

# Namespace BP.AdventureFramework. Assets

▼ Filter by title

## Classes

- **BP.AdventureFramework.**

**Assets**

**ConditionalDescription**

      (**BP.AdventureFramework.Assets.ConditionalDescription**)

      Represents a conditional description of an object.

      (BP.AdventureFramework.Assets.C)

      Description

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

**ExaminableObject**

      Represents a description of an object.

      (BP.AdventureFramework.Assets.E)

      ExaminationCallback

**ExaminableObject** (**BP.AdventureFramework.Assets.ExaminableObject**)

**ExaminationResult**

      Represents an object that can be examined.

      (BP.AdventureFramework.Assets.E)

      IExaminable

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

**IPlayerVisible**

      Represents the result of an examination.

      (BP.AdventureFramework.Assets.II)

      Identifier

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

**Item**

      Provides a class that can be used as an identifier.

      (BP.AdventureFramework.Assets.II)

      Size

**Item** (**BP.AdventureFramework.Assets.Item**)

- + **BP.AdventureFramework.** The objects used within the game.

**Attributes**

**STRUCT** (**BP.AdventureFramework.Assets.Struct**)

- + **BP.AdventureFramework.**

**Characters**

**Size** (**BP.AdventureFramework.Assets.Size**)

      (**BP.AdventureFramework.Assets.Size**)

      Represents a size.

- + **BP.AdventureFramework.**

**Interaction**

**INTERFACE** (**BP.AdventureFramework.Assets.IInteraction**)

**IExaminable**

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

      Represents any object that is examinable.

      (BP.AdventureFramework.Assets.IExaminable)

- + **BP.AdventureFramework.**

**IPlayerVisible** (**BP.AdventureFramework.Assets.IPlayerVisible**)

      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.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**

# 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)**

Inherited Members

[ConditionalDescription](#) ([BP\\_AdventureFramework\\_Assets\\_ConditionalDescription.html](#))

[Description](#) ([BP\\_AdventureFramework\\_Assets\\_Description.html](#))

[\(BP\\_AdventureFramework\\_Assets\\_Description.html#BP\\_AdventureFramework\\_Assets\\_Description\\_Empty\)](#)

[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)))

[\(BP\\_AdventureFramework\\_Assets\\_Equals\)](#)

[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)))

[\(BP\\_AdventureFramework\\_Assets\\_EqualsExaminationCallback\)](#)

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

[\(BP\\_AdventureFramework\\_Assets\\_ExaminationResult\)](#)

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

[\(BP\\_AdventureFramework\\_Assets\\_EqualsExaminationResult\)](#)

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

[\(BP\\_AdventureFramework\\_Assets\\_EqualsExaminationResult\)](#)

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

[\(BP\\_AdventureFramework\\_Assets\\_EqualsToString\)](#)

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

[PlayerVisible](#)

[Assets](#) ([BP\\_AdventureFramework\\_Assets.html](#))

Syntax

[Identifier](#) ([BP\\_AdventureFramework\\_Assets.Identifier.html](#))

[Item](#)

public sealed class ConditionalDescription : Description

[\(BP\\_AdventureFramework\\_Assets.Identifier\)](#)

[Size](#)

[\(BP\\_AdventureFramework\\_Assets.Identifier\)](#)

**Constructors**

+ **BP\_AdventureFramework.**

**Assets.Attributes**

**C(ConditionalDescription)(string, string, Condition)**

+ **BP\_AdventureFramework.**

Initializes a new instance of the ConditionalDescription class.

**Assets.Characters**

Declaration

[\(BP\\_AdventureFramework\\_Assets\\_Characters\)](#)

+ **BP\_AdventureFramework.**

Initializes a new instance of the ConditionalDescription class.

**Assets.Interaction**

[\(BP\\_AdventureFramework\\_Assets\\_Interaction\)](#)

Parameters

+ **BP\_AdventureFramework.**

Type

**Assets.Locations**

[\(BP\\_AdventureFramework\\_Assets\\_Locations\)](#)

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

Name

Description

[trueDescription](#)

The true description.

[falseDescription](#)

The false description.

**Commands**

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

(BP.AdventureFramework.Condition) { get; set; }

ExaminableObject

Property Value

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.IPlayerVisible)

GetDescription()

(BP.AdventureFramework.Assets.IPlayerVisible)

Get the description.

Size

Declaration

(BP.AdventureFramework.Assets.IPlayerVisible)

### + BP.AdventureFramework.

public override string GetDescription()

Attributes

Description

(BP.AdventureFramework.Assets.IPlayerVisible)

Returns

### + BP.AdventureFramework.

Type

Assets.Characters

Description

(BP.AdventureFramework.Assets.IPlayerVisible)

The description.

### + BP.AdventureFramework.

Overrides

Assets.Interaction

Description.GetDescription()

Description

(BP.AdventureFramework.Assets.IPlayerVisible)

(BP.AdventureFramework.Assets.Description.html#BP\_AdventureFramework\_Assets\_Description\_GetDescriptio

### BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.IPlayerVisible)

### + BP.AdventureFramework.

Commands



- **BP.AdventureFramework.**

- Assets**

- (BP.AdventureFramework.Assets)**

- 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.II

- IPlayerVisible

- (BP.AdventureFramework.Assets.II

- Identifier

- (BP.AdventureFramework.Assets.Io

- 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.**

- Commands**



# Properties

## DefaultDescription

Get or set the description.

Declaration

- **BP.AdventureFramework.**

### Assets

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

(**BP.AdventureFramework.Assets.**

Property Value

(**BP.AdventureFramework.Assets.C**

Type Description

(**BP.AdventureFramework.Assets.C**

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

ExaminableObject

(**BP.AdventureFramework.Assets.E**

ExaminationCallback

## Empty

(**BP.AdventureFramework.Assets.E**

ExaminationResult

Get an empty description.

(**BP.AdventureFramework.Assets.E**

Declaration

(**BP.AdventureFramework.Assets.II**

IPlayerVisible

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

(**BP.AdventureFramework.Assets.II**

Identifier

Property Value

(**BP.AdventureFramework.Assets.II**

Type

Item

(**BP.AdventureFramework.Assets.II**

Description

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

(**BP.AdventureFramework.Assets.S**

## + 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.**

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

The description.

### Commands

(**BP.AdventureFramework.Com**



- **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)**

# Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

## Assets

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

↳ ExaminableObject

↳ ConditionalDescription

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

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

↳ Description

↳ Exit ([BP.AdventureFramework.Assets.Locations.Exit.html](#))

↳ Overworld ([BP.AdventureFramework.Assets.Locations.Overworld.html](#))

↳ ExaminableObject

↳ Region ([BP.AdventureFramework.Assets.Locations.Region.html](#))

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

↳ ExaminationCallback

Implements

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

[\(IExaminable\)](#)

[\(IPlayerVisible\)](#)

[\(IExaminable\)](#)

Inherited Members

↳ [\(BP.AdventureFramework.Assets.II\)](#)

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\(system-object-system-object\)](#))

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](#))

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

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

Syntax

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

+ [BP.AdventureFramework.ExaminableObject](#)

public class ExaminableObject : IExaminable, IPlayerVisible

[Assets.Characters](#)

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

+ [BP.AdventureFramework.ExaminableObject](#)

Properties

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

+ [BP.AdventureFramework.ExaminableObject](#)

Attributes

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

Get the attribute manager for this object.

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

Declaration

+ [BP.AdventureFramework.ExaminableObject](#)

Commands

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

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

#### Property Value

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

#### (BP.AdventureFramework.Assets.Commands)

##### ConditionalDescription

(BP.AdventureFramework.Assets.Commands.ExaminationCallback)

##### Description

Get or set this objects commands.

(BP.AdventureFramework.Assets.Commands.ExaminationCallback)

##### Declaration

ExaminableObject

(BP.AdventureFramework.Assets.ExaminationCallback)

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

(BP.AdventureFramework.Assets.ExaminationCallback)

##### ExaminationResult

##### Property Value

(BP.AdventureFramework.Assets.ExaminationResult)

#### Type

Examinable

Type	Description
(BP.AdventureFramework.Assets.Examinable)	

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

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Identifier

#### Description

(BP.AdventureFramework.Assets.Identifier)

Item

Get or set a description of this object.

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.Size)

#### + BP.AdventureFramework.Assets.Attributes

##### Attributes

#### (BP.AdventureFramework.Assets.Attributes)

##### Property Value

#### + BP.AdventureFramework.Assets.Characters

##### Characters

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

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

#### + BP.AdventureFramework.Assets.Examination

##### Examination

#### (BP.AdventureFramework.Assets.Examination)

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

#### + BP.AdventureFramework.Assets.Locations

##### Locations

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

```
public ExaminationCallback Examination { get; set; }
```

#### + BP.AdventureFramework.Assets.Commands

##### Commands

#### (BP.AdventureFramework.Assets.Commands)

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

## Identifier

**Assets** objects identifier.

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

Declaration

ConditionalDescription

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

Description

(BP.AdventureFramework.Assets.Identifier)

Property Value

ExamifiableObject

Type (BP.AdventureFramework.Assets.Identifier)

ExaminationCallback

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

Description

ExaminationResult

(BP.AdventureFramework.Assets.Identifier)

ExamifiableObject

**IsPlayerVisible**

(BP.AdventureFramework.Assets.Identifier)

Get **IsPlayerVisible** visible to the player.

(BP.AdventureFramework.Assets.Identifier)

Declaration

Identifier

(BP.AdventureFramework.Assets.Identifier)

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

(BP.AdventureFramework.Assets.Identifier)

Property Value

(BP.AdventureFramework.Assets.Identifier)

Type

+ **BP.AdventureFramework.**

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

Description

**Attributes**

(BP.AdventureFramework.Attributes)

+ **BP.AdventureFramework.**

Characters

(BP.AdventureFramework.Characters)

+ **BP.AdventureFramework.**

Assets.Interaction

Examine this object.

(BP.AdventureFramework.Assets.Interaction)

Declaration

+ **BP.AdventureFramework.**

Assets.Locations

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

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Returns

Commands

(BP.AdventureFramework.Commands)

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.C
```

ExaminableObject

Returns:

(BP.AdventureFramework.Assets.E

Type:

ExaminationCallback

(BP.AdventureFramework.Assets.E

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

Description

A string that represents the current object.

(BP.AdventureFramework.Assets.E

Overrides:

IExaminable

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

IPlayerVisible

(BP.AdventureFramework.Assets.II

Identifier

IExaminable (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.iexaminable.html>)

IPlayerVisible (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.iplayervisible.html>)

(BP.AdventureFramework.Assets.II

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.

### Commands

(BP.AdventureFramework.Com

# 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.ExaminationCallback**)

Assembly: BP.AdventureFramework.dll

ConditionalDescription

Syntax

(BP.AdventureFramework.Assets.ExaminationCallback)

Description

public delegate ExaminationResult ExaminationCallback(IExaminable obj)

ExaminableObject

Parameters

ExaminationCallback

Type

(BP.AdventureFramework.Assets.ExaminationCallback)

Name

Description

IExaminableResult

Return

IExaminable

Type

PlayerVisible

Return

ExaminationResult

Type

Identifier

(BP.AdventureFramework.Assets.ExaminationResult.html)

(BP.AdventureFramework.Assets.Identifier)

Description

A string representing the result of the examination.

Item

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.SizeType)

## + 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.

### Assets.Scenes

(**BP.AdventureFramework.Assets.Scenes**)

# Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance

ConditionalDescription  
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
    (BP.AdventureFramework.Assets.C)  
    ↳ Result (BP.AdventureFramework.Assets.Interaction.Result.html)  
        Description  
        ↳ ExaminationResult  
            (BP.AdventureFramework.Assets.D)

Inherited Members: Object

(BP.AdventureFramework.Assets.E)  
Result.Description  
    ExaminationCallback  
(BP.AdventureFramework.Assets.Interaction.Result.html#BP\_AdventureFramework\_Assets\_Interaction\_Result\_Description)  
    ExaminationResult  
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.E)  
    IExaminable  
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)))  
    IPlayerVisible  
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
    (BP.AdventureFramework.Assets.I)  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
    Identifier  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
    (BP.AdventureFramework.Assets.I)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
    Item  
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)  
    (BP.AdventureFramework.Assets.I)

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

Assembly: BP\_AdventureFramework.dll

Syntax

+ **BP.AdventureFramework.**

**Assets.Attributes**

```
public class ExaminationResult : Result  
(BP.AdventureFramework.Assets)
```

+ **BP.AdventureFramework.**

**Assets.Characters**

Constructors  
(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

**ExaminationResult(string)**

Assets.Interaction  
Initiates a new instance of the ExaminationResult class.

Description

+ **BP.AdventureFramework.**

**Assets.Locations**

```
public ExaminationResult(string description)  
(BP.AdventureFramework.Assets)
```

+ **BP.AdventureFramework.**

Parameters

Commands

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	description	A description of the result.

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.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**



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)

(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; set; }

(BP.AdventureFramework.Assets.S

## + BP.AdventureFramework.

Property Value

**Assets.Attributes**

Type BP.AdventureFramework.Asse

Description

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

Description

## + BP.AdventureFramework.

**Assets.Characters**

(BP.AdventureFramework.Asse

## BP.AdventureFramework.

**Assets.Interaction**

(BP.AdventureFramework.Asse

## Examine()

### + BP.AdventureFramework.

Examine this object

## Assets.Locations

(BP.AdventureFramework.Asse

## + 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)

**Description:**

**Assembly:** BP.AdventureFramework.dll

(BP.AdventureFramework.Assets.C)

**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.

Properties

**Assets.Attributes**

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

**Assets.Characters**

(BP.AdventureFramework.Assets.C)

## + BP.AdventureFramework.

Properties

**Assets.Interaction**

(BP.AdventureFramework.Assets.I)

## + BP.AdventureFramework.

Properties

**Assets.Locations**

(BP.AdventureFramework.Assets.L)

## + BP.AdventureFramework.

Properties

**Commands**

(BP.AdventureFramework.Com)

## + BP.AdventureFramework.

Properties

**Conversations**

(BP.AdventureFramework.Con)

# Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance:

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

Implementation:

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

Inherited Members:  
IPlayerVisible

object (BP.AdventureFramework.Assets.Identifier) ([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)))  
Identifier  
object (BP.AdventureFramework.Assets.Identifier) ([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.GetHashCode) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
object (BP.AdventureFramework.Assets.Identifier.GetType) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object (BP.AdventureFramework.Assets.Identifier.ReferenceEquals) (<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.Identifier**: public sealed class Identifier : IEquatable<string>, IEquatable<Identifier>

**Assets.Characters**

(BP.AdventureFramework.Assets.Characters)

Constructors:

BP\_AdventureFramework.Identifier(string)

**Assets.Interaction**

(BP.AdventureFramework.Assets.Interaction)

**Identifier(string)**

+ **BP\_AdventureFramework.Identifier**: Creates a new instance of the Identifier class.

**Assets.Locations**

(BP.AdventureFramework.Assets.Locations)

+ **BP\_AdventureFramework.Identifier**: public Identifier(string name)

**Commands**

(BP.AdventureFramework.Commands)

Parameters

+ **BP\_AdventureFramework.Identifier**: Type

**Conversations**

(BP.AdventureFramework.Conversations)

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

Name	Description
name	The name.

+ **BP\_AdventureFramework.Identifier**:

# 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 ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	
--	--

## + 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

(BP.AdventureFramework.Commands

Description

string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	
--	--

## + BP.AdventureFramework.

### Conversations

(BP.AdventureFramework.Conversations

## 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.ExaminableObject)	other	An object to compare with this object.

Returns

ExaminationResult  
(BP.AdventureFramework.Assets.ExaminationResult)

Type Description

bool IPlayerVisible (https://learn.microsoft.com/dotnet/api/system.boolean) Identifier (BP.AdventureFramework.Assets.Identifier)	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).
--	---

Size  
(BP.AdventureFramework.Assets.Item)

Size

## Equals(string)

+ BP.AdventureFramework.

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

Assets.Attributes

Declaration

(BP.AdventureFramework.Assets.Attributes)

+ BP.AdventureFramework.

bool Equals(string other)

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	other	An object to compare with this object.

- BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

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

Type	Description
Identifier (BP.AdventureFramework.Assets.Identifier)	false (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool).

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

Commands

Tostring()

+ BP.AdventureFramework.

Returns a string that represents the current object.

Declaration

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

>Returns

Type	Description
BP.AdventureFramework.Assets.ExaminableObject ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	A string that represents the current object.

Overrides

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

ExaminationCallback  
(BP.AdventureFramework.Assets.ExaminationCallback)

IEquatable<T>  
(<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)

ToString  
(BP.AdventureFramework.Assets.ToString)

## Implements

IEquatable<T>  
(<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)

ToString  
(BP.AdventureFramework.Assets.ToString)

### + 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\\_IExaminable.html](#))  
IExaminableObject ([BP\\_AdventureFramework\\_Assets\\_IPlayerVisible.html](#))  
IIInteractable ([BP\\_AdventureFramework\\_Assets\\_IInteractWithItem.html](#))  
IPlayerVisible

Inherited Members  
↳ (BP.AdventureFramework.Assets.II)

## Members

ExaminableObject.Examination

(BP\_AdventureFramework\_Assets\_ExaminableObject.Examination) ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.Examination.html](#))

ExaminableObject.Identifier

+ BP\_AdventureFramework.  
(BP\_AdventureFramework\_Assets\_ExaminableObject.Identifier) ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.Identifier.html](#))

## Attributes

ExaminableObject.Description

+ BP\_AdventureFramework.  
(BP\_AdventureFramework\_Assets\_ExaminableObject.Description) ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.Description.html](#))

## Commands

ExaminableObject.Commands

+ BP\_AdventureFramework.  
(BP\_AdventureFramework\_Assets\_ExaminableObject.Commands) ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.Commands.html](#))

## Interaction

ExaminableObject.Interaction

+ BP\_AdventureFramework.  
(BP\_AdventureFramework\_Assets\_ExaminableObject.Interaction) ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.Interaction.html](#))

## Locations

ExaminableObject.Locations

+ BP\_AdventureFramework.  
(BP\_AdventureFramework\_Assets\_ExaminableObject.Locations) ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.Locations.html](#))

## PlayerVisible

ExaminableObject.PlayerVisible

+ BP\_AdventureFramework.  
(BP\_AdventureFramework\_Assets\_ExaminableObject.PlayerVisible) ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.PlayerVisible.html](#))

## ReferenceEquals

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

+ BP\_AdventureFramework.  
(BP\_AdventureFramework\_Conversations.Equals) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-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.  
(BP\_AdventureFramework\_Conversations.GetType) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

## Instructions

### Conversations

**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.

Declaration

IPlayerVisible

(BP.AdventureFramework.Assets.II

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

(BP.AdventureFramework.Assets.II

Parameters

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

## + BP.AdventureFramework.

### Item(string, string, bool)

(BP.AdventureFramework.Assets.II

Initializes a new instance of the Item class.

## + BP.AdventureFramework.

Declaration

Assets.Interaction

(BP.AdventureFramework.Assets.II

```
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		
string (https://learn.microsoft.com/dotnet/api/system.string)	description	A description of this Item.
(BP.AdventureFramework.Com		
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	isTakeable	Specify if this item is takeable.

Conversations

(BP.AdventureFramework.Com

## Properties

### Conversations.Instructions

## Interaction

Get or set the interaction.

Declaration

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

Property Value

(BP.AdventureFramework.Assets.E

Type ExaminationCallback

Description

(BP.AdventureFramework.Assets.E

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

```
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

Methods

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Interact(Item)

Assets.Interaction

(BP.AdventureFramework.Assets.

Interact with an item

Declaration

Parameters

Assets.Locations

(BP.AdventureFramework.Assets.

```
Interact(Item item)
```

+ BP.AdventureFramework.

Parameters

Commands

Type (BP.AdventureFramework.Com

Name

Description

(BP.AdventureFramework.Assets.Item.html)

item

The item to interact with.

Conversations

Returns

(BP.AdventureFramework.Com

+ 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)

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

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

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

## Implements

BP\_AdventureFramework\_Assets\_IExaminable  
Size  
IExaminable (BP.AdventureFramework.Assets.IExaminable.html)  
(BP.AdventureFramework.Assets.Size.html)

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

# BP\_AdventureFramework\_Assets\_IInteractWithItem  
(BP.AdventureFramework.Assets.IInteractWithItem.html)

### 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)

### + BP\_AdventureFramework.

#### Conversations

(BP.AdventureFramework.Conversations.html)

### + BP\_AdventureFramework.

#### Conversations.Instructions



## Declaration

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

### Property Value

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	

### Width

Get the width.  
Declaration:  
IPlayerVisible  
(BP.AdventureFramework.Assets.IPlayerVisible)

```
public int Width { get; }
```

Identifier  
(BP.AdventureFramework.Assets.IPlayerVisible)

### Property Value

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	

## + BP.AdventureFramework.

### Assets.Attributes

(BP.AdventureFramework.Assets.IAttributes)

## + BP.AdventureFramework.

### Assets.Characters

(BP.AdventureFramework.Assets.ICharacters)

## + BP.AdventureFramework.

### Assets.Interaction

(BP.AdventureFramework.Assets.IInteraction)

## + BP.AdventureFramework.

### Assets.Locations

(BP.AdventureFramework.Assets.ILocations)

## + BP.AdventureFramework.

### Commands

(BP.AdventureFramework.Commands.ICommands)

## + BP.AdventureFramework.

### Conversations

(BP.AdventureFramework.Conversations.IConversations)

## + BP.AdventureFramework.

### Conversations.Instructions

(BP.AdventureFramework.ConversationsInstructions.IInstructions)

# 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.Attributes**)

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

- **BP.AdventureFramework.**

**Assets.Attributes**

Inherited Members

(**BP.AdventureFramework.Attributes**)

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**)

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>)

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

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

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

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

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

+ **BP.AdventureFramework.**

**Assets.Characters**

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

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

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

Assembly: BPAdventureFramework.dll

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

Syntax

+ **BP.AdventureFramework.**

**Assets.Locations**

public class Attribute

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

+ **BP.AdventureFramework.**

**Constructors**

(**BP.AdventureFramework.Constructors**)

**Attribute(string, string, int, int)**

**Conversations**

Initializes a new instance of the Attribute class.

(**BP.AdventureFramework.Conversations**)

Declaration

+ **BP.AdventureFramework.**

**Conversations.Instructions**

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

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

+ **BP.AdventureFramework.**

Parameters

**Extensions**

Type

(**BP.AdventureFramework.Extensions**)

string

+ **BP.AdventureFramework.**

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

**Interpretation**

string

(**BP.AdventureFramework.Interpretation**)

(<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.



Property Value

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	

## ▼ Name

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

- **BP.AdventureFramework.**

Declaration

**Assets.Attributes**

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

Attribute

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

AttributeManager

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

Description

+ **BP.AdventureFramework.**

[String \(<https://learn.microsoft.com/dotnet/api/system.string>\)](https://learn.microsoft.com/dotnet/api/system.string)

**Assets.Characters**

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

+ **BP.AdventureFramework.**

**Assets.Interaction**

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

+ **BP.AdventureFramework.**

**Assets.Locations**

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

+ **BP.AdventureFramework.**

**Commands**

**(BP.AdventureFramework.Commands.CommandManager)**

+ **BP.AdventureFramework.**

**Conversations**

**(BP.AdventureFramework.Conversations.ConversationManager)**

+ **BP.AdventureFramework.**

**Conversations.Instructions**

**(BP.AdventureFramework.Conversations.InstructionManager)**

+ **BP.AdventureFramework.**

**Extensions**

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

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Interpretation.InterpreterManager)**

+ **BP.AdventureFramework.**

**Properties**

**(BP.AdventureFramework.Properties.PropertyManager)**

# 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.html**

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

**Assets.Interaction**

Assembly: **BP.AdventureFramework.dll** (<https://learn.microsoft.com/dotnet/html/assembly.html>)

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

Syntax

+ **BP.AdventureFramework.**

**Assets.Locations**

public sealed class AttributeManager

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

+ **BP.AdventureFramework.**

**Commands**

(**BP.AdventureFramework.Commands**)

+ **BP.AdventureFramework.**

**Conversations**

(**BP.AdventureFramework.Conversations**)

Get the number of attributes this manager has.

+ **BP.AdventureFramework.**

Declaration

**Conversations.Instructions**

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

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.Assets)**

Parameters

Attribute

Type [\(BP.AdventureFramework.Assets.Attribute\)](#)

Name

Description

AttributeManager

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

attribute

The attribute.

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

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

value

The value.

### + **BP.AdventureFramework.**

#### **Assets.Characters**

##### **(BP.AdventureFramework.Assets)**

## Add(String, int)

### + **BP.AdventureFramework.**

Add a value to an attribute.

#### **Assets.Interaction**

Declaration

##### **(BP.AdventureFramework.Assets)**

### + **BP.AdventureFramework.**

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

#### **Assets.Locations**

##### **(BP.AdventureFramework.Assets)**

Parameters

### + **BP.AdventureFramework.**

Type

#### **Commands**

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

Name

Description

attributeName

The name of the attribute.

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

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

value

The value.

### + **BP.AdventureFramework.**

#### **Conversations**

##### **(BP.AdventureFramework.Conversations)**

## GetAsDictionary()

### + **BP.AdventureFramework.**

Get all attributes as a dictionary.

#### **ConversationsInstructions**

##### **(BP.AdventureFramework.ConversationsInstructions)**

Declaration

### + **BP.AdventureFramework.**

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

#### **Extensions**

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

Returns

### + **BP.AdventureFramework.**

#### **Interpretation**

##### **(BP.AdventureFramework.Interpretation)**

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

Attribute ([\(BP.AdventureFramework.Assets.Attributes.Attribute.html\)](#)),

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

#### **Logic**

### + **BP.AdventureFramework.**

## GetAttributes()

Get all attributes.

Declaration

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

Returns

**BP.AdventureFramework.**

Type	Description
( <b>BP.AdventureFramework.Attributes.Attribute</b> )[]	An array of attributes.

## GetValue(Attribute)

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

**BP.AdventureFramework.**

**Assets.Characters**

Declaration

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

+ **BP.AdventureFramework.**

**Assets.Interaction**

Declaration

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

+ **BP.AdventureFramework.**

**Assets.Locations**

Declaration

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

Returns

+ **BP.AdventureFramework.**

**Commands**

Declaration

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

+ **BP.AdventureFramework.**

**Conversations**

Declaration

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

+ **BP.AdventureFramework.**

**Conversations.Instructions**

Declaration

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

+ **BP.AdventureFramework.**

**Extensions**

Declaration

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

+ **BP.AdventureFramework.**

**Interpretation**

Declaration

(**BP.AdventureFramework.Interpretation**)

Returns

+ **BP.AdventureFramework.**

**Logic**

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	attributeName	The name of the attribute.

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	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.AttributeManager)

Name

Description

### + BP.AdventureFramework.

Attributes

attribute

The attribute.

#### Assets.Characters

##### (BP.AdventureFramework.Attributes.Characters)

## Remove(string)

### BP.AdventureFramework.

#### Assets.Interaction

Remove an attribute.

##### (BP.AdventureFramework.Attributes.Interaction)

Declaration

### + BP.AdventureFramework.

#### Assets.Locations

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

##### (BP.AdventureFramework.Attributes.Locations)

### + 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 (dotnet/api/system/int32)		value	The value.

#### Assets.Attributes

##### (BP.AdventureFramework.Assets.Attributes)

#### Subtract(string, int)

(BP.AdventureFramework.Assets.Attributes)

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 (dotnet/api/system/string/dotnet/api/system/string)

- int (dotnet/api/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.Characters.Character)

+ BP.AdventureFramework.

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

Assets.Attributes

Represents a generic in-game character.

(BP.AdventureFramework.Assets.Characters.Character)

- BP.AdventureFramework.

NonPlayableCharacter

Assets.Characters

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

(BP.AdventureFramework.Assets.Characters.NonPlayableCharacter)

Represents a non-playable character.

Character

(BP.AdventureFramework.Assets.Characters.Character)

PlayableCharacter

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

NonPlayableCharacter

Represents a playable character.

(BP.AdventureFramework.Assets.Characters.Character)

PlayableCharacter

Interfaces

(BP.AdventureFramework.Assets.Characters.IConverser)

+ BP.AdventureFramework.

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

(BP.AdventureFramework.Assets.Characters.IConverser)

Represents an object that can converse.

+ 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 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.IIInteractWithItem.html](#))

Inherited Members

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

ExaminableObject.Examination

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

ExaminableObject.Examination

↳ NonPlayableCharacter ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Examination.html](#))

## + BP.AdventureFramework.

### Assets.Interaction

↳ ExaminableObject.Identifier ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Identifier.html](#))

ToString ()

## (BP.AdventureFramework.Assets)

ExaminableObject.Identifier

↳ ExaminableObject.Identifier ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Identifier.html](#))

Defined

## + BP.AdventureFramework.

### Assets.Locations

ToJSON ()

## (BP.AdventureFramework.Assets)

ExaminableObject.Identifier

↳ ExaminableObject.Identifier ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Identifier.html](#))

Description

ExaminableObject.Commands

↳ ExaminableObject.Commands ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Commands.html](#))

Commands

(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Commands)

## + BP.AdventureFramework.

ExaminableObject.Attributes

↳ ExaminableObject.Attributes ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Attributes.html](#))

Attributes

(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Attributes)

## (BP.AdventureFramework.Conversations)

ExaminableObject.Examine()

## + BP.AdventureFramework.

ExaminableObject.Examine()

↳ ExaminableObject.Examine () ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Examine.html](#))

Examine()

(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Examine)

## (BP.AdventureFramework.Conversations.Instructions)

ExaminableObject.IPlayerVisible

↳ ExaminableObject.IPlayerVisible ([BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_IPlayerVisible.html](#))

IPlayerVisible

(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_IPlayerVisible)

## + 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)))

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

Interpretation

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

([BP.AdventureFramework.Attributes](#))  
Character : ExaminableObject, IExaminable, IPlayerVisible, IInteractWithItem

- **BP.AdventureFramework.**

### Assets.Characters

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

## Properties

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

IConverser

**Interaction**

NonPlayableCharacter

Get or set the interaction.

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

PlayableCharacter

Declaration

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

+ **BP.AdventureFramework.**Interaction { get; set; }

### Assets.Interaction

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

Property value

+ **BP.AdventureFramework.**

Type Description

### Assets.Locations

InteractionCallback ([BP.AdventureFramework.Characters](#).Interaction.InteractionCallback.html)

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

+ **BP.AdventureFramework.**

### Commands

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

Get if this character is alive.

+ **BP.AdventureFramework.**

Declaration

### Conversations

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

public bool IsAlive { get; protected set; }

+ **BP.AdventureFramework.**

### Conversations.Instructions

Property value

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

Type

+ **BP.AdventureFramework.**

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

Description

### Extensions

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

+ **BP.AdventureFramework.**

### Interpretation

Get the items this Character holds.

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

## Declaration

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

### Property Value

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

## - BP.AdventureFramework.

### Assets.Characters

## Methods

(BP.AdventureFramework.Assets.Characters)

Character

### AcquireItem(Item)

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

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

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

## + BP.AdventureFramework.

Parameters

### Assets.Interaction

Type  
(BP.AdventureFramework.Assets)

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

+ BP.AdventureFramework.

### Assets.Locations

(BP.AdventureFramework.Assets)

### DequireItem(Item)

+ BP.AdventureFramework.

De-acquire an item.

### Commands

(BP.AdventureFramework.Commands)

## + BP.AdventureFramework.

public virtual void DequireItem(Item item)

### Conversations

(BP.AdventureFramework.Conversations)

Parameters

+ BP.AdventureFramework.

Type  
(BP.AdventureFramework.Conversations)

Item (BP.AdventureFramework.Conversations.Item.html)

+ BP.AdventureFramework.

### Extensions

### FindItem(string, out Item, bool)

(BP.AdventureFramework.Extensions)

Find an item.

## + BP.AdventureFramework.

### Interpretation

(BP.AdventureFramework.Interpretation)

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

#### Parameters

Type	Name	Description
string <b>(BP.AdventureFramework.Assets.Attributes)</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	itemName	The items name.
Item <b>(BP.AdventureFramework.Assets.Item)</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.item">https://learn.microsoft.com/dotnet/api/system.item</a> )	item	The item.
bool <b>(BP.AdventureFramework.Assets.IncludeInvisibleItems)</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	includeInvisibleItems	Specify if invisible items should be included.

Returns IConverser

Return Type [\(BP.AdventureFramework.Assets.Character\)](#)

Type	Description
NonPlayableCharacter ( <a href="https://learn.microsoft.com/dotnet/api/system.nonplayablecharacter">https://learn.microsoft.com/dotnet/api/system.nonplayablecharacter</a> )	True if the item was found.

#### + BP.AdventureFramework.

#### Give(Item, Character)

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

Give an item to another in game Character.

#### + BP.AdventureFramework.

Declaration

#### Assets.Locations

**(BP.AdventureFramework.Assets.Location)** item, Character character)

#### + BP.AdventureFramework.

Parameters

#### Commands

Type	Name	Description
Item <b>(BP.AdventureFramework.Assets.Item)</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.item">https://learn.microsoft.com/dotnet/api/system.item</a> )	item	The item to give.
Character <b>(BP.AdventureFramework.Assets.Character)</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.character">https://learn.microsoft.com/dotnet/api/system.character</a> )	character	The Character to give the item to.

#### + BP.AdventureFramework.

Returns

#### Conversations.Instructions

Type	Description
bool <b>(BP.AdventureFramework.Conversation)</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the transaction completed OK, else false.

#### Extensions

**(BP.AdventureFramework.Extensions)**

#### HasItem(Item, bool)

**(BP.AdventureFramework.**

Determines if NonPlayableCharacter has an item.

**(BP.AdventureFramework.Interpreta**

## 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)

Interact with an item.  
(BP.AdventureFramework.Assets.Commands)

### + BP.AdventureFramework.

#### Declaration

#### Assets.Interaction

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

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

### + BP.AdventureFramework.

#### Assets.Locations

#### Parameters

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

#### Commands

#### (BP.AdventureFramework.Commands)

#### Returns

### + BP.AdventureFramework.

#### Type Conversations

InteractionResult

#### (BP.AdventureFramework.Conversations)

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

Description

The result of the interaction.

### + BP.AdventureFramework.

#### Conversations.Instructions

### (BP.AdventureFramework.Conversations)

### + BP.AdventureFramework.

Interact(item)

Interact with a specified item.

#### Extensions

#### Declaration

#### (BP.AdventureFramework.Extensions)

### + BP.AdventureFramework.

ActionResult InteractWithItem(Item item)

#### Interpretation

### (BP.AdventureFramework.Interpretation)

#### Parameters

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

Returns

Type	Description
InteractionResult <b>Assets.Attributes</b> (BP.AdventureFramework.Assets.Interaction.InteractionResult.html) <b>(BP.AdventureFramework.Assets.Attributes)</b>	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

( <a href="#">BP.AdventureFramework.Assets.IExaminable</a> )
IExaminable.Identifier
( <a href="#">BP.AdventureFramework.Assets.IExaminable</a> )
IAssets.Characters
( <a href="#">BP.AdventureFramework.Assets.IExaminable</a> )
IExaminable.Commands
Character
( <a href="#">BP.AdventureFramework.Assets.IExaminable</a> )
( <a href="#">BP.AdventureFramework.Assets.IExaminable</a> )
IExaminable.Attributes
Converser
( <a href="#">BP.AdventureFramework.Assets.IExaminable</a> )
( <a href="#">BP.AdventureFramework.Assets.IExaminable</a> )
IExaminable.Examine
NonPlayableCharacter
( <a href="#">BP.AdventureFramework.Assets.IExaminable</a> )
( <a href="#">BP.AdventureFramework.Assets.IPlayerVisible</a> )
PlayableCharacter
( <a href="#">BP.AdventureFramework.Assets.IPlayerVisible</a> )
( <a href="#">BP.AdventureFramework.Assets.IPlayerVisible</a> )

+ [BP.AdventureFramework](#)

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

Assembly: [BP\\_AdventureFramework.dll](#)

Syntax

+ **BP.AdventureFramework.**

**Assets.Locations**

public interface IConverser : IExaminable, IPlayerVisible

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

+ **BP.AdventureFramework.**

**Commands**

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

+ **BP.AdventureFramework.**

**Conversations**

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

Get or set the conversation.

+ **BP.AdventureFramework.**

Declaration

**Conversations.Instructions**

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

Conversation Conversation { get; set; }

+ **BP.AdventureFramework.**

**Extensions**

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

Type

Description

+ **BP.AdventureFramework.**

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

**Interpretation**

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

+ **BP.AdventureFramework.**

▼

(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

(**BP\_AdventureFramework.Assets.IInteractWithItem**)

IInteractWithItem

(**BP\_AdventureFramework.Assets.IConverser**)

IConverser

(**BP\_AdventureFramework.Assets.IExaminable**)

IExaminable

(**BP\_AdventureFramework.Assets.IPlayerVisible**)

IPlayerVisible

Inherited Members

(**BP\_AdventureFramework.Assets.Character**)

Character

IsAlive

(**BP\_AdventureFramework.Assets.Characters.Character**)

AssetsInteraction

(**BP\_AdventureFramework.Asset**)

(**BP\_AdventureFramework.Assets.Characters.Character**)

+ **BP\_AdventureFramework.**

AssetsLocations

(**BP\_AdventureFramework.Asset**)

(**BP\_AdventureFramework.Assets.Characters.Character**)

CharacterItems

(**BP\_AdventureFramework.Asset**)

CharacterItems

Kill()

Character.Kill()

Commands

(**BP\_AdventureFramework.Asset**)

(**BP\_AdventureFramework.Character**)

Character.AcquireItem(Item)

+ **BP\_AdventureFramework.**

(**BP\_AdventureFramework.Assets.Characters.Character**)

Character.AcquireItem\_BP\_AdventureFramework\_Assets\_Item\_

Character.DeacquireItem

(**BP\_AdventureFramework.Asset**)

(**BP\_AdventureFramework.Assets.Characters.Character**)

Character.DeacquireItem\_BP\_AdventureFramework\_Assets\_Item\_

Character.HasItem(item, bool)

(**BP\_AdventureFramework.Asset**)

(**BP\_AdventureFramework.Assets.Characters.Character**)

Character.HasItem\_BP\_AdventureFramework\_Assets\_Item\_System\_Boolean\_

Character.FindItem(string, out Item, bool)

Extensions

(**BP\_AdventureFramework.Asset**)

(**BP\_AdventureFramework.Assets.Characters.Character**)

Character.FindItem\_System\_String\_BP\_AdventureFramework\_Assets\_Item\_System\_Boolean\_

Character.Give(Item, Character)

+ **BP\_AdventureFramework.**

(**BP\_AdventureFramework.Assets.Characters.Character**)

Character.Give\_BP\_AdventureFramework\_Assets\_Item\_BP\_AdventureFramework\_Assets\_Characters\_Character\_

(**BP\_AdventureFramework.Interaction**)

Character.Interact(item)

+ **BP\_AdventureFramework.**

Logic

acter\_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)

**Assets.Characters**

ExaminableObject.Description

**(BP\_AdventureFramework\_Assets\_Characters)**

(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Descriptor)

Character

ExaminableObject.Examine

(BP\_AdventureFramework\_Assets\_Characters)

(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Complexity)

PlayableCharacter

NonPlayableCharacters

ExaminableObject.Examine

(BP\_AdventureFramework\_Assets\_ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_AttributableCharacter)

PlayableObjectCharacter

ExaminableObject.Examine

(BP\_AdventureFramework\_Assets\_ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_IsPlayerVisible)

**+ BP\_AdventureFramework.**

Examine

**Assets.Interaction**

ExaminableObject.IsPlayerVisible

**(BP\_AdventureFramework\_Assets\_Interactions)**

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

**Assets.Locations**

**(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>)

**(BP\_AdventureFramework\_Commands)**

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

**+ BP\_AdventureFramework.**

Assembly: BP.AdventureFramework.dll

**(BP\_AdventureFramework\_Conversations)**

Syntax

**+ BP\_AdventureFramework.**

**Conversations.Instructions**

NonPlayableCharacter : Character, IInteractWithItem, IConverser,

**(BP\_AdventureFramework\_Conversations)**

**+ BP\_AdventureFramework.**

**Extensions**

**Constructors**

**(BP\_AdventureFramework\_Extensions)**

**+ BP\_AdventureFramework.**

**NonPlayableCharacter(Identifier, Description, Conversation)**

Interpretation

**(BP\_AdventureFramework\_Interpretation)**

Initializes a new instance of the NonPlayableCharacter class.

**+ BP\_AdventureFramework.**

Declaration

Ionic

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

#### Parameters

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

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

#### + BPAdventureFramework

Initializes a new instance of the NonPlayableCharacter class.

#### Assets.Interaction

Declaration

(BP.AdventureFramework.Assets.C

#### + BPAdventureFramework

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

(BP.AdventureFramework.Assets.C

#### Parameters

#### + BPAdventureFramework.

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

#### + 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)	<i>conversation</i>	The conversation.
NonPlayableCharacter (BP.AdventureFramework.Assets.NonPlayableCharacter)	<i>description</i>	The description of this NonPlayableCharacter.
bool (BP.AdventureFramework.Assets.Commands)	<i>isAlive</i>	Set if this NonPlayableCharacter is alive.
InteractionCallback (BP.AdventureFramework.Assets.Interaction.InteractionCallback.html)	<i>interaction</i>	Set this NonPlayableCharacter's interaction.
ExaminationCallback (BP.AdventureFramework.Assets.ExaminationCallback.html)	<i>examination</i>	Set this NonPlayableCharacter's examination.

### + **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.Instructions)**

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

#### **Extensions**

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

Parameters

Type	Name	Description
Interpretation (BP.AdventureFramework.Interpretations)	<i>identifier</i>	This NonPlayableCharacter's identifier.

### + **BP.AdventureFramework.**

#### **Ionic**

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

## - BP.AdventureFramework.

### Assets.Characters

## Properties

### Character

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

### Conversation

([IConverser.html](#))

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

Get or set the conversation.

NonPlayableCharacter

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

PlayableCharacter

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

public Conversation Conversation { get; set; }

## + BP.AdventureFramework.

### Assets.Interaction

## Properties

### Type

## +

### BP.AdventureFramework.

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

### Assets.Locations

## Implements

### BP.AdventureFramework.

#### Commands

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

ICitizen ([BP.AdventureFramework.Assets.Characters.ICitizen.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** ([microsoft.com/dotnet/api/system.object](#))

(**BP\_AdventureFramework\_Assets\_Characters**)

↳ Character ([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html](#))

Character

↳ PlayableCharacter

(**BP\_AdventureFramework\_Assets\_Characters\_PlayableCharacter**)

Implements

IConverser

IExaminable ([BP\\_AdventureFramework\\_Assets\\_IExaminable.html](#))

IPlayerVisible ([BP\\_AdventureFramework\\_Assets\\_IPlayerVisible.html](#))

IIInteractWithItem ([BP\\_AdventureFramework\\_Assets\\_IIInteractWithItem.html](#))

PlayableCharacter

Inherited Members

(**BP\_AdventureFramework\_Assets\_Characters\_Character**)

Character.IsAlive

+ **BP\_AdventureFramework.**

**Assets\_Interaction**

(**BP\_AdventureFramework\_Assets\_Interaction**)

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html#BP\\_AdventureFramework\\_Assets\\_Characters\\_Character\\_IsAlive](#))

Character.Interaction

(**BP\_AdventureFramework\_Assets\_Interaction**)

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html#BP\\_AdventureFramework\\_Assets\\_Characters\\_Character\\_Interaction](#))

Character.Items

(**BP\_AdventureFramework\_Assets\_Interaction\_Items**)

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html#BP\\_AdventureFramework\\_Assets\\_Characters\\_Character\\_Items](#))

+ **BP\_AdventureFramework.**

**Commands**

(**BP\_AdventureFramework\_Assets\_Interaction\_Commands**)

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html#BP\\_AdventureFramework\\_Assets\\_Characters\\_Character\\_Commands](#))

(**BP\_AdventureFramework\_Commands**)

Character.AcquireItem(Item)

(**BP\_AdventureFramework\_Assets\_Interaction\_AcquireItem**)

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html#BP\\_AdventureFramework\\_Assets\\_Characters\\_Character\\_AcquireItem](#))

Character.AcquireItem\_BP\_AdventureFramework\_Assets\_Item\_

(**BP\_AdventureFramework\_Conversation\_AcquireItem**)

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html#BP\\_AdventureFramework\\_Assets\\_Characters\\_Character\\_AcquireItem\\_BP\\_AdventureFramework\\_Assets\\_Item\\_](#))

Character.DeacquireItem(Item)

(**BP\_AdventureFramework\_Assets\_Interaction\_DeacquireItem**)

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html#BP\\_AdventureFramework\\_Assets\\_Characters\\_Character\\_DeacquireItem](#))

Character.HasItem(Item, bool)

(**BP\_AdventureFramework\_Assets\_Interaction\_HasItem**)

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html#BP\\_AdventureFramework\\_Assets\\_Characters\\_Character\\_HasItem](#))

Character.FindItem(string, out Item, bool)

+ **BP\_AdventureFramework.**

**Extensions**

(**BP\_AdventureFramework\_Assets\_Interaction\_Extensions**)

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html#BP\\_AdventureFramework\\_Assets\\_Characters\\_Character\\_Extensions](#))

(**BP\_AdventureFramework\_Extensions**)

Character.FindItem\_System\_String\_BP\_AdventureFramework\_Assets\_Item\_\_System\_Boolean\_

Character.Give(Item, Character)

(**BP\_AdventureFramework\_Assets\_Interaction\_Give**)

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html#BP\\_AdventureFramework\\_Assets\\_Characters\\_Character\\_Give](#))

Character.Interact(Item)

(**BP\_AdventureFramework\_Assets\_Interaction\_Interact**)

([BP\\_AdventureFramework\\_Assets\\_Characters\\_Character.html#BP\\_AdventureFramework\\_Assets\\_Characters\\_Character\\_Interact](#))

+ **BP\_AdventureFramework.**

**Logic**

(**BP\_AdventureFramework\_Assets\_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  
Character  
PlayableCharacter  
Com(BP.AdventureFramework.Assets.C  
NonPlayableCharacters  
AttributedCharacter  
PlayableCharacter  
Exam(BP.AdventureFramework.Exam  
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.**  
NameSpace: BP.AdventureFramework (BP.AdventureFramework.html).Assets  
(BP.AdventureFramework.Assets.html).Characters (BP.AdventureFramework.Assets.Characters.html)  
**Conversations**  
Assembly: BP.AdventureFramework.dll  
**(BP.AdventureFramework.Con**  
Syntax  
+ **BP.AdventureFramework.**  
**Conversations.Instructions**  
public sealed class PlayableCharacter : Character, IExaminable, IPlayerVisible, IInt  
**(BPAdventur**  
+ **BP.AdventureFramework.**  
**Extensions**  
**Constructors**  
(BP.AdventureFramework.Exte  
+ **BP.AdventureFramework.**  
**PlayableCharacter(Identifier, Description, params Item[])**  
**(BPAdventureFramework.Inte**  
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
- Identifier (BP.AdventureFramework.Assets.Identifier.html)	<i>identifier</i>	This PlayableCharacter's identifier.
<b>Assets.Characters</b> Description (BP.AdventureFramework.Assets.Description.html) <b>(BP.AdventureFramework.Assets.Character)</b>	<i>description</i>	The description of the player.
Item (BP.AdventureFramework.Assets.Item.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.C

### + BP.AdventureFramework.

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

#### Assets.Interaction

#### (BP.AdventureFramework.Assets.

#### Parameters

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

(BP.AdventureFramework.Com

### + BP.AdventureFramework.

#### Conversations

#### (BP.AdventureFramework.Con

### + BP.AdventureFramework.

#### UseItem(item, IInteractWithItem)

Conversations.Instructions

Use item  
(BP.AdventureFramework.Con

Declaration

### + BP.AdventureFramework.

#### Extensions

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

#### (BP.AdventureFramework.Exte

### + BP.AdventureFramework.

#### Parameters

#### Interpretation

#### Type (BP.AdventureFramework.Inter

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
- <b>BP_AdventureFramework.</b> <b>Assets.Characters</b> InteractionResult (BP_AdventureFramework_Assets_Interaction_InteractionResult.html)	The result of the items usage.

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

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

IExaminable  
(BP\_AdventureFramework\_Assets\_IExaminable.html)

IPlayerVisible  
(BP\_AdventureFramework\_Assets\_IPlayerVisible.html)

IInteractable  
(BP\_AdventureFramework\_Assets\_Interaction\_IInteractWithItem.html)  
(BP.AdventureFramework.Assets.Characters.IInteractWithItem.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)

## + BP\_AdventureFramework.

### Conversations

(BP\_AdventureFramework\_Conversations.html)

## + BP\_AdventureFramework.

### Conversations.Instructions

(BP\_AdventureFramework\_Conversations\_Instructions.html)

## + BP\_AdventureFramework.

### Extensions

(BP\_AdventureFramework\_Extensions.html)

## + BP\_AdventureFramework.

### Interpretation

(BP\_AdventureFramework\_Interpretation.html)

## + BP\_AdventureFramework.

### Logic

(BP\_AdventureFramework\_Logic.html)

# Namespace BP.AdventureFramework. Assets.Interaction

▼ Filter by title

## Classes

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes.html)

## InteractionResult

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

Assets.Characters

Represents a result of an interaction.

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

## - BP.AdventureFramework.

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

Assets.Interaction

Represents a reaction.

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

Condition

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

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

Assets.Interaction

Represents a result.

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

InteractionCallback

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

## Interfaces

InteractionEffect

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

## IInteractWithItem

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

Represents any object that can interact with an item.

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

ReactionResult

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

Result

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

## InteractionEffect

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

Assets.Enumerations

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

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

Commands of reaction results.

(BP.AdventureFramework.Commands.ReactionResult.html)

## Delegates

(BP.AdventureFramework.Delegates.html)

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

Assets Characters

Syntax (BP.AdventureFramework.Assets)

- **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.IInteractionCallback)	The result of the condition.

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)

+ **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

(BP.AdventureFramework.Assets.Characters)

Syntax

- **BP.AdventureFramework.**

**Assets.Interaction**

public interface IInteractWithItem

(BP.AdventureFramework.Assets.Interaction)

Condition

(BP.AdventureFramework.Assets.Interaction.Condition)

IInteractWithItem

(BP.AdventureFramework.Assets.IInteractWithItem)

InteractionCallback

(BP.AdventureFramework.Assets.InteractionCallback)

## Interact(Item)

InteractionEffect

Interact with an item.

InteractionResult

Declaration

(BP.AdventureFramework.Assets.Interaction)

Reaction

(BP.AdventureFramework.Interaction.Asset<Item>(Item item))

ReactionResult

(BP.AdventureFramework.Assets.InteractionResult)

Parameters

Result

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

## Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

**Commands**

InteractionResult

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

Description

The result of the interaction.

+ **BP.AdventureFramework.**

**Conversations**

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

**Conversations.Instructions**

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

**Extensions**

(BP.AdventureFramework.Extensions)

# 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.Interaction.InteractionResult.html)	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.BP.html](#).AdventureFramework.dll

Syntax

**(BP.AdventureFramework.Assets.InteractionEffect)**

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

## Fields

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

+ **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.**

**Locations**

**(BP.AdventureFramework.Locations)**





## Declaration

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

### Property Value

Type	Description
- <b>BP.AdventureFramework</b> .Assets.Item.html	
<b>Assets.Interaction</b>	
<b>(BP.AdventureFramework.Assets.Interaction)</b>	
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)	
+ <b>BP.AdventureFramework.</b>	
<b>Assets.Locations</b>	
<b>(BP.AdventureFramework.Assets.Locations)</b>	
+ <b>BP.AdventureFramework.</b>	
<b>Commands</b>	
<b>(BP.AdventureFramework.Commands)</b>	
+ <b>BP.AdventureFramework.</b>	
<b>Conversations</b>	
<b>(BP.AdventureFramework.Conversations)</b>	
+ <b>BP.AdventureFramework.</b>	
<b>Conversations.Instructions</b>	
<b>(BP.AdventureFramework.Conversations.Instructions)</b>	
+ <b>BP.AdventureFramework.</b>	
<b>Extensions</b>	
<b>(BP.AdventureFramework.Extensions)</b>	
+ <b>BP.AdventureFramework.</b>	
<b>Interpretation</b>	

# 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.II](#))

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

Assembly: BP.AdventureFramework.dll

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

Syntax

Result

([BP.AdventureFramework.Assets.II](#))  
public sealed class Reaction

+ BP.AdventureFramework.

## Assets.Locations

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

Constructors

+ BP.AdventureFramework.

Commands

Reaction(ReactionResult, string)

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

Initializes a new instance of the Reaction class.

+ BP.AdventureFramework.

Declaration

## Conversations

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

public Reaction(ReactionResult result, string description)

+ BP.AdventureFramework.

Conversations.Instructions

Parameters

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

Type

Name

Description

+ BP.AdventureFramework.

ReactionResult

result

The result.

Extensions

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

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

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

+ BP.AdventureFramework.

## Interpretation

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

description

A description of the

result.

# Properties

## Description

Get a description of the result.



Declaration

### Assets.Interaction

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

Condition

Property Value

Type	Description
IInteractWithItem ( <a href="#">BP.AdventureFramework.Assets</a> )	

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 ( <a href="#">BP.AdventureFramework</a> )	

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

## + 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.Inte](#))

# 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)
Internal	(BP.AdventureFramework.Assets.Interaction.ReactionResult)
Fatal	A reaction that has a fatal effect on the player.
Result	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)`  
↳ `IResult`  
    ↳ `ExaminationResult` ([BP.AdventureFramework.Assets.ExaminationResult.html](#))  
    ↳ `InteractionResult` ([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)))  
object `InteractionObject(IObject)` ([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 `InteractionObject()` (<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals>)  
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>)  
    ↳ `(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.IResult)`

+ **BP.AdventureFramework.Result**

### Commands

`(BP.AdventureFramework.Commands.ICommand)`

## Constructors

`(BP.AdventureFramework.Result)`

### Conversations

`(BP.AdventureFramework.Conversations.IConversation)`

+ **BP.AdventureFramework.Result**

Initializes a new instance of the `Result` class.

### Conversations.Instructions

Declaration

`(BP.AdventureFramework.Conversations.Instructions.IInstruction)`

+ **BP.AdventureFramework.Result**

    ↳ `protected Result()`

### Extensions

`(BP.AdventureFramework.Extensions.IExtension)`

+ **BP.AdventureFramework.Result**

    ↳ `(BP.AdventureFramework.Interaction.IInteraction)`

## Properties

`(BP.AdventureFramework.Interaction.IInteraction)`

## Description

`(BP.AdventureFramework.Description.IDescription)`

Get the description.

Declaration

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

Property Value

Type	Description
Condition <a href="https://learn.microsoft.com/dotnet/api/system.string">string (https://learn.microsoft.com/dotnet/api/system.string)</a>	

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)

## AsBPA: A versatile Framework

## Syntax Assets.Interaction

(BP.AdventureFramework.Ass

```
public enum Direction
```

## - **BP.AdventureFramework.**

# Assets.Locations

## (BP.AdventureFramework.Ass

## Direction Fields

# Fields

Name	Description
DownMatrix	Down.
East	East.
North	North.
South	South.
Up	Up.
West	West.

# Extension Methods

## **BPAdventureFramework**

([BP\\_AdventureFramework.Extensions.DirectionExtensions.html](#)#BP\_AdventureFramework\_Extensions.Direction

Experience Inverse PB Adventure Framework Assets Locations Direction )

## + BP AdventureFramework

## Conversations

(BB AdventureFramework Cap)

+ BB AdventureFramework

### **Conversations Instructions**

#### **Conversation Instructions (RR Adventure Framework Cap)**

+ RR Adventure Framework

## **Extensions**

## Extensions

### (RR\_AdventureFramework\_Ext)

+ RR Adventure Framework

# 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](https://BP.AdventureFramework.Assets.ExaminableObject.html))

(**BP.AdventureFramework.Assets**)

↳ Exit

Implementation

**AssetsLocations**

IExaminable ([BP.AdventureFramework.Assets.IExaminable.html](https://BP.AdventureFramework.Assets.IExaminable.html))

(**BP.AdventureFramework.Assets**)

IInteractWithItem ([BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html](https://BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html))

↳ Direction

Inheritance

(**BP.AdventureFramework.Assets**)

↳ Exit

ExaminableObject.Examination

(**BP.AdventureFramework.Assets**)

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Matrix](https://BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Matrix))

Examination)

(**BP.AdventureFramework.Assets**)

ExaminableObject.ToString()

Overworld

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_ToString](https://BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_ToString))

ToCString)

Region

ExaminableObject.Identifier

(**BP.AdventureFramework.Assets**)

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_I\\_Room](https://BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_I_Room))

Identifier)

(**BP.AdventureFramework.Assets**)

ExaminableObject.Description

RoomPosition

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Description](https://BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Description))

(**BP.AdventureFramework.Assets**)

Description)

ViewPoint

ExaminableObject.Commands

(**BP.AdventureFramework.Assets**)

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Commands](https://BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Commands))

Commands)

(**BP.AdventureFramework.Commands**)

ExaminableObject.Attributes

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Attributes](https://BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Attributes))

Attributes)

(**BP.AdventureFramework.Attributes**)

ExaminableObject.Examine

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_Examine](https://BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Examine))

Examine)

(**BP.AdventureFramework.Examine**)

ExaminableObject.IsPlayerVisible

(**BP.AdventureFramework.IsPlayerVisible**)

([BP.AdventureFramework.Assets.ExaminableObject.html#BP\\_AdventureFramework\\_Assets\\_ExaminableObject\\_IsPlayerVisible](https://BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible))

IsPlayerVisible)

(**BP.AdventureFramework.IsVisible**)

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

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.html)

### - BP.AdventureFramework.

#### Exit(Direction, bool, Identifier, Description)

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

Initializes a new instance of the Exit class.

Direction  
Declaration

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

Exit

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

Matrix

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

#### Parameters

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

Region

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

Room

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

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

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

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

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

ViewPoint

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

### + BP.AdventureFramework.

#### Commands

#### Properties

(BP.AdventureFramework.Commands.Properties.html)

### + BP.AdventureFramework.

#### Direction

#### Conversations

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

### - BP.AdventureFramework.

#### Conversations.Instructions

(BP.AdventureFramework.Conversations.Direction.html)

### + BP.AdventureFramework.

#### Property Value

#### Extensions

Type (BP.AdventureFramework.Extensions.Direction.html)

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

### + BP.AdventureFramework.

#### Interpretation

Interpretation

Type	Name	Description
Region (BP.AdventureFramework.Assets.Locations.Region.html)	direction	The direction of the exit.
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	isLocked	If this exit is locked.
Identifier (BP.AdventureFramework.Assets.Identifier.html)	identifier	An identifier for the exit.
Description (BP.AdventureFramework.Assets.Description.html)	description	A description of the exit.

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.

Description

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

### - BPAdventureFramework.

#### Assets.Locations

(BP.AdventureFramework.Assets.

#### IsLocked

Direction

Get if BPA exists in BPAdventureFramework.Assets.L

Exit

Declaration

(BP.AdventureFramework.Assets.L

Matrix

public bool IsLocked { get; }

(BP.AdventureFramework.Assets.L

Overworld

(BP.AdventureFramework.Assets.L

Property Value

Region

Type

(BP.AdventureFramework.Assets.L

Description

Room

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

(BP.AdventureFramework.Assets.L

RoomPosition

(BP.AdventureFramework.Assets.L

ViewPoint

(BP.AdventureFramework.Assets.L

## Methods

### + BPAdventureFramework.

#### Interact(Item)

(BPAdventureFramework.Com

Interact with an item.

### + BPAdventureFramework.

Declaration

Conversations

(BPAdventureFramework.Con

public InteractionResult Interact(Item item)

### + BPAdventureFramework.

ParseConversationsInstructions

(BPAdventureFramework.Con

Type

Name

Description

### + BPAdventureFramework.

Item (BPAdventureFramework.Assets.Item.html)

item

The item to interact with.

#### Extensions

(BPAdventureFramework.Exte

### + 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



## Depth

Get the depth of the matrix.

Declaration

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

## Assets Interaction

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

- **BP.AdventureFramework.** Assets.Locations  
int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

(BP.AdventureFramework.Assets.Locations)

## Height

Direction  
(BP.AdventureFramework.Assets.Locations)

Get the height of the matrix.

Declaration  
Matrix

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

Overword

(BP.AdventureFramework.Assets.Locations)

Region

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

Room

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

Description

RoomPosition

(BP.AdventureFramework.Assets.Locations)

ViewPoint

this[int, int, int]

(BP.AdventureFramework.Assets.Locations)

© BP.AdventureFramework.

## Commands

Declaration

(BP.AdventureFramework.Commands)

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

## Conversations

Parameters  
(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

## Conversations Instructions

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

(BP.AdventureFramework.Conversations)

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

+ **BP.AdventureFramework.**

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

## Extensions

(BP.AdventureFramework.Extensions)

Property Value

+ **BP.AdventureFramework.**

Type

## Interpretation

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

(BP.AdventureFramework.Interpretations)

Description

The room.

## Width

Get the width of the matrix.

Declaration

```
public int Width { get; }
```

### Assets Interaction

Property	Type	Description
(BP.AdventureFramework.Assets.Locations)	int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	

### 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.

Overworld

(BP.AdventureFramework.Assets.Locations)

Declaration

Region

(BP.AdventureFramework.Assets.Locations)

Room

(BP.AdventureFramework.Assets.Locations)

Return RoomPosition

Type	Description
(BP.AdventureFramework.Assets.Locations)	The rooms, as a one dimensional array.

### + 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)



```
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

Name

Description

Type Matrix	identifier	The identifier for this overworld.
Identifier (BP.AdventureFramework.Assets.Identifier.html)	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

Name

Description

+ BP.AdventureFramework. string( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	identifier	The identifier for this overworld.
+ BP.AdventureFramework. string( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	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

##### Parameters

### + BP.AdventureFramework.

#### Type

#### Conversations.Instructions

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

(BP.AdventureFramework.Com

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 ( <a href="#">BP_AdventureFramework_Assets_ExaminationResult.html</a> )	A ExaminationResult detailing the examination of this object.

## + BP\_AdventureFramework.

### Assets.Locations

ExaminationObject.Examine()  
([BP\\_AdventureFramework\\_Assets\\_ExaminableObject.html](#)#BP\_AdventureFramework\_Assets\_ExaminableObject\_Examine)  
Direction

(BP.AdventureFramework.Assets.L

### FindRegion(string, out Region)

(BP.AdventureFramework.Assets.L

FindRegion.

(BP.AdventureFramework.Assets.L

Declaration

OverWorld

(BP.AdventureFramework.Assets.L

Region 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\\_Region.html](#))

Type	Name	Description
RoomPosition	regionName	The regions name.
Region	region	The region.

## + BP\_AdventureFramework.

Returns

### Commands

Type	Description
( <a href="#">BP_AdventureFramework_Con</a> )	True if the region was found.

### Conversations

([BP\\_AdventureFramework\\_Con](#))

### Move(Region)

## + BP\_AdventureFramework.

Move to region

### Conversations.Instructions

([BP\\_AdventureFramework\\_Con](#))

Declaration

## + BP\_AdventureFramework.

public bool Move(Region region)

### Extensions

([BP\\_AdventureFramework\\_Exte](#))

Parameters

## + BP\_AdventureFramework.

### Interpretation

([BP\\_AdventureFramework\\_Inter](#))

Type	Name	Description
Region ( <a href="#">BP_AdventureFramework_Assets_Locations_Region.html</a> )	region	The region to move to.

Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the region could be moved to, else false.

## RemoveRegion(Region)

(BP.AdventureFramework.Assets.Locations.RemoveRegion)

Remove a region from this overworld.

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.RemoveRegion)

Direction

Parameters

Exit

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

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

Overworld

Implements

(BP.AdventureFramework.Assets.IExaminable)

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

(BP.AdventureFramework.Assets.IPlayerVisible)

RoomPosition

(BP.AdventureFramework.Assets.RoomPosition)

ViewPoint

(BP.AdventureFramework.Assets.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.Interpretations)



```
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(TIdentifier identifier, Description description)
```

Exit

Parameters  
Matrix

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

(BP.AdventureFramework.Assets.Locations.

Room

**Region(string, string)**  
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.Commands**  
Parameters

Type	Name	Description
Conversations		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	identifier	This Regions identifier.
+ <b>BP.AdventureFramework.</b>		

**Conversations.Instructions**

**(BP.AdventureFramework.Conversations.**

**Properties**

**Extensions**

**(BP.AdventureFramework.Extensions**

**CurrentRoom**

+ **BP.AdventureFramework.**

Get the current room.

**Interpretation**

Declaration  
**(BP.AdventureFramework.Interpretation**

+ **BP.AdventureFramework.**

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

## Property Value

Type	Description
Room ( <a href="#">BP.AdventureFramework.Assets.Locations.Room.html</a> ) <a href="#">BP.AdventureFramework.Assets.Locations.Room</a>	

## - BP.AdventureFramework.

### Assets.Locations

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

Get a room at a specified location.

Direction

Declaration

Exit

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

Matrix

(BP.AdventureFramework.Assets.Locations)

### Parameters

Overload

Type	Name	Description
Region	x	The x position.
int ( <a href="#">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y position.
int ( <a href="#">https://learn.microsoft.com/dotnet/api/system.int32</a> )	z	The z position.

## Property Value

Type	Description
Room ( <a href="#">BP.AdventureFramework.Assets.Locations.Room.html</a> ) <a href="#">BP.AdventureFramework.Assets.Locations.Room</a>	The room.

## + BP.AdventureFramework.

### Rooms

#### Conversations

Get the number of rooms region contains.

(BP.AdventureFramework.Conversation)

Declaration

## + BP.AdventureFramework.

### Conversations.Instructions

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

(BP.AdventureFramework.Conversation)

## + BP.AdventureFramework.

### Property Value

#### Extensions

Type

(BP.AdventureFramework.Extensions)

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

## + BP.AdventureFramework.

### Interpretation

(BP.AdventureFramework.Interpretation)

### VisibleWithoutDiscovery

## + BP.AdventureFramework.

Get if the current region is visible without discovery.

Declaration

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

Property Value

Type	Description
- <b>BP.AdventureFramework.</b> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) <b>Assets.Locations</b>	

## (BP.AdventureFramework.Assets.Locations)

Direction

(BP.AdventureFramework.Assets.Locations)

Exit

(BP.AdventureFramework.Assets.Locations)

Matrix

(BP.AdventureFramework.Assets.Locations)

AddRoom(Room, int, int, int)

(BP.AdventureFramework.Assets.Locations)

Add **Room** to this region.

(BP.AdventureFramework.Assets.Locations)

Declaration

Region

(BP.AdventureFramework.Assets.Locations)

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

(BP.AdventureFramework.Assets.Locations)

RoomPosition

(BP.AdventureFramework.Assets.Locations)

Type

viewPoint

(BP.AdventureFramework.Assets.Locations)

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

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

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

Commands

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

(BP.AdventureFramework.Commands)

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

+ BP.AdventureFramework.

Conversations

Returns

(BP.AdventureFramework.Conversations)

Type

(BP.AdventureFramework.Conversations)

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

Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Examine()

Extensions

Examining the object

(BP.AdventureFramework.Examining)

Declaration

+ BP.AdventureFramework.

Interpretation

public override ExaminationResult Examine()

(BP.AdventureFramework.Interpretation)

+ 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\_Examine)  
+ **BP\_AdventureFramework**.

### Assets.Locations

(BP\_AdventureFramework\_Assets\_L)

### GetAdjoiningRoom(Direction)

(BP\_AdventureFramework\_Assets\_L)

Get an adjoining room to the Region.CurrentRoom property.

Exit

Declaration

(BP\_AdventureFramework\_Assets\_L)

Matrix

public Room GetAdjoiningRoom(Direction direction)

Overworld

(BP\_AdventureFramework\_Assets\_L)

### Parameters

Region

Type	Name	Description
Room (BP_AdventureFramework_Assets_L) (BP_AdventureFramework_Assets_Locations_Direction.html)	direction	The direction of the adjoining Room.

Return

viewPoint

Type	Description
Room (BP_AdventureFramework_Assets_L)	The adjoining Room.

### + **BP\_AdventureFramework**.

Room (BP\_AdventureFramework\_Assets\_Locations\_Room.html)

### Commands

(BP\_AdventureFramework\_Con)

### GetAdjoiningRoom(Direction, Room)

#### Conversations

Get an adjoining room to a room.

(BP\_AdventureFramework\_Con)

Declaration

### + **BP\_AdventureFramework**.

#### Conversations Instructions

public Room GetAdjoiningRoom(Direction direction, Room room)

(BP\_AdventureFramework\_Con)

### + **BP\_AdventureFramework**.

#### Extensions

Type (BP\_AdventureFramework\_Ext)

Direction

### + **BP\_AdventureFramework**.

(BP\_AdventureFramework\_Assets\_Locations\_Direction.html)

#### Interpretation

Room (BP\_AdventureFramework\_Assets\_Locations\_Room.html)

(BP\_AdventureFramework\_Inter)

### + **BP\_AdventureFramework**.

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

**GetPositionOfRoom(Room)**

Gather position of a room.

## BP Adventure Framework

## Assets

## ASSETS.LOCATIONS

(BROADenUREFramework)ASSISTANTLohUTRoom(Room room)

## Direction

# ParaAdventureFramework.Assets.L

Type		Name	Description
(BP.AdventureFramework.Assets.L			
Metric	Room	room	The room.

Return to Overworld

## Returns

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

Room  
(BP.AdventureFramework.Assets  
RoomPosition  
**JumpToRoom(int,int)**  
BlueprintFunctionLibrary

ViewPoint  
Jump to a room

## Declaration

B1: Advent

**Commands**  
public bool JumpToRoom(int x, int y, int z)  
**BPAdventureFramework** Com

± BP AdventureFramework

## Parameters

# Conversations

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

Type	Name	Description
<code>(BPAdventureFramework.Con + BPAdventureFramework.</code>	x	The x location of the room.
<code>Conversations.Instructions</code>	y	The y location of the room.
<code>(BPAdventureFramework.Con int (https://learn.microsoft.com/dotnet/api/system.int32)</code>	z	The z location of the room.

## + BP.AdventureFramework.

## Returns

## **Extensions**

## Type.AdventureFramework.Exte

+bP.(AdventureFramework)/dotnet/api/system.boolean) True if the room could be jumped to, else false.

## Interpretation

(BP.AdventureFramework.Intel)

### Move(Direction)

Move in a direction.

Declaration

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

Parameters

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

Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) (BP.AdventureFramework.Assets.Locations.MoveResult.html)	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)  
Room

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

Parameters

ViewPoint

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

Commands

(BP.AdventureFramework.Commands.html)

**SetStartRoom(int,int)**

Conversations

Set the room to start in.

(BP.AdventureFramework.Conversations.html)

Declaration

+ **BP.AdventureFramework.**

Conversations

Instructions

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

(BP.AdventureFramework.ConversationsInstructions.html)

+ **BP.AdventureFramework.**

Extensions

Type

Type	Name	Description
(BP.AdventureFramework.Extensions.html)	x	The x position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	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.Locat**

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

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)

Region

(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.

ViewPoint

(BP.AdventureFramework.Assets.L

Returns

+ **BP.AdventureFramework.**

Type

**Commands**

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

(**BP.AdventureFramework.Con**

Description

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

+ **BP.AdventureFramework.**

## Implementations

(**BP.AdventureFramework.Con**

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

+ **BP.AdventureFramework.**

Conversations.Instructions

(**BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inte**

+ **BP.AdventureFramework.**



## Syntax

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

## Constructors

- **BP.AdventureFramework.**

**Assets.Locations**

**Room(Identifier, Description, params Exit[])**  
(BP.AdventureFramework.Assets.Locations)

Initializes a new instance of the Room class.

  Declaration  
    Exit

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

  Parameters  
    Overworld

  Type  
    Region

Type	Name	Description
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.
---	-------	---------------------------

  ViewPoint

  (BP.AdventureFramework.Assets.Locations)

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

+ **BP.AdventureFramework.**

Initializes a new instance of the Room class.

  Declaration  
    Conversations

+ **BP.AdventureFramework.**

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

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

  Parameters  
    Conversations.Instructions

  Type  
    Conversations

Type (BP.AdventureFramework.Conversations)	Name	Description
--	------	-------------

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

+ **BP.AdventureFramework.**

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

(BP.AdventureFramework.Extensions)

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

+ **BP.AdventureFramework.**

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

  Interpretation

(BP.AdventureFramework.Interpretation)

**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
<b>Assets.Locations</b> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) <b>(BP.AdventureFramework.Assets.Locations)</b>	<i>identifier</i>	This rooms identifier.
<b>Assets.Direction</b> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) <b>(BP.AdventureFramework.Assets.Direction)</b>	<i>description</i>	This rooms description.
<b>Exit</b> (BP.AdventureFramework.Assets.Locations.Exit.html[]) <b>(BP.AdventureFramework.Exit)</b>	<i>exits</i>	The exits from this room.

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

Overworld

Initializes a new instance of the Room class.

(BP.AdventureFramework.Assets.Locations)

Declaration

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

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

RoomPosition

(BP.AdventureFramework.Assets.Locations)

Parameters

ViewPoint

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

## (BP.AdventureFramework.Conversations)

### + BP.AdventureFramework.

#### Properties

Instructions  
(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.

#### PropertyValue

##### 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.EnteredFrom)**

Direction

```
public Direction? EnteredFrom { get; }
```

Exit

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

Matrix

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

Description

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

(BP.AdventureFramework.Assets.Locations.Direction)

Region

(BP.AdventureFramework.Assets.Locations.Region)

## Exits

Room

(BP.AdventureFramework.Assets.Locations.Exits)

Get the exits.

RoomPosition

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

ViewPoint

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

## + BP.AdventureFramework.

### Commands

Type  
**(BP.AdventureFramework.Commands)**

Description

+ 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.Visited)

Declaration

### + BP.AdventureFramework.

#### Extensions

```
public bool HasBeenVisited { get; }
```

(BP.AdventureFramework.Extensions.Visited)

## Properties

### - BP.AdventureFramework.

#### Interpretation

Type  
**(BP.AdventureFramework.Interpretations)**

Description

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

#### Assets.Locations

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

(BP.AdventureFramework.Assets.Locations)

Exit

(BP.AdventureFramework.Assets.Locations)

Matrix

Get a BPAdventureFramework.Assets.Locations

Overworld

Declaration

(BP.AdventureFramework.Assets.Locations)

Region

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

Room

Parameters

RoomPosition

Type	Name	Description
(BP.AdventureFramework.Assets.Locations)	direction	The direction of an exit.

ViewPoint

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

(BP.AdventureFramework.Assets.Locations)

### + BPAdventureFramework.

#### Commands

Type	Description
(BP.AdventureFramework.Commands)	Exit (BP.AdventureFramework.Assets.Locations.Exit.html)

### + BPAdventureFramework.

#### Conversations

#### Items

### + BPAdventureFramework.

Get the items in this Room.

#### Conversations.Instructions

Declaration

(BP.AdventureFramework.Conversations)

### + BPAdventureFramework.

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

#### Extensions

#### Properties

Property Value

### + BPAdventureFramework.

#### Interpretation

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

(BP.AdventureFramework.Interpretations)

### + 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

Parameters

(BPAdventureFramework.Assets.Locations)

## + BPAdventureFramework.

### Name Description

#### Commands

NonPlayableCharacter

(BPAdventureFramework.Assets.Characters.NonPlayableCharacter.html)

character

The character to add.

## + BPAdventureFramework.

### Conversations

#### AddExit(Exit)

(BPAdventureFramework.Conversation)

Add an exit to this room

## + BPAdventureFramework.

### Conversations.Instructions

Declaration

(BPAdventureFramework.Conversation)

public void AddExit(Exit exit)

## + BPAdventureFramework.

### Extensions

Parameters

(BPAdventureFramework.Extensions)

## + BPAdventureFramework.

### Interpretation

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

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) <b>(BP.AdventureFramework.Assets.Item)</b>	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

```
public bool CanMove(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.Locations.Direction)	direction	The direction to test.

ViewPoint  
Returns  
(BP.AdventureFramework.Assets.LocationView)

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

+ BP.AdventureFramework.  
ContainsCharacter(NonPlayableCharacter, bool)

Conversations  
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
NoPlayableCharacter (BP.AdventureFramework.Assets.Characters.NonPlayableCharacter.html)	character	The character.

+ BP.AdventureFramework.

Logic

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

>Returns

Type	Description
- <b>BP.AdventureFramework.</b> <b>ContainsCharacter(string, bool)</b> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the item is in this room, else false.

Direction

## ContainsCharacter(string, bool)

Exit

Get if this Room contains a character.

Matrix  
Declaration

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

Overworld

```
public bool ContainsCharacter(string characterName, bool includeInvisibleCharacters = false)
```

Region

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

Room

Parameters

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

Type

RoomPosition

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

ViewPoint

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

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

+ **BP.AdventureFramework.**

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

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

+ **BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Returns

## Conversations

Type

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

+ **BP.AdventureFramework.**

**Instructions**

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

**ContainsExit(Direction, bool)**

+ **BP.AdventureFramework.**

Get if this Room contains an exit.

## Extensions

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

Declaration

+ **BP.AdventureFramework.**

**Interpretation**

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

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) + BP.AdventureFramework.	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

## Assets.Locations

Returns

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

Type	Description
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	True if the exit exists, else false.

Matrix  
Overworld  
Get if this Room contains an exit.  
(BP.AdventureFramework.Assets.Locations)

Region  
(BP.AdventureFramework.Assets.Locations)

```
public bool ContainsExit(bool includeInvisibleExits = false)
```

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

### (BP.AdventureFramework.Commands)

Returns

### + BP.AdventureFramework.

#### Type Conversations

Type	Description
Conversations (BP.AdventureFramework.Conversations)	True if the exit exists, else false.

+ BP.AdventureFramework.

#### Conversations.Instructions

### Commands.AddInteractionTarget(string)

+ BP.AdventureFramework.

#### Extensions

Declaration  
(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.Commands.AddInteractionTarget(string targetName)

#### Interpretation

Parameters  
(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

#### Logic

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	targetName	The name of the target to check for.

Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	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)

Overload  
(BP.AdventureFramework.Assets.L  
Region  
Parameters)

(BP.AdventureFramework.Assets.L  
Type Room)

Type	Name	Description
Item ( <a href="https://learn.microsoft.com/dotnet/api/system.item.html">https://learn.microsoft.com/dotnet/api/system.item.html</a> )	item	The item to check for.

RoomPosition  
(BP.AdventureFramework.Assets.L  
Returns  
ViewPoint)

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the item is in this room, else false.

### Commands

#### (BP.AdventureFramework.Commands.ContainsItem(string, bool))

+ BP.AdventureFramework.  
Get if this Room contains an item.

(BP.AdventureFramework.Commands.  
Declaration)

+ BP.AdventureFramework.

ConversationsInstructions(string itemName, bool includeInvisibleItems = false)

(BP.AdventureFramework.Commands.

Parameters

+ BP.AdventureFramework.

### Extensions

#### (BP.AdventureFramework.Extensions.ContainsItem(string))

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

### Interpretation

#### (BP.AdventureFramework.Interpretation.IncludeInvisibleItems(bool))

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

### Logic

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	itemName	The item name to check for.
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	includeInvisibleItems	Specify if invisible items should be included.

Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	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()
```

(BP.AdventureFramework.Assets.Locations)

Exit

Returns

Matrix

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

Overload

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

(BP.AdventureFramework.Assets.Locations)

Region

Overrides

(BP.AdventureFramework.Assets.Locations)

ExaminableObject.Examine()

Room

(BP.AdventureFramework.Assets.ExaminableObject.html#BP\_AdventureFramework\_Assets\_ExaminableObject\_Examine)

(BP.AdventureFramework.Assets.Locations)

Examine

RoomPosition

(BP.AdventureFramework.Assets.Locations)

ViewPoint

**FindCharacter(string, out NonPlayableCharacter)**

(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

+ **BP.AdventureFramework.**

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

Name

Description

characterName

The character.

**Conversations.Instructions**

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

NonPlayableCharacter

character

The character

+ **BP.AdventureFramework.**

**Extensions**

Returns

(**BP.AdventureFramework.Extensions**)

Type

+ **BP.AdventureFramework.**

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

Description

True if the character was found.

**Interpretation**

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

**FindCharacter(string, out NonPlayableCharacter, bool)**

Logic



Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	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  
(BP.AdventureFramework.Assets.Locations)

Name

Description

Overworld  
string (<https://learn.microsoft.com/dotnet/api/system.string>)  
(BP.AdventureFramework.Assets.Locations)

targetName

The targets name.

Region

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

target

The target.

Room

(BP.AdventureFramework.Assets.Locations)

Returns

Position

Type  
(BP.AdventureFramework.Assets.Locations)

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)

## + BP.AdventureFramework.

### Extensions

Declaration

#### (BP.AdventureFramework.Extensions)

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

## + BP.AdventureFramework.

### Interpretation

Returns

#### (BP.AdventureFramework.Interpretation)

## + BP.AdventureFramework.

### Logic

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	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
```

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

Exit

Parameters

Type	Name	Description
Matrix		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	itemName	The items name.
Region ( <a href="https://learn.microsoft.com/dotnet/api/system.item.html">https://learn.microsoft.com/dotnet/api/system.item.html</a> )	item	The item.

Room

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

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

ViewPoint

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

Type	Description
+ <b>BP.AdventureFramework.</b>	

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

(**BP.AdventureFramework.Commands.**

HasLockedExitInDirection(Direction, bool)

Conversations

Get the locked exit in a specified direction.

- **BP.AdventureFramework.**

Conversations.Instructions

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

HasLockedExitInDirection(Direction direction, bool includeInvisibleExits

= false)

+ **BP.AdventureFramework.**

Extensions

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

Type	Name	Description
Direction	direction	The direction to check.

+ **BP.AdventureFramework.**

Logic

Type	Name	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

>Returns

Type	Description
<b>BP.AdventureFramework.</b> <b>Assets.Locations</b> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) ( <b>BP.AdventureFramework.Assets.Locations</b> )	If there is a locked exit in the specified direction.

Direction

## HasUnlockedExitInDirection(Direction, bool)

Get if there is an unlocked exit in a specified direction.

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

Overworld  
public bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits = false)

Region

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

Room

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

Type	Name	Description
RoomPosition	<i>direction</i>	The direction to check.
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) ( <b>BP.AdventureFramework.Commands</b> )	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

## + BP.AdventureFramework.

Returns

### Conversations

Type	Description
<b>BP.AdventureFramework.Conversations</b>	If there is an unlocked exit in the specified direction.

bool  
(<https://learn.microsoft.com/dotnet/api/system.boolean>)  
**Conversations.Instructions**  
(**BP.AdventureFramework.Conversations**)

Interact(Item)

### Extensions

Interact with an item.

**BP.AdventureFramework.Extensions**

Declaration

## + BP.AdventureFramework.

### Interpretation

public InteractionResult Interpret(Item item)

(**BP.AdventureFramework.Interpretation**)

## + 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 - BPAdventureFramework. (BP.AdventureFramework.Assets.Interaction.InteractionResult.html) <b>Assets.Locations</b> (BP.AdventureFramework.Assets.Locations.html)	The result of the interaction.

## MovedInto(Direction?)

(BP.AdventureFramework.Assets.Location.MovedInto.html)

Handles movement into this GameLocation.

(BP.AdventureFramework.Assets.Location.MovedInto.html)  
Declaration Matrix

(BP.AdventureFramework.Assets.Location.MovedInto.html)  
public void MovedInto(Direction? fromDirection)

Overwrote

(BP.AdventureFramework.Assets.Location.MovedInto.html)

Region

Parameters

(BP.AdventureFramework.Assets.Location.MovedInto.html)

Type	Name	Description
Room (BP.AdventureFramework.Assets.Location.MovedInto.html)	<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.html)

Remove a character from the room.

## + BP.AdventureFramework.

Declaration

### Conversations

(BP.AdventureFramework.Commands.RemoveCharacter.html)

public void RemoveCharacter(NonPlayableCharacter character)

## + BP.AdventureFramework.

### Conversations.Instructions

Parameters

(BP.AdventureFramework.Commands.RemoveCharacter.html)

Type	Name	Description
NonPlayableCharacter (BP.AdventureFramework.Assets.Characters.NonPlayableCharacter.html)	<i>character</i>	The character to remove.

## + BP.AdventureFramework.

### RemoveExit(Exit)

(BP.AdventureFramework.Interactions.RemoveExit.html)

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))

#### Exit

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	Name	Description
Region (BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))		

Type	Name	Description
Room (BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))	target	The target to remove.

#### RoomPosition

Return  
(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))

Type	Description
ViewPoint (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)

Declaration

### + BP.AdventureFramework.

#### Conversations.Instructions

```
public void RemoveItem(Item item)
```

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

### + BP.AdventureFramework.

Type	Name	Description
Extensions (BP.AdventureFramework.Extensions)		

Type	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
- <b>BP.AdventureFramework.</b> (BP.AdventureFramework.Assets.ConditionalDescription.html) <b>Assets.Locations</b> (BP.AdventureFramework.Assets.Locations)	<i>description</i>	The description of this room.

### Implements

Direction  
(BP.AdventureFramework.Assets.Location)  
Exit  
IExaminable (BP.AdventureFramework.Assets.IExaminable.html)  
IPlayerVisible (BP.AdventureFramework.Assets.IPlayerVisible.html)  
IIteractWithItem (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.Instructions)

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

(BP.AdventureFramework.Assets.L

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

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

Asse

(BP.AdventureFramework.Assets.L

ViewPoint

(BP.AdventureFramework.Assets.L

+ **BP.AdventureFramework.**

Commands

**(BP.AdventureFramework.Com**

Constructors

+ **BP.AdventureFramework.**

Conversations

**(BP.AdventureFramework.Con**

RoomPosition(Room, int, int)

+ **BP.AdventureFramework.**

Initializes a new instance of the RoomPosition class.

Conversations.Instructions

Declaration

**(BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

RoomPosition(room, int x, int y, int z)

Extensions

**(BP.AdventureFramework.Exte**

Parameters

+ **BP.AdventureFramework.**

Interpretation

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

**(BP.AdventureFramework.Inter**

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

+ **BP.AdventureFramework.**

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

**(BP.AdventureFramework.Logi**

Logi

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	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.Assets.Locations.Room)

### + BP.AdventureFramework.

Declaration

### Commands

#### (BP.AdventureFramework.Commands)

### + BP.AdventureFramework.

Conversations

Type

Description

(BP.AdventureFramework.Conversations)

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

### BP.AdventureFramework.

### Logic

#### (BP.AdventureFramework.Logic)

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	

## 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

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)

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

ViewPoint

Get if this RoomPosition is at a position.

+ [BP.AdventureFramework.](#)

Declaration

### Commands

([BP.AdventureFramework.Con](#) x, int y, int z)

## + BP.AdventureFramework.

Parameters

### Conversations

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

Name

Description

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

x

The X position.

### Conversations.Instructions

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

y

The Y position.

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

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

z

The Z position.

## + BP.AdventureFramework.

### Extensions

Returns

([BP.AdventureFramework.Exte](#)

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

Description

+ [BP.AdventureFramework.](#)

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

True if this is at the position, else false.

### Interpretation

([BP.AdventureFramework.Inter](#)

## + BP.AdventureFramework.

### Logic

([BP.AdventureFramework.Logi](#)



## **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\(system-object-object-system-object\)](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.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.Ass**

Namespace: BP ([https://learn.microsoft.com/dotnet/html/BP\\_AdventureFramework.html](https://learn.microsoft.com/dotnet/html/BP_AdventureFramework.html)).Assets

([https://learn.microsoft.com/dotnet/html/BP\\_AdventureFramework.html](https://learn.microsoft.com/dotnet/html/BP_AdventureFramework.html)).Locations ([https://learn.microsoft.com/dotnet/html/BP\\_AdventureFramework.html](https://learn.microsoft.com/dotnet/html/BP_AdventureFramework.html)).Locations

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

ViewPoint

(**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.Logi**

AnyNotVisited

Description

AnyNotVisited

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Get if there is a view in any direction.

Declaration

```
public bool AnyNotVisited { get; }
```

Property Value

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

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

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

Exit

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

Matrix

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

Get if there is a View in any direction.

Overworld

Declaration

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

Region

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

Room

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

Property Value

RoomPosition

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

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

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

## + BP.AdventureFramework.

Commands

this[Direction]

(BP.AdventureFramework.Commands)

Get the room that lies in a specified direction.

## + BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Conversations)

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

## + BP.AdventureFramework.

Conversations.Instructions

Parameters

(BP.AdventureFramework.Conversations.Instructions)

Type

## + BP.AdventureFramework.

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

Name

Description

direction

The direction to check.

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)

Description

The room.

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

## + BP.AdventureFramework.

Logic

NoView

(BP.AdventureFramework.Logic)

Get a view point representing no view.

Declaration

```
public static ViewPoint NoView { get; }
```

Property Value

Type	Description
(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

## Create(Region)

Region

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

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
(BP.AdventureFramework.Commands)	region	The region to create the view point from.

+ BP.AdventureFramework.

Return

Conversations

Type	Description
(BP.AdventureFramework.Conversations)	

(BP.AdventureFramework.Conversations)

Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

# Namespace BP.AdventureFramework.Commands

▼ Filter by title

## Classes

+ BP.AdventureFramework.

**CustomCommand** (BP.AdventureFramework.Commands.CustomCommand.html)  
(BP.AdventureFramework.Associations)

Provides a custom command.

+ BP.AdventureFramework.

**Associations**

(BP.AdventureFramework.Associations)

**ICommand** (BP.AdventureFramework.Commands.ICommand.html)

Represents a command.

(BP.AdventureFramework.Commands)

## Delegates

CustomCommand

(BP.AdventureFramework.Commands)

CustomCommandCallback

(BP.AdventureFramework.Commands)

**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)

+ 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

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

+ **BP.AdventureFramework.**  
↳ [CustomCommand](#)

Implements

**AssetsLocations**

↳ [ICustomCommand](#) ([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\(system-object-object\)](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)))

CustomCommandCallback

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

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

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

ICustomCommand

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

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

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**

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

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

**BP.AdventureFramework.Con**

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

**Conversations.Instructions**

([BP.AdventureFramework.Con](#)) [ICustomCommand](#), [IPlayerVisible](#)

+ **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](#))

```
public CustomCommand(CommandHelp help, bool isPlayerVisible, CustomCommandCallback callback)
```

+ **BP.AdventureFramework.**

**Rendering**

Parameters

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

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)	help	The help for this command.
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	isPlayerVisible	If this is visible to the player.
CustomCommandCallback (BP.AdventureFramework.Associations.CustomCommandCallback)	callback	The callback to invoke when this command is invoked.

## Assets.Locations

### (BP.AdventureFramework.Associations)

## - BP.AdventureFramework.Properties

### Commands

#### (BP.AdventureFramework.Commands)

### Arguments

CustomCommand

(BP.AdventureFramework.Commands.ICommand)  
Get or set the arguments.

CustomCommandCallback

(BP.AdventureFramework.Commands.ICommand)

(BP.AdventureFramework.Commands.ICommand)  
public string[] Arguments { get; set; }

#### + BP.AdventureFramework.Conversations

### Properties

#### (BP.AdventureFramework.Conversations)

### + BP.AdventureFramework.Conversations.Instructions

#### (BP.AdventureFramework.Conversations)

## BP.AdventureFramework.Extensions

### Extensions

Get the help for this command.

#### (BP.AdventureFramework.Extensions)

Declaration

#### + BP.AdventureFramework.Interpretation

### Interpretation

public CommandHelp Help { get; }  
(BP.AdventureFramework.Interpretation)

#### + BP.AdventureFramework.Logic

### Logic

#### (BP.AdventureFramework.Logic)

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)

#### + BP.AdventureFramework.Rendering

### Rendering

#### (BP.AdventureFramework.Rendering)

### IsPlayerVisible

+ BP.AdventureFramework.Renderers

Get or set if this is visible to the player.

### Rendering.FrameBuilders

## Declaration

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

### Property Value

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) <b>(BP.AdventureFramework.Ass</b>	

## + BP.AdventureFramework.

### Assets.Locations

## Methods

### - BP.AdventureFramework.

#### Invoke(Game)

##### (BP.AdventureFramework.Com

Invoke the command.

CustomCommand

Declaration ([BP.AdventureFramework.Comma](#)

CustomCommandCallback

(BP.AdventureFramework.TwoLineComma)

ICommand

(BP.AdventureFramework.Comma

Parameters

### + BP.AdventureFramework.

Type

### Conversations

Game ([BP.AdventureFramework.Logic.Game.html](#))

(BP.AdventureFramework.Con

Name

Description

game

The game to invoke the command on.

## + BP.AdventureFramework.

Returns

### Conversations.Instructions

Type

(BP.AdventureFramework.Con

Description

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

The reaction.

### + BP.AdventureFramework.

### Extensions

## Implements

### + BP.AdventureFramework.

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

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

(BP.AdventureFramework.Inte

## + BP.AdventureFramework.

### Logic

(BP.AdventureFramework.Logi

## + BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Ren

## + 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

## Assets.Locations

### (BP.AdventureFramework.Assets)

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) CustomCommandCallback	arguments	The arguments to invoke the command with.

## + BP.AdventureFramework.

Returns

### Conversations

Type	Description
Reaction (BP.AdventureFramework.Assets.Interaction.Reaction.html)	The reaction to the command.

## + 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.

### Rendering

### (BP.AdventureFramework.Rendering)

## + BP.AdventureFramework.

### Rendering.FrameBuilders

### (BP.AdventureFramework.Rendering.FrameBuilders)

# Interface ICommand

Represents a command.

Filter by title

**Namespace:** BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Commands  
(BP.AdventureFramework.Commands.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

**Assets.Locations**

Syntax

(BP.AdventureFramework.Ass

- **BP.AdventureFramework.**

public interface ICommand

**Commands**

(BP.AdventureFramework.Com

CustomCommand

(BP.AdventureFramework.Comma

CustomCommandCallback

(BP.AdventureFramework.Comma

ICommand

**Invoke(Game)**

(BP.AdventureFramework.Comma

Invoke the command.

+ **BP.AdventureFramework.**

Declarations

(BP.AdventureFramework.Con

Reaction Invoke(Game game)

+ **BP.AdventureFramework.**

**Conversations.Instructions**

Parameters

(BP.AdventureFramework.Con

Type

+ **BP.AdventureFramework.**

Game (BP.AdventureFramework.Logic.Game.html)

Name

Description

game

The game to invoke the command on.

**Extensions**

(BP.AdventureFramework.Exte

Returns

+ **BP.AdventureFramework.**

Type

**Interpretation**

Reactions (BP.AdventureFramework.Logic.Reaction.html)

Description

The reaction.

+ **BP.AdventureFramework.**

**Logic**

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

**Rendering**

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

(BP.AdventureFramework.Ren

# Namespace BP.AdventureFramework.Conversations

▼ Filter by title

## Classes

(BP.AdventureFramework.Ass

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

#### Assets

Locations  
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)

ConversationActionCallback  
Provides a callback for a conversation action.

(BP.AdventureFramework.Convers

LogItem

(BP.AdventureFramework.Convers

Paragraph

(BP.AdventureFramework.Convers

Participant  
Enumeration of participants in a conversation.

(BP.AdventureFramework.Convers

Response

## Delegates

### + BP.AdventureFramework.

#### ConversationsInstructions

### (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.**

↳ [Assets](#) [Locations](#)

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

(**BP.AdventureFramework.Asset**)

Inherited Members

Commands

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.Bpmn.AdventureFramework (BP.AdventureFramework.html).Conversations

(BP.AdventureFramework.Conversations.html)

(**BP.AdventureFramework.Conver**)

Assembly: BP.AdventureFramework.dll

Syntax: `class Conversation`

Paragraph

(**BP.AdventureFramework.Conver**)

Participant

(**BP.AdventureFramework.Conver**)

Response

**Constructors**

(**BP.AdventureFramework.Conver**)

+ **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

Response (BP.AdventureFramework.Convers

ConversationActionCallback

Declaration

(BP.AdventureFramework.Convers

LogItem

(BP.AdventureFramework.Respons

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**

**(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

**Commands**

(**BP.AdventureFramework.Conversations**)

- **BP.AdventureFramework.**

Parameters

**Conversations**

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html) (BP.AdventureFramework.Conversations) ConversationActionCallback (BP.AdventureFramework.Conversations) LogItem (BP.AdventureFramework.Conversations) Paragraph (BP.AdventureFramework.Conversations) Participant (BP.AdventureFramework.Conversations) Response (BP.AdventureFramework.Conversations)	game	The game to invoke the callback on.

+ **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**



# Properties

## Line

Get the line.



Declaration

(BP.AdventureFramework.Ass

```
    public string Line { get; }
```

+ BP.AdventureFramework.

### Commands

Property Value

(BP.AdventureFramework.Com

Type	Description
BP.AdventureFramework.	

#### Conversations

string (System.String, [microsoft.com/dotnet/api/system.string](https://docs.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 (BP.AdventureFramework.Convers

Response

Type (BP.AdventureFramework.Convers

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

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

Commands

Paragraph

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

Conversations

(**BP.AdventureFramework.Com**

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

Conversation

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

Conversation

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

ConversationActionCallback

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

LogItem

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

LogItem

NameSpace

BP.AdventureFramework.Convers

([BP.AdventureFramework.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.html)).Conversations

Paragraph

Assembly

BP.AdventureFramework.dll

([BP.AdventureFramework.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.html)).Convers

Syntax

Participant

([BP.AdventureFramework.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.html)).Convers

Response

sealed class Paragraph

([BP.AdventureFramework.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.html).Convers

+ **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Exte**

Initializes a new instance of the Paragraph class.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(**BP.AdventureFramework.Inte**

public Paragraph(string line, ConversationActionCallback action, IEndOfParagraphInstruction instruction, string name = "")

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

+ **Type:** [BP.AdventureFramework.](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework)

Rendering

([BP.AdventureFramework.Renderer](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Renderer))

System.String

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

+ **BP.AdventureFramework.**

Rendering

FrameBuilders

([BP.AdventureFramework.Rendering.FrameBuilders](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.FrameBuilders))

System.Object

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

+ **Type:** [BP.AdventureFramework.](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework)

Rendering

([BP.AdventureFramework.Rendering](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering))

System.Object

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

+ **Type:** [BP.AdventureFramework.](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework)

Rendering

(<a href="https://learn.microsoft.com/dotnet/api/BP.AdventureFramework

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.
string <b>Commands</b> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<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

Participant  
(BP.AdventureFramework.Convers

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

##### Name

Description

Specify the line.

Response  
(BP.AdventureFramework.Convers

ConversationActionCallback  
(BP.AdventureFramework.Convers

##### action

Specify any action to be carried out with this line.

+ BP.AdventureFramework.

##### Conversations.Instructions

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

##### name

Specify the name of the paragraph.

#### + BP.AdventureFramework.

##### Extensions

#### Paragraph(string, IEndOfParagraphInstruction, string)

#### + BP.AdventureFramework.

Initializes a new instance of the Paragraph class.

##### Interpretation

Declaration

#### + BP.AdventureFramework.

##### Logic

#### (BP.AdventureFramework.Logi

#### + BP.AdventureFramework.

##### Parameters

##### Rendering

#### (BP.AdventureFramework.Ren

#### + BP.AdventureFramework.

##### Rendering.FrameBuilders

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>line</i>	Specify the line.
IEndOfParagraphInstruction ( <a href="#">BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html</a> )	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
string <b>Commands</b> ( <a href="#">BP.AdventureFramework.Commands</a> )	<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.ParagraphActionCallback.html](#))

LogItem  
public Paragraph(string line, string name = "")  
([BP.AdventureFramework.Conversations.Paragraph.html](#))

### Paragraph

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

Type	Name	Description
Participant ( <a href="#">BP.AdventureFramework.Conversations.Participant.html</a> )	<i>line</i>	Specify the line.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>name</i>	Specify the name of the paragraph.

## + BP.AdventureFramework.

### Conversations.Instructions

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

### Properties

#### + BP.AdventureFramework.

### Extensions

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

### GetOrSetAnyActionToCarryOutOnThisLine

#### Interpretation

Declaration  
([BP.AdventureFramework.Interpretation.html](#))

## + BP.AdventureFramework.

### Logic

#### **(BP.AdventureFramework.Logic)**

Type	Description
ConversationActionCallback Action { get; set; }	

## + BP.AdventureFramework.

### Rendering

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

## + BP.AdventureFramework.

### Rendering.FrameBuilders

## CanRespond

Get if a response is possible.

Declaration

```
public bool CanRespond { get; }
```

### + BP.AdventureFramework.

#### Commands

##### (BP.AdventureFramework.Com

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

#### Description

#### - BP.AdventureFramework.

#### Conversations

##### (BP.AdventureFramework.Con

###### Conversation

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

###### (BP.AdventureFramework.Convers

###### ConversationActionCallback

##### (BP.AdventureFramework.Convers

##### Declaration

###### LogItem

###### (BP.AdventureFramework.Convers

###### public IEndOfParagraphInstruction Instruction { get; }

###### Paragraph

###### (BP.AdventureFramework.Convers

#### Properties

#### Value

##### Type (BP.AdventureFramework.Convers

###### Response

#### Description

##### IEndOfParagraphInstruction (BP.AdventureFramework.Convers

(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

#### + BP.AdventureFramework.

#### Conversations.Instructions

##### (BP.AdventureFramework.Con

#### Line

#### + BP.AdventureFramework.

Get or set the line.

#### Extensions

##### (BP.AdventureFramework.Exte

#### + BP.AdventureFramework.

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

#### Interpretation

##### (BP.AdventureFramework.Inte

#### Property Value

#### + BP.AdventureFramework.

##### Type

##### Logic

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

#### Description

#### + BP.AdventureFramework.

#### Rendering

#### Name

##### (BP.AdventureFramework.Ren

Get the name.

#### + BP.AdventureFramework.

#### Rendering.FrameBuilders

## Declaration

```
public string Name { get; }
```

### Property Value

Type	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) + 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.Conversations[ get; set; ]

ConversationActionCallback

(BP.AdventureFramework.Convers

### Property Value

LogItem

Type	Description
BP.AdventureFramework.Convers	

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.Intei

+ BP.AdventureFramework.

### Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Ren

+ 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

ConversationActionCallback

(BP.AdventureFramework.Convers

## Fields

Name	Description
OtherParagraph	(BP.AdventureFramework.Convers
Player	Any other participant. (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.Ren**

# Class Response

Provides a response to a conversation.

Filter by title

Inheritance

## Commands

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

↳ Response

- **BP.AdventureFramework.**

Inherited Members

## Conversations

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

↳ 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)))

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

↳ ConversationActionCallback

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

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

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>)

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

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

↳ Paragraph

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

(BP.AdventureFramework.Conversations.html)

Participant

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

(BP.AdventureFramework.Conversations)

Syntax

Response

(BP.AdventureFramework.Conversations)

public sealed class Response

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations)

Constructors

+ [BP.AdventureFramework.](#)

Extensions

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

This constructor creates a new Response class.

Interpretation

Declaration

(BP.AdventureFramework.Interpretation)

+ [BP.AdventureFramework.](#)

Logic

(BP.AdventureFramework.Logic)

+ [Type](#) **BP.AdventureFramework.**

Rendering

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

(BP.AdventureFramework.Rendering)

+ [BP.AdventureFramework.](#)

Response(string, EndOfParagraphInstruction)

(BP.AdventureFramework.Response)

Initializes a new instance of the Response class.

## Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

## Parameters

Type	Name	Description
<b>Commands</b> string <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> - <b>BP.AdventureFramework.</b>	<i>line</i>	The line to trigger this response.
<b>Couversations</b> IEndOfParagraphInstruction <a href="https://learn.microsoft.com/dotnet/api/system.instructions.ienndofofparagraphinstruction.html">https://learn.microsoft.com/dotnet/api/system.instructions.ienndofofparagraphinstruction.html</a> Conversation	<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.ConversationActionCallback  
(BP.AdventureFramework.Conversations.Instruction.IEndOfParagraphInstruction.html)

## Properties

(BP.AdventureFramework.ConversationParticipant  
Paragraph

**Instruction**  
(BP.AdventureFramework.ConversationParticipant  
Participant

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

Response

(BP.AdventureFramework.ConversationResponse  
Declaration

### + BP.AdventureFramework.

```
public IEndOfParagraphInstruction Instruction { get; }
```

### Conversations.Instructions

(BP.AdventureFramework.ConversationInstructions

Property Value

### + BP.AdventureFramework.

#### Type

#### Extensions

(BP.AdventureFramework.Extensions

IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

### + BP.AdventureFramework.

#### Interpretation

(BP.AdventureFramework.Interpretation

#### Line

### + BP.AdventureFramework.

Get the line.

#### Logic

(BP.AdventureFramework.Logic

### + BP.AdventureFramework.

```
public string Line { get; }
```

#### Rendering

(BP.AdventureFramework.Rendering

### Property Value

### + BP.AdventureFramework.

#### Type

#### Rendering.FrameBuilders

(BP.AdventureFramework.Rendering

System.String

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

Type	Description

Type	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.Rend)

### + BP.AdventureFramework.

#### Rendering.FrameBuilders

(BP.AdventureFramework.Rend)

# 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 Instructions

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](#))

Implementation

**Conversations**

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

Assembly: BP.AdventureFramework.dll

IEndOfParagraphInstruction

Syntax

(BP.AdventureFramework.Convers

Jump

public sealed class ByCallback : IEndOfParagraphInstruction

(BP.AdventureFramework.Convers

Last

(BP.AdventureFramework.Convers

Method

(BP.AdventureFramework.Convers

Previous

**ByCallback(Func<IEndOfParagraphInstruction>)**

Repeat

Create a new instance of the ByCallback class.

(BP.AdventureFramework.Convers

ToName

Declaration

(BP.AdventureFramework.Convers

+ **BP.AdventureFramework.** IEndOfParagraphInstruction callback)

**Extensions**

(**BP.AdventureFramework.Exte**

Parameters

+ **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.

### Callbacks

## (BP.AdventureFramework.Conversations)

Get the callback that decides the instruction to use.

## - BP.AdventureFramework.

### Conversations.Instructions

## (BP.AdventureFramework.Conversations)

```
public Func<IEndOfParagraphInstruction> Callback { get; }
```

### ByCallback

Property Value  
First

## Type

BP.AdventureFramework.Convers

## 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, Paragraph[])

(BP.AdventureFramework.Convers

Repeat

Get the index of the next paragraph.

(BP.AdventureFramework.Convers

### Declaration

Name  
(BP.AdventureFramework.Convers

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

## + BP.AdventureFramework.

### Extensions

## (BP.AdventureFramework.Exte

## + BP.AdventureFramework.

### Interpretation

Paragraph  
(BP.AdventureFramework.Conversations.Paragraph.html)

## Name

## Description

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
+ <b>BP.AdventureFramework.</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <b>Commands</b>	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.Con

Implements

## + BP.AdventureFramework.

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

### Conversations

#### (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)))

### Conversations.Instructions

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.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

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.Exte

## + BP.AdventureFramework.

Parameters

### Interpretation

Type	Name	Description
BP.AdventureFramework.Inter	current	The current paragraph.

## + BP.AdventureFramework.

(BP.AdventureFramework.Conversations.Paragraph.html)

### Logic

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

>Returns

Type	Description
<b>Commands</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <b>(BP.AdventureFramework.Conversations.Commands)</b>	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

↳ [\(BP.AdventureFramework.Con\)](#)

↳ GoTo

+ **BP.AdventureFramework.**

Implements

## Conversations

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

**(BP.AdventureFramework.Con)**

Inherited Members

- **BP.AdventureFramework.**

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

**(BP.AdventureFramework.Conversations)**

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

[By System.Collections.Generic.IEqualityComparer<T>.Equals\(T, T\)](#)

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

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

**Assembly:** AdventureFramework.dll

Jump

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

Last

public sealed class GoTo : IEndOfParagraphInstruction  
[\(BP.AdventureFramework.Conversations\)](#)

Next

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

## Constructors

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

Repeat

**GoTo(int)** [\(BP.AdventureFramework.Conversations\)](#)

ToName

Create a new instance of the GoTo class.  
[\(BP.AdventureFramework.Conversations\)](#)

Declaration

+ **BP.AdventureFramework.**

## Extensions

public GoTo(int index)

**(BP.AdventureFramework.Extensions)**

+ **BP.AdventureFramework.**

Parameters

## Interpretation

Type	Name	Description
<a href="#">int</a> ( <a href="#">https://learn.microsoft.com/dotnet/api/system.int32</a> )	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

(BP.AdventureFramework.Con

- in (BP.AdventureFramework.Con

### Conversations.Instructions

(BP.AdventureFramework.Con

ByCallback

## Methods

(BP.AdventureFramework.Convers

First

(BP.AdventureFramework.Convers

### GetIndexOfNext(Paragraph, Paragraph[])

(BP.AdventureFramework.Convers

Get the index of the next paragraph.

IEndOfParagraphInstruction

Declaration

(BP.AdventureFramework.Convers

Jump

(BP.AdventureFramework.Convers

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Last

(BP.AdventureFramework.Convers

Parameters

Next

(BP.AdventureFramework.Convers

Previous

(BP.AdventureFramework.Convers

(BP.AdventureFramework.Conversations.Paragraph.html)

Repeat

(BP.AdventureFramework.Convers

ToName

(BP.AdventureFramework.Conversations.Paragraph.html)

[] (BP.AdventureFramework.Convers

## + BP.AdventureFramework.

Returns

### Extensions

Type (BP.AdventureFramework.Exte

Name 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.Conver**

First

(**BP.AdventureFramework.Conver**

GoTo

(**BP.AdventureFramework.Conver**

IEndOfParagraphInstruction

(**BP.AdventureFramework.Conver**

Jump

(**BP.AdventureFramework.Conver**

Last

(**BP.AdventureFramework.Conver**

Next

(**BP.AdventureFramework.Conver**

Previous

(**BP.AdventureFramework.Conver**

Repeat

(**BP.AdventureFramework.Conver**

ToName

(**BP.AdventureFramework.Conver**

+ **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, Paragraph[])**

GoTo

Get the index of the next paragraph.

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Declaration

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Jump

int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Last

Para

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Next

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Previous

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Repeat

Paragraph

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

forName

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

+ **BP.AdventureFramework.**

Returns

**Extensions**

Type

(BP.AdventureFramework.Extensions.IEndOfParagraphInstruction)

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

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Interpretation.IEndOfParagraphInstruction)**

+ **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logic.IEndOfParagraphInstruction)**

+ **BP.AdventureFramework.**

Type	Name	Description
Paragraph	current	The current paragraph.
Paragraph	paragraphs	The collection of paragraphs.
Paragraph		

+ **BP.AdventureFramework.**

Returns

**Extensions**

Type

(BP.AdventureFramework.Extensions.IEndOfParagraphInstruction)

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

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Interpretation.IEndOfParagraphInstruction)**

+ **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logic.IEndOfParagraphInstruction)**

+ **BP.AdventureFramework.**

Type	Description
Paragraph	The index of the next 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>)  
**Conversations**

↳ **(BP.AdventureFramework.Conversations)**  
Implements

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

↳ **BP.AdventureFramework.**  
**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\(system-object-system-object-system-object\)](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 ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

**Jump** ([BP.AdventureFramework.Conversations.html](#)).Instructions ([BP.AdventureFramework.Conversations.Instructions.html](#))

↳ **(BP.AdventureFramework.Conversations)**

Last

Syntax

(BP.AdventureFramework.Conversations)

Next

public sealed class Jump : IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations)

Previous

(BP.AdventureFramework.Conversations)

## Constructors

(BP.AdventureFramework.Conversations)

ToName

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

+ **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 ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (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>)

**Description**

ByCallback  
(**BP.AdventureFramework.Conversations**)  
First

(**BP.AdventureFramework.Conversations**)  
GoTo

(**BP.AdventureFramework.Conversations**)  
IEndOfParagraphInstruction  
Get the index of the next paragraph.  
Jump

(**BP.AdventureFramework.Conversations**)  
Last

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

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

Previous  
(**BP.AdventureFramework.Conversations**)  
Repeat

Type  
(**BP.AdventureFramework.Conversations**)  
Paragraph  
(**BP.AdventureFramework.Conversations.Paragraph.html**)  
TOName

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.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**

+ **BP.AdventureFramework.**  
**Pondering**

# Class Last

An end of paragraph instruction that shifts paragraphs to the end.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **Conversations**

(**BP.AdventureFramework.Conversations**)

Implements

- **BP.AdventureFramework.**

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

Conversations.Instructions

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

(**BP.AdventureFramework.Conversations**)

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

(**BP.AdventureFramework.Conversations**)

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

(**BP.AdventureFramework.Conversations**)

Jump

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

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

Last

(**BP.AdventureFramework.Conversations**)

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**)

↳ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

Parameters

Logic

Type (**BP.AdventureFramework.Logic**)

Name

Description

+ **BP.AdventureFramework.**

(**BP.AdventureFramework.Conversations.Paragraph.html**)

current

The current paragraph.

↳ **BP.AdventureFramework.Rendering**

(**BP.AdventureFramework.Rendering**)

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

>Returns

Type	Description
<b>Conversations</b> (BP.AdventureFramework.Conversations.html)	The index of the next paragraph.

## - BP.AdventureFramework.

### Implementations

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

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)  
ByCallback  
(BP.AdventureFramework.Conversations.ByCallback.html)  
First  
(BP.AdventureFramework.Conversations.First.html)  
GoTo  
(BP.AdventureFramework.Conversations.GoTo.html)  
IEndOfParagraphInstruction  
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)  
Jump  
(BP.AdventureFramework.Conversations.Jump.html)  
Last  
(BP.AdventureFramework.Conversations.Last.html)  
Next  
(BP.AdventureFramework.Conversations.Next.html)  
Previous  
(BP.AdventureFramework.Conversations.Previous.html)  
Repeat  
(BP.AdventureFramework.Conversations.Repeat.html)  
ToName  
(BP.AdventureFramework.Conversations.ToName.html)

## + 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](#))

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

Inherited Members

ByCallback

object (BP.AdventureFramework.Conversations) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object (BP.AdventureFramework.Conversations) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(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](#)) (https://learn.microsoft.com/dotnet/api/system.object.getindexofnext)

Get the index of the next paragraph.

+ **BP.AdventureFramework.**

Declaration

## Interpretation

([BP.AdventureFramework.Interpretation](#)) (https://learn.microsoft.com/dotnet/api/system.object.interpretation)

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

+ **BP.AdventureFramework.**

Logic

Parameters

([BP.AdventureFramework.Logic](#)) (https://learn.microsoft.com/dotnet/api/system.object.logic)

Type

+ **BP.AdventureFramework.**

Paragraph

Rendering

([BP.AdventureFramework.Conversations.Paragraph](#)) (https://learn.microsoft