Exit

object ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

Matrix

object ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object-system-object)))

object (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Assets.I**

Namespace: BP (BP.html).AdventureFramework (<https://learn.microsoft.com/html/bp/adventureframework.html>).Assets

(BP.AdventureFramework.Assets.html).Locations (<https://learn.microsoft.com/html/bp/adventureframework.assets.locations.html>)

Asse(**BP.AdventureFramework.Assets.L**

ViewPoint

(**BP.AdventureFramework.Assets.L**

Syntax

(**BP.AdventureFramework.Assets.L**

+ **BP.AdventureFramework.**ViewPoint

Commands

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Properties

Conversations

(**BP.AdventureFramework.Con**

Any (**BP.AdventureFramework.**

Conversations

Get if there is a view in any direction.

(**BP.AdventureFramework.Con**

Declaration

+ **BP.AdventureFramework.**

Extensions

Any { get; }

(**BP.AdventureFramework.Exte**

Property Value

(**BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

AnyNotVisited

(**BP.AdventureFramework.Logic**

AnyVisited

(**BP.AdventureFramework.Logic**

Description

Get if there is a view in any direction.

Declaration

```
public bool AnyNotVisited { get; }
```

Property Value

Type	Description
(https://learn.microsoft.com/dotnet/api/system.boolean)	

(BP.AdventureFramework.Assets.Location.html)

Exit

(BP.AdventureFramework.Assets.Location.html)

AnyVisited

Matrix

(BP.AdventureFramework.Assets.Location.html)

Get if there is a view in any direction.

Overworld

Declaration

(BP.AdventureFramework.Assets.Location.html)

Region

```
public bool AnyVisited { get; }
```

Room

(BP.AdventureFramework.Assets.Location.html)

Property Value

RoomPosition

Type	Description
(BP.AdventureFramework.Assets.Location.html)	

+ BP.AdventureFramework.

Commands

this[Direction]

(BP.AdventureFramework.Command)

Get the room that lies in a specified direction.

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Conversation)

```
public Room this[Direction direction] { get; }
```

+ BP.AdventureFramework.

Conversations.Instructions

Parameters

(BP.AdventureFramework.Conversation)

Type	Name	Description
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	direction	The direction to check.

Extensions

(BP.AdventureFramework.Extensions)

Property Value

+ BP.AdventureFramework.

Type

Interpretation

Room (BP.AdventureFramework.Assets.Locations.Room.html)

Type	Description
Room (BP.AdventureFramework.Assets.Locations.Room.html)	The room.

+ BP.AdventureFramework.

Logic

NoView

(BP.AdventureFramework.Logic)

Properties

Get a view point representing no view.

Declaration

```
public static ViewPoint NoView { get; }
```

Property Value

Type	Description
ViewPoint (BP.AdventureFramework.Assets.Locations.ViewPoint.html)	

(BP.AdventureFramework.Assets.Locations.ViewPoint.html)

Exit

(BP.AdventureFramework.Assets.Locations.ViewPoint.html)

Matrix

(BP.AdventureFramework.Assets.Locations.ViewPoint.html)

Overworld

(BP.AdventureFramework.Assets.Locations.ViewPoint.html)

Region

Create([Region](#))

Room

Declaration

(BP.AdventureFramework.Assets.Locations.ViewPoint.html)

RoomPosition

```
public static ViewPoint Create(Region region)
```

ViewPoint

(BP.AdventureFramework.Assets.Locations.ViewPoint.html)

Parameters

Type	Name	Description
Region (BP.AdventureFramework.ComplexTypes.Region)	<i>region</i>	The region to create the view point from.

+ [BP.AdventureFramework.](#)

Commands

Region

(BP.AdventureFramework.ComplexTypes.Region)

(BP.AdventureFramework.Assets.Locations.Region.html)

region

The region to create the view point from.

+ [BP.AdventureFramework.](#)

Conversations

(BP.AdventureFramework.ComplexTypes.Conversation)

(BP.AdventureFramework.Assets.Locations.ViewPoint.html)

Conversations.Instructions

(BP.AdventureFramework.ComplexTypes.Instruction)

+ [BP.AdventureFramework.](#)

Extensions

(BP.AdventureFramework.ComplexTypes.Extension)

+ [BP.AdventureFramework.](#)

Interpretation

(BP.AdventureFramework.ComplexTypes.Interpretation)

+ [BP.AdventureFramework.](#)

Logic

(BP.AdventureFramework.ComplexTypes.Logic)

+ [BP.AdventureFramework.](#)

Locations

(BP.AdventureFramework.ComplexTypes.Location)

(BP.AdventureFramework.Assets.Locations.Location.html)

viewPoint

The view point.

Namespace BP.AdventureFramework.Commands

▼ Filter by title

Classes

+ BP.AdventureFramework.

CustomCommand (BP.AdventureFramework.Commands.CustomCommand.html)
(BP.AdventureFramework.Commands)

Provides a custom command.

+ BP.AdventureFramework.

Interfaces

AssetsLocations

(BP.AdventureFramework.Interfaces)

ICommand (BP.AdventureFramework.Commands.ICommand.html)

Represents a command.

(BP.AdventureFramework.Commands)

Delegates

CustomCommand

(BP.AdventureFramework.Commands)

CustomCommandCallback

CustomCommandCallback

(BP.AdventureFramework.Commands.CustomCommandCallback.html)

(BP.AdventureFramework.Commands)

Provides a callback for custom commands.

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ CustomCommand

+ **BP.AdventureFramework.**

Implements

Assets.Locations

ICommand ([BP.AdventureFramework.Commands.ICommand.html](#))

IPlayerVisible ([BP.AdventureFramework.Assets.IPlayerVisible.html](#))

- **BP.AdventureFramework.**

Inherited Members

Commands

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

CustomCommandCallback

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([BP.AdventureFramework.Comma](#)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

ICloneable

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

([BP.AdventureFramework.Comma](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **BP.AdventureFramework.**

Conversations

([BP.AdventureFramework.Comma](#)

(**BP.AdventureFramework.Com**

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

Conversations.Instructions

([BP.AdventureFramework.Comma](#)

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Extensions

Constructors

([BP.AdventureFramework.Exte](#)

+ **BP.AdventureFramework.**

CustomCommand(CommandHelp, bool, CustomCommandCallback)

([BP.AdventureFramework.Inte](#)

Initializes a new instance of the CustomCommand class.

+ **BP.AdventureFramework.**

Declaration

Logic

([BP.AdventureFramework.Logi](#)

([BP.AdventureFramework.Logi](#)

+ **BP.AdventureFramework.**

Rendering

Parameters

([BP.AdventureFramework.Ren](#)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.h tml)	help	The help for this command.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	isPlayerVisible	If this is visible to the player.
CustomCommandCallback (BP.AdventureFramework.Associations CustomCommandCallback.html)	callback	The callback to invoke when this command is invoked.

Assets.Locations

(BP.AdventureFramework.Associations Assets.Locations.html)

Properties

Commands

(BP.AdventureFramework.Commands CustomCommand.html)

Arguments

Get or set the arguments.
CustomCommandCallback

(BP.AdventureFramework.Commands Declaration.html)

ICommand

public string[] Arguments { get; set; }

+ BP.AdventureFramework.

Conversations

Property Value

(BP.AdventureFramework.Conversations Type.html)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations Instructions.html)

Help

AdventureFramework.

Extensions

Get the help for this command.

(BP.AdventureFramework.Extensions Help.html)

Declaration

+ BP.AdventureFramework.

Interpretation

public CommandHelp Help { get; }

(BP.AdventureFramework.Interpretation CommandHelp.html)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic Type.html)

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering IsPlayerVisible.html)

+ BP.AdventureFramework.

Get or set if this is visible to the player.

Rendering.FrameBuilders

Declaration

```
public bool IsPlayerVisible { get; set; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Assets.Interaction.IPlayerVisible)	

+ BP.AdventureFramework.

Assets.Locations

Methods

- BP.AdventureFramework.

Invoke(Game)

(BP.AdventureFramework.Command)
Invoke the command.

CustomCommand

Declaration
(BP.AdventureFramework.Command)

CustomCommandCallback

(BP.AdventureFramework.CommandCallback)

ICommand

(BP.AdventureFramework.Command)
Parameters

+ BP.AdventureFramework.

Type

Conversations

Game ([BP.AdventureFramework.Logic.Game.html](#))

(BP.AdventureFramework.Conversation)

Name

Description

game

The game to invoke the command on.

+ BP.AdventureFramework.

Returns

Conversations.Instructions

Type

(BP.AdventureFramework.Conversation)

Reaction ([BP.AdventureFramework.Assets.Interaction.Reaction.html](#))

+ BP.AdventureFramework.

Extensions

Implements

+ BP.AdventureFramework.

Command ([BP.AdventureFramework.Commands.ICommand.html](#))

IPlayerVisible ([BP.AdventureFramework.Assets.IPlayerVisible.html](#))

(BP.AdventureFramework.Interaction.IInteraction)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Commands
(BP.AdventureFramework.Commands.html)

Assembly: BP.AdventureFramework.dll

Syntax

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

public delegate Reaction CustomCommandCallback(Game game, string[] arguments)

- **BP.AdventureFramework.**

Commands

Parameters

(BP.AdventureFramework.Commands)

Type	Name	Description
CustomCommand	game	The game to invoke the command on.
Game (BP.AdventureFramework.Logic.Game.html)	arguments	The arguments to invoke the command with.
CustomCommandCallback		

+ **BP.AdventureFramework.**

Returns

Conversations

Type **(BP.AdventureFramework.Conversations)**

Reaction (BP.AdventureFramework.Assets.Interaction.Reaction.html)

Description

The reaction to the command.

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Namespace BP.AdventureFramework.Conversations

▼ Filter by title

Classes

(BP.AdventureFramework.Ass

Conversation (BP.AdventureFramework.Conversations.Conversation.html)

Assets

Represents a conversation.

(BP.AdventureFramework.Ass

LogItem (BP.AdventureFramework.Conversations.LogItem.html)

Commands

Provides a container for log items.

(BP.AdventureFramework.Com

Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)

Conversations

Represents a paragraph in a Conversation.

(BP.AdventureFramework.Con

Conversation

Response (BP.AdventureFramework.Conversations.Response.html)

Provides a response to a Conversation.

(BP.AdventureFramework.Convers

LogItem

(BP.AdventureFramework.Convers

Paragraph

(BP.AdventureFramework.Convers

Participant (BP.AdventureFramework.Conversations.Participant.html)

Participant

Enumeration of participants in a conversation.

(BP.AdventureFramework.Convers

Response

Delegates

+ BP.AdventureFramework.

Conversations

Instructions

ConversationActionCallback

(BP.AdventureFramework.Conversations.ConversationActionCallback.html)

+ Provides a callback that can be used in conversations invoking actions.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Class Conversation

Represents a conversation.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

(**BP.AdventureFramework.Ass**

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(**BP.AdventureFramework.Com**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

- **BP.AdventureFramework.**

Conversations

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(**BP.AdventureFramework.Com**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Convers**

Namespace: BP.BP_AdventureFramework (BP.AdventureFramework.html).Conversations

(BP.AdventureFramework.Conversations.html)

(**BP.AdventureFramework.Conver**

Assembly: BP_AdventureFramework.dll

LogItem

Syntax: `BP.AdventureFramework.Convers`

Paragraph

(**BP.AdventureFramework.Convers**

Participant

(**BP.AdventureFramework.Convers**

Response

(**BP.AdventureFramework.Convers**

+ **BP.AdventureFramework.**

Conversation(*params Paragraph[]*)

(**BP.AdventureFramework.Con**

Initializes a new instance of the Conversation class.

+ **BP.AdventureFramework.**

Declaration

Extensions

(**BP.AdventureFramework.Exte**

public Conversation(*params Paragraph[] paragraphs*)

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**

Type

Name

Description

+ **BP.AdventureFramework.**

Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)

paragraphs

The paragraphs.

Logic

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

Properties

Rendering

(**BP.AdventureFramework.Re**

CurrentParagraph

Get the current paragraph in the conversation.

Declaration

```
public Paragraph CurrentParagraph { get; }
```

+ BP.AdventureFramework.

Property Value

Assets.Locations

Type	Description
(BP.AdventureFramework.Conversations.Paragraph.html)	

Commands
(BP.AdventureFramework.Commands)

- Log

BP.AdventureFramework.

Conversations

Get the log.

(BP.AdventureFramework.Conversations)

Declaration

Conversation

```
public LogItem[] Log { get; }
```

ConversationActionCallback

(BP.AdventureFramework.Conversations)

Property Value

Type	Description
(BP.AdventureFramework.Conversations.LogItem.html)	

Participant

(BP.AdventureFramework.Conversations)

Response

Paragraphs

(BP.AdventureFramework.Conversations)

Get the current paragraph in the conversation.

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations)

```
public Paragraph[] Paragraphs { get; }
```

+ BP.AdventureFramework.

Extensions

Property Value

(BP.AdventureFramework.Extensions)

Type	Description
(BP.AdventureFramework.Extensions)	

Interpretation

(BP.AdventureFramework.Conversations.Paragraph.html)

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Methods

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Next(Game)

Rendering

(BP.AdventureFramework.Rendering)

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```



Parameters

+ **BP.AdventureFramework.**

Type
Assets.Locations

Game (BP.AdventureFramework.Assets.Game.html)

Name

Description

game

The game.

+ **BP.AdventureFramework.**

Returns

Commands

Type
(BP.AdventureFramework.Com

Reaction (BP.AdventureFramework.Assets.Interaction.Reaction.html)

Description

- **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

Respond(Response, Game)

Conversation

Respond to the conversation.

ConversationActionCallback

Declaration

(BP.AdventureFramework.Convers

LogItem

Response (BP.AdventureFramework.Conversations.Response response, Game game)

Paragraph

(BP.AdventureFramework.Convers

Parameters

Participant

Type
BP.AdventureFramework.Convers

Name

Description

Response
Response (BP.AdventureFramework.Conversations.Response.html)

response

The response.

Game (BP.AdventureFramework.Logic.Game.html)

game

The game.

+ **BP.AdventureFramework.**

Conversations.Instructions

Returns

(BP.AdventureFramework.Con

Type

+ **BP.AdventureFramework.**

Reaction (BP.AdventureFramework.Assets.Interaction.Reaction.html)

Description

Extensions

The reaction to the response.

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework Ren

Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations
(BP.AdventureFramework.Conversations.html)

(**BP.AdventureFramework**.Assembly: BP.AdventureFramework.dll)

Syntax

BP.AdventureFramework.
Commands

(**BP.AdventureFramework.Conversations**)

- **BP.AdventureFramework.**

Parameters

Conversations

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game to invoke the callback on.

(BP.AdventureFramework.Conversations)
ConversationActionCallback
(BP.AdventureFramework.Conversations)
LogItem
(BP.AdventureFramework.Conversations)
Paragraph
(BP.AdventureFramework.Conversations)
Participant
(BP.AdventureFramework.Conversations)
Response
(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Extensions**)

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logic**)

+ **BP.AdventureFramework.**

Parser

(**BP.AdventureFramework.Parser**)

Class LogItem

Provides a container for log items.

Filter by title

Inheritance

([BP.AdventureFramework.Ass](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ LogItem

Commands

Inherited Members

([BP.AdventureFramework.Com](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

- **BP.AdventureFramework.**

Conversations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

([BP.AdventureFramework.Convers](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

Conversation

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([BP.AdventureFramework.Convers](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

ConversationActionCallback

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Convers](#))

Namespaces

([BP \(BP.html\).AdventureFramework](#)) ([BP.AdventureFramework.html](#)).Conversations

([BP.AdventureFramework.Conversations.html](#))

([BP.AdventureFramework.Convers](#))

Assembly

Paragraph

Syntax

([BP.AdventureFramework.Convers](#))

Participant

([BP.AdventureFramework.Convers](#))

LogItem

Response

([BP.AdventureFramework.Convers](#))

Constructors

Conversations.Instructions

([BP.AdventureFramework.Con](#))

LogItem(Participant, string)

+ **BP.AdventureFramework.**

Initializes a new instance of the LogItem class.

Extensions

([BP.AdventureFramework.Exte](#))

+ **BP.AdventureFramework.**

public LogItem(Participant participant, string line)

Interpretation

([BP.AdventureFramework.Inter](#))

Parameters

+ **BP.AdventureFramework.**

Type

Logic

([BP.AdventureFramework.Logic](#))

([BP.AdventureFramework.Logic](#)) ([Conversations.Participant.html](#))

Name	Description
participant	The participant.
line	The line.

+ **BP.AdventureFramework.**

Rendering

([BP.AdventureFramework.Rend](#))

+ **BP.AdventureFramework.**

Properties

Line

Get the line.



Declaration

(BP.AdventureFramework.Ass

```
    public string Line { get; }
```

+ BP.AdventureFramework.

Commands

Property Value

(BP.AdventureFramework.Com

Type	Description
string (System.String) (microsoft.com/dotnet/api/system.string)	

(BP.AdventureFramework.Com

Conversation

Participant

(BP.AdventureFramework.Convers

ConversationActionCallback

Get the participant.

(BP.AdventureFramework.Convers

LogItem

Declaration

(BP.AdventureFramework.Convers

Paragraph

```
public Participant Participant { get; }
```

(BP.AdventureFramework.Convers

Participant

Property Value

(BP.AdventureFramework.Convers

Response

Type

(BP.AdventureFramework.Convers

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Commands

Paragraph

(**BP.AdventureFramework.Com**

Inherited Members

- **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework.Com**

equals(system-object-system-object))

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(**BP.AdventureFramework.Convers**

object GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(**BP.AdventureFramework.Convers**

object GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(**BP.AdventureFramework.Convers**

object ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Convers**

object ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

LogItem

NameSpace: BP (BP.html) AdventureFramework (BP.AdventureFramework.html).Conversations

(**BP.AdventureFramework.Conversations.html**

Paragraph

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Convers**

SyntaxParticipant

(**BP.AdventureFramework.Convers**

Response

sealed class Paragraph

(**BP.AdventureFramework.Convers**

+ **BP.AdventureFramework.**

ConversationsInstructions

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Exte**

Initializes a new instance of the Paragraph class.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(**BP.AdventureFramework.Inter**

public Paragraph(string line, ConversationActionCallback action, IEndOfParagraphInstruction instruction, string name = "")

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

+ **Type:** **BP.AdventureFramework.**

Name

Description

Rendering

(**BP.AdventureFramework.Render**

System.String)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

line

Specify the line.

Type	Name	Description
ConversationActionCallback (BP.AdventureFramework.Conversations.Co nversationActionCallback.html)	<i>action</i>	Specify any action to be carried out with this line.
IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.In structions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
+ BP.AdventureFramework. Commands (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	Specify the name of the paragraph.

- BP.AdventureFramework.

Conversations

Paragraph(string, ConversationActionCallback, string)

Conversation
Initializes a new instance of the Paragraph class.
(BP.AdventureFramework.Convers

Declaration
ConversationActionCallback

(BP.AdventureFramework.Convers

LogItem
public Paragraph(string line, ConversationActionCallback action, string name = "")
(BP.AdventureFramework.Convers

Paragraph

Paragraph
(BP.AdventureFramework.Convers

Type		Name	Description
Participant (BP.AdventureFramework.Convers			
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>line</i>		Specify the line.
ConversationActionCallback (BP.AdventureFramework.Convers	<i>action</i>		Specify any action to be carried out with this line.
+ BP.AdventureFramework. Conversations.Instructions (BP.AdventureFramework.Con			
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>		Specify the name of the paragraph.
+ BP.AdventureFramework.			

Extensions

(BP.AdventureFramework.Exte

Paragraph(string, IEndOfParagraphInstruction, string)

+ BP.AdventureFramework.

Initialization
Initializes a new instance of the Paragraph class.

Interpretation
(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic
public Paragraph(string line, IEndOfParagraphInstruction instruction, string name = "")
(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>line</i>	Specify the line.
IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
string Commands (BP.AdventureFramework.Commands)	<i>name</i>	Specify the name of the paragraph.

- BP.AdventureFramework.

Conversations

Paragraph(string, string)

Conversation
Initializes a new instance of the Paragraph class.
([BP.AdventureFramework.Conversations.Paragraph.html](#))

Declaration

ConversationActionCallback
([BP.AdventureFramework.Conversations.Paragraph.ConversationActionCallback.html](#))

```
LogItem
public Paragraph(string line, string name = "")  
(BP.AdventureFramework.Conversations.Paragraph.LogItem.html)
```

Paragraph

Paragraph
([BP.AdventureFramework.Conversations.Paragraph.html](#))

Type		Name	Description
Participant (BP.AdventureFramework.Conversations.Participant.html)			
string GetResponse (https://learn.microsoft.com/dotnet/api/system.string)	<i>line</i>	Specify the line.	
string (BP.AdventureFramework.Conversations.Paragraph.name.html)	<i>name</i>	Specify the name of the paragraph.	

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)

Properties

+ BP.AdventureFramework.

Extensions

A(BP.AdventureFramework.Exten

+ BP.AdventureFramework.

Get or Set any action to carry out on this line.

Interpretation

Declaration ([BP.AdventureFramework.Interpretation.html](#))

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Property Value

Type	Description
ConversationActionCallback (BP.AdventureFramework.Conversations.ConversationActionCallback.html)	

+ BP.AdventureFramework.

Rendering.FrameBuilders

CanRespond

Get if a response is possible.

Declaration

```
public bool CanRespond { get; }
```

+ BP.AdventureFramework.

Type	Description
(BP.AdventureFramework.Commands.IEndOfParagraphInstruction)	bool (https://learn.microsoft.com/dotnet/api/system.boolean)
- BP.AdventureFramework.	
Conversations	
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)	Conversation Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph. ConversationActionCallback
Declaration	(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)
LogItem	
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)	public IEndOfParagraphInstruction Instruction { get; } Paragraph
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)	
Property Value	
Type	(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)
Response	
IEndOfParagraphInstruction	(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)
(BP.AdventureFramework.Conversations.IInstructions.IEndOfParagraphInstruction.html)	
+ BP.AdventureFramework.	
Conversations.Instructions	
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)	
Line	
+ BP.AdventureFramework.	
Get or set the line.	
Extensions	
(BP.AdventureFramework.Extensions.IEndOfParagraphInstruction)	
+ BP.AdventureFramework.	
public string Line { get; set; }	
Interpretation	
(BP.AdventureFramework.Interpretation.IEndOfParagraphInstruction)	
Property Value	
Type	(BP.AdventureFramework.Interpretation.IEndOfParagraphInstruction)
Logic	
string (https://learn.microsoft.com/dotnet/api/system.string)	
+ BP.AdventureFramework.	
Rendering	
Name	
(BP.AdventureFramework.Rendering.IName)	
Get the name.	
+ BP.AdventureFramework.	
Rendering.FrameBuilders	

Declaration

```
public string Name { get; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string) + BP.AdventureFramework.	

Commands

(BP.AdventureFramework.Com

Responses

- BP.AdventureFramework.

Get or set the responses, applicable to the last line.

Conversations

(BP.AdventureFramework.Con

Declaration

Conversation

p(BP.AdventureFramework.Responses) get; set; }

ConversationActionCallback

(BP.AdventureFramework.Convers

Property Value

LogItem

Type	Description
Paragraph Response (BP.AdventureFramework.Conversations.Response.html) (BP.AdventureFramework.Convers	

Participant

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.FrameBuilders

Enum Participant

Enumeration of participants in a conversation.

Filter by title

Namespace: BP.(BP.html).AdventureFramework.(BP.AdventureFramework.html).Conversations
(BP.AdventureFramework.Conversations.html)

Commands

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Com

Syntax

- BP.AdventureFramework.

ConversationsParticipant

(BP.AdventureFramework.Con

Conversation

(BP.AdventureFramework.Convers

Fields

(BP.AdventureFramework.Convers

Name	Description
OtherParagraph	(BP.AdventureFramework.Convers
Player	Any other participant. (BP.AdventureFramework.Convers

The player.
Participant

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend

Class Response

Provides a response to a conversation.

Filter by title

Inheritance

Commands

↳ [\(BP.AdventureFramework.Conversation\)](#)

↳ Response

- **BP.AdventureFramework.**

Inherited Members

Conversations

↳ [\(BP.AdventureFramework.Conversation\)](#)

↳ Conversation

object Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(BP.AdventureFramework.Conversation)

equals(system-object-system-object)

ConversationActionCallback

object GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(BP.AdventureFramework.Conversation)

object GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

LogItem

object ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(BP.AdventureFramework.Conversation)

object ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Paragraph

NameSpace: BP.AdventureFramework.Conversation

(BP.AdventureFramework.Conversations.html)

Participant

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Conversation)

Conversations

Syntax

Response

(BP.AdventureFramework.Conversation)

public sealed class Response

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversation)

Constructors

+ **BP.AdventureFramework.**

Extensions

Response(string)

↳ [\(BP.AdventureFramework.Response\)](#)

Response class.

↳ [\(BP.AdventureFramework.Response\)](#)

Interpretation

Declaration

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Rendering

String (<https://learn.microsoft.com/dotnet/api/system.string>)

(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**

Response(string, EndOfParagraphInstruction)

(BP.AdventureFramework.Rendering)

Initializes a new instance of the Response class.

Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

Parameters

Type	Name	Description
Commands string (BP.AdventureFramework.Com (https://learn.microsoft.com/dotnet/api/system.string) - BP.AdventureFramework.	<i>line</i>	The line to trigger this response.
Conversations IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html) Conversation	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

Properties

(BP.AdventureFramework.Convers

Paragraph

Instruction

(BP.AdventureFramework.Convers

Participant

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

Response

(BP.AdventureFramework.Convers

Declaration

(BP.AdventureFramework.Convers

Property Value

+ **BP.AdventureFramework.**

public IEndOfParagraphInstruction Instruction { get; }

Conversations.Instructions

(BP.AdventureFramework.Convers

Type

Extensions

(BP.AdventureFramework.Exte

IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

Line

+ **BP.AdventureFramework.**

Get the line.

Logic

(BP.AdventureFramework.Logi

Declaration

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

public string Line { get; }

Rendering

(BP.AdventureFramework.Render

Property Value

+ **BP.AdventureFramework.**

Type

Rendering.FrameBuilders

(BP.AdventureFramework.Render

string
(https://learn.microsoft.com/dotnet/api/system.string)

+ **BP.AdventureFramework.Render**

string
(https://learn.microsoft.com/dotnet/api/system.string)

Description

Description

Description

Description

Description

Description

Description

▼

Commands

(BP.AdventureFramework.Com)

- BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con)

Conversation

(BP.AdventureFramework.Conver

ConversationActionCallback

(BP.AdventureFramework.Conver

LogItem

(BP.AdventureFramework.Conver

Paragraph

(BP.AdventureFramework.Conver

Participant

(BP.AdventureFramework.Conver

Response

(BP.AdventureFramework.Conver

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rende)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rende)

Namespace BP.AdventureFramework.Conversations.Instructions

▼ Filter by title

Classes

Assets.Locations

(BP.AdventureFramework.Assets.Locations.ByCallback)

(BP.AdventureFramework.Conversations.Instructions.ByCallback.html)

Commands

An end of paragraph instruction that shifts paragraphs based on a callback.

(BP.AdventureFramework.Commands.ByCallback)

First (BP.AdventureFramework.Conversations.Instructions.First.html)

Conversations

An end of paragraph instruction that shifts paragraphs to the start.

(BP.AdventureFramework.Conversations.First)

GoTo (BP.AdventureFramework.Conversations.Instructions.GoTo.html)

Conversations

An end of paragraph instruction that shifts paragraphs based on an absolute index.

(BP.AdventureFramework.Conversations.GoTo)

Jump (BP.AdventureFramework.Conversations.Instructions.Jump.html)

(BP.AdventureFramework.Conversations.Jump)

An end of paragraph instruction that shifts paragraphs based on a delta.

(BP.AdventureFramework.Conversations.Jump.ByDelta)

GoTo

Last (BP.AdventureFramework.Conversations.Instructions.Last.html)

(BP.AdventureFramework.Conversations.Last)

An end of paragraph instruction that shifts paragraphs to the end.

(BP.AdventureFramework.Conversations.Last)

Jump

Next (BP.AdventureFramework.Conversations.Instructions.Next.html)

(BP.AdventureFramework.Conversations.Next)

An end of paragraph instruction that shifts paragraphs to the next paragraph.

(BP.AdventureFramework.Conversations.Next)

Next

Previous (BP.AdventureFramework.Conversations.Instructions.Previous.html)

(BP.AdventureFramework.Conversations.Previous)

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

(BP.AdventureFramework.Conversations.Previous)

Repeat

Repeat (BP.AdventureFramework.Conversations.Instructions.Repeat.html)

(BP.AdventureFramework.Conversations.Repeat)

An end of paragraph instruction that repeats.

(BP.AdventureFramework.Conversations.Repeat)

ToName (BP.AdventureFramework.Conversations.Instructions.ToName.html)

Extensions

An end of paragraph instruction that shifts paragraphs based on a name.

(BP.AdventureFramework.Extensions.ToName)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Interfaces

IEndOfParagraphInstruction

([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Represents an instruction to be carried out at the end of a paragraph.

Assets.Locations

([BP.AdventureFramework.Assets.Locations.html](#))

+ BP.AdventureFramework.

Commands

([BP.AdventureFramework.Commands.html](#))

+ BP.AdventureFramework.

Conversations

([BP.AdventureFramework.Conversations.html](#))

- BP.AdventureFramework.

Conversations.Instructions

([BP.AdventureFramework.Conversations.Instructions.html](#))

ByCallback

([BP.AdventureFramework.Conversations.Instructions.ByCallback.html](#))

First

([BP.AdventureFramework.Conversations.Instructions.First.html](#))

GoTo

([BP.AdventureFramework.Conversations.Instructions.GoTo.html](#))

IEndOfParagraphInstruction

([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Jump

([BP.AdventureFramework.Conversations.Instructions.Jump.html](#))

Last

([BP.AdventureFramework.Conversations.Instructions.Last.html](#))

Next

([BP.AdventureFramework.Conversations.Instructions.Next.html](#))

Previous

([BP.AdventureFramework.Conversations.Instructions.Previous.html](#))

Repeat

([BP.AdventureFramework.Conversations.Instructions.Repeat.html](#))

ToName

([BP.AdventureFramework.Conversations.Instructions.ToName.html](#))

+ BP.AdventureFramework.

Extensions

([BP.AdventureFramework.Extensions.html](#))

+ BP.AdventureFramework.

Interpretation

([BP.AdventureFramework.Interpretation.html](#))

Class ByCallback

An end of paragraph instruction that shifts paragraphs based on a callback.

Filter by title

Inheritance

+ **BP.AdventureFramework** Object (<https://learn.microsoft.com/dotnet/api/system.object>)

Commands

(**BP.AdventureFramework.Com** Implements

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html))

Interfaces

(**BP.AdventureFramework.Con** object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))))

- **BP.AdventureFramework.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(**BP.AdventureFramework.Con** object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Convers** Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

(**BP.AdventureFramework.Convers** IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.html](#)).Instructions ([BP.AdventureFramework.Conversations.Instructions.html](#)))

Assembly: BP.AdventureFramework

IEndOfParagraphInstruction

(**BP.AdventureFramework.Convers**

Jump

public sealed class ByCallback : IEndOfParagraphInstruction
(**BP.AdventureFramework.Convers**

Last

(**BP.AdventureFramework.Convers**

Constructors

(**BP.AdventureFramework.Convers**

Previous

ByCallback(Functor<IEndOfParagraphInstruction>)

Repeat

Create a new instance of the ByCallback class.

(**BP.AdventureFramework.Convers**

ToName

Declaration

(**BP.AdventureFramework.Convers**

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

Logic

Type	Name	Description
Func<IEndOfParagraphInstruction> (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html) >	callback	The callback that decides the instruction to use.

+ BP.AdventureFramework.

Commands

Properties

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Callbacks

(BP.AdventureFramework.Com

Get the callback that decides the instruction to use.

- BP.AdventureFramework.

Declarations

Conversations.Instructions

(BP.AdventureFramework.Com

```
public Func<IEndOfParagraphInstruction> Callback { get; }
```

ByCallback

Property Value
First

Type	Description
GoTo Func<IEndOfParagraphInstruction> (BP.AdventureFramework.Convers IEndOfParagraphInstruction IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html) > Jump	

(BP.AdventureFramework.Convers

Last

(BP.AdventureFramework.Convers

Methods

(BP.AdventureFramework.Convers

Previous

GetIndexOfNext(Paragraph[] Paragraphs)

(BP.AdventureFramework.Convers

Repeat

Get the index of the next paragraph.

(BP.AdventureFramework.Convers

Declaration

(BP.AdventureFramework.Convers

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

Type	Name	Description
Interpretation	current	The current paragraph.

+ BP.AdventureFramework.

Logic

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

Returns

Type	Description
+ BP.AdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32) Commands	The index of the next paragraph.

(BP.AdventureFramework.Com

Implementations

Conversations

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
(BP.AdventureFramework.Con

- **BP.AdventureFramework.**
Conversations.Instructions
(BP.AdventureFramework.Con

ByCallback
(BP.AdventureFramework.Convers
First
(BP.AdventureFramework.Convers
GoTo
(BP.AdventureFramework.Convers
IEndOfParagraphInstruction
(BP.AdventureFramework.Convers
Jump
(BP.AdventureFramework.Convers
Last
(BP.AdventureFramework.Convers
Next
(BP.AdventureFramework.Convers
Previous
(BP.AdventureFramework.Convers
Repeat
(BP.AdventureFramework.Convers
ToName
(BP.AdventureFramework.Convers

- + **BP.AdventureFramework.**
Extensions
(BP.AdventureFramework.Exte

- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Inter

- + **BP.AdventureFramework.**
Logic

Class First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

Inheritance

+ BP.AdventureFramework.

↳ [Commands](#) /learn.microsoft.com/dotnet/api/system.object)

(BP.AdventureFramework.Com

Implements

+ BP.AdventureFramework.

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

Conversations

Inherited Members

(BP.AdventureFramework.Com

- [BP.AdventureFramework.](#)
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

Conversations.Instructions

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
(BP.AdventureFramework.Com

equals(system-object-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

GoTo

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations

(BP.AdventureFramework.Conversations).Instructions (BP.AdventureFramework.Conversations.Instructions.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Convers

Syntax

Jump

(BP.AdventureFramework.Convers
public sealed class First : IEndOfParagraphInstruction
Last

(BP.AdventureFramework.Convers

Next

(BP.AdventureFramework.Convers

Previous

(BP.AdventureFramework.Convers

Repeat

GetIndexOfNext(Paragraph, Paragraph[])

ToName

Get the index of the next paragraph

(BP.AdventureFramework.Convers

Description

+ BP.AdventureFramework.

Extensions

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

+ BP.AdventureFramework.

Parameters

Interpretation

Type	Name	Description
Paragraph	current	The current paragraph.

(BP.AdventureFramework.Conversations.Paragraph.html)

Logic

(BP.AdventureFramework.Conversations.Logic.html)

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

Returns

Type	Description
Commands int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Conversations.Commands)	The index of the next paragraph.

+ BP.AdventureFramework.

Implements

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

- BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

ByCallback

(BP.AdventureFramework.Conversations.Instructions.ByCallback)

First

(BP.AdventureFramework.Conversations.Instructions.First)

GoTo

(BP.AdventureFramework.Conversations.Instructions.GoTo)

IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)

Jump

(BP.AdventureFramework.Conversations.Instructions.Jump)

Last

(BP.AdventureFramework.Conversations.Instructions.Last)

Next

(BP.AdventureFramework.Conversations.Instructions.Next)

Previous

(BP.AdventureFramework.Conversations.Instructions.Previous)

Repeat

(BP.AdventureFramework.Conversations.Instructions.Repeat)

ToName

(BP.AdventureFramework.Conversations.Instructions.ToName)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

Commands

↳ [\(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html\)](#)

↳ GoTo

+ BP.AdventureFramework.

Implements

Conversations

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Inherited Members

- BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Namespace: [BP \(BP.html\)](#).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

[\(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction\).Instructions](#) ([BP.AdventureFramework.Conversations.Instructions.html](#))

Assembly: AdventureFramework.dll

Jump

[\(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction\)](#)

Last

public sealed class GoTo : IEndOfParagraphInstruction
[\(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction\)](#)

Next

[\(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction\)](#)

Constructors

[\(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction\)](#)

Repeat

[GoTo\(int\)](#) ([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction](#))

ToName

Create a new instance of the GoTo class.
[\(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction\)](#)

Declaration

+ BP.AdventureFramework.

Extensions

public Goto(int index)

(BP.AdventureFramework.Extensions.Goto)

+ BP.AdventureFramework.

Parameters

Interpretation

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	index	The index of the next paragraph.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Properties

Index

Get the index.



Declaration

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Property Value

Conversations

Type (BP.AdventureFramework.Con

Description

- in (BP.AdventureFramework.Conversations)

Conversations.Instructions

(BP.AdventureFramework.Con

ByCallback

Methods

(BP.AdventureFramework.Convers

First

(BP.AdventureFramework.Convers

GetIndexOfNext(Paragraph, Paragraph[])

GoTo

(BP.AdventureFramework.Convers

Get the index of the next paragraph.

IEndOfParagraphInstruction

Declaration

Jump

(BP.AdventureFramework.Convers

Last

(BP.AdventureFramework.Convers

Parameters

Next

Type (BP.AdventureFramework.Convers

Name

Description

Previous

current

The current paragraph.

Paragraph (BP.AdventureFramework.Convers

(BP.AdventureFramework.Conversations.Paragraph.html)

Repeat

Paragraph (BP.AdventureFramework.Convers

ToName

(BP.AdventureFramework.Conversations.Paragraph.html)

[] (BP.AdventureFramework.Convers

paragraphs

The collection of
paragraphs.

+ BP.AdventureFramework.

Returns

Extensions

Type (BP.AdventureFramework.Exte

Description

+ in (BP.AdventureFramework.Exte

The index of the next paragraph.

Interpretation

(BP.AdventureFramework.Inter

Implements

+ BP.AdventureFramework.

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

Logic

(BP.AdventureFramework.Logi

▼

Commands

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con)

- BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con)

ByCallback

(BP.AdventureFramework.Convers

First

(BP.AdventureFramework.Convers

GoTo

(BP.AdventureFramework.Convers

IEndOfParagraphInstruction

(BP.AdventureFramework.Convers

Jump

(BP.AdventureFramework.Convers

Last

(BP.AdventureFramework.Convers

Next

(BP.AdventureFramework.Convers

Previous

(BP.AdventureFramework.Convers

Repeat

(BP.AdventureFramework.Convers

ToName

(BP.AdventureFramework.Convers

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi)

Interface IEndOfParagraphInstruction

Represents an instruction to be carried out at the end of a paragraph.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations
(BP.AdventureFramework.Conversations).Instructions (BP.AdventureFramework.Conversations.Instructions.html)

Assembly: BP.AdventureFramework.dll
+ **BP.AdventureFramework.**

Syntax

Conversations

(BP.AdventureFramework.Conversations)
public interface IEndOfParagraphInstruction

- **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

Methods

GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

GoTo

Get the index of the next paragraph.

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Declaration

(BP.AdventureFramework.Conversations.Jump)

int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Last

Para

(BP.AdventureFramework.Conversations.Paragraph)

Next

(BP.AdventureFramework.Conversations.Paragraph)

Previous

(BP.AdventureFramework.Conversations.Paragraph)

Repeat

(BP.AdventureFramework.Conversations.Paragraph)

(BP.AdventureFramework.Conversations.Paragraph)

forName

(BP.AdventureFramework.Conversations.Paragraph)

(BP.AdventureFramework.Conversations.Paragraph)

Class Jump

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

+ **BP.AdventureFramework.**
↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

Conversations

(**BP.AdventureFramework.Conversations**)
Implements

IEndOfParagraphInstruction (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html>)

Introduces **Conversations.Instructions**

(**BP.AdventureFramework.Conversations**)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

ByCallback

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Conversations**)

Namespace: BP (<https://learn.microsoft.com/BP.html>).AdventureFramework (<https://learn.microsoft.com/BP.AdventureFramework.html>).Conversations

Jump (<https://learn.microsoft.com/BP.AdventureFramework.Conversations.html>).Instructions (<https://learn.microsoft.com/BP.AdventureFramework.Conversations.Instructions.html>)

Assembly: AdventureFramework

Last

Syntax

(**BP.AdventureFramework.Conversations**)

Next

public sealed class Jump : IEndOfParagraphInstruction
(**BP.AdventureFramework.Conversations**)

Previous

(**BP.AdventureFramework.Conversations**)

Constructors

(**BP.AdventureFramework.Conversations**)

ToName

Jump() (<https://learn.microsoft.com/BP.AdventureFramework.Conversations>)

+ **BP.AdventureFramework.**

Create a new instance of the Jump class.

Extensions

Declaration

(**BP.AdventureFramework.Extensions**)

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Interpretation**)

Parameters

Type	Name	Description
Logic int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Logic)	delta	The delta to shift paragraphs by.

+ **BP.AdventureFramework.**

Rendering

Properties

Delta

Get the delta.



Declaration

+ BP.AdventureFramework.

```
public int Delta { get; }
```

Conversations

([BP.AdventureFramework.Conversations](#))
Property Value

- BP.AdventureFramework.

Type

Conversations.Instructions

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

ByCallback

([BP.AdventureFramework.Conversations](#))

First

([BP.AdventureFramework.Conversations](#))

GoTo

([BP.AdventureFramework.Conversations](#))

IEndOfParagraphInstruction

([BP.AdventureFramework.Conversations](#))

Get the index of the next paragraph.

Jump

([BP.AdventureFramework.Conversations](#))

Last

([BP.AdventureFramework.Conversations](#))

Next

([BP.AdventureFramework.Conversations](#))

Parameters

Previous

Type

BP.AdventureFramework.Conversations

Repeat

Paragraph

([BP.AdventureFramework.Conversations](#))

ToStringName

([BP.AdventureFramework.Conversations.Paragraph.html](#))

Paragraph

([BP.AdventureFramework.Conversations.Paragraph.html](#))

+ BP.AdventureFramework.

Extensions

([BP.AdventureFramework.Extensions](#))

Returns

+ BP.AdventureFramework.

Type

Interpretation

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([BP.AdventureFramework.Interpretation](#))

Description

The index of the next paragraph.

+ BP.AdventureFramework.

Implements

([BP.AdventureFramework.Logging](#))

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ BP.AdventureFramework.

Rendering

▼

- + **BP.AdventureFramework.**
Conversations
(**BP.AdventureFramework.Conversations**)
- **BP.AdventureFramework.**
Conversations.Instructions
(**BP.AdventureFramework.Conversations.Instructions**)
 - ByCallback
 - (**BP.AdventureFramework.Conversations.Instructions.ByCallback**)
 - First
 - (**BP.AdventureFramework.Conversations.Instructions.First**)
 - GoTo
 - (**BP.AdventureFramework.Conversations.Instructions.GoTo**)
 - IEndOfParagraphInstruction
 - (**BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction**)
 - Jump
 - (**BP.AdventureFramework.Conversations.Instructions.Jump**)
 - Last
 - (**BP.AdventureFramework.Conversations.Instructions.Last**)
 - Next
 - (**BP.AdventureFramework.Conversations.Instructions.Next**)
 - Previous
 - (**BP.AdventureFramework.Conversations.Instructions.Previous**)
 - Repeat
 - (**BP.AdventureFramework.Conversations.Instructions.Repeat**)
 - ToName
 - (**BP.AdventureFramework.Conversations.Instructions.ToName**)
- + **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Extensions**)
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Interpretation**)
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logic**)
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Rendering**)

Class Last

An end of paragraph instruction that shifts paragraphs to the end.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **Conversations** (<https://learn.microsoft.com/dotnet/api/system.object>)
(**BP.AdventureFramework.Conversations**)

Implements

- **BP.AdventureFramework.**

IEndOfParagraphInstruction (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html>)

Inherited from

(**BP.AdventureFramework.Conversations**)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
(**BP.AdventureFramework.Conversations**)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
(**System.Object**)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Jump

Namespace: BP (BP.html).AdventureFramework (BP.html).AdventureFramework.Conversations

(**BP.AdventureFramework.Conversations**)

Last

Assembly: BP.AdventureFramework.dll

Syntax

Next

(**BP.AdventureFramework.Conversations**)
public sealed class Last : IEndOfParagraphInstruction
Previous

(**BP.AdventureFramework.Conversations**)

Repeat

(**BP.AdventureFramework.Conversations**)

To Name

(**BP.AdventureFramework.Conversations**)

Methods

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.**

GetIndexOfNext(Paragraph, Paragraph[])

Extensions

(**BP.AdventureFramework.Extensions**)

Delegates

Interpretation

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

Parameters

Logic

Type	Name	Description
BP.AdventureFramework.Logic	current	The current paragraph.

+ **BP.AdventureFramework.**

(<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Conversations.Paragraph.html>)

Rendering

(**BP.AdventureFramework.Rendering**)

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

>Returns

Type	Description
Conversations (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)	The index of the next paragraph.

- BP.AdventureFramework.

Instructions

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)
ByCallback
(BP.AdventureFramework.Conversations.First.html)
(BP.AdventureFramework.Conversations.GoTo.html)
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)
(BP.AdventureFramework.Conversations.Jump.html)
(BP.AdventureFramework.Conversations.Last.html)
(BP.AdventureFramework.Conversations.Next.html)
(BP.AdventureFramework.Conversations.Previous.html)
(BP.AdventureFramework.Conversations.Repeat.html)
(BP.AdventureFramework.Conversations.ToName.html)
(BP.AdventureFramework.Conversations.

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.html)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.html)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic.html)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering.html)

Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance

Conversations

↳ [\(BP.AdventureFramework.Conversations\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Next

- BP.AdventureFramework.

Implements

Conversations.Instructions

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

ByCallback

object (BP.AdventureFramework.Conversations) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))
First

object (BP.AdventureFramework.Conversations) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object-system-object\)](#))

object (BP.AdventureFramework.Conversations) ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object (BP.AdventureFramework.Conversations) ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object (BP.AdventureFramework.Conversations) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object ToString () ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

(BP.AdventureFramework.Conversations)

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

Assembly: AdventureFramework.dll
Next

Syntax

(BP.AdventureFramework.Conversations)

Previous

public sealed class Next : IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations)

Repeat

(BP.AdventureFramework.Conversations)

ToName

(BP.AdventureFramework.Conversations)

Methods

+ BP.AdventureFramework.

Extensions

GetIndexOfNext(Paragraph, Paragraph[])

(BP.AdventureFramework.Extensions)

Get the index of the next paragraph.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Interpretation)

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

+ BP.AdventureFramework.

Logic

Parameters

(BP.AdventureFramework.Logic)

Type

+ BP.AdventureFramework.

Paragraph

Rendering

(BP.AdventureFramework.Conversations.Paragraph.html)

(BP.AdventureFramework.Rendering)

Type	Name	Description
Paragraph	current	The current paragraph.

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

Returns

Conversations	Description
(BP.AdventureFramework.Conversations) int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

- **BP.AdventureFramework.**

Conversations.Instructions

IMPLEMENTATION **BP.AdventureFramework.Conversations.Instructions**

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)
First
(BP.AdventureFramework.Conversations.Instructions.First)
GoTo
(BP.AdventureFramework.Conversations.Instructions.GoTo)
IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)
Jump
(BP.AdventureFramework.Conversations.Instructions.Jump)
Last
(BP.AdventureFramework.Conversations.Instructions.Last)
Next
(BP.AdventureFramework.Conversations.Instructions.Next)
Previous
(BP.AdventureFramework.Conversations.Instructions.Previous)
Repeat
(BP.AdventureFramework.Conversations.Instructions.Repeat)
ToName
(BP.AdventureFramework.Conversations.Instructions.ToName)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

Class Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance

(**BP.AdventureFramework.Conversations.Instructions.Previous**)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

- **BP.AdventureFramework.**

↳ Previous

Conversations.Instructions

Implements

(**BP.AdventureFramework.Conversations.IEndOfParagraphInstruction**)

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.instructions.iendofparagraphinstruction.html))

↳ ByCallback

Inherited Members

(**BP.AdventureFramework.Conversations**)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Last

Namespace: BP ([BP.html](https://learn.microsoft.com/bp/html/adventureframework.html)).AdventureFramework ([BP.AdventureFramework.html](https://learn.microsoft.com/bp/html/adventureframework.html)).Conversations

(**BP.AdventureFramework.Conversations**)

Assembly: BP.AdventureFramework.dll

Syntax

Previous

(**BP.AdventureFramework.Conversations.Previous**)

public sealed class Previous : IEndOfParagraphInstruction

Repeat

(**BP.AdventureFramework.Conversations.Repeat**)

ToName

(**BP.AdventureFramework.Conversations.ToName**)

Methods

(**BP.AdventureFramework.**)

Extensions

(**BP.AdventureFramework.Extensions**)

GetIndexOfNext(Paragraph, Paragraph[])

+ **BP.AdventureFramework.**

Get the index of the next paragraph.

Interpretation

Declaration

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Logic

(**BP.AdventureFramework.Logic**)

Parameters

+ **BP.AdventureFramework.**

Type

Rendering

Paragraph

(**BP.AdventureFramework.Rendering**)

([BP.AdventureFramework.Conversations.Paragraph.html](https://learn.microsoft.com/bp/html/adventureframework.conversations.paragraph.html))

+ **BP.AdventureFramework.**

Type	Name	Description
Paragraph	current	The current paragraph.

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

Returns

Type	Description
- in BP.AdventureFramework (.NET API) dotnet/api/system.int32	The index of the next paragraph.

Conversations.Instructions (BP.AdventureFramework.Conversations)

Implements

By Callback	IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)
First	(BP.AdventureFramework.Conversations.First)
GoTo	(BP.AdventureFramework.Conversations.GoTo)
IEndOfParagraphInstruction	(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)
Jump	(BP.AdventureFramework.Conversations.Jump)
Last	(BP.AdventureFramework.Conversations.Last)
Next	(BP.AdventureFramework.Conversations.Next)
Previous	(BP.AdventureFramework.Conversations.Previous)
Repeat	(BP.AdventureFramework.Conversations.Repeat)
ToName	(BP.AdventureFramework.Conversations.ToName)
	(BP.AdventureFramework.Conversations.)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Class Repeat

An end of paragraph instruction that repeats.

Filter by title

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [Conversations.Instructions](#)
↳ [\(BP.AdventureFramework.Conversations.Instructions\)](#)
↳ [Implements](#)

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
↳ [\(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction\)](#)
Inherited Members
First

object ([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction](#)) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
↳ To
object ([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction](#)) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-bytessystem-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-bytessystem-object)))
object ([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction](#)) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object () ([Object](#)) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object ([BP.AdventureFramework.Conversations.IEndOfParagraphInstruction](#)) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object () ([Object](#)) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(BP.AdventureFramework.Conversations)
Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations
(BP.AdventureFramework.Conversations.html).Instructions ([BP.AdventureFramework.Conversations.Instructions.html](#))

Assembly: BP ([BP.html](#)).AdventureFramework

Syntax

Repeat
public sealed class Repeat : IEndOfParagraphInstruction
↳ [\(BP.AdventureFramework.Conversations.Repeat\)](#)
ToName
↳ [\(BP.AdventureFramework.Conversations.ToName\)](#)

+ [BP.AdventureFramework.](#)

Methods

Extensions

(BP.AdventureFramework.Exte

GetIndexOfNext(Paragraph, Paragraph[])

Interpretation

Get the index of the next paragraph.

(BP.AdventureFramework.Inter

Declaration

+ [BP.AdventureFramework.](#)

Logic int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(BP.AdventureFramework.Logi

Parameters

+ [BP.AdventureFramework.](#)

Rendering

(BP.AdventureFramework.Renderer)
Paragraph

+ [BP.AdventureFramework.](#)

Rendering FrameBuilders

Type	Name	Description
(BP.AdventureFramework.Renderer) Paragraph	current	The current paragraph.

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

>Returns

Type	Description
- BP.AdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

(BP.AdventureFramework.Conversations.Instructions)

ByCallback

(BP.AdventureFramework.Conversations.Instructions.ByCallback)

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)

First

(BP.AdventureFramework.Conversations.Instructions.First)

GoTo

(BP.AdventureFramework.Conversations.Instructions.GoTo)

IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)

Jump

(BP.AdventureFramework.Conversations.Instructions.Jump)

Last

(BP.AdventureFramework.Conversations.Instructions.Last)

Next

(BP.AdventureFramework.Conversations.Instructions.Next)

Previous

(BP.AdventureFramework.Conversations.Instructions.Previous)

Repeat

(BP.AdventureFramework.Conversations.Instructions.Repeat)

ToName

(BP.AdventureFramework.Conversations.Instructions.ToName)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering FrameBuilders

Class ToName

An end of paragraph instruction that shifts paragraphs based on a name.

Filter by title

Inheritance

Type	Name	Description
BP.AdventureFramework.		
Rendering		
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	The name of the paragraph to jump to.

Properties

Name

Get the name of the paragraph to jump to.

Declaration

- **BP.AdventureFramework.**
public string Name { get; }
Conversations.Instructions
(BP.AdventureFramework.Conversations.Instructions)

Property Value

ByCallback

Type **BP.AdventureFramework.Conversations.Instructions**

First
string (<https://learn.microsoft.com/dotnet/api/system.string>)
(BP.AdventureFramework.Conversations.Instructions)

Description

GoTo
(BP.AdventureFramework.Conversations.Instructions)

IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations.Instructions)

Jump
(BP.AdventureFramework.Conversations.Instructions)

GetIndexOfNext(Paragraph, Paragraph[])
Last

Get the index of the next paragraph.
Next

Declaration

(BP.AdventureFramework.Conversations.Instructions)

Previous

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Repeat

(BP.AdventureFramework.Conversations.Instructions)

Parameters

ToName

Type **BP.AdventureFramework.Conversations.Instructions**

Name

Description

+ **BP.AdventureFramework.**

(BP.AdventureFramework.Conversations.Paragraph.html)

current

The current paragraph.

+ **BP.AdventureFramework.Exten**

(BP.AdventureFramework.Conversations.Paragraph.html)

paragraphs

The collection of paragraphs.

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

Returns

+ **BP.AdventureFramework.**

Type

Logic

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

The index of the next paragraph.

+ **BP.AdventureFramework.**

Implementation

(BP.AdventureFramework.Renderer)

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ **BP.AdventureFramework.**

Rendering FrameBuilders



- **BP.AdventureFramework.**
Conversations.Instructions
(BP.AdventureFramework.Conver

ByCallback
(BP.AdventureFramework.Convers
First
(BP.AdventureFramework.Convers
GoTo
(BP.AdventureFramework.Convers
IEndOfParagraphInstruction
(BP.AdventureFramework.Convers
Jump
(BP.AdventureFramework.Convers
Last
(BP.AdventureFramework.Convers
Next
(BP.AdventureFramework.Convers
Previous
(BP.AdventureFramework.Convers
Repeat
(BP.AdventureFramework.Convers
ToName
(BP.AdventureFramework.Convers

- + **BP.AdventureFramework.**
Extensions
(BP.AdventureFramework.Exte

- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Inter

- + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logi

- + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Rend

- + **BP.AdventureFramework.**
Rendering FrameBuilders

Namespace BP.AdventureFramework.Extensions

▼ Filter by title

Classes

+ **BP.AdventureFramework.**

Commands

DirectionExtensions

([BP.AdventureFramework.Extensions.DirectionExtensions.html](#))

+ **BP.AdventureFramework.**

Provides extension methods for Directions.

Conversations

([BP.AdventureFramework.Conversations.html](#))

StringExtensions ([BP.AdventureFramework.Extensions.StringExtensions.html](#))

+ **BP.AdventureFramework.**

Provides extension methods for strings.

Conversations.Instructions

([BP.AdventureFramework.Conversations.Instructions.html](#))

- **BP.AdventureFramework.**

Extensions

([BP.AdventureFramework.Extensions.html](#))

 DirectionExtensions

 ([BP.AdventureFramework.Extensions.DirectionExtensions.html](#))

 StringExtensions

 ([BP.AdventureFramework.Extensions.StringExtensions.html](#))

+ **BP.AdventureFramework.**

Interpretation

([BP.AdventureFramework.Interpretation.html](#))

+ **BP.AdventureFramework.**

Logic

([BP.AdventureFramework.Logic.html](#))

+ **BP.AdventureFramework.**

Rendering

([BP.AdventureFramework.Rendering.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

([BP.AdventureFramework.Rendering.FrameBuilders.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

...

Type	Description
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	The inverse direction.

▼

- + BP.AdventureFramework.
Commands
(BP.AdventureFramework.Com)
- + BP.AdventureFramework.
Conversations
(BP.AdventureFramework.Con)
- + BP.AdventureFramework.
Conversations.Instructions
(BP.AdventureFramework.Con)
- BP.AdventureFramework.
Extensions
(BP.AdventureFramework.Exte)
 - DirectionExtensions
(BP.AdventureFramework.Exten)
 - StringExtensions
(BP.AdventureFramework.Exten)
- + BP.AdventureFramework.
Interpretation
(BP.AdventureFramework.Inter)
- + BP.AdventureFramework.
Logic
(BP.AdventureFramework.Logi)
- + BP.AdventureFramework.
Rendering
(BP.AdventureFramework.Rende)
- + BP.AdventureFramework.
Rendering.FrameBuilders
(BP.AdventureFramework.Rende)
- + BP.AdventureFramework.
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Rende)
- + BP.AdventureFramework.

Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

+ **BP.AdventureFramework** ([Object](https://learn.microsoft.com/dotnet/api/system.object))

Commands

(**BP.AdventureFramework.Com**)

+ **BP.AdventureFramework** ([object.Equals\(object, object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Conversations

(**BP.AdventureFramework.Com**)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **BP.AdventureFramework** ([object.GetHashCode\(\)](https://learn.microsoft.com/dotnet/api/system.object.gethashcode))

ConversationsInstructions

(**BP.AdventureFramework.Com**)

object.ReferenceEquals(object, object) ([object.ReferenceEquals\(object, object\)](https://learn.microsoft.com/dotnet/api/system.object.referenceequals)) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **BP.AdventureFramework** ([object.ToString\(\)](https://learn.microsoft.com/dotnet/api/system.object.tostring)) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Extensions

Namespace: BP(BP.html).AdventureFramework (BP.AdventureFramework.html).Extensions

(**BP.AdventureFramework.Exte**)

Assembly: BP.AdventureFramework.dll

DirectionExtensions

Syntax (**BP.AdventureFramework.Exte**)

StringExtensions

p(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**)

Methods

+ **BP.AdventureFramework.**

Logic

CaseInsensitiveContains(string, string)

+ **BP.AdventureFramework.**

Rendering

Declaration (**BP.AdventureFramework.Ren**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Parameters (**BP.AdventureFramework.Ren**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Color

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(**BP.AdventureFramework.Ren**)

+ **BP.AdventureFramework.**

Table

Name	Description
value	The value.
subString	The string to seek.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the value parameter occurs within this string, or if value is the empty string (""); otherwise, false.

BP.AdventureFramework. EnsureFinishedSentence(string)

Commands

Ensure this string is a finished sentence, ending in either ?, ! or .
(BP.AdventureFramework.Con

Declaration
+ BP.AdventureFramework.

Conversations

public static string EnsureFinishedSentence(this string value)
(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Parameters

Conversations.Instructions

Type
(BP.AdventureFramework.Con

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The string to finish.

- BP.AdventureFramework.

Extensions

Returns

(BP.AdventureFramework.Exte

Type

DirectionExtensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

The finished string.

StringExtensions

(BP.AdventureFramework.Exten

EqualsExaminable(string, IExaminable)

Interpretation

Determine if this string equals an IExaminable.

(BP.AdventureFramework.Inte

Declaration

+ BP.AdventureFramework.

Logic

public static bool EqualsExaminable(this string value, IExaminable examinable)

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Parameters

Rendering

Type
(BP.AdventureFramework.Render

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The value.

+ BP.AdventureFramework.

IExaminable ([BP.AdventureFramework.Assets.IExaminable.html](#))

examinable

The examinable.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Returns

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if this string equals the identifier, else false.

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

EqualsIdentifier(string, Identifier)

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

Parameters

+ BP.AdventureFramework.

Type	Name	Description
Commands (BP.AdventureFramework.Com string (https://learn.microsoft.com/dotnet/api/system.string)	<i>value</i>	The value.
+ BP.AdventureFramework. Identifier (BP.AdventureFramework.Assets.Identifier.html) Conversations	<i>identifier</i>	The identifier.

Returns

Type	Description
BP.AdventureFramework.	
Conversations.Instructions bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if this string equals the identifier, else false.
(BP.AdventureFramework.Com	

- BP.AdventureFramework.

GetObjectifier(string)

(BP.AdventureFramework.Exten

Get an objectifier for a word.

DirectionExtensions

Declaration

(BP.AdventureFramework.Exten

StringExtensions

```
public static Identifier GetObjectifier(this string word)
```

+ BP.AdventureFramework.

Parameters

Interpretation

Type	Name	Description
BP.AdventureFramework.Inter	<i>word</i>	The word.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

Type	Description
BP.AdventureFramework.	
Rendering string (https://learn.microsoft.com/dotnet/api/system.string)	The objectifier.
(BP.AdventureFramework.Render	

+ BP.AdventureFramework.

IsPlural(string)

(BP.AdventureFramework.Render

Get if a word is plural.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders.

Color

```
public static bool IsPlural(this string word)
```

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	word	The word to check.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the word is plural.

Commands

(BP.AdventureFramework.Com

IsVowel(string)

+ BP.AdventureFramework.

Conversations

Determine if a word contains a vowel.

(BP.AdventureFramework.Com

Declaration

+ BP.AdventureFramework.

public static bool IsVowel(this string value)

Conversations.Instructions

(BP.AdventureFramework.Com

Parameters

- BP.AdventureFramework.

Type	Name	Description
(BP.AdventureFramework.Exte		

string (<https://learn.microsoft.com/dotnet/api/system.string>)

DirectionExtensions

Return (BP.AdventureFramework.Extenso

Type	Description
(BP.AdventureFramework.Extenso	

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

LineCount(string)

+ BP.AdventureFramework.

Determine the number of lines in this string.

Logic

(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

public static int LineCount(this string value)

Rendering

(BP.AdventureFramework.Ren

Parameters

+ BP.AdventureFramework.

Type	Name	Description
(BP.AdventureFramework.Ren		

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Type	Name	Description
(BP.AdventureFramework.Ren		

value

The value.

Type	Description
(BP.AdventureFramework.Ren	

Type	Description
(BP.AdventureFramework.Ren	

Type	Description
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Type	Description
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Type	Description
(BP.AdventureFramework.Ren	

Type	Description
(BP.AdventureFramework.Ren	

Type	Description
</tbl

RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

Parameters

+ BP.AdventureFramework.

Type Commands

(BP.AdventureFramework.Com-

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value The string to ensure isn't finished finish.

+ BP.AdventureFramework.

Returns

Conversations

Type (BP.AdventureFramework.Con-

versations)

(BP.AdventureFramework.Con-

ToDescription(string)

BP.AdventureFramework.

Extensions

Returns this string as a Description.

(BP.AdventureFramework.Exte-

Declaration

DirectionExtensions

(BP.AdventureFramework.Exten-

```
public static Description ToDescription(this string value)
```

StringExtensions

(BP.AdventureFramework.Exten-

Parameters

+ BP.AdventureFramework.

Type Interpretation

(BP.AdventureFramework.Inter-

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value The value.

+ BP.AdventureFramework.

Returns

Logic

Type (BP.AdventureFramework.Logi-

Description (BP.AdventureFramework.Assets.Description.html)

Description

This string as a description.

+ BP.AdventureFramework.

RenderingFrameBuilders

(BP.AdventureFramework.Render-

ToIdentifier(string)

+ BP.AdventureFramework.

RenderingFrameBuilders

(BP.AdventureFramework.Render-

Declaration

+ BP.AdventureFramework.

public static Identifier ToIdentifier(this string value)

Color

(BP.AdventureFramework.Render-

Parameters

+ BP.AdventureFramework.

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

Returns

Type	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)	This string as an identifier.

+ BP.AdventureFramework.

Commands

ToSentenceCase(string)

+ BP.AdventureFramework.

Convert a string to sentence case.

Conversations

Declaration (BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Extensions

Declaration string (<https://learn.microsoft.com/dotnet/api/system.string>) (BP.AdventureFramework.Extensions)

- BP.AdventureFramework.

Extensions

Declaration string (<https://learn.microsoft.com/dotnet/api/system.string>) (BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

ToSpeech(string)

+ BP.AdventureFramework.

Logic

Declaration (BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

Declaration string (<https://learn.microsoft.com/dotnet/api/system.string>) (BP.AdventureFramework.Rendering)

Returns

+ BP.AdventureFramework.

Rendering.FrameBuilders

Declaration Color (<https://learn.microsoft.com/dotnet/api/system.string>) (BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

▼

- + **BP.AdventureFramework.**
Commands
(**BP.AdventureFramework.Com**)
- + **BP.AdventureFramework.**
Conversations
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**
Conversations.Instructions
(**BP.AdventureFramework.Con**)
- **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**)
 - DirectionExtensions
(**BP.AdventureFramework.Exten**)
 - StringExtensions
(**BP.AdventureFramework.Exten**)
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**)
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**)
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**

Namespace BP.AdventureFramework. Interpretation

▼ Filter by title

Classes

Commands

(BP.AdventureFramework.Com)

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)

+ BP.AdventureFramework.

Provides help for a command.

Conversations

(BP.AdventureFramework.Con)

CustomCommandInterpreter

+ BP.AdventureFramework.

(BP.AdventureFramework.Interpretation.CustomCommandInterpreter.html)

Conversations.Instructions

Provides an object that can be used for interpreting custom commands.

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

InterpretationResult

Extensions

(BP.AdventureFramework.Interpretation.InterpretationResult.html)

(BP.AdventureFramework.Exte

Represents the result of an interpretation.

- BP.AdventureFramework.

Interfaces

(BP.AdventureFramework.Inter

CommandHelp

IIInterpreter (BP.AdventureFramework.Interpretation.IIInterpreter.html)

CustomCommandInterpreter

Represents an object that can act as an interpreter for input.

(BP.AdventureFramework.Interpret

IInterpreter

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Boo

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

Commands

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ CommandHelp

+ BP.AdventureFramework.

Implements

Conversations

IEquatable (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<CommandHelp

([BP.AdventureFramework.Con](#)
(BP.AdventureFramework.Interpretation.CommandHelp.html) >

+ BP.AdventureFramework.

Inherited Members

Conversations.Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

Extensions

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

([BP.AdventureFramework.Exte](#)

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype\)](https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring\)](https://learn.microsoft.com/dotnet/api/system.object.tostring)

BP.AdventureFramework.

Interpretation

Name: [BP](#) ([BP.html](#)) AdventureFramework ([BP.AdventureFramework.html](#)).Interpretation

([BP.AdventureFramework.Inter](#)

Assembly: BP.AdventureFramework.dll

([BP.AdventureFramework.Interpret](#)

Syntax

CustomCommandInterpreter

([BP.AdventureFramework.Interpret](#)
public sealed class CommandHelp : IEquatable<CommandHelp>

Interpreter

([BP.AdventureFramework.Interpret](#)

InterpretationResult

([BP.AdventureFramework.Interpret](#)

Constructors

+ BP.AdventureFramework.

Logic

CommandHelp(string, string)

([BP.AdventureFramework.Logi](#)

Initializes a new instance of the CommandHelp class.

+ BP.AdventureFramework.

Declaration:

Rendering

([BP.AdventureFramework.Ren](#)

public CommandHelp(string command, string description)

+ BP.AdventureFramework.

Rendering.FrameBuilders

Parameters

([BP.AdventureFramework.Ren](#)

Type

+ BP.AdventureFramework.

string ([https://learn.microsoft.com/dotnet/api/system.string\)](https://learn.microsoft.com/dotnet/api/system.string)

([BP.AdventureFramework.Ren](#)

Color

([https://learn.microsoft.com/dotnet/api/system.string\)](https://learn.microsoft.com/dotnet/api/system.string)

([BP.AdventureFramework.Ren](#)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	command	The command.
Color (https://learn.microsoft.com/dotnet/api/system.string)	description	The help.

Properties

Command

Get the command.

Declaration

Commands

(BP.AdventureFramework.Com}

+ BP.AdventureFramework.

Property Value

Conversations

Type	Description
(BP.AdventureFramework.Conversation)	

+s BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversation)

Description

BP.AdventureFramework.

Extensions

Get the description of the command.

(BP.AdventureFramework.Exten

Declaration

- BP.AdventureFramework.

Interpretation Description { get; }

(BP.AdventureFramework.Interpre

Property Value

Type	Description
(BP.AdventureFramework.Interpreter)	

CustomCommandInterpreter

(BP.AdventureFramework.CommandInterpreter)	
Interpreter	

(BP.AdventureFramework.Interpre

InterpretationResult

(BP.AdventureFramework.Interpre

Methods

+ BP.AdventureFramework.

Logic

Equals(CommandHelp)

(BP.AdventureFramework.Logi

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

+ BP.AdventureFramework.

Declaration

(BP.AdventureFramework.Render

public bool Equals(CommandHelp other)

+ BP.AdventureFramework.

Rendering.FrameBuilders

Parameters

(BP.AdventureFramework.Render

Type	Name	Description
+ BP.AdventureFramework.		

CommandHelp

Rendering.FrameBuilders.

(BP.AdventureFramework.Interpretation.CommandHelp.html)

other

An object to compare with this object.

(BP.AdventureFramework.Render

Color)

(BP.AdventureFramework.Render

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	true (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool) if the current object is equal to the other parameter; otherwise, false (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool).

Commands

(BP.AdventureFramework.Com

Implements [IAdventureFramework](#).

Conversations

[IEquatable<T>](#) (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

- **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

CommandHelp

(BP.AdventureFramework.Interpret

CustomCommandInterpreter

(BP.AdventureFramework.Interpret

IInterpreter

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Boo

Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

Commands

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ CustomCommandInterpreter

+ BP.AdventureFramework.

Implements

Conversations

IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

(BP.AdventureFramework.Con

Inherited Members

+ BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

(BP.AdventureFramework.Con

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ BP.AdventureFramework.

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype\)](https://learn.microsoft.com/dotnet/api/system.object.gettype)

(BP.AdventureFramework.Exte

object.MemberwiseClone() ([https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone\)](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

BP.AdventureFramework.

Interpretation

Name: [Object](#); BP (BP.html); AdventureFramework (BP.AdventureFramework.html).Interpretation
(BP.AdventureFramework.Interpretation.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Interpret

Syntax

CustomCommandInterpreter

(BP.AdventureFramework.Interpret

public class CustomCommandInterpreter : IInterpreter

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

Properties

Framework.

Logic

(BP.AdventureFramework.Logi

SupportedCommands

+ BP.AdventureFramework.

Get an array of all supported commands.

Rendering

Declaration:

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

public CommandHelp[] SupportedCommands { get; }

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders.

CommandHelp ([BP.AdventureFramework.Interpretation.CommandHelp.html](#))[]

(BP.AdventureFramework.Ren

Description

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

Commands

([BP.AdventureFramework.Conversations](#)) GetContextualCommandHelp(Game game)

+ BP.AdventureFramework.

Parameters

Conversations

Type	Name	Description
(BP.AdventureFramework.Conversations) Logic.Game.html	game	The game.

Conversations.Instructions

Return ([BP.AdventureFramework.Conversations](#))

+ BP.AdventureFramework.

Type	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]	The contextual help.

(BP.AdventureFramework.Extensions)

- BP.AdventureFramework.

Interpret(string, Game)

Interpret a string.

CommandHelp
Declaration

([BP.AdventureFramework.Interpretation](#))

CustomCommandInterpreter

public InterpretationResult Interpret(string input, Game game)

IInterpreter

([BP.AdventureFramework.Interpretation](#))

InterpretationResult

Type	Name	Description
(BP.AdventureFramework.Interpretation)	input	The string to interpret.

+ BP.AdventureFramework.

Logic (BP.AdventureFramework.Logic.Game.html)

game

The game.

(BP.AdventureFramework.Logic)

Returns

+ BP.AdventureFramework.

Rendering

InterpretationResult

The result of the interpretation.

+ BP.AdventureFramework.

Rendering.FrameBuilders

([BP.AdventureFramework.Rendering](#))

Implements

+ BP.AdventureFramework.

IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

Rendering.FrameBuilders

Color

([BP.AdventureFramework.Rendering](#))

▼

Commands

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte)

- BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter)

CommandHelp

(BP.AdventureFramework.Interpret

CustomCommandInterpreter

(BP.AdventureFramework.Interpret

IInterpreter

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rend)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rend)

Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Interpretation
(BP.AdventureFramework.Interpretation.html)

(BP.AdventureFramework.Com

Syntax

+ **BP.AdventureFramework.**

Conversations

public interface IInterpreter
(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

Properties

+ **BP.AdventureFramework.**

Extensions

SupportedCommands
(BP.AdventureFramework.Exte

Get an array of all supported commands.

- **BP.AdventureFramework.**

Declaration

Interpretation

(BP.AdventureFramework.Inter

CommandHelp[] SupportedCommands { get; }

CommandHelp
(BP.AdventureFramework.Interpret

Property Value

CustomCommandInterpreter
(BP.AdventureFramework.Interpret

Type

Description

IInterpreter

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]

InterpretationResult

(BP.AdventureFramework.Interpret

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Logi

GetContextualCommandHelp(Game)

Rendering

Get contextual command help for a game, based on its current state.

(BP.AdventureFramework.Render

Declaration

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

CommandHelp[] GetContextualCommandHelp(Game game)

(BP.AdventureFramework.Render

Particulars

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Bo

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game.

Returns

Type	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]	The contextual help.

(BP.AdventureFramework.Com

+ BP.AdventureFramework. Interpret(string, Game)

Conversations

Interpretation (BP.AdventureFramework.Com

Deserialization + BP.AdventureFramework.

Conversations.Instructions

InterpretationResult Interpret(string input, Game game)

+ BP.AdventureFramework.

Parameters

Extensions

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	input	The string to interpret.
- BP.AdventureFramework.	game	The game.

Interpretation (BP.AdventureFramework.Inter

Returns

CommandHelp

Type	Description
BP.AdventureFramework.Interpret	
CustomCommandInterpreter	

InterpretationResult

(BP.AdventureFramework.Interpret

InterpretationResult

InterpretationResult.html)

The result of the

interpretation.

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rend

Type	Name	Description
ICommand (BP.AdventureFramework.Commands.ICommand.html)	command	The command.

▼

Properties

(BP.AdventureFramework.Commands.ICommand)

+ BP.AdventureFramework.

Command

(BP.AdventureFramework.Commands.ICommand)

Get the command.

+ BP.AdventureFramework.

Declaration

(BP.AdventureFramework.Commands.ICommand)

```
public ICOMMAND Command { get; }
```

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.ICommandExtensions)

- BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.IInterpretation)

Fail

CommandHelp

(BP.AdventureFramework.Interpretation.IInterpretationResult)

Get a default result for failure.

CustomCommandInterpreter

(BP.AdventureFramework.Interpretation.IInterpretationResult)

Declaration

IIInterpreter

(BP.AdventureFramework.Interpretation.IInterpretationResult)

```
public static InterpretationResult Fail { get; }
```

InterpretationResult

(BP.AdventureFramework.Interpretation.IInterpretationResult)

Get the interpretation result for failure.

Property Value

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic.ILogic)

InterpretationResult (BP.AdventureFramework.Interpretation.IInterpretationResult)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering.IRendering)

WasInterpretedSuccessfully

(BP.AdventureFramework.Rendering.IRendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder)

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder)

```
public bool WasInterpretedSuccessfully { get; }
```

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Property Value

(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder)

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

▼

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

- BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

CommandHelp

(BP.AdventureFramework.Interpretation.CommandHelp)

CustomCommandInterpreter

(BP.AdventureFramework.Interpretation.CustomCommandInterpreter)

IInterpreter

(BP.AdventureFramework.Interpretation.IInterpreter)

InterpretationResult

(BP.AdventureFramework.Interpretation.InterpretationResult)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

Namespace BP.AdventureFramework.Logic

Classes

Filter by title

Conversations

EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)

(BP.AdventureFramework.Con)

Represents the result of an end check.

+ BP.AdventureFramework.

Conversations Instructions

Game (BP.AdventureFramework.Logic.Game.html)

(BP.AdventureFramework.Con)

Represents the structure of the game

+ BP.AdventureFramework.

Extensions

Events

(BP.AdventureFramework.Exte

BP.AdventureFramework

ExitMode (BP.AdventureFramework.Logic.ExitMode.html)

Interpretation

Enumeration of exit modes.

(BP.AdventureFramework.Inter

BP.AdventureFramework

GameState (BP.AdventureFramework.Logic.GameState.html)

Logic

Enumeration of game states.

(BP.AdventureFramework.Logi

Delegates

(BP.AdventureFramework.Logic.Dele

EndCheckResult

(BP.AdventureFramework.Logic.Dele

ExitMode

Represents the callback used for end checks.

(BP.AdventureFramework.Logic.Dele

Game

(BP.AdventureFramework.Logic.Dele

GameCreationCallback

(BP.AdventureFramework.Logic.Dele

Represents the callback used for Game creation.

GameState

(BP.AdventureFramework.Logic.Dele

OverworldCreationCallback

(BP.AdventureFramework.Logic.Dele

PlayerCreationCallback

Represents a callback for Overworld creation.

(BP.AdventureFramework.Logic.Dele

+ BP.AdventureFramework.

PlayerCreationCallback

Rendering

(BP.AdventureFramework.Logic.PlayerCreationCallback.html)

(BP.AdventureFramework.Renderin

Represents a callback for Player creation.

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Renderin

▼

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Delegate EndCheck

Represents the callback used for end checks.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

Conversations.Instructions

Syntax
(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**EndCheck(Game game)

Extensions

Part of **(BP.AdventureFramework.Extensions)**

+ **BP.AdventureFramework.**EndCheck(Game game)

Interpretation

Game (BP.AdventureFramework.Logic.Game.html)
(BP.AdventureFramework.Interpretation)

Returns

- **BP.AdventureFramework.**EndCheckResult

Type
Logic

(BP.AdventureFramework.Logic)

EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)

Name

Description

The game to check for end.

EndCheck

(BP.AdventureFramework.Logic.EndCheck.html)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult.html)

ExitMode

(BP.AdventureFramework.Logic.ExitMode.html)

Game

(BP.AdventureFramework.Logic.Game.html)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback.html)

GameState

(BP.AdventureFramework.Logic.GameState.html)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback.html)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback.html)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Properties

Description

Get a description of the end.

Declaration

Conversations

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Property Value

Conversations.Instructions

(BP.AdventureFramework.Conversation)

Type Description

+ BP.AdventureFramework.

String (https://api.dotnet.com/dotnet/system.string)

Extensions

(BP.AdventureFramework.Extensions)

HasEnded

+ BP.AdventureFramework.

Interpretation

Get if the game has come to an end.

(BP.AdventureFramework.Interpretation)

Declaration

- BP.AdventureFramework.

Logic bool HasEnded { get; }

(BP.AdventureFramework.Logic)

Property Value

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

Type Description

EndCheckResult

bool (https://api.dotnet.com/dotnet/system.boolean)

Description

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

NotEnded

(BP.AdventureFramework.Logic.GameNotEnded)

GameCreationCallback

Get a default result for not ended.

(BP.AdventureFramework.Logic.GameCreationCallback)

Declaration

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

property<EndCheckResult> NotEnded { get; }

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

Property Value

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Title

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering)

Get a title to describe the end.

Declaration

```
public string Title { get; }
```

Property Value

Type	Description
Conversations string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Conversations)	
+ BP.AdventureFramework. Conversations.Instructions (BP.AdventureFramework.Conversations.Instructions)	
+ BP.AdventureFramework. Extensions (BP.AdventureFramework.Extensions)	
+ BP.AdventureFramework. Interpretation (BP.AdventureFramework.Interpretation)	
- BP.AdventureFramework. Logic (BP.AdventureFramework.Logic)	
EndCheck (BP.AdventureFramework.Logic.EndCheck)	
EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult)	
ExitMode (BP.AdventureFramework.Logic.ExitMode)	
Game (BP.AdventureFramework.Logic.Game)	
GameCreationCallback (BP.AdventureFramework.Logic.GameCreationCallback)	
GameState (BP.AdventureFramework.Logic.GameState)	
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback)	
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback)	
+ BP.AdventureFramework. Rendering (BP.AdventureFramework.Rendering)	
+ BP.AdventureFramework. Rendering.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders)	

Enum ExitMode

Enumeration of exit modes.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Contrib)

+ BP.AdventureFramework.

public enum ExitMode
Extensions
(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation
Fields
(BP.AdventureFramework.Interpretation)

Name	Description
ExitApplication	Exit the application.
ReturnToTitleScreen	Return to the title screen.

- Name
BP.AdventureFramework.
Logic
ExitApplication
(BP.AdventureFramework.Logic)
ReturnToTitleScreen
EndCheck
(BP.AdventureFramework.Logic.EndCheck)
EndCheckResult
(BP.AdventureFramework.Logic.EndCheckResult)
ExitMode
(BP.AdventureFramework.Logic.ExitMode)
Game
(BP.AdventureFramework.Logic.Game)
GameCreationCallback
(BP.AdventureFramework.Logic.GameCreationCallback)
GameState
(BP.AdventureFramework.Logic.GameState)
OverworldCreationCallback
(BP.AdventureFramework.Logic.OverworldCreationCallback)
PlayerCreationCallback
(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering
(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders
(BP.AdventureFramework.Rendering.FrameBuilders)

Class Game

Represents the structure of the game

Filter by title

Inheritance

Conversations

↳ [\(BP.AdventureFramework.Conversations\)](#)

↳ Game

+ **BP.AdventureFramework.**

Inherited Members

Conversations.Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **BP.AdventureFramework.**
Extensions

([\(BP.AdventureFramework.Extensions\)](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **BP.AdventureFramework.**
Interpretation

([\(BP.AdventureFramework.Interpretation\)](#))

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BPAdventureFramework.dll

Syntax

Logic

([\(BP.AdventureFramework.Logic\)](#))

```
public sealed class Game
{
    EndCheck
    (BP.AdventureFramework.Logic.EndCheck)
    EndCheckResult
    (BP.AdventureFramework.Logic.EndCheckResult)
    FixMode
    (BP.AdventureFramework.Logic.FixMode)
```

Fields

([\(BP.AdventureFramework.Logic.Fields\)](#))

GameCreationCallback
 (BP.AdventureFramework.Logic.GameCreationCallback)

GetDefaultErrorPrefix
 (BP.AdventureFramework.Logic.GetDefaultErrorPrefix)

GameStateDeclaration
 (BP.AdventureFramework.Logic.GameStateDeclaration)

OverworldCreationCallback
 (BP.AdventureFramework.Logic.OverworldCreationCallback)

```
public const string DefaultErrorPrefix = "Oops"
(BP.AdventureFramework.Logic.OverworldCreationCallback)
PlayerCreationCallback
(BP.AdventureFramework.Logic.PlayerCreationCallback)
```

FieldValue
(BP.AdventureFramework.Logic.FieldValue)

+ **BP.AdventureFramework.**

Description

Rendering
string (<https://learn.microsoft.com/dotnet/api/system.string>)

([\(BP.AdventureFramework.Rendering\)](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

([\(BP.AdventureFramework.Rendering.FrameBuilders\)](#))

ActiveConverser

Get the active converser.

Declaration

```
public IConverser ActiveConverser { get; }
```

Conversations

Property Value
(BP.AdventureFramework.Conversations)

Type

+ **BP.AdventureFramework.**

IConverser (BP.AdventureFramework.Assets.Characters.IConverser.html)

Description

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Author

Extensions

Get (BP.AdventureFramework.Extensions)

Describes (BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

- **BP.AdventureFramework.**

Property Value

Logic

Type (BP.AdventureFramework.Logic)

string (https://learn.microsoft.com/dotnet/api/system.string)

Description

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

DefaultInterpreter

Get the default interpreter.

Game

Declaration

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.DefaultInterpreter)

GameState

(BP.AdventureFramework.Logic.GameState)

Property Value
OverworldCreationCallback

Type (BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

IIInterpreter (BP.AdventureFramework.Interpretation.IIInterpreter.html)

(BP.AdventureFramework.Logic.PlayerCreationCallback)

Description

+ **BP.AdventureFramework.**

Rendering

DefaultSize

(BP.AdventureFramework.Rendering.DefaultSize)

Get the default size.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

```
public static Size DefaultSize { get; }
```

Property Value

Type	Description
Size (BP.AdventureFramework.Assets.Size.html)	

Conversations

(BP.AdventureFramework.Conversations)

Description

BP.AdventureFramework.

Conversations.Instructions

Get the description.

(BP.AdventureFramework.Conversations.Instructions)

Declaration

+ BP.AdventureFramework.

Extensions

```
public string Description { get; }
```

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Property Value

Type	Description
(BP.AdventureFramework.Interpretation)	

Interpretation

(BP.AdventureFramework.Interpretation)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

DisplayCommandListInSceneFrames

EndCheck

Get if the command list is displayed in scene frames.

EndCheckResult

Declaration

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

```
public bool DisplayCommandListInSceneFrames { get; set; }
```

(BP.AdventureFramework.Logic.ExitMode)

Game

Property Value

Type	Description
(BP.AdventureFramework.Logic.Game)	

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

DisplaySize

Get the size of the display area.

+ BP.AdventureFramework.

Declaration

Rendering

(BP.AdventureFramework.Rendering)

```
public Size DisplaySize { get; }
```

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Type	Description
Size (BP.AdventureFramework.Assets.Size.html)	

ErrorPrefix

Gets or sets the error prefix.

Conversations
(BP.AdventureFramework.Conversations)
 Declaration

+ **BP.AdventureFramework.**

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

Conversations.Instructions
(BP.AdventureFramework.Conversations.Instructions)

Property Value
 + **BP.AdventureFramework.**

Type
Extensions
(BP.AdventureFramework.Extensions)

```
string (https://learn.microsoft.com/dotnet/api/system.string)
```

+ **BP.AdventureFramework.**

Interpretation
FrameBuilders
(BP.AdventureFramework.Interpretation.FrameBuilders)

Gets or sets the collection of frame builders used to render this game.

BP.AdventureFramework.
Logic
 Declaration

(BP.AdventureFramework.Logic)

```
public FrameBuilderCollection FrameBuilders { get; set; }
```

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

Property Value
 (BP.AdventureFramework.Logic.EndCheckResult)

Type
ExitMode

(BP.AdventureFramework.Logic.ExitMode)
FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

Introduction

(BP.AdventureFramework.Logic.Introduction)

Get the introduction.

OverworldCreationCallback

Declaration
 (BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

```
public string Introduction { get; }
```

+ **BP.AdventureFramework.**

Rendering

Property Value
 (BP.AdventureFramework.Rendering)

Type
FrameBuilders

```
string (https://learn.microsoft.com/dotnet/api/system.string)
```

Rendering.FrameBuilders
(BP.AdventureFramework.Rendering.FrameBuilders)

(BP.AdventureFramework.Rendering.FrameBuilders)

IsExecuting

Get if this is executing.

Declaration

```
    public bool IsExecuting { get; }
```

Type	Description
+ BP.AdventureFramework. Conversations.Instructions (BP.AdventureFramework.Conversations)	
+ BP.AdventureFramework. Name.Extensions (BP.AdventureFramework.Extensions)	
Get the name. (BP.AdventureFramework.Extensions)	
- BP.AdventureFramework. Interpretation (BP.AdventureFramework.Interpretation)	
- BP.AdventureFramework. Logic (BP.AdventureFramework.Logic)	
Type (BP.AdventureFramework.Logic)	Description
string EndCheck(string value = null) (BP.AdventureFramework.Logic.EndCheck)	
EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult)	
EndMode (BP.AdventureFramework.Logic.EndMode)	
Overworld (BP.AdventureFramework.Logic.Overworld)	
Get the overworld. Game (BP.AdventureFramework.Logic.Overworld.Game)	
Declaration (BP.AdventureFramework.Logic.Overworld.Game)	
GameCreationCallback (BP.AdventureFramework.Logic.Overworld.Game.GameCreationCallback)	
p(BP_AdventureFramework_Overworld_Gadget get;) GameState (BP.AdventureFramework.Logic.Overworld.Game.GameState)	
Property Value OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback)	
Type	Description
(BP.AdventureFramework.Logic.OverworldCreationCallback)	
PlayerCreationCallback Overworld (BP.AdventureFramework.Assets.Locations.Overworld.html) (BP.AdventureFramework.Logic.PlayerCreationCallback)	
+ BP.AdventureFramework. Rendering.Player (BP.AdventureFramework.Rendering.Player)	
Get the player. (BP.AdventureFramework.Rendering.Player)	
+ BP.AdventureFramework. Rendering.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders)	

```
public PlayableCharacter Player { get; }
```

Property Value

Type	Description
PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)	

Conversations

(BP.AdventureFramework.Conversations)

SceneMapKeyFramework.

Conversations.Instructions

Get or set the type of key to use on the scene map.

(BP.AdventureFramework.Conversations.Instructions)

Declaration

+ BP.AdventureFramework.

Extensions

```
public KeyType SceneMapKeyType { get; set; }
```

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Property Value

Type	Description
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Methods

(BP.AdventureFramework.Logic.EndCheckResult)

EndCheckResult

Create(string string, string OverworldCreationCallback, PlayerCreationCallback,

EndCheck, EndCheck)

(BP.AdventureFramework.Logic.ExGame)

Create a new callback for generating instances of a game.

Game

Declaration

GameCreationCallback

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition)
```

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

Parameters

PlayerCreationCallback

Type	Name	Description
(BP.AdventureFramework.Logic.PlayerCreationCallback)	name	The name of the game.
string		
(https://docs.microsoft.com/dotnet/api/system.string)		
(BP.AdventureFramework.Rendering.Introduction)	introduction	An introduction to the game.
string		
(https://docs.microsoft.com/dotnet/api/system.string)		
(BP.AdventureFramework.Rendering.Description)	description	A description of the game.
string		
(https://docs.microsoft.com/dotnet/api/system.string)		

Type	Name	Description
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>playerGenerator</i>	The function to generate the player with.
Conversations (BP.AdventureFramework.Conversations.EndCheck.html)	<i>completionCondition</i>	The callback used to check game completion.
Conversations.Instructions (BP.AdventureFramework.Conversations.Instructions.EndCheck.html)	<i>gameOverCondition</i>	The callback used to check game over.

+ BP.AdventureFramework.

Returns

Extensions

Type	Description
GameCreationCallback + BP.AdventureFramework. Interpretation (BP.AdventureFramework.Logic.GameCreationCallback.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.

- BP.AdventureFramework.

Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback, EndCheck, Size, FrameBuilderCollection, ExitMode, string, Interpreter)

(BP.AdventureFramework.Logic.EndCheckResult)
Create a new callback for generating instances of a game.

Declaration

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition, Size displaySize, FrameBuilderCollection frameBuilders, ExitMode exitMode, string errorPrefix, IInterpreter interpreter)
    (BP.AdventureFramework.Logic.GameCreationCallback)
        GameState
            (BP.AdventureFramework.Logic.GameState)
Parameters
    OverworldCreationCallback
```

Type	Name	Description
PlayerCreationCallback string (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>name</i>	The name of the game.
introduction string (https://learn.microsoft.com/dotnet/api/system.string)	<i>introduction</i>	An introduction to the game.
description string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description of the game.

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Type	Name	Description
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>playerGenerator</i>	The function to generate the player with.
Conversations (BP.AdventureFramework.Conversations.EndCheck.html)	<i>completionCondition</i>	The callback used to check game completion.
Instructions (BP.AdventureFramework.Conversations.Instructions.EndCheck.html)	<i>gameOverCondition</i>	The callback used to check game over.
Assets (BP.AdventureFramework.Extensions.Assets.Size.html)	<i>displaySize</i>	The display size.
FrameBuilders (BP.AdventureFramework.Extensions.FrameBuilders.FrameBuilderCollection.html)	<i>frameBuilders</i>	The collection of frame builders to use to render the game.
Interpretation (BP.AdventureFramework.Interpretation.ExitMode.html)	<i>exitMode</i>	The exit mode.
String (https://learn.microsoft.com/dotnet/api/system.string)	<i>errorPrefix</i>	A prefix to use when displaying errors.
Log (BP.AdventureFramework.Logic.IInterpreter.EndCheck.html)	<i>interpreter</i>	The interpreter.

EndCheckResult
Return(BP.AdventureFramework.Logic.EndCheckResult)

Return(BP.AdventureFramework.Logic.EndCheckResult)

Type ExitMode
(BP.AdventureFramework.Logic.ExitMode)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

Display the about frame.

PlayerCreationCallback

Declaration(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP AdventureFramework.
public void DisplayAbout()
Rendering

(BP.AdventureFramework.Rendering)

+ BP AdventureFramework.
DisplayHelp()
Rendering.FrameBuilders

Display the help frame.

(BP.AdventureFramework.Rendering)

Description

A new GameCreationHelper that will create a GameCreator with the parameters specified.

Declaration

```
public void DisplayHelp()
```

DisplayMap()

Conversations

Display the map frame.

(**BP.AdventureFramework.Conversation**)

Declaration

+ **BP.AdventureFramework.**

Conversations.Instructions

```
public void DisplayMap()
```

(**BP.AdventureFramework.Conversation.Instruction**)

+ **BP.AdventureFramework.**

Extensions

DisplayTransition(string, string)

(**BP.AdventureFramework.Extensions**)

Display a transition frame.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(**BP.AdventureFramework.Interpreter**)

```
public void DisplayTransition(string title, string message)
```

- **BP.AdventureFramework.**

Logic

Parameters

(**BP.AdventureFramework.Logic**)

Type

EndCheck

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(**BP.AdventureFramework.Logic.EndCheckResult**)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(**BP.AdventureFramework.Logic.EndCheckResult**)

ExitMode

(**BP.AdventureFramework.Logic.ExitMode**)

Execute(GameCreationCallback)

(**BP.AdventureFramework.Logic.GameCreationCallback**)

Execute a game.

GameCreationCallback

(**BP.AdventureFramework.Logic.GameCreationCallback**)

Declaration

GameState

(**BP.AdventureFramework.Logic.GameCreationCallback**)

```
public static void Execute(GameCreationCallback creator)
```

OverworldCreationCallback

(**BP.AdventureFramework.Logic.OverworldCreationCallback**)

PlayersCreationCallback

(**BP.AdventureFramework.Logic.PlayersCreationCallback**)

Type

(**BP.AdventureFramework.Logic.Player**)

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Logic.GameCreationCallback.html**)

(**BP.AdventureFramework.Rendering**)

+ **BP.AdventureFramework.**

FindInteractionTarget(string)

(**BP.AdventureFramework.Rendering**)

Name	Description
<i>title</i>	The title.
<i>message</i>	The message.

Find an interaction target within the current scope for this Game.

Declaration

```
public IInteractWithItem FindInteractionTarget(string name)
```



Parameters

Conversations	Type	Name	Description
(BP.AdventureFramework.Conversations)	string (https://learn.microsoft.com/dotnet/api/system.string)	name	The targets name.

+ BP.AdventureFramework.

Conversations.Instructions

Returns

Type	Description
(BP.AdventureFramework.Conversations.Instructions)	The first IInteractWithItem object which has a name that matches the name parameter.

+ BP.AdventureFramework.

Interpretation

GetAllPlayerVisibleExaminables()

GetAllPlayerVisibleExaminables()

BP.AdventureFramework.

Logic

Declaration

(BP.AdventureFramework.Logic.Examinable[] GetAllPlayerVisibleExaminables())

public ICheck

(BP.AdventureFramework.Logic.EndCheckResult EndCheckResult)

Returns

(BP.AdventureFramework.Logic.EndCheckResult)

Type	ExitMode	Description
IExaminable	(BP.AdventureFramework.Logic.ExitMode Game) (BP.AdventureFramework.Assets.IExaminable.html) (BP.AdventureFramework.Logic.GameCreationCallback)	An array of all examinables that are currently visible to the player.

(BP.AdventureFramework.Logic.GameCreationCallback)

(BP.AdventureFramework.Logic.GameState)

(BP.AdventureFramework.Logic.GameState)

(BP.AdventureFramework.Logic.GameState)

(BP.AdventureFramework.Logic.GameState)

(BP.AdventureFramework.Logic.PlayerCreationCallback)

(BP.AdventureFramework.Logic.PlayerCreationCallback)

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering.Renderer)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilder)

Delegate GameCreationCallback

Represents the callback used for Game creation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

public delegate Game GameCreationCallback()

(BP.AdventureFramework.Exte

Returns

+ **BP.AdventureFramework.**

Type	Description
Interpretation	A game created by the callback.

(BP.AdventureFramework.Inter

Game (BP.AdventureFramework.Logic.Game.html)

- **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Enum GameState

Enumeration of game states.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Conversations

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Conversations)

Syntax

+ BP.AdventureFramework.

Conversations

public enum GameState

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

Fields

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Name

Description

Interpretation

Active.

(BP.AdventureFramework.Interpretation)

Finished

Finished.

- BP.AdventureFramework.

Logic

Not started.

(BP.AdventureFramework.Logic)

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Contributors)

+ BP.AdventureFramework.

public delegate Overworld OverworldCreationCallback(PlayableCharacter pC)

(BP.AdventureFramework.Extensions)

Parameters

+ BP.AdventureFramework.

Type	Name	Description
(BP.AdventureFramework.Interpreters)	pC	The playable character that will appear in the Overworld.

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Returns

Type	Description
EndCheck	(BP.AdventureFramework.Logic.EndCheck)

Overworld

(BP.AdventureFramework.Assets.Locations.Overworld.html)

(BP.AdventureFramework.Logic.Overworld)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Contrib)

+ BP.AdventureFramework.

public delegate PlayableCharacter PlayerCreationCallback()

(BP.AdventureFramework.Extensions)

Returns

+ BP.AdventureFramework.

Type

Description

Interpretation

(BP.AdventureFramework.Interpretation)

PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)

A generated Player.

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Namespace BP.AdventureFramework. Rendering

▼ Filter by title

Enums

(BP.AdventureFramework.ComplexType)

+ BP.AdventureFramework.

KeyType (BP.AdventureFramework.Rendering.KeyType.html)

(BP.AdventureFramework.ComplexType)

+ BP.AdventureFramework.

RegionMapMode (BP.AdventureFramework.Rendering.RegionMapMode.html)

(BP.AdventureFramework.ComplexType)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

- BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

KeyType

(BP.AdventureFramework.Rendering.KeyType)

RegionMapMode

(BP.AdventureFramework.Rendering.RegionMapMode)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ BP.AdventureFramework.

Enum KeyType

Enumeration of key types.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Commands

Syntax

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Fields

Conversations.Instructions

(BP.AdventureFramework.Con

Name

Description

+ **BP.AdventureFramework.**

Dynamic

Dynamic key, only show relevant key items.

Extensions

Full

Full key

(BP.AdventureFramework.Exte

None

No key.

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

- **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Ren

KeyType

(BP.AdventureFramework.Renderin

RegionMapMode

(BP.AdventureFramework.Renderin

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

Enum RegionMapMode

Enumeration of region map modes.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html)

+ **BP.AdventureFramework**

Assembly: BP.AdventureFramework.dll

Commands

Syntax

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Fields

Conversations.Instructions

(BP.AdventureFramework.Con

Name

Description

+ **BP.AdventureFramework.**

Detailed Shows rooms at a detailed level.

Extensions

Dynamic Dynamic region map - uses detailed if there is room, else map will be undetailed.

(BP.AdventureFramework.Exte

Undetailed

Shows rooms as one character, which allows larger maps to be displayed in a limited area.

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

- **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Ren

KeyType

(BP.AdventureFramework.Renderin

RegionMapMode

(BP.AdventureFramework.Renderin

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

Namespace BP.AdventureFramework.Rendering.FrameBuilders

▼ Filter by title

Classes

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)

Provides a collection of all of the frame builders required to run a game.

+ BP.AdventureFramework.

Interpretation

FrameBuilderCollectionsInter

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections.html)

} BP.AdventureFramework.

Logic

Provides a container from frame builder collections.

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html)

(BP.AdventureFramework.Render

Provides a class for building strings as part of a grid.

- BP.AdventureFramework.

InterfacesFrameBuilders

(BP.AdventureFramework.Render

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)

(BP.AdventureFramework.Render

FrameBuilderCollections

Represents any object that can build about frames.

(BP.AdventureFramework.Render

GridStringBuilder

(BP.AdventureFramework.Render

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.h

tml)

ICompletionFrameBuilder

Represents any object that can build completion frames.

(BP.AdventureFramework.Render

IConversationFrameBuilder

(BP.AdventureFramework.Render

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.h

tml)

IHelpFrameBuilder

Represents any object that can build conversation frames.

(BP.AdventureFramework.Render

IRegionMapBuilder

(BP.AdventureFramework.Render

IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

)

IRoomMapBuilder

Represents any object that can build game over frames.

(BP.AdventureFramework.Render

IHelpFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

Represents any object that can build help frames.

IRoomMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

Represents any object that can build room maps.

+ BP.AdventureFramework.

Extensions

IRoomMapFrameBuilder

([BP.AdventureFramework.Extensions.Rendering.FrameBuilders.IRoomMapFrameBuilder.html](#))

BP.AdventureFramework.

Represents any object that can build region map frames.

Interpretation

([BP.AdventureFramework.Interpretation.html](#))

IRoomMapBuilder

([BP.AdventureFramework.Routing.html](#))

([BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

Logic

Represents any object that can build room maps.

([BP.AdventureFramework.Logic.html](#))

+ BP.AdventureFramework.

ISceneFrameBuilder

Rendering

([BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

([BP.AdventureFramework.Rendering.html](#))

Represents any object that can build scene frames.

- BP.AdventureFramework.

Rendering.FrameBuilders

ITitleFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))

FrameBuilderCollection

Represents any object that can build title frames.

([BP.AdventureFramework.Renderer.html](#))

FrameBuilderCollections

([BP.AdventureFramework.Renderer.html](#))

ITransitionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html](#))

([BP.AdventureFramework.Renderer.html](#))

Represents any object that can build transition frames.

IAboutFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

ICompletionFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

IConversationFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

IGameOverFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

IHelpFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

IRoomMapBuilder

([BP.AdventureFramework.Renderer.html](#))

IRoomMapFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

IRoomMapBuilder

([BP.AdventureFramework.Renderer.html](#))

Class FrameBuilderCollection

Provides a collection of all of the frame builders required to run a game.

Filter by title

Inheritance

+ **BPAdventureFramework**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Extensions

(**BPAdventureFramework.Exte**

Inherited Members

+ **BPAdventureFramework**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

Interpretation

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **BPAdventureFramework**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Rendering

Namespace: BP(BP.html).AdventureFramework(BP.AdventureFramework.html).Rendering

(**BPAdventureFramework.Renderin**

- **BPAdventureFramework**

Syntax

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

public class FrameBuilderCollection

FrameBuilderCollection

(BP.AdventureFramework.Renderin

FrameBuilderCollections

(BP.AdventureFramework.Renderin

GridStringBuilder

(BP.AdventureFramework.Renderin

FrameBuilderCollection(ITitleFrameBuilder, ISceneFrameBuilder,

IRoomMapFrameBuilder, IHelpFrameBuilder, ICompletionFrameBuilder,

IGameOverFrameBuilder, IAboutFrameBuilder, ITransitionFrameBuilder,

IConversationFrameBuilder)

(BP.AdventureFramework.Renderin

|ConversationFrameBuilder

Initializes a new instance of the FrameBuilderCollection class.

(BP.AdventureFramework.Renderin

DeclarationOverFrameBuilder

(BP.AdventureFramework.Renderin

|HelpFrameBuilder

public FrameBuilderCollection(ITitleFrameBuilder titleFrameBuilder, ISceneBuild

e(IRoomMapFrameBuilder regionMapFrameBuilder, IHelpFrameBuild

|RegionMapBuilder, ICompletionFrameBuilder completionFrameBuilder, IGameOverBu

|BPAdventureFramework.Renderin|AboutFrameBuilder aboutFrameBuilder, ITransiti

|RegionMapFrameBuilder, IConversationFrameBuilder conversationFrameBuilder)

(BP.AdventureFramework.Renderin

|RoomMapBuilder

Parameters

(BP.AdventureFramework.Renderin

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

|RoomMapBuilder

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

|RoomMapBuilder

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

|RoomMapBuilder

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

|RoomMapBuilder

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

|RoomMapBuilder

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

|RoomMapBuilder

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

|RoomMapBuilder

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

|RoomMapBuilder

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

|RoomMapBuilder

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

|RoomMapBuilder

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

|RoomMapBuilder

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

|RoomMapBuilder

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

|RoomMapBuilder

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

|RoomMapBuilder

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

|RoomMapBuilder

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

|RoomMapBuilder

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

|RoomMapBuilder

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

|RoomMapBuilder

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

|RoomMapBuilder

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

|RoomMapBuilder

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

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|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

|RoomMapBuilder

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

|ConversationFrameBuilder

|RoomMapBuilder

|TitleFrameBuilder

|SceneFrameBuilder

|HelpFrameBuilder

|CompletionFrameBuilder

|GameOverFrameBuilder

|AboutFrameBuilder

|TransitionFrameBuilder

|RegionMapFrameBuilder

Type	Name	Description
ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ITitleFrameBuilder.html)	<i>titleFrameBuilder</i>	The builder to use for building title frames.
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ISceneFrameBuilder.html)	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
+ BP.AdventureFramework.Extensions (BP.AdventureFramework.Extensions) IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IRegionMapFrameBuilder.html)	<i>regionMapFrameBuilder</i>	The builder to use for building region map frames.
+ BP.AdventureFramework.Interpretation (BP.AdventureFramework.Interpretation) IHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IHelpFrameBuilder.html)	<i>helpFrameBuilder</i>	The builder to use for building help frames.
+ BP.AdventureFramework.Logic (BP.AdventureFramework.Logic) ICompletionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ICompletionFrameBuilder.html)	<i>completionFrameBuilder</i>	The builder to use for building completion frames.
+ BP.AdventureFramework.Rendering (BP.AdventureFramework.Rendering) IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IGameOverFrameBuilder.html)	<i>gameOverFrameBuilder</i>	The builder to use for building game over frames.
- BP.AdventureFramework.Rendering.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders) IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IAboutFrameBuilder.html)	<i>aboutFrameBuilder</i>	The builder to use for building about frames.
ITransitionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ITransitionFrameBuilder.html) FrameBuilderCollection (BP.AdventureFramework.Rendering.FrameBuilders .ITransitionFrameBuilder.html) FrameBuilderCollections	<i>transitionFrameBuilder</i>	The builder to use for building transition frames.
IConversationFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IConversationFrameBuilder.html)	<i>conversationFrameBuilder</i>	The builder to use for building conversation frames.

Properties

AboutFrameBuilder

Get the [AboutFrameBuilder](#) for about frames.
 Declaration

```
public IAboutFrameBuilder AboutFrameBuilder { get; }
```

Property Value
 RegionMapBuilder
 (BP.AdventureFramework.Rendering.FrameBuilders
.RegionMapBuilder.html)

Type	Description
IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

CompletionFrameBuilder

+ BP Adventure Framework

+ **BP Adventure Framework**
Get the source to use for completion frames.

Extensions

Exterior Declaration

(BP.AdventureFramework.Exte

+ BP Adventure Framework

Interpretation

Interpretation

Property Value

+TBR Adventure Framework.

Logic

Logic

ICompletionFrameBuilder

Type	Description
ICompletionFrameBuilder (B.R.AdventureFramework.Logic.ICompletionFrameBuilder) (B.R.AdventureFramework.Renderings.FrameBuilders.ICompletionFrameBuilder.html)	

+ BP.AdventureFramework.

Rendering

ConversationFrameBuilder

GeBPA Adventure Framework

Rendering-FrameBuilders

Declaration

(BP.AdventureFramework.Render)

```
nFrameBuilderCollectionFrameBuilder.getConversationFrameBuilder { get; }
```

(BP AdventureFramework.Renderer)

FrameBuilderCollections Property Value

Type	Description
<code>GridStringBuilder</code>	
<code>(BP.AdventureFramework.Renderer.IConversationFrameBuilder)</code>	
<code>IAboutFrameBuilder</code>	
<code>(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)</code>	
<code>(BP.AdventureFramework.Renderer)</code>	

|CompletionFrameBuilder

Completion-NameBuilder

(BP.AdventureFramework.Renderer)

GameOverFrameBuilder

(BP.AdventureFramework.Renderir

Get the builder to use for game over frames.

```
(BP.AdventureFramework.Renderer
Declaration
    IHelpFrameBuilder
    (BP.AdventureFramework.Renderer
public TGameOverFrameBuilder GameOverFrameBuilder { get; }
    IRegionMapBuilder
    (BP.AdventureFramework.Renderer
Properties
    IRegionMapFrameBuilder
        (BP.AdventureFramework.Renderer
        IRoomMapBuilder
        (BP.AdventureFramework.Renderer
```


Class FrameBuilderCollections

Provides a container from frame builder collections.

 Filter by title

Inheritance

+ **BPAdventureFramework.Extensions**
 object (<https://learn.microsoft.com/doc>)
 > FrameBuilderCollections
 (BPAdventureFramework.Extensions)
 Inherited Members

+ BPAdventureFramework
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
Interpretation
(BPAdventureFramework) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
+ BPAdventureFramework
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
Logic
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
(BPAdventureFramework/Logic) (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
+ BPAdventureFramework
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Rendering
Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Assembly: BP.AdventureFramework.dll **- BP.AdventureFramework.** Syntax

```
(BP.AdventureFramework.Renderer  
public static class FrameBuilderCollections  
    FrameBuilderCollection  
(BP.AdventureFramework.Renderer  
FrameBuilderCollections  
(BP.AdventureFramework.Renderer
```

Properties

(BP.AdventureFramework.Renderer.IAboutFrameBuilder

Default AdventureFramework.Renderer
ICompletionFrameBuilder

Get the default frame builder collection.

IConversationFrameBuilder
Declaration

```
    IGameOverFrameBuilder  
    public static FrameBuilderCol  
    (PAAdventureFramework.Renderer
```

IHelpFrameBuilder

PROPERTY.AuditFramework.Renderer

Type `IRegionMapBuilder`
`(BP.AdventureFramework.Renderer)`

FrameBuilder

IRoomMapBuilder
(BP.AdventureFramework.Renderir

Type	Description
IRegionMapBuilder (BP.AdventureFramework.Renderer.IRegionMapBuilder)	
FrameBuilderCollectionBuilder (BP.AdventureFramework.Renderer.FrameBuilders.FrameBuilderCollection.html)	
IRoomMapBuilder (BP.AdventureFramework.Renderer.IRoomMapBuilder)	



- + **BP.AdventureFramework.Extensions**
(BP.AdventureFramework.Exte
 - + **BP.AdventureFramework.Interpretation**
(BP.AdventureFramework.Inte
 - + **BP.AdventureFramework.Logic**
(BP.AdventureFramework.Logi
 - + **BP.AdventureFramework.Rendering**
(BP.AdventureFramework.Rende
 - **BP.AdventureFramework.Rendering.FrameBuilders**
(BP.AdventureFramework.Rende
 - FrameBuilderCollection
(BP.AdventureFramework.Renderir
 - FrameBuilderCollections
(BP.AdventureFramework.Renderir
 - GridStringBuilder
(BP.AdventureFramework.Renderir
 - IAboutFrameBuilder
(BP.AdventureFramework.Renderir
 - ICompletionFrameBuilder
(BP.AdventureFramework.Renderir
 - IConversationFrameBuilder
(BP.AdventureFramework.Renderir
 - IGameOverFrameBuilder
(BP.AdventureFramework.Renderir
 - IHelpFrameBuilder
(BP.AdventureFramework.Renderir
 - IRegionMapBuilder
(BP.AdventureFramework.Renderir
 - IRegionMapViewBuilder
(BP.AdventureFramework.Renderir
 - IRoomMapBuilder
(BP.AdventureFramework.Renderir
 - IRoomMapViewBuilder
(BP.AdventureFramework.Renderir

Class GridStringBuilder

Provides a class for building strings as part of a grid.

Filter by title

Inheritance

+ **BPAdventureFramework**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Extensions

(**BPAdventureFramework.Exte**

Inherited Members

+ **BPAdventureFramework**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

Interpretation

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **BPAdventureFramework**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Rendering

Namespace: BP(BP.html).AdventureFramework(BP.AdventureFramework.html).Rendering

(**BPAdventureFramework.Renderin**

- **BPAdventureFramework**.

Syntax

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

public class GridStringBuilder
FrameBuilderCollection

(BP.AdventureFramework.Renderin

FrameBuilderCollections

(BP.AdventureFramework.Renderin

GridStringBuilder

(BP.AdventureFramework.Renderin

GridStringBuilder(char, char, char)

(BP.AdventureFramework.Renderin

Initializes a new instance of the GridStringBuilder class.

|CompletionFrameBuilder

Declaration

IConversationFrameBuilder

(BP.AdventureFramework.Renderin

public GridStringBuilder(char leftBoundaryCharacter = '|', char rightBoundaryCharact
el = '|', char horizontalDividerCharacter = '-')

(BP.AdventureFramework.Renderin

IHelpFrameBuilder

Parameters

(BP.AdventureFramework.Renderin

Type RegionMapBuilder

(BP.AdventureFramework.Renderin

char RegionMapFrameBuilder

(<https://learn.microsoft.com/dotnet/api/system.char>)

RoomMapBuilder

(BP.AdventureFramework.Renderin

Name

Description

leftBoundaryCharacter

The character to use for left boundaries.

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>rightBoundaryCharacter</i>	The character to use for right boundaries.
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>horizontalDividerCharacter</i>	The character to use for horizontal dividers.

+ BP.AdventureFramework.

Extensions

[\(BP.AdventureFramework.Exte](#)

Properties

Interpretation

[\(BP.AdventureFramework.Inter](#)

DisplaySize

+ BP.AdventureFramework.

Get the display size.

Logic

Declaration:

[\(BP.AdventureFramework.Logi](#)

+ BP.AdventureFramework.

```
public Size DisplaySize { get; }
```

Rendering

[\(BP.AdventureFramework.Ren](#)

Property Value

- BP.AdventureFramework.

Type

Rendering.FrameBuilders

[Size\(\[BP.AdventureFramework.Assets.Size.html\]\(#\)\)](#)

[\(BP.AdventureFramework.Ren](#)

Description

FrameBuilderCollection

[\(BP.AdventureFramework.Renderin](#)

HorizontalDividerCharacter

[\(BP.AdventureFramework.Renderin](#)

Get or set the character used for horizontal dividers.

[GridStringBuilder](#)

Declaration:

[IAboutFrameBuilder](#)

```
public char HorizontalDividerCharacter { get; set; }
```

[ICompletionFrameBuilder](#)

[\(BP.AdventureFramework.Renderin](#)

Property Value

[\(BP.AdventureFramework.Renderin](#)

[IGameOverFrameBuilder](#)

[char\(\[https://learn.microsoft.com/dotnet/api/system.char\]\(#\)\)](#)

Description

[IHelpFrameBuilder](#)

[\(BP.AdventureFramework.Renderin](#)

[JRegionMapBuilder](#)

[\(BP.AdventureFramework.Renderin](#)

Get or set the character used for left boundary.

[\(BP.AdventureFramework.Renderin](#)

Declaration:

[IRoomMapBuilder](#)

[\(BP.AdventureFramework.Renderin](#)

[ISceneFrameBuilder](#)

```
public char LeftBoundaryCharacter { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

+ BP.AdventureFramework.

Extensions

LineTerminator (BP.AdventureFramework.Exte

← BP.AdventureFramework.

Interpretation

Declaration

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

PropertyValue (BP.AdventureFramework.Logi

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

- BP.AdventureFramework.

RightBoundaryCharacter RenderingFrameBuilders

(BP.AdventureFramework.Render

Get or set the character used for right boundary.

FrameBuilderCollection

Declaration

(BP.AdventureFramework.Render

FrameBuilderCollections

```
public char RightBoundaryCharacter { get; set; }
```

(BP.AdventureFramework.Render

GridStringBuilder

(BP.AdventureFramework.Render

IAboutFrameBuilder

Type (BP.AdventureFramework.Render

ICompletionFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(BP.AdventureFramework.Render

IConversationFrameBuilder

(BP.AdventureFramework.Render

IGameOverFrameBuilder

(BP.AdventureFramework.Render

IHelpFrameBuilder

(BP.AdventureFramework.Render

DrawBoundary(AnsiColor)

IRegionMapBuilder

(BP.AdventureFramework.Render

Draw the boundary.

IRoomMapFrameBuilder

Declaration

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

IRoomMapFrameBuilder

```
public void DrawBoundary(AnsiColor color)
```

Parameters

Type		Name	Description
AnsiColor		<i>color</i>	The color to draw the boundary.
+ BPAdventureFramework	(BPAdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm)		
i) Extensions			

(BP.AdventureFramework.Exte

DRAAdventureFramework(string, int, int, AnsiColor, out int, out int)

Interpretation

Interpretation

Declaration + BP.AdventureFramework.

Logic

```
public void DrawCentralisedWrapped(string value, int startY, int maxWidth, AnsiColor  
(BP_AdventureFramework.Logi  
color, out int endX, out int endY)
```

+ BP.AdventureFramework.

Part 1: Rendering

(BP.AdventureFramework.RendererType)		Name	Description
- BP.AdventureFramework string (https://learn.microsoft.com/dotnet/api/system.string)	value		The string.
Rendering.FrameBuilders (BP.AdventureFramework.RendererType)	startY		The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth		The max width of the string.
FrameBuilderCollection (BP.AdventureFramework.RendererType)	color		The color to draw the text.
AnsiColor (BP.AdventureFramework.RendererType) GridStringBuilder (BP.AdventureFramework.RendererType)	endX		The end x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endY		The end y position.

(BP.AdventureFramework.Renderir

IConversationFrameBuilder

DrawHorizontalDividersIn AnsiColor

IGameOverFrameBuilder

Draw a horizontal divider.

(BI_AdventureFan
HelpFrameBuilder

**Formal Declaration
(PRAI Form E-1000-1 Rev. 1)**

(BP.AventureFran)

```
|RegionMapBuilder  
public void DrawHorizontalDivider(int y, AnsiColor color)  
(BP.AdventureFramework.Renderer
```

IRegionMapFrameBuilder

ParametrosAdventureFramework.Renderir

IRoomMapBuilder

(BP.AdventureFramework.Renderir

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the divider.
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm)	color	The color to draw the boundary.

+ BP.AdventureFramework.

DrawUnderline(int, int, int, AnsiColor)

(BP.AdventureFramework.Exte

+ BP_AdventureFramework.
Preparation

Declaration Interpretation

(BP_AdventureFramework)

public void DrawAnotherLine(

+ BP.AdventureFramework.

Parameters

Type	Name	Description
+ BP.AdventureFramework.Log int (https://learn.microsoft.com/dotnet/api/system.int32) Rendering	x	The position of the underline, in x.
- BP.AdventureFramework.Render int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The position of the underline, in y.
- BP.AdventureFramework. Rendering_FrameBuilders int (https://learn.microsoft.com/dotnet/api/system.int32)	length	The length of the underline.
- BP.AdventureFramework.Render AnsiColor FrameBuilderCollection (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Renderir ml) FrameBuilderCollections	color	The color of the underline.

DrawWrapped(string, int, int, int, AnsiColor, out int, out int)

1. AboutFrameBuilder

AboutFrameBuilder

Draw a wrapped string.

(BP.AdventureFramework.Renderer

DeclarationCompletionFrameBuilder

(BP.AdventureFramework.Renderir

`IConversationFrameBuilder`, `string`

```
public void DrawLapped(STR  
r(BBAdventureFramework.Renderer
```

IGameOverFrameBuilder

IGameOverFrameBuilder

Parameters

para | HelpFrameBuilder

Type (BP.AdventureFramework.Renderir

IRegionMapBuilder

string (<https://learn.microsoft.com/dotnet>)
 SPAN Framework Render

IRRegionFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.reflection.emit.ilgenerator.createint>)

(BP.AdventureFramework.Renderer
int (<https://www.microsoft.com/dotnet/>

Int (R)OSIM MapBuilder

(BP.AdventureFramework.Renderir

Type	Description	Name
IRRegionMapBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderir)	value	The string.
IRRegionMapFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderir)	startX	The start x position.
IRRegionMapBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderir)	startY	The start y position.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The max width of the string.
AnsiColor (EP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	color	The color to draw the text.
int (EP.AdventureFramework .dotnet/api/system.int32)	endX	The end x position.
int (EP.AdventureFramework.Extensions .dotnet/api/system.int32)	endY	The end y position.

± BP AdventureFramework

FlushRetention

(BP.AdventureFramework.Inter
Flush the buffer

+ BPAdventureFramework-

Declaration Logic

(BPAdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

GetCellColor(int, int)

- **BP.AdventureFramework.**

Get a color for a cell.
Rendering From

Rendering.FrameBuilders

Declaration

```
FrameBuilderCollection  
public AnsiColor GetCellColor(int x, int y)  
(RPAdventureFramework.Renderer)
```

FrameBuilderCollections

Para(Pet)AdventureFramework.Renderir

Type		Name	Description
GridStringBuilder (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the cell.	
GridStringBuilder (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the cell.	

(BP.AdventureFramework.Renderir

Returns a `ConversationFrameBuilder`.

Type	Description
IGameOverFrameBuilder	
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	The cell color.
(BP.AdventureFramework.Renderer)	

IHelpFrameBuilder

(BPAdventureFramework.

GetRegionBuilder(int)

GetCharacter(int, int)

Custom IRegionManagerBuilder

Get a character from the buffer.

(BP.AdventureFramework.RendererDeclaration)

Declaration IRoomMapBuilder

(BP.AdventureFramework.Renderir

```
public char GetCharacter(int x, int y)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the character.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the character.

Extensions

(BP.AdventureFramework.Exte

Type	Description
BP.AdventureFramework. Interpretation char (https://learn.microsoft.com/dotnet/api/system.char)	The character.

+ BP.AdventureFramework.

GetNumberOfLines(string, int, int, int)

(BP.AdventureFramework.Logi

Get the number of lines a string will take up.

+ BP.AdventureFramework.

Declaration

Rendering

(BP.AdventureFramework.Render

```
public int GetNumberOfLines(string value, int startX, int startY, int maxWidth)
```

- BP.AdventureFramework.

Rendering.FrameBuilders

Type	Name	Description
FrameBuilderCollection string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderir	value	The string.
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderir	startX	The start x position.
int (https://learn.microsoft.com/dotnet/api/system.int32) GridStringBuilder	startY	The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32) IAboutFrameBuilder	maxWidth	The max width of the string.

Returns

ICompletionFrameBuilder

Type	Description
ICompletionFrameBuilder	The number of lines the string will take up.

IGameOverFrameBuilder

(BP.AdventureFramework.Renderir

Resize(Size)

IRoomFrameBuilder

(BP.AdventureFramework.Renderir

Resize this builder

IRoomMapBuilder

(BP.AdventureFramework.Renderir

IRoomMapFrameBuilder

(BP.AdventureFramework.Renderir

```
public void Resize(Size displaySize)
```

IRoomMapBuilder

(BP.AdventureFramework.Renderir

IRoomMapFrameBuilder

Parameters

Type	Name	Description
Size (BP.AdventureFramework.Assets.Size.html)	<i>displaySize</i>	The new size.

SetCell(int, int, char, AnsiColor)

+ BP_AdventureFramework.
Selected

Extensions

(BP.AdventureFramework.Exte

+ **BRIAdventureFramework**.x, int y, char character, AnsiColor color)

Interpretation

(BPAdventureFramework.Interface)

Name	Description
x	The x position of the cell.
y	The y position of the cell.
character	The character.
color	The color of the character.

FrameBuilderCollection
(BP.AdventureFramework.Renderir)
FrameBuilderCollections
(BP.AdventureFramework.Renderir)
GridStringBuilder
(BP.AdventureFramework.Renderir)
IAboutFrameBuilder
(BP.AdventureFramework.Renderir)
ICompletionFrameBuilder
(BP.AdventureFramework.Renderir)
IConversationFrameBuilder
(BP.AdventureFramework.Renderir)
IGameOverFrameBuilder
(BP.AdventureFramework.Renderir)
IHelpFrameBuilder
(BP.AdventureFramework.Renderir)
IRegionMapBuilder
(BP.AdventureFramework.Renderir)
IRegionMapFrameBuilder
(BP.AdventureFramework.Renderir)
IRoomMapBuilder
(BP.AdventureFramework.Renderir)

Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ BP.AdventureFramework.

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ BP.AdventureFramework.IConversationFrameBuilder

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logon

(BP.AdventureFramework.Logi

Build(string title, IConverser converser, CommandHelp[], int width, int height)

Rendering

Build a frame.

(BP.AdventureFramework.Render

Declaration

- BP.AdventureFramework.

Rendering.FrameBuilders

Iframe Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

(BP.AdventureFramework.Render

FrameBuilderCollection

(BP.AdventureFramework.Render

Parameters

FrameBuilderCollections

Type (BP.AdventureFramework.Render

Name

Description

Type	(BP.AdventureFramework.Render		
string	GridStringBuilder (BP.AdventureFramework.Render (https://learn.microsoft.com/dotnet/api/system.string) IAboutFrameBuilder	title	The title to display to the user.
IConverser	(BP.AdventureFramework.Render (BP.AdventureFramework.Assets.Characters.IConverser .html (BP.AdventureFramework.Render	converser	The converser.
CommandHelp	IConversationFrameBuilder (BP.AdventureFramework.Render (BP.AdventureFramework.Interpretation.CommandHelp. html IGameOverFrameBuilder IHelpFrameBuilder	contextualCommands	The contextual commands to display.
int	(BP.AdventureFramework.Render (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
int	[RegionMapBuilder (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Render	height	The height of the frame.

Returns (BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

ICardBuilder

(BP.AdventureFramework.Render

ICardBuilder

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

▼

- + **BP.AdventureFramework.**
Extensions
(BP.AdventureFramework.Exte...)
- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Inter...)
- + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logi...)
- + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Render...)
- **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Render...)

FrameBuilderCollection
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FrameBuilderCollections
(BP.AdventureFramework.Renderin...)
GridStringBuilder
(BP.AdventureFramework.Renderin...)
IAboutFrameBuilder
(BP.AdventureFramework.Renderin...)
ICompletionFrameBuilder
(BP.AdventureFramework.Renderin...)
IConversationFrameBuilder
(BP.AdventureFramework.Renderin...)
IGameOverFrameBuilder
(BP.AdventureFramework.Renderin...)
IHelpFrameBuilder
(BP.AdventureFramework.Renderin...)
IRegionMapBuilder
(BP.AdventureFramework.Renderin...)
IRegionMapFrameBuilder
(BP.AdventureFramework.Renderin...)
IRoomMapBuilder
(BP.AdventureFramework.Renderin...)

Interface IHelpFrameBuilder

Represents any object that can build help frames.

 Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**
Assembly: BP.AdventureFramework.dll

External Syntax

Syntax

+ **AdventureFramework**
public interface FrameBuilder

Interpretation

(BP.AdventureFramework.Intel)

+ BP.AdventureFramework.

Methodology

(BP.AdventureFramework.Logi

`BildKettstring(string CommandHelp[], int int)`

- Rendering

(BP.AdventureFramework.Ren

Declaration

- **BP.AdventureFramework.**

```
Iframe Build(string title, string description, CommandHelp[] commandHelp, int width,  
    (BPAdventureFramework.Renderer) renderer);
```

FrameBuilderCollection

Para (BB Adventure Framework) Renderir

Parameters

Type	Name	Description
FrameBuilderCollections IAdventureFrameBuilder ICompletionFrameBuilder IConversationFrameBuilder IGameOverFrameBuilder IHelpFrameBuilder IUIFrameBuilder		
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description.
CommandHelp ICompletionFrameBuilder (BP.AdventureFramework.Interpretation.CommandHelp.html)	<i>commandHelp</i>	The command help.
IConversationFrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

IRegionMapBuilder

Type	Description
IRegionMapFrameBuilder	(BP.AdventureFramework.Renderir)
IFrame	(BP.AdventureFramework.Rendering.Frames.IFrame.html)
IRoomMapBuilder	(BP.AdventureFramework.Renderir)



- + **BP.AdventureFramework.Extensions**
(BP.AdventureFramework.Exte
 - + **BP.AdventureFramework.Interpretation**
(BP.AdventureFramework.Inte
 - + **BP.AdventureFramework.Logic**
(BP.AdventureFramework.Logi
 - + **BP.AdventureFramework.Rendering**
(BP.AdventureFramework.Rende
 - **BP.AdventureFramework.Rendering.FrameBuilders**
(BP.AdventureFramework.Rende
 - FrameBuilderCollection
(BP.AdventureFramework.Renderir
 - FrameBuilderCollections
(BP.AdventureFramework.Renderir
 - GridStringBuilder
(BP.AdventureFramework.Renderir
 - IAboutFrameBuilder
(BP.AdventureFramework.Renderir
 - ICompletionFrameBuilder
(BP.AdventureFramework.Renderir
 - IConversationFrameBuilder
(BP.AdventureFramework.Renderir
 - IGameOverFrameBuilder
(BP.AdventureFramework.Renderir
 - IHelpFrameBuilder
(BP.AdventureFramework.Renderir
 - IRegionMapBuilder
(BP.AdventureFramework.Renderir
 - IRegionMapViewBuilder
(BP.AdventureFramework.Renderir
 - IRoomMapBuilder
(BP.AdventureFramework.Renderir
 - IRoomMapViewBuilder
(BP.AdventureFramework.Renderir

Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.IRegionMapBuilder**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Logi

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

Rendering

Build a map of a region.

(BP.AdventureFramework.Render

Declaration

- **BP.AdventureFramework.**

Rendering.FrameBuilders

```
void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int width, int height)
```

(BP.AdventureFramework.Render

FrameBuilderCollection

Parameters

FrameBuilderCollections

Type **(BP.AdventureFramework.Render**

GridStringBuilder

(BP.AdventureFramework.Render

rs.GridStringBuilder)

(BP.AdventureFramework.Render

RegionCompletionFrameBuilder

(BP.AdventureFramework.Render

n.html)

ConversationFrameBuilder

(BP.AdventureFramework.Render

IGameOverFrameBuilder

<https://learn.microsoft.com/dotnet/api/system.int32>

(BP.AdventureFramework.Render

IHelpFrameBuilder

(BP.AdventureFramework.Render

<https://learn.microsoft.com/dotnet/api/system.int32>

(BP.AdventureFramework.Render

IRoomMapFrameBuilder

(BP.AdventureFramework.Render

<https://learn.microsoft.com/dotnet/api/system.int32>

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

<https://learn.microsoft.com/dotnet/api/system.int32>

(BP.AdventureFramework.Render

Type	Name	Description
GridStringBuilder	gridStringBuilder	The string builder to use.
Region	region	The region.
int	x	The x position to start building at.
int	y	The y position to start building at.
int	maxWidth	The maximum horizontal space available in which to build the map.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

▼

- + **BP.AdventureFramework.Extensions**
(BP.AdventureFramework.Extensions)
- + **BP.AdventureFramework.Interpretation**
(BP.AdventureFramework.Interpretation)
- + **BP.AdventureFramework.Logic**
(BP.AdventureFramework.Logic)
- + **BP.AdventureFramework.Rendering**
(BP.AdventureFramework.Rendering)
- **BP.AdventureFramework.Rendering.FrameBuilders**
(BP.AdventureFramework.Rendering.FrameBuilders)
 - FrameBuilderCollection
(BP.AdventureFramework.Rendering.FrameBuilderCollection)
 - FrameBuilderCollections
(BP.AdventureFramework.Rendering.FrameBuilderCollections)
 - GridStringBuilder
(BP.AdventureFramework.Rendering.GridStringBuilder)
 - IAboutFrameBuilder
(BP.AdventureFramework.Rendering.IAboutFrameBuilder)
 - ICompletionFrameBuilder
(BP.AdventureFramework.Rendering.ICompletionFrameBuilder)
 - IConversationFrameBuilder
(BP.AdventureFramework.Rendering.IConversationFrameBuilder)
 - IGameOverFrameBuilder
(BP.AdventureFramework.Rendering.IGameOverFrameBuilder)
 - IHelpFrameBuilder
(BP.AdventureFramework.Rendering.IHelpFrameBuilder)
 - IRegionMapBuilder
(BP.AdventureFramework.Rendering.IRegionMapBuilder)
 - IRegionMapFrameBuilder
(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder)
 - IRoomMapBuilder
(BP.AdventureFramework.Rendering.IRoomMapBuilder)
 - IRoomMapFrameBuilder
(BP.AdventureFramework.Rendering.IRoomMapFrameBuilder)

Interface IRoomMapBuilder

Represents any object that can build room maps.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Extensions

Syntax

(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.IRoomMapBuilder**

Interpretation

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

Methods

(**BP.AdventureFramework.Logi**

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

Rendering

(**BP.AdventureFramework.Render**

Build a map for a room.

BP.AdventureFramework.

Declaration

BP.AdventureFramework.

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoin

t, KeyType key, int startX, int startY, out int endX, out int endY)

(**BP.AdventureFramework.Render**

FrameBuilderCollection

(**BP.AdventureFramework.Render**

Parameters

(**BP.AdventureFramework.Render**

Type GridStringBuilder

Name

Description

(BP.AdventureFramework.Render	gridStringBuilder	The string builder to use.
GridStringBuilder (IAboutFrameBuilder)		
(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuil		
der.html)		
ICompletionFrameBuilder		
Room (BP.AdventureFramework.Assets.Locations.Room.html)	room	The room.
IConversationFrameBuilder		
ViewPoint (BP.AdventureFramework.Render)	viewPoint	The viewpoint from the room.
(BP.AdventureFramework.Render)		
IGameOverFrameBuilder		
KeyType (BP.AdventureFramework.Render)	key	The key type.
IHelpFrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start position, x.
(BP.AdventureFramework.Render)		
int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start position, x.
(RegionMapFrameBuilder)		
int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end position, x.
(BP.AdventureFramework.Render)		
int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end position, x.
IRoomMapBuilder		
(BP.AdventureFramework.Render)		

IRoomMapBuilder

(**BP.AdventureFramework.Render**

IRoomMapBuilder

(**BP.AdventureFramework.Render**



- + **BP.AdventureFramework.Extensions**
(BP.AdventureFramework.Exte
 - + **BP.AdventureFramework.Interpretation**
(BP.AdventureFramework.Inte
 - + **BP.AdventureFramework.Logic**
(BP.AdventureFramework.Logi
 - + **BP.AdventureFramework.Rendering**
(BP.AdventureFramework.Rende
 - **BP.AdventureFramework.Rendering.FrameBuilders**
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 - FrameBuilderCollections
(BP.AdventureFramework.Renderir
 - GridStringBuilder
(BP.AdventureFramework.Renderir
 - IAboutFrameBuilder
(BP.AdventureFramework.Renderir
 - ICompletionFrameBuilder
(BP.AdventureFramework.Renderir
 - IConversationFrameBuilder
(BP.AdventureFramework.Renderir
 - IGameOverFrameBuilder
(BP.AdventureFramework.Renderir
 - IHelpFrameBuilder
(BP.AdventureFramework.Renderir
 - IRegionMapBuilder
(BP.AdventureFramework.Renderir
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 - IRoomMapFrameBuilder
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 - IRoomMapFrameBuilder
(BP.AdventureFramework.Renderir

Interface ISceneFrameBuilder

Represents any object that can build scene frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.FrameBuilder**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Log

(BP.AdventureFramework.Logi

Build(RoomViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)

Rendering

(BP.AdventureFramework.Render

Build a frame.

BP.AdventureFramework.

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render

ing.FrameBuilderCollection) viewpoint, PlayableCharacter player, string messag

e, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

(BP.AdventureFramework.Render

ing.FrameBuilderCollections

(BP.AdventureFramework.Render

Type GridStringBuilder

Name

Description

Type		Name	Description
RoomViewPoint	IRegionMapFrameBuilder	room	Specify the Room.
ViewPoint	ICompletionFrameBuilder	viewPoint	Specify the viewpoint from the room.
PlayableCharacter	IGameOverFrameBuilder	player	Specify the player.
string	(BP.AdventureFramework.Render	message	Any additional message.
CommandHelp	IRegionMapViewBuilder	contextualCommands	The contextual commands to display.

Interface ITransitionFrameBuilder

Represents any object that can build transition frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**ITransitionFrameBuilder

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Logi

Build(string, string, int, int)

Rendering

Build a frame.

(BP.AdventureFramework.Render

Declaration

- **BP.AdventureFramework.**

Rendering.FrameBuilders

IFrameBuilder(string title, string message, int width, int height)

(BP.AdventureFramework.Render

FrameBuilderCollection

Parameters
(BP.AdventureFramework.Renderin

Type	Name	Description
FrameBuilderCollections		
string (https://learn.microsoft.com/dotnet/api/system.string) GridStringBuilder	title	The title to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
IAboutFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderin	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

(BP.AdventureFramework.Renderin

Return values

IGeneralConversationFrameBuilder

Type	Description
GameOverFrameBuilder	

IFrameBuilder (BP.AdventureFramework.Renderin

IHelpFrameBuilder

(BP.AdventureFramework.Renderin

IRegionMapBuilder

(BP.AdventureFramework.Renderin

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

IRoomMapFrameBuilder

(BP.AdventureFramework.Renderin

IRoomMapFrameBuilder

Provides a builder of color region map frames.

ColorRoomMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRoomMapBuilder.html](#))

Provides a color room map builder.

Conversations.Instructions

([BP.AdventureFramework.Conversations.Instructions.html](#))

ColorSceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorSceneFrameBuilder.html](#))

Extensions

Provides a builder for color scene frames.

([BP.AdventureFramework.Extensions.ColorSceneFrameBuilder.html](#))

+ [BP.AdventureFramework.](#)

ColorTitleFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTitleFrameBuilder.html](#))

+ [BP.AdventureFramework.](#)

Provides a builder of color title frames.

Logic

([BP.AdventureFramework.Logic.html](#))

ColorTransitionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTransitionFrameBuilder.html](#))

([BP.AdventureFramework.Renderer.html](#))

Provides a builder of color transition frames.

+ [BP.AdventureFramework.](#)

Enums

[Rendering.FrameBuilders](#)

([BP.AdventureFramework.Rendering.FrameBuilders.html](#))

AnsiColor

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Enumeration of ANSI colors.

([BP.AdventureFramework.Renderer.html](#))

AnsiColor

([BP.AdventureFramework.Renderer.html](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderer.html](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderer.html](#))

Enum AnsiColor

Enumeration of ANSI colors.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color (BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

Assembly: BP.AdventureFramework.dll
+ **BP.AdventureFramework.**

Syntax

Extensions

(BP.AdventureFramework.Extensions)

public enum AnsiColor

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

Fields

BP.AdventureFramework.

Logic Name	Description
Black	Black (30).
Blue	Blue (34).
BrightBlack	Bright black (90).
BrightBlue	Bright blue (94).
BrightCyan	Bright cyan (96).
BrightGreen	Bright green (92).
BrightMagenta	Bright magenta (95).
BrightRed	Bright red (91).
BrightWhite	Bright white (97).
BrightYellow	Bright yellow (93).
CyanColorAboutFrameBuilder	Cyan (36).
GreenColorCompletionFrameBuilder	Green (32).
MagentaColorConversationFrameBuilder	Magenta (35).
RedColorGameOverFrameBuilder	Red (31).
ResetColorHelpFrameBuilder	Reset (0).
WhiteColorRegionMapBuilder	White (37).
YellowColorRegionMapFrameBuilder	Yellow (33).

1

Conversations.Instructions (BP.AdventureFramework.Con

- + BP.AdventureFramework.Extensions
(BP.AdventureFramework.Exte
- + BP.AdventureFramework.Interpretation
(BP.AdventureFramework.Inte
- + BP.AdventureFramework.Logic
(BP.AdventureFramework.Logi
- + BP.AdventureFramework.Rendering
(BP.AdventureFramework.Rende
- + BP.AdventureFramework.Rendering.FrameBuilders
(BP.AdventureFramework.Rende
- BP.AdventureFramework.Rendering.FrameBuilders.Color
(BP.AdventureFramework.Rende

```
AnsiColor  
(BP.AdventureFramework.Renderir  
ColorAboutFrameBuilder  
(BP.AdventureFramework.Renderir  
ColorCompletionFrameBuilder  
(BP.AdventureFramework.Renderir  
ColorConversationFrameBuilder  
(BP.AdventureFramework.Renderir  
ColorGameOverFrameBuilder  
(BP.AdventureFramework.Renderir  
ColorHelpFrameBuilder  
(BP.AdventureFramework.Renderir  
ColorRegionMapBuilder  
(BP.AdventureFramework.Renderir  
ColorRegionMapFrameBuilder
```

Class ColorAboutFrameBuilder

Provides a builder of color about frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorAboutFrameBuilder

+ BP.AdventureFramework.

Implements

Extensions

IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)

(BP.AdventureFramework.Exte

Inherited Members

+ BP.AdventureFramework.

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

(BP.AdventureFramework.Inte

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))

↳ BP.AdventureFramework.

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

(BP.AdventureFramework.Logi

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

↳ BP.AdventureFramework.

Name (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

(BP.AdventureFramework.Render

```
public sealed class ColorAboutFrameBuilder : IAboutFrameBuilder
```

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

Constructors

(BP.AdventureFramework.Render

AnsiColor

ColorAboutFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorAboutFrameBuilder class.

(BP.AdventureFramework.Render

Declaration

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

```
public ColorAboutFrameBuilder(GridStringBuilder gridStringBuilder)
```

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

Parameters

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

FrameBuilders.GridString

Builder

ColorRegionMapFrameBuilder

Type		Name	Description
GridStringBuilder		gridStringBuilder	A builder to use for the string layout.

Properties

AuthorColor

Get or set the author color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

```
public ANSIColor AuthorColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

(BP.AdventureFramework.Extensions)

Type Description

+ BP.AdventureFramework.

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Interpretation

(BP.AdventureFramework.Interpretation)

BackgroundColor

BP.AdventureFramework.

Logic

Get or set the background color.

(BP.AdventureFramework.Logic)

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BackgroundColor { get; set; }
```

(BP.AdventureFramework.Rendering)

Property Value

BP.AdventureFramework.

Rendering.FrameBuilders

Type Description

(BP.AdventureFramework.Rendering.FrameBuilders)

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

BorderColor

(BP.AdventureFramework.Rendering.FrameBuilders)

Get or set the border color.

AnsiColor

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders)

ColorAboutFrameBuilder

```
public ANSIColor BorderColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

Property Value

ColorConversationFrameBuilder

Type Description

(BP.AdventureFramework.Rendering.FrameBuilders)

ColorGameOverFrameBuilder

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

Get or set the border color.

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

DescriptionColor

(BP.AdventureFramework.Rendering.FrameBuilders)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Con	

+ BP.AdventureFramework.

NameColors

(BP.AdventureFramework.Exte

Get or set the name color.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Inter

```
public AnsiColor NameColor { get; set; }
```

+ BP.AdventureFramework.

Logic

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Render	

TitleAdventureFramework.

Rendering.FrameBuilders

Get or set the title color.

(BP.AdventureFramework.Render

Declaration

- BP.AdventureFramework.

Rendering.FrameBuilders.

```
public AnsiColor TitleColor { get; set; }
```

Color

(BP.AdventureFramework.Render

Property Value

AnsiColor

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Render	

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

Build(string, Game, int, int)

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

Declaration

(BP.AdventureFramework.Render

```
public IFrame Build(string title, Game game, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
Game (BP.AdventureFramework.Logic.Game.html)	<i>game</i>	The game.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

Returns

+ **BP.AdventureFramework.**

Type	Description
Interpretation (BP.AdventureFramework.Interpretation.html)	

+ **BP.AdventureFramework.**

Logic

Implements

([BP.AdventureFramework.Logic.IAboutFrameBuilder.html](#))

IAboutFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Rendering

([BP.AdventureFramework.Rendering.IFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

([BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder.html](#))

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Rendering.Color.IColorFrameBuilder.html](#))

AnsiColor

([BP.AdventureFramework.Rendering.Color.IAnsiColorFrameBuilder.html](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Rendering.Color.IColorAboutFrameBuilder.html](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Rendering.Color.IColorCompletionFrameBuilder.html](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering.Color.IColorConversationFrameBuilder.html](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Rendering.Color.IColorGameOverFrameBuilder.html](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Rendering.Color.IColorHelpFrameBuilder.html](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Rendering.Color.IColorRegionMapBuilder.html](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Rendering.Color.IColorRegionMapFrameBuilder.html](#))

Class ColorCompletionFrameBuilder

Provides a builder of color completion frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorCompletionFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

ICompletionFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#))

(BP.AdventureFramework.Exte

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

(BP.AdventureFramework.Inte

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](#))

↳ **BP.AdventureFramework.**

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

(BP.AdventureFramework.Logi

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

↳ **BP.AdventureFramework.**

Name ([\(BP.html\).AdventureFramework \(BP.AdventureFramework.html\).Rendering](#))

([\(BP.AdventureFramework.Rendering.html\).FrameBuilders \(BP.AdventureFramework.Rendering.FrameBuilders.html\).Color](#))

([\(BP.AdventureFramework.Rendering.FrameBuilders.Color.html\)](#))

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

(BP.AdventureFramework.Render

```
public sealed class ColorCompletionFrameBuilder : ICompletionFrameBuilder
```

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

(BP.AdventureFramework.Render

AnsiColor

ColorCompletionFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorCompletionFrameBuilder class.

([\(BP.AdventureFramework.Render](#)

Declaration

([\(BP.AdventureFramework.Render](#)

ColorConversationFrameBuilder

```
public ColorCompletionFrameBuilder(GridStringBuilder gridStringBuilder)
```

([\(BP.AdventureFramework.Render](#)

ColorGameOverFrameBuilder

Parameters

([\(BP.AdventureFramework.Render](#)

ColorHelpFrameBuilder

([\(BP.AdventureFramework.Render](#)

ColorRegionMapBuilder

([\(BP.AdventureFramework.Render](#)

FrameBuilders.GridString

Builder

ColorRegionMapFrameBuilder

Type		Name	Description
GridStringBuilder	((BP.AdventureFramework.Render	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Con

```
public ANSIColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

BorderColor

BP.AdventureFramework.

Logic

Get or set the border color.

(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BorderColor { get; set; }
```

(BP.AdventureFramework.Render

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

- BP.AdventureFramework.

Rendering.FrameBuilders.

ColorDescriptionColor

(BP.AdventureFramework.Render

Get or set the description color.

AnsiColor

Declaration

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

ColorCompletionFrameBuilder

```
(BP.AdventureFramework.Render
```

Property Value

ColorConversationFrameBuilder

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

ColorHelpFrameBuilder

```
(BP.AdventureFramework.Render
```

ColorRegionMapBuilder

```
(BP.AdventureFramework.Render
```

Get or set the title color.

ColorRegionMapFrameBuilder

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.

▼

Properties

+ BP.AdventureFramework.

BackgroundColor

(BP.AdventureFramework.Exte
Get or set the background color.

+ BP.AdventureFramework.

Declaration
Interpretation

(BP.AdventureFramework.Inte
public ANSIColor Backgroundcolor { get; set; }

+ BP.AdventureFramework.

Logic
Property Value

(BP.AdventureFramework.Logi
Type

+ BP.AdventureFramework.

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Rendering

(BP.AdventureFramework.Render

BorderColorFramework.

Rendering.FrameBuilders

Get or set the border color.

(BP.AdventureFramework.Render

Declaration

- BP.AdventureFramework.

Rendering.FrameBuilders

public ANSIColor Bordercolor { get; set; }

Color

(BP.AdventureFramework.Render

Property Value

AnsiColor

Type (BP.AdventureFramework.Renderir

ColorAboutFrameBuilder

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Renderir

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderir

InputColor

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderir

Get or set the input color.

ColorGameOverFrameBuilder

Declaration (BP.AdventureFramework.Renderir

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderir

public ANSIColor InputColor { get; set; }

ColorRegionMapBuilder

(BP.AdventureFramework.Renderir

Property Value (BP.AdventureFramework.Renderir

ColorRegionMapFrameBuilder

-- - . . - . - . . .

TitleColor

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Conversations.Instructions
Property Value
(BP.AdventureFramework.Conversations.Instructions)

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

Extensions
(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**
Build(String, IConverser, CommandHelp[], int, int)

Logic

Build (BP.AdventureFramework.Logic)

Declaration

+ **BP.AdventureFramework.**

Rendering

public IFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Parameters
(BP.AdventureFramework.Rendering.FrameBuilders)

Type	Name	Description
- BP.AdventureFramework. string	<i>title</i>	The title to display to the user.
Rendering.FrameBuilders (https://learn.microsoft.com/dotnet/api/system.string)		
Color IConverser	<i>converser</i>	The converser.
Color (BP.AdventureFramework.Rendering.FrameBuilders)		
CommandHelp	<i>contextualCommands</i>	The contextual commands to display.
ColorCompletionFrameBuilder		
ColorConversationFrameBuilder		
int	<i>width</i>	The width of the frame.
int	<i>height</i>	The height of the frame.

Return ColorHelpFrameBuilder

Type	Description
ColorRegionMapBuilder	
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

Implements

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

▼

Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapFrameBuilder)

Class ColorGameOverFrameBuilder

Provides a builder of color game over frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorGameOverFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

IGameOverFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#))

(BP.AdventureFramework.Exte

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

(BP.AdventureFramework.Inte

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](#))

↳ **BP.AdventureFramework.**

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

(BP.AdventureFramework.Logi

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

↳ **BP.AdventureFramework.**

No **Rendering** ([\(BP.html\).AdventureFramework \(BP.AdventureFramework.html\).Rendering](#))

([\(BP.AdventureFramework.Rendering.html\).FrameBuilders \(BP.AdventureFramework.Rendering.FrameBuilders.html\).Color](#))

([\(BP.AdventureFramework.Rendering.FrameBuilders.Color.html\)](#))

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

(BP.AdventureFramework.Render

```
public sealed class ColorGameOverFrameBuilder : IGameOverFrameBuilder
```

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

([\(BP.AdventureFramework.Render](#))

AnsiColor

ColorGameOverFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorGameOverFrameBuilder class.

([\(BP.AdventureFramework.Render](#))

Declaration

([\(BP.AdventureFramework.Render](#))

ColorCompletionFrameBuilder

```
public ColorGameOverFrameBuilder(GridStringBuilder gridStringBuilder)
```

([\(BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder

Parameters

([\(BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([\(BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

([\(BP.AdventureFramework.Render](#))

FrameBuilders.GridString

Builder

ColorRegionMapFrameBuilder

Type		Name	Description
GridStringBuilder	((BP.AdventureFramework.Render)	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

```
public ANSIColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

BorderColor

BP.AdventureFramework.

Logic

Get or set the border color.

(BP.AdventureFramework.Logic)

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BorderColor { get; set; }
```

(BP.AdventureFramework.Rendering)

BP.AdventureFramework.

Rendering.FrameBuilders

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

- BP.AdventureFramework.

Rendering.FrameBuilders.

DescriptionColor

(BP.AdventureFramework.Rendering.FrameBuilders.DescriptionColor)

Get or set the description color.

AnsiColor

Declaration

ColorAboutFrameBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

ColorCompletionFrameBuilder

```
(BP.AdventureFramework.Rendering.FrameBuilders.DescriptionColor)
```

Property Value

ColorConversationFrameBuilder

Type

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

ColorHelpFrameBuilder

```
(BP.AdventureFramework.Rendering.FrameBuilders.DescriptionColor)
```

ColorRegionMapBuilder

```
(BP.AdventureFramework.Rendering.FrameBuilders.DescriptionColor)
```

Get or set the title color.

ColorRegionMapFrameBuilder

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property	Value
Type	AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP AdventureFramework Color)
Description	

± BP AdventureFramework

Extensions

Extensions Methods.

MBP.AdventureFramework.Exte

+ BP.AdventureFramework.

Build(string, string, int, int)

(BP.AdventureFramework.Intel)

Build a frame.

Declaration

Logic

(BPAdventureFramework.Logo)

+ BP.AdventureFramework.

Parameters

Text (BR_Advent)

Type	Name	Description
+ BP.AdventureFramework String (https://learn.microsoft.com/dotnet/api/system.string)	<i>message</i>	The message to display to the user.
Rendering.FrameBuilders string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.RenderFrameBuilder)	<i>reason</i>	The reason the game ended.
- BP.AdventureFramework int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
Rendering.FrameBuilders int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

Color

Returns

(BP.AdventureFramework.Render)

Type	Description
AnsiColor	
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html) ColorAboutFrameBuilder	

ColorCompletion Implements

(BP.AdventureFramework.Rendell)

|GameOverFrameBuilder(BP_Adventure)

(BP.AdventureFramework.Render)
Call GameScene.Engine.Build()

ColorGameOverFrameBuilder
(PBAAdventureFramework, RenderView)

(BP.AdventureFramework.Render)
ColorTableFromBuilder

ColorHelpFrameBuilder
(RRAdventureFramework, Renderir)

(BFAdventureFramework.Render)
ColorRegionMapBuilder

ColorRegionMapBuilder

(BI.AdventureFramework.Render)
ColorRegionMapFrameBuilder

Class ColorHelpFrameBuilder

Provides a builder of color help frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorHelpFrameBuilder

+ BP.AdventureFramework.

Implements

Extensions

IHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html)

(BP.AdventureFramework.Exte

Inherited Members

+ BP.AdventureFramework.

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

(BP.AdventureFramework.Inte

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))

↳ BP.AdventureFramework.

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

(BP.AdventureFramework.Logi

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

↳ BP.AdventureFramework.

Rendering (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color (BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

(BP.AdventureFramework.Render

```
public sealed class ColorHelpFrameBuilder : IHelpFrameBuilder
```

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

Constructors

(BP.AdventureFramework.Render

AnsiColor

ColorHelpFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorHelpFrameBuilder class.

(BP.AdventureFramework.Render

Declaration

(BP.AdventureFramework.Render

ColorCompletionFrameBuilder

```
public ColorHelpFrameBuilder(GridStringBuilder gridStringBuilder)
```

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

Parameters

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

FrameBuilders.GridString

Builder

ColorRegionMapFrameBuilder

Type		Name	Description
ColorHelpFrameBuilder	(BP.AdventureFramework.Render	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Con

```
public ANSIColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

(BP.AdventureFramework.Exte

Type Description

+ BP.AdventureFramework.

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Interpretation

(BP.AdventureFramework.Inter

BorderColor

BP.AdventureFramework.

Logic

Get or set the border color.

(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BorderColor { get; set; }
```

(BP.AdventureFramework.Render

BP.AdventureFramework.

Rendering.FrameBuilders

Type Description

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

CommandColor

(BP.AdventureFramework.Render

Get or set the command color.

AnsiColor

Declaration

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

```
public ANSIColor CommandColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

Property Value

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

Type Description

ColorGameOverFrameBuilder

AnsiColor (BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

Get or set the command color.

ColorRegionMapFrameBuilder

CommandDescriptionColor

(BP.AdventureFramework.Render

Get or set the command description color.

ColorRegionMapFrameBuilder

Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Con	

+ BP.AdventureFramework.

Declaration

InstructionsColor (BP.AdventureFramework.Exte

Get or set the instructions color.

+ BP.AdventureFramework.

Declaration

Interpretation (BP.AdventureFramework.Inte

```
public AnsiColor DescriptionColor { get; set; }
```

+ BP.AdventureFramework.

Logic

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) Rendering (BP.AdventureFramework.Render	

TitleAdventureFramework.

Rendering.FrameBuilders

Get or set the title color.

Rendering (BP.AdventureFramework.Render

Declaration

- BP.AdventureFramework.

Rendering.FrameBuilders

```
public AnsiColor TitleColor { get; set; }
```

Color

Rendering (BP.AdventureFramework.Render

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Renderin ColorAboutFrameBuilder AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) ColorRegionFrameBuilder (BP.AdventureFramework.Renderin	

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

Build(string, string, CommandHelp[], int, int)

Build a frame.

ColorRegionMapBuilder

Declaration (BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

Parameters

Type		Name	Description
Conversations	Instructions		
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.	
(BP.AdventureFramework.Con			
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description.	
+ BP.AdventureFramework.			
CommandHelp		<i>commandHelp</i>	The command help.
Extensions			
(BP.AdventureFramework.Interpretation.CommandHelp.html)			
(BP.AdventureFramework.Exte			
+ BP.AdventureFramework.			
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.	
Interpretation			
(BP.AdventureFramework.Inte			
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.	
+ BP.AdventureFramework.			
Logic			
Returns			
(BP.AdventureFramework.Logi			
Type			Description
+ BP.AdventureFramework.			
IFrame (https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames.IFrame.html)			
Rendering			

BP Adventure Framework.

Implementations

Rendering.FrameBuilders

[IHelpFrameBuilder \(BPAventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

- **BP.AdventureFramework.Rendering.FrameBuilders.Color**
(BP.AdventureFramework.Renderer)

```
AnsiColor
(BP.AdventureFramework.Renderir
ColorAboutFrameBuilder
(BP.AdventureFramework.Renderir
ColorCompletionFrameBuilder
(BP.AdventureFramework.Renderir
ColorConversationFrameBuilder
(BP.AdventureFramework.Renderir
ColorGameOverFrameBuilder
(BP.AdventureFramework.Renderir
ColorHelpFrameBuilder
(BP.AdventureFramework.Renderir
ColorRegionMapBuilder
(BP.AdventureFramework.Renderir
ColorRegionMapFrameBuilder
```


EmptySpace

Get or set the character used for representing an empty space.

Declaration

```
public char EmptySpace { get; set; }
```

Conversations.Instructions

Property Value

([BP.AdventureFramework.Conversations.Instructions](#))

Type

+ [BP.AdventureFramework.Extensions](#).

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

Extensions

+ [BP.AdventureFramework.Extensions](#).

[HorizontalBoundaryInterpretation](#)

([BP.AdventureFramework.Extensions.HorizontalBoundaryInterpretation](#))

Gets or sets the interpretation of horizontal boundaries.

Declaration

Logic

```
public char HorizontalBoundary { get; set; }
```

Rendering

Property Value

([BP.AdventureFramework.Rendering](#))

Description

Rendering.FrameBuilders

([BP.AdventureFramework.Rendering.FrameBuilders](#))

LockedExit

- [BP.AdventureFramework.Renderer](#).

[LockedExit](#)

Gets or sets the color representing a locked exit.

Color

Declaration

([BP.AdventureFramework.Renderer](#))

```
public ConsoleColor LockedExit { get; set; }
```

([BP.AdventureFramework.Renderer](#))

ColorAboutFrameBuilder

Property Value

([BP.AdventureFramework.Renderer](#))

Type

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderer](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

LockedExitColor

([BP.AdventureFramework.Renderer](#))

ColorHelpFrameBuilder

Get ([BP.AdventureFramework.Renderer](#))

ColorRegionMapBuilder

Declaration

([BP.AdventureFramework.Renderer](#))

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderer](#))

```
public AnsiColor LockedExitColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) Conversations.Instructions (BP.AdventureFramework.Conversations)	

BP.AdventureFramework.

Extensions

Get or set the character to use for lower levels.

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

Interpretation

```
public char LowerLevel { get; set; }
```

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Type

(BP.AdventureFramework.Logic)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

LowerLevelColor

+ BP.AdventureFramework.

Get or set the lower level color.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Renderings)

- BP.AdventureFramework.

```
public AnsiColor LowerLevelColor { get; set; }
```

Rendering.FrameBuilders.

Color

Property Value

(BP.AdventureFramework.Renderings)

Type

AnsiColor

(BP.AdventureFramework.Renderings)

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderings)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderings)

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderings)

Get or set the character to use for indicating the player.

(BP.AdventureFramework.Renderings)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderings)

ColorHelpFrameBuilder

```
public char Player { get; set; }
```

(BP.AdventureFramework.Renderings)

ColorRegionMapBuilder

(BP.AdventureFramework.Renderings)

Property Value

(BP.AdventureFramework.Renderings)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderings)

UnvisitedBoundaryColor

Get or set the unvisited room boundary color.

Declaration

```
    public AnsiColor UnvisitedBoundaryColor { get; set; }
```

Type	Description
+ BP.AdventureFramework.	
Extensions	(BP.AdventureFramework.Extensions)
(BP.AdventureFramework.Exten	
+ BP.AdventureFramework.	
VerticalBoundary	
Interpretation	
(BP.AdventureFramework.Inter	Gets the interpretation of vertical boundaries.
De BP.AdventureFramework.	
Logic	
(BP.AdventureFramework.Logi	public char VerticalBoundary { get; set; }
+ BP.AdventureFramework.	
Property Value	
Rendering	
Type	BP.AdventureFramework.Render
- BP.AdventureFramework.	
Rendering.FrameBuilders	
(BP.AdventureFramework.Render	
VisitedBoundaryColor	
- BP.AdventureFramework.	
Rendering.FrameBuilders	Gets the visited boundary color.
Color	
Declaration	
(BP.AdventureFramework.Render	
AnsiColor	public AnsiColor VisitedBoundaryColor { get; set; }
(BP.AdventureFramework.Render	
ColorAboutFrameBuilder	
Property Value	
(BP.AdventureFramework.Render	
Type	ColorCompletionFrameBuilder
(BP.AdventureFramework.Render	
AnsiColor	(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)
ColorConversationFrameBuilder	
(BP.AdventureFramework.Render	
ColorGameOverFrameBuilder	
(BP.AdventureFramework.Render	
ColorRegionFrameBuilder	
(BP.AdventureFramework.Render	
ColorRegionMapFrameBuilder	
Methods	
BuildRegionMap(GridStringBuilder, Region, int, int, int, int)	
ColorRegionMapFrameBuilder	

Build a map of a region.

Declaration

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)
```

1

Part 1: Conversations. Instructions

(BP.AdventureFramework.Con Type	Name	Description
+ BP.AdventureFramework. GridStringBuilder (Extensions) Framework.Rendering.FrameBuilde rs (BP.AdventureFramework.Exte nsions)	gridStringBuilder	The string builder to use.
+ BP.AdventureFramework. Region (Interpretation) Framework.Assets.Locations.Regio n.html (BP.AdventureFramework.Inte rnal)	region	The region.
+ BP.AdventureFramework. (Logic) System.Int32 (BP.AdventureFramework.Logi c)	x	The x position to start building at.
+ BP.AdventureFramework. (Rendering) System.Int32 (BP.AdventureFramework.Re ndering)	y	The y position to start building at.
+ BP.AdventureFramework. (FrameBuilders) System.Int32 (BP.AdventureFramework.Re ndering.FrameBuilders)	maxWidth	The maximum horizontal space available in which to build the map.
- BP.AdventureFramework. (FrameBuilders) System.Int32 (BP.AdventureFramework.Re ndering.FrameBuilders)	maxHeight	The maximum vertical space available in which to build the map.

Implementation

AnsiColor - The (PPA) Library for Emacs

IRegionMapBuilder (BP.AdventureFrame
 (BP.AdventureFramework.Renderir

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderir

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderir

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderir

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderir

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapFrameBuilder

Class ColorRegionMapFrameBuilder

Provides a builder of color region map frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorRegionMapFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

(BP.AdventureFramework.Exte

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

(BP.AdventureFramework.Inte

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))

↳ **BP.AdventureFramework.**

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

(BP.AdventureFramework.Logi

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

↳ **BP.AdventureFramework.**

Na

Rendering (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

(BP.AdventureFramework.Render

```
public sealed class ColorRegionMapFrameBuilder : IRegionMapFrameBuilder
```

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

(BP.AdventureFramework.Render

AnsiColor

ColorRegionMapFrameBuilder(GridStringBuilder, IRegionMapBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorRegionMapFrameBuilder class.

(BP.AdventureFramework.Render

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

```
public ColorRegionMapFrameBuilder(GridStringBuilder gridStringBuilder, IRegionMapBuilder regionMapBuilder)
```

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

Parameters

gridStringBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder


```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Methods

Extensions

(BP.AdventureFramework.Exte

Build(Region, int, int)

Interpretation

Build a frame.

(BP.AdventureFramework.Inter

Declaration

+ BP.AdventureFramework.

Logic

```
public IFrame Build(Region region, int width, int height)
```

(BP.AdventureFramework.Logi

BP.AdventureFramework.

Type	Name	Description
(BP.AdventureFramework.Render		
Region (BP.AdventureFramework.Assets.Locations.Region.html)	region	The region.
+ BP.AdventureFramework.	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.
(BP.AdventureFramework.Render		

- BP.AdventureFramework.

Returns

Rendering.FrameBuilders.

Type	Description
Color	

(BP.AdventureFramework.Render

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

AnsiColor

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

Implements

(BP.AdventureFramework.Renderin

IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

Class ColorRoomMapBuilder

Provides a color room map builder.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorRoomMapBuilder

+ BP.AdventureFramework.

Implements

Extensions

IRoomMapBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

(BP.AdventureFramework.Exte

Inherited Members

+ BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

(BP.AdventureFramework.Inte

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

↳ BP.AdventureFramework.

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

(BP.AdventureFramework.Logi

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

↳ BP.AdventureFramework.

Rendering ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering.html](#)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color ([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](#))

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

(BP.AdventureFramework.Render

```
public sealed class ColorRoomMapBuilder : IRoomMapBuilder
```

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

Properties

AnsiColor

(BP.AdventureFramework.Render

BoundaryColor

(BP.AdventureFramework.Render

Get or set the room boundary color.

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

```
public AnsiColor BoundaryColor { get; set; }
```

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

PropertyValueFrameBuilder

(BP.AdventureFramework.Render

Type

ColorRegionMapBuilder

Description

An AnsiColor ([BP.AdventureFramework.Render](#).Rendering.FrameBuilders.Color.AnsiColor.html)

ColorRegionMapFrameBuilder

Corner

Get or set the character to use for corners.

Declaration

```
    public char Corner { get; set; }
```

Type	Description
+ BP.AdventureFramework.Extensions (BP.AdventureFramework.Extensions) char (https://learn.microsoft.com/dotnet/api/system.char)	
- BP.AdventureFramework.Extensions (BP.AdventureFramework.Extensions)	
+ BP.AdventureFramework.HorizontalBoundaryInterpretation HorizontalBoundaryInterpretation (BP.AdventureFramework.HorizontalBoundaryInterpretation) Get set the interpretation of horizontal boundaries.	
- BP.AdventureFramework.Logic (BP.AdventureFramework.Logic) public char HorizontalBoundary { get; set; }	
+ BP.AdventureFramework.Rendering Rendering (BP.AdventureFramework.Rendering) char (https://learn.microsoft.com/dotnet/api/system.char)	
- BP.AdventureFramework.Rendering.FrameBuilders FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders) HorizontalExitBorder - BP.AdventureFramework.Rendering.FrameBuilders Get rendering frame builders' horizontal exit borders.	
- BP.AdventureFramework.Rendering.Color Color Declaration (BP.AdventureFramework.Rendering.Color) ansiChar HorizontalExitBorder { get; set; } (BP.AdventureFramework.Renderir) ColorAboutFrameBuilder Property Value (BP.AdventureFramework.Renderir)	
Type ColorCompletionFrameBuilder (BP.AdventureFramework.Renderir) char (https://learn.microsoft.com/dotnet/api/system.char) ColorConversationFrameBuilder (BP.AdventureFramework.Renderir) ColorGameOverFrameBuilder (BP.AdventureFramework.Renderir) ColorHelpFrameBuilder (BP.AdventureFramework.Renderir)	
ItemOrCharacterColor (BP.AdventureFramework.Renderir) ColorRegionMapBuilder (BP.AdventureFramework.Renderir) ColorRegionMapFrameBuilder (BP.AdventureFramework.Renderir)	

VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

Conversations.Instructions
Property Value
(BP.AdventureFramework.Conversations.Instructions)

Type	Description
+ BP.AdventureFramework.Extensions.VisitedExitColor Interpretation (BP.AdventureFramework.Extensions.VisitedExitColor)	

+ BP.AdventureFramework.VisitedExitColor
Interpretation
(BP.AdventureFramework.VisitedExitColor)

Get
(BP.AdventureFramework.VisitedExitColor)

Describes
(BP.AdventureFramework.VisitedExitColor)

Logic

```
public Adventure.VisitedExitColor { get; set; }
```

+ BP.AdventureFramework.

Property Value
Rendering

Type	Description
+ BP.AdventureFramework.Rendering FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders)	

+ BP.AdventureFramework.
Rendering
FrameBuilders
(BP.AdventureFramework.Rendering.FrameBuilders)

BP.AdventureFramework.

Rendering.FrameBuilders.

Color

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)
(BP.AdventureFramework.Rendering.FrameBuilders)

AnsiColor

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)
(BP.AdventureFramework.Rendering.FrameBuilders)

ColorAboutFrameBuilder

Declaration
(BP.AdventureFramework.Rendering.FrameBuilders)

ColorCompletionFrameBuilder

```
public void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoint, KeyType key, int startX, int startY, out int endX, out int endY)
```

ColorConversationFrameBuilder

ColorGameOverFrameBuilder

Parameters
(BP.AdventureFramework.Rendering.FrameBuilders)

Type ColorHelpFrameBuilder

GridStringBuilder

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)

ColorRegionMapFrameBuilder

Type	Name	Description
GridStringBuilder	gridStringBuilder	The string builder to use.

Type	Name	Description
Room (BP.AdventureFramework.Assets.Locations.Room.html)	room	The room.
ViewPoint (BP.AdventureFramework.Assets.Locations.ViewPoint.html)	viewPoint	The viewpoint from the room.
Key Type (BP.AdventureFramework.Rendering.KeyType.html)	key	The key type.
Conversations Instructions int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start position, x.
(BP.AdventureFramework.Conversations) int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start position, x.
+ BP.AdventureFramework. Extensions int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end position, x.
(BP.AdventureFramework.Extensions) int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end position, x.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

IRoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.Color)

AnsiColor

(BP.AdventureFramework.Rendering.Color.AnsiColor)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.ColorRegionMapBuilder)

ColorRegionMapFrameBuilder

Class ColorSceneFrameBuilder

Provides a builder for color scene frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorSceneFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

ISceneFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html\)](#))

(**BP.AdventureFramework.Exte**

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

(**BP.AdventureFramework.Inter**

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](#))

↳ **BP.AdventureFramework.**

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

(**BP.AdventureFramework.Logi**

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

↳ **BP.AdventureFramework.**

Na

Rendering ([\(BP.html\).AdventureFramework \(BP.AdventureFramework.html\).Rendering](#))

(**BP.AdventureFramework.Render**

([\(BP.AdventureFramework.Rendering.FrameBuilders.Color.html\)](#))

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

```
public sealed class ColorSceneFrameBuilder : ISceneFrameBuilder
```

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

(**BP.AdventureFramework.Render**

AnsiColor

ColorSceneFrameBuilder(GridStringBuilder, IRoomMapBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorSceneFrameBuilder class.

([\(BP.AdventureFramework.Render](#)

Declaration

([\(BP.AdventureFramework.Render](#)

ColorConversationFrameBuilder

```
public ColorSceneFrameBuilder(GridStringBuilder gridStringBuilder, IRoomMapBuilder roomMapBuilder)
```

ColorGameOverFrameBuilder

([\(BP.AdventureFramework.Render](#)

Parameters

ColorHelpFrameBuilder

([\(BP.AdventureFramework.Render](#)

ColorRegionMapBuilder

([\(BP.AdventureFramework.Render](#)

ColorRegionMapFrameBuilder

([\(BP.AdventureFramework.Render](#)

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.
IRoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRoomMap Builder.html)	<i>roomMapBuilder</i>	A builder to use for room maps.

Conversations.Instructions (BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

Properties

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

BackgroundColor

Interpretation

(BP.AdventureFramework.Inter

Get or set the background color.

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logic) public AnsiColor { get; set; }

+ BP.AdventureFramework.

Property Value

Rendering

(BP.AdventureFramework.Render

Description

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

BorderColor

(BP.AdventureFramework.

Rendering.FrameBuilders.

Get or set the border color.

Color

Declaration

(BP.AdventureFramework.Render

Property Value

(BP.AdventureFramework.Render

Type

(BP.AdventureFramework.Render

Description

AnsiColor (BP.AdventureFramework.Render

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

Get or set the command color.

ColorRegionMapBuilder

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

```
public AnsiColor CommandsColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) Conversations.Instructions (BP.AdventureFramework.Conversations)	

BP.AdventureFramework

DisplayMessagesInIsolation

Extensions

Get or set if messages should be displayed in isolation.

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

Interpretation

```
public bool DisplayMessagesInIsolation { get; set; }
```

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Type

(BP.AdventureFramework.Logic)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

InputColor

+ BP.AdventureFramework.

Get or set the input color.

Rendering.FrameBuilders

(BP.AdventureFramework.Renderers)

- BP.AdventureFramework.

```
public AnsiColor InputColor { get; set; }
```

Rendering.FrameBuilders.

Color

Property Value

(BP.AdventureFramework.Renderers)

Type

AnsiColor

(BP.AdventureFramework.Renderers)

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderers)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderers)

ColorConversationFrameBuilder

Get or set if movement messages should be suppressed.

(BP.AdventureFramework.Renderers)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderers)

ColorHelpFrameBuilder

```
public bool SuppressMovementMessages { get; set; }
```

(BP.AdventureFramework.Renderers)

ColorRegionMapBuilder

(BP.AdventureFramework.Renderers)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderers)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderers)

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

TextColor

Gets the text color.

(**BP.AdventureFramework.Extensions**)

+ **BP.AdventureFramework.**

public AnsiColor TextColor { get; set; }

(**BP.AdventureFramework.Extensions**)

Property Value

+ **BP.AdventureFramework.**

Type

(**BP.AdventureFramework.Interpretation**)

AnsiColor (<https://learn.microsoft.com/dotnet/api/system.consolecolor>)

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logic**)

Methods

+ **BP.AdventureFramework.**

Rendering

Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

+ **BP.AdventureFramework.**

Build a frame.

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering**)

- **BP.AdventureFramework.**

public IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

Color

(**BP.AdventureFramework.Rendering**)

Parameters

Type	Name	Description
(BP.AdventureFramework.Rendering)		
Room	room	Specify the Room.
(BP.AdventureFramework.Rendering)		
ColorAboutFrameBuilder		
(BP.AdventureFramework.Renderer)		
(BP.AdventureFramework.Assets.Locations.Room.html)		
ColorCompletionFrameBuilder		
ViewPoint	viewPoint	Specify the viewpoint from the room.
(BP.AdventureFramework.Renderer)		
(BP.AdventureFramework.Assets.Locations.ViewPoint.html)		
ColorConversationFrameBuilder		
PlayableCharacter	player	Specify the player.
(BP.AdventureFramework.Renderer)		
(BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)		
ColorHelpFrameBuilder		
(BP.AdventureFramework.Renderer)		
string	message	Any additional message.
(https://learn.microsoft.com/dotnet/api/system.string)		
ColorRegionMapBuilder		
(BP.AdventureFramework.Renderer)		
ColorRegionMapFrameBuilder		

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)  	<i>contextualCommands</i>	The contextual commands to display.
KeyType (BP.AdventureFramework.Rendering.KeyType.html) Conversations Instructions	<i>keyType</i>	The type of key to use.
(BP.AdventureFramework.ConversationExtensions.int (https://learn.microsoft.com/dotnet/api/system.int32))	<i>width</i>	The width of the frame.
(BP.AdventureFramework.Extensions.int (https://learn.microsoft.com/dotnet/api/system.int32))	<i>height</i>	The height of the frame.

Returns `(BPAdventureFramework.Exte`

Rotamis

Type	Description
Interpretation IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html) (BP.AdventureFramework.Inte	

+ BP.AdventureFramework.

Implementation

(BP_AdventureFramework | Logi

[ISceneFrameBuilder\(BP_AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html\)](#)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

- BP.AdventureFramework.

Rendering-FrameBuilders

Color

(BP_AdventureFramework_Report)

AnsiColor

(BP.AdventureFramework.Renderir

ColorAboutFrameBuilder

(BPAdventureFramework.Renderer)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderir

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderir

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderir

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapFrameBuilder

Properties

BackgroundColor

Get or set the background color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

```
public ANSIColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

BorderColor

BP.AdventureFramework.

Logic

Get or set the border color.

(BP.AdventureFramework.Logic)

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BorderColor { get; set; }
```

(BP.AdventureFramework.Rendering)

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

- BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Get or set the description color.

AnsiColor

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders)

ColorAboutFrameBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

Property Value

ColorConversationFrameBuilder

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

Get or set the title color.

ColorRegionMapFrameBuilder

Class ColorTransitionFrameBuilder

Provides a builder of color transition frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorTransitionFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

ITransitionFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html\)](#))

(**BP.AdventureFramework.Exte**

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

(**BP.AdventureFramework.Inte**

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object,-system-object\)\)](#))

↳ **BP.AdventureFramework.**

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

(**BP.AdventureFramework.Logi**

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

↳ **BP.AdventureFramework.**

Name ([\(BP.html\).AdventureFramework \(BP.AdventureFramework.html\).Rendering](#))

(**BP.AdventureFramework.Render**

([\(BP.AdventureFramework.Rendering.FrameBuilders.Color.html\)](#))

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

```
public sealed class ColorTransitionFrameBuilder : ITransitionFrameBuilder
```

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

(**BP.AdventureFramework.Render**

AnsiColor

ColorTransitionFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorTransitionFrameBuilder class.

([\(BP.AdventureFramework.Render](#)

Declaration

([\(BP.AdventureFramework.Render](#)

ColorConversationFrameBuilder

```
public ColorTransitionFrameBuilder(GridStringBuilder gridStringBuilder)
```

([\(BP.AdventureFramework.Render](#)

ColorGameOverFrameBuilder

Para ([\(BP.AdventureFramework.Render](#)

ColorHelpFrameBuilder

([\(BP.AdventureFramework.Render](#)

StringRegionMapBuilder

([\(BP.AdventureFramework.Render](#)

FrameBuilders.GridString

Builder

ColorRegion

ColorRegionMapFrameBuilder

Type		Name	Description
StringRegionMapBuilder	((BP.AdventureFramework.Render	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

```
public ANSIColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

BorderColor

Get or set the border color.

(BP.AdventureFramework.Logic)

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BorderColor { get; set; }
```

(BP.AdventureFramework.Rendering)

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

- BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Get or set the message color.

AnsiColor

Declaration

(BP.AdventureFramework.Rendering)

ColorAboutFrameBuilder

```
public ANSIColor MessageColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering)

Property Value

ColorConversationFrameBuilder

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering)

Get or set the title color.

ColorRegionMapFrameBuilder

Namespace BP.AdventureFramework.Rendering.Frames

▼ Filter by title

Classes

+ [BP.AdventureFramework.](#)

 Commands

([BP.AdventureFramework.CommandFrame.html](#))

+ [BP.AdventureFramework.GridTextFrame](#)

 Conversations

([BP.AdventureFramework.ConversationFrame.html](#))

+ [BP.AdventureFramework.TextFrame](#)

 Conversations.Instructions

([BP.AdventureFramework.ConversationFrame.html](#))

+ [BP.AdventureFramework.](#)

([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

([BP.AdventureFramework.Extension.html](#))

 Represents any object that is a frame that can display a command based interface.

+ [BP.AdventureFramework.](#)

 Interpretation

([BP.AdventureFramework.Interpreter.html](#))

+ [BP.AdventureFramework.](#)

 Logic

([BP.AdventureFramework.Logic.html](#))

+ [BP.AdventureFramework.](#)

 Rendering

([BP.AdventureFramework.Renderer.html](#))

+ [BP.AdventureFramework.](#)

 Rendering.FrameBuilders

([BP.AdventureFramework.RendererBuilder.html](#))

+ [BP.AdventureFramework.](#)

 Rendering.FrameBuilders.

 Color

([BP.AdventureFramework.RendererBuilder.Color.html](#))

- [BP.AdventureFramework.](#)

 Rendering.Frames

([BP.AdventureFramework.RendererBuilder.Frames.html](#))

 GridTextFrame

([BP.AdventureFramework.RendererBuilder.GridTextFrame.html](#))

 ...

Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **Object** (<https://learn.microsoft.com/dotnet/api/system.object>)

(**BP.AdventureFramework.Com**

Implements

+ **BP.AdventureFramework.**

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

Conversations

Inherited Members

(**BP.AdventureFramework.Com**

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **BP.AdventureFramework.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

Extensions

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Exte**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.Rendering.html).Rendering (BP.AdventureFramework.Rendering.html).Frames (BP.AdventureFramework.Rendering.Frames.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Interpretation

Syntax (<https://BP.AdventureFramework.Inter>)

+ **BP.AdventureFramework.**

public sealed class GridTextFrame : IFrame

Logic

(**BP.AdventureFramework.Logi**

Construction

Rendering

(**BP.AdventureFramework.Ren**

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

+ **BP.AdventureFramework.**

Initializes a new instance of the GridTextFrame class.

Rendering.FrameBuilders

Defined in

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiColor color, int backgroundcolor)

Color

(**BP.AdventureFramework.Ren**

Parameters

- **BP.AdventureFramework.**

Type

Rendering.Frames

GridStringBuilder

(**BP.AdventureFramework.Ren**

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html)

GridTextFrame

(<https://BP.AdventureFramework.Renderin>)

—

Name	Description
builder	The builder that creates the frame.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorLeft</i>	The cursor left position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorTop</i>	The cursor top position.
AnsiColor ↳ (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	<i>backgroundColor</i>	The background color.

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Com

Properties

Conversations

(BP.AdventureFramework.Con

AcceptsInput

+ **BP.AdventureFramework.**

Get or set if this Frame accepts input.

Conversations.Instructions

(BP.AdventureFramework.Con

Declaration

+ **BP.AdventureFramework.**

```
public bool AcceptsInput { get; set; }
```

Extensions

(BP.AdventureFramework.Exte

Property Value

+ **BP.AdventureFramework.**

Type Interpretation

(BP.AdventureFramework.Inter

b (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ **BP.AdventureFramework.**

Logic

BackgroundColor

(BP.AdventureFramework.Logi

Get the background color.

+ **BP.AdventureFramework.**

Rendering

Declaration

(BP.AdventureFramework.Render

```
public AnsiColor BackgroundColor { get; }
```

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Property Value

(BP.AdventureFramework.Render

Type

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

AnsColor ([\(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html\)](#))

Color

(BP.AdventureFramework.Render

CursorLeft

(BP.AdventureFramework.Render

Rendering.Frames

Get the cursor left position.

+ **BP.AdventureFramework.Render**

Declaration

GridTextFrame

(BP.AdventureFramework.Renderin

```
public int CursorLeft { get; }
```

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com CursorTop

+ BP.AdventureFramework.

Get the cursor top position.

Conversations

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

```
public int CursorTop { get; }
```

Conversations.Instructions

(BP.AdventureFramework.Con

Property Value

+ BP.AdventureFramework.

Type

Extensions

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

ShowCursor

(BP.AdventureFramework.Inter

Get or set if the cursor should be shown.

+ BP.AdventureFramework.

Logon

(BP.AdventureFramework.Logi

```
public bool ShowCursor { get; set; }
```

+ BP.AdventureFramework.

Rendering

Property Value

(BP.AdventureFramework.Render

Type

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Methods

Color

(BP.AdventureFramework.Render

Render(TextWriter)

- BP.AdventureFramework.

Render this frame on a writer.

Rendering.Frames

(BP.AdventureFramework.Render

Declaration

GridTextFrame

(BP.AdventureFramework.Renderin

..

```
public void Render(TextWriter writer)
```

Parameters

Type		Name	Description
TextWriter (https://learn.microsoft.com/dotnet/api/system.io.textwriter)		writer	The writer.

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com ToString()

+ BP.AdventureFramework.

Returns a string that represents the current object.

Conversations

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

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

Conversations.Instructions

(BP.AdventureFramework.Con

Returns

+ BP.AdventureFramework.

Type

Extensions

```
string (https://learn.microsoft.com/dotnet/api/system.string)
```

(BP.AdventureFramework.Exte

Description

A string that represents the current object.

+ BP.AdventureFramework.

Overrides

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(BP.AdventureFramework.Inter

Implementation

Framework.

Logic

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Render

GridTextFrame

(BP.AdventureFramework.Renderin

..

Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).Frames (BP.AdventureFramework.Rendering.Frames.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

public interface IFrame

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

AcceptsInput

Extensions

(BP.AdventureFramework.Exte

Get or set if this frame accepts input.

- **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Property Value

Logic

Type: **BP.AdventureFramework.Logi**

Description

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render

CursorLeft

(BP.AdventureFramework.

RenderingFrameBuilders

Get the cursor left position.

(BP.AdventureFramework.Render

Declaration

+ **BP.AdventureFramework.**

int CursorLeft { get; }

RenderingFrameBuilders.

Color

Property Value

- **BP.AdventureFramework.**

Description

Rendering.Frames

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Render

GridTextFrame

(BP.AdventureFramework.Renderir

...

CursorTop

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```

+ BP.AdventureFramework.

Property Value

Commands

Type [BP.AdventureFramework.Com](#)

Description

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ BP.AdventureFramework.

Conversations

([BP.AdventureFramework.Con](#))

ShowCursor

+ BP.AdventureFramework.

Get [ConversationsInstructions](#) own.

([BP.AdventureFramework.Con](#))

Declaration

+ BP.AdventureFramework.

bool ShowCursor { get; set; }

([BP.AdventureFramework.Exte](#))

Property Value

+ BP.AdventureFramework.

Type [Interpretation](#)

Description

([BP.AdventureFramework.Inter](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ BP.AdventureFramework.

Logic

([BP.AdventureFramework.Logi](#))

Methods

+ BP.AdventureFramework.

Rendering

Render([TextWriter](#))

([BP.AdventureFramework.Render](#))

Render this frame to writer.

+ BP.AdventureFramework.

Rendering.FrameBuilders

([BP.AdventureFramework.Render](#))

+ void Render([TextWriter](#) writer)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Parameters

Color

Type [BP.AdventureFramework.Render](#)

Name

Description

- [BP.AdventureFramework.Render](#) (<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

writer

The writer.

Rendering.Frames

([BP.AdventureFramework.Render](#))

GridTextFrame

([BP.AdventureFramework.Render](#))

..

▼

- + **BP.AdventureFramework.**
Commands
(**BP.AdventureFramework.Com**)
- + **BP.AdventureFramework.**
Conversations
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**
Conversations.Instructions
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**)
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**)
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**)
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(**BP.AdventureFramework.Render**)
- **BP.AdventureFramework.**
Rendering.Frames
(**BP.AdventureFramework.Render**)
 - GridTextFrame
(**BP.AdventureFramework.Render**)
 - ...

Class TextFrame

Provides a simple text based frame for displaying a command based interface.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **Commands** (<https://learn.microsoft.com/dotnet/api/system.object>)

(**BP.AdventureFramework.Com**

Implements

+ **BP.AdventureFramework.**

IFrame (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames.IFrame.html>)

Conversations

Inherited Members

(**BP.AdventureFramework.Com**

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **BP.AdventureFramework.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

Extensions

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Exte**

Namespace: BP (<https://learn.microsoft.com/BP.html>).AdventureFramework (<https://learn.microsoft.com/BP.AdventureFramework.html>).Rendering (<https://learn.microsoft.com/BP.AdventureFramework.Rendering.html>).Frames (<https://learn.microsoft.com/BP.AdventureFramework.Rendering.Frames.html>)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Interpretation

Syntax

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

public sealed class TextFrame : IFrame

Logic

(**BP.AdventureFramework.Logi**

Construction

Rendering

(**BP.AdventureFramework.Render**

TextFrame(string, int, int)

+ **BP.AdventureFramework.**

Initializes a new instance of the TextFrame class.

Rendering.FrameBuilders

Defined in

(**BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

public TextFrame(string frameData, int cursorLeft, int cursorTop)

Rendering.FrameBuilders.

Color

Parameters

(**BP.AdventureFramework.Render**

Type

- **BP.AdventureFramework.**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	frameData	The data the frame provides.
int (https://learn.microsoft.com/dotnet/api/system.int32)	cursorLeft	The cursor left position.
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Render	cursorTop	The cursor top position.

—

Properties

AcceptsInput

Get or set if this Frame accepts input.

Declaration

+ **BP.AdventureFramework.**

Commands

```
public bool AcceptsInput { get; set; }
```

(**BP.AdventureFramework.Com**

Property Value

+ **BP.AdventureFramework.**

Conversations

Type

(**BP.AdventureFramework.Con**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

+ **BP.AdventureFramework.**

Conversations.Instructions

(**BP.AdventureFramework.Con**

CursorLeft

+ **BP.AdventureFramework.**

Get the cursor left position.

Extensions

Declaration

(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

```
public int CursorLeft { get; }
```

Interpretation

(**BP.AdventureFramework.Inter**

Property Value

+ **BP.AdventureFramework.**

Type

Logic

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

Rendering

CursorTop

(**BP.AdventureFramework.Render**

Get the cursor top position.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

```
public int CursorTop { get; }
```

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Property Value

Color

Type

(**BP.AdventureFramework.Render**

Description

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

- **BP.AdventureFramework.**

Rendering.Frames

(**BP.AdventureFramework.Render**

ShowCursor

GridTextFrame

Get & Set if the cursor should be shown.

—

Declaration

```
public bool ShowCursor { get; set; }
```

Property Value

Type	Description
+ BP.AdventureFramework. bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

Commands
(BP.AdventureFramework.Com

+ BP.AdventureFramework.
Methods
Conversations
(BP.AdventureFramework.Con

Render(TextWriter)
BP.AdventureFramework.
Conversations
Render this frame on a writer.
(BP.AdventureFramework.Con

Declaration
+ BP.AdventureFramework.
Extensions
Render(TextWriter writer)

BP.AdventureFramework.Exte

Particulars

BP.AdventureFramework.
Interpretation
Type

Type	Name	Description
(BP.AdventureFramework.Inter TextWriter (https://learn.microsoft.com/dotnet/api/system.io.textwriter)	writer	The writer.

+ BP.AdventureFramework.

Logic
(BP.AdventureFramework.Logi

+ BP.AdventureFramework.
ToString()
Returns a string that represents the current object.

Rendering
Declaration
(BP.AdventureFramework.Render

+ BP.AdventureFramework.
public override string ToString()

Rendering.FrameBuilders

(BP.AdventureFramework.Render
Returns

+ BP.AdventureFramework.

Type	Description
Rendering.FrameBuilders. string (https://learn.microsoft.com/dotnet/api/system.string)	A string that represents the current object.

(BP.AdventureFramework.Render
Overrides

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Rendering.Frames

(BP.AdventureFramework.Render
Implementation

GridTextFrame
IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames.IFrame.html))

(BP.AdventureFramework.Renderir

..

▼

- + **BP.AdventureFramework.**
Commands
(**BP.AdventureFramework.Com**)
- + **BP.AdventureFramework.**
Conversations
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**
Conversations.Instructions
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**)
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**)
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**)
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(**BP.AdventureFramework.Render**)
- **BP.AdventureFramework.**
Rendering.Frames
(**BP.AdventureFramework.Render**)
 - GridTextFrame
(**BP.AdventureFramework.Render**)
 - ...

Namespace BP.AdventureFramework. Utilities

▼ Filter by title

Classes

+ **BP.AdventureFramework.**

 Conversations

 OverworldMaker ([BP.AdventureFramework.Utilities.OverworldMaker.html](#))

 Provides a class for helping to make Regions.

+ **BP.AdventureFramework.**

 Conversations.Instructions

 RegionMaker ([BP.AdventureFramework.Utilities.RegionMaker.html](#))

 Provides a class for helping to make Regions.

+ **BP.AdventureFramework.**

 Extensions

Interfaces

 ([BP.AdventureFramework.Exte](#)

+ **BP.AdventureFramework.**

 IAssetTemplate<T> ([BP.AdventureFramework.Utilities.IAssetTemplate-1.html](#))

 ([BP.AdventureFramework.IAssetTemplate](#))
 Provides a template for an asset.

+ **BP.AdventureFramework.**

 Logic

 ([BP.AdventureFramework.Logi](#)

+ **BP.AdventureFramework.**

 Rendering

 ([BP.AdventureFramework.Ren](#)

+ **BP.AdventureFramework.**

 Rendering.FrameBuilders

 ([BP.AdventureFramework.Ren](#)

+ **BP.AdventureFramework.**

 Rendering.FrameBuilders.

 Color

 ([BP.AdventureFramework.Ren](#)

+ **BP.AdventureFramework.**

 Rendering.Frames

 ([BP.AdventureFramework.Ren](#)

- **BP.AdventureFramework.**

 Utilities

Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

+ **BP.AdventureFramework.**
Commands

Syntax
(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**
public interface IAssetTemplate<out T>

Conversations

(BP.AdventureFramework.Con
Type Parameters

+ **BP.AdventureFramework.**
Name Description
Conversations.Instructions
T The type of asset being templated.
(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions

Methods **(BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

Instantiate()
(BP.AdventureFramework.In

Instantiate a new instance of the templated asset.

+ **BP.AdventureFramework.**

Declaration
Logic

(BP.AdventureFramework.Logi
T Instantiate()

+ **BP.AdventureFramework.**

Rendering

Returns

(BP.AdventureFramework.Render
Type Description

+ **BP.AdventureFramework.**

T **Rendering.FrameBuilders**

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.Frames

(BP.AdventureFramework.Render

- **BP.AdventureFramework.**

Utilities

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ BP.AdventureFramework.

↳ [Object](#)(<https://learn.microsoft.com/dotnet/api/system.object>)
(BP.AdventureFramework.Com)

Inherited Members

+ BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(BP.AdventureFramework.Con)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ BP.AdventureFramework.

Extensions

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Utilities ([BP.AdventureFramework.Utilities.html](#))

(BP.AdventureFramework.Exte

Assembly: BP.AdventureFramework.dll

\$BP.AdventureFramework.

Interpretation

[BP.AdventureFramework.Inter](#)

+ BP.AdventureFramework.

Logic

Constructors

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

OverworldMaker(Identifier, Description, params RegionMaker[])

Rendering

(BP.AdventureFramework.Re

Initializes a new instance of the OverworldMaker class.

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Re

Identifier identifier, Description description, params RegionM

aker[] regionMakers)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Parameters

Color

Type	Name	Description
Identifier	identifier	An identifier for the region.
Description	description	A description for the region.

- BP.AdventureFramework.

Utilities

Type	Name	Description
RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html) []	regionMakers	The region makes to use to construct regions.

▼

OverworldMaker(string, string, params RegionMaker[])

Commands

Initializes a new instance of the OverworldMaker class.

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

Conversations

```
public OverworldMaker(string identifier, string description, params RegionMaker[] re
(BP.AdventureFramework.Con
gionMakers)
```

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

Type

+ BP.AdventureFramework.

string

(https://learn.microsoft.com/dotnet/api/system.string)

(BP.AdventureFramework.Exte

string

(https://learn.microsoft.com/dotnet/api/system.string)

Interpretation

RegionMaker

(BP.AdventureFramework.Utilities.RegionMaker.html)

[]BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

Methods

Rendering

(BP.AdventureFramework.Render

Make()

+ BP.AdventureFramework.

Make an overworld

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

public Overworld Make()

Rendering.FrameBuilders.

Color

Returns

(BP.AdventureFramework.Render

Type

+ BP.AdventureFramework.

Overworld (BP.AdventureFramework.Assets.Locations.Overworld.html)

Description

The created overworld.

Rendering.Frames

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Utilities

▼

- + **BP.AdventureFramework.**
Commands
(**BP.AdventureFramework.Com**)
- + **BP.AdventureFramework.**
Conversations
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**
Conversations.Instructions
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**)
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**)
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**)
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.Frames
(**BP.AdventureFramework.Render**)
- **BP.AdventureFramework.**
Utilities

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ BP.AdventureFramework.

↳ [Object](#)(<https://learn.microsoft.com/dotnet/api/system.object>)

(BP.AdventureFramework.Com

Inherited Members

+ BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(BP.AdventureFramework.Com

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ BP.AdventureFramework.

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Extensions

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Utilities ([BP.AdventureFramework.Utilities.html](#))

(BP.AdventureFramework.Exte

Assembly: BP.AdventureFramework.dll

\$BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

Constructors

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

RegionMaker(Identifier, Description)

Rendering

(BP.AdventureFramework.Ren

Initializes a new instance of the RegionMaker class.

Parameters

Identifier

(BP.AdventureFramework.Asets.Identifier.html

Identifier ([BP.AdventureFramework.Asets.Identifier.html](#))

Description

(BP.AdventureFramework.Asets.Description.html

Description ([BP.AdventureFramework.Asets.Description.html](#))

Rendering.Frames

(BP.AdventureFramework.Ren

RegionMaker(Identifier, Description)

Utilities

Type	Name	Description
(BP.AdventureFramework.Ren	<i>identifier</i>	An identifier for the region.
Description	<i>description</i>	A description for the region.

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```



Parameters

+ **BP.AdventureFramework.**

Type

Commands

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

(**BP.AdventureFramework.Commands**)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

identifier

An identifier for the region.

+ **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework.Conversations**)

Properties

Conversations.Instructions

(**BP.AdventureFramework.Conversations.Instructions**)

this[int, int, int]

+ **BP.AdventureFramework.**

Get or set the room at a location.

Extensions

(**BP.AdventureFramework.Extensions**)

Declaration

+ **BP.AdventureFramework.**

```
public Room this[int x, int y, int z] { get; set; }
```

Interpretation

(**BP.AdventureFramework.Interpretation**)

Parameters

+ **BP.AdventureFramework.**

Type

Logic

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

(**BP.AdventureFramework.Logic**)

x

The x position.

+ **BP.AdventureFramework.**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The y position.

(**BP.AdventureFramework.Render**)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

z

The z position.

(**BP.AdventureFramework.Render**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

Room (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.room.html>)

Description

(**BP.AdventureFramework.Room**)

The room.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework.Rendering.FrameBuilders.Color**)

+ **BP.AdventureFramework.**

CanPlaceRoom(int, int, int)

(**BP.AdventureFramework.Rendering.Panels.CanPlaceRoom**)

Determine if a room can be placed at a location

+ **BP.AdventureFramework.**

Declaration

Utilities

```
public bool CanPlaceRoom(int x, int y, int z)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The X position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The Z position.

+ BP.AdventureFramework.

Returns

Commands

Type	Description
BP.AdventureFramework.Commands	True if the room can be placed, else false.

Conversations

Type	Description
BP.AdventureFramework.Conversations	True if the room can be placed, else false.

Conversations.Instructions

(BP.AdventureFramework.Conversations)

GetRoomPositions()

+ BP.AdventureFramework.

Gets room positions.

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

```
public RoomPosition[] GetRoomPositions()
```

Interpretation

(BP.AdventureFramework.Interpretation)

Returns

+ BP.AdventureFramework.

Type

Type	Description
RoomPosition (BP.AdventureFramework.Assets.Locations.RoomPosition.html) []	The room positions.

+ BP.AdventureFramework.

Rendering

Make()

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Returns

Color

(BP.AdventureFramework.Rendering.Color)

Type	Description
Region (BP.AdventureFramework.Assets.Locations.Region.html)	The created region.

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

Make(RoomPosition)

Utilities

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```



Parameters

+ **BP.AdventureFramework.**

Type

Commands

RoomPosition

(**BP.AdventureFramework.Com**

(BP.AdventureFramework.Assets.Locations.RoomPosition.html)

Name

Description

startPosition

The start position.

+ **BP.AdventureFramework.**

Conversations

Returns

(**BP.AdventureFramework.Con**

Type

Description

+ **BP.AdventureFramework.**

Region (BP.AdventureFramework.Assets.Locations.Region.html)

The created region.

Conversations.Instructions

(**BP.AdventureFramework.Con**

MAKE(AdventureFramework).

Extensions

Make a region.

(**BP.AdventureFramework.Exte**

Declaration

+ **BP.AdventureFramework.**

Interpretation

```
public Region Make(int x, int y, int z)
```

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

Parameters

Logic

Type

(**BP.AdventureFramework.Logi**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

x

The start x position.

+ **BP.AdventureFramework.**

Rendering.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The start y position.

(**BP.AdventureFramework.Render**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

z

The start z position.

+ **BP.AdventureFramework.**

Returns

Rendering.FrameBuilders

Type

(**BP.AdventureFramework.Render**

Description

Region (BP.AdventureFramework.Assets.Locations.Region.html)

The created region.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

Rendering.Frames

(**BP.AdventureFramework.Render**

- **BP.AdventureFramework.**

Utilities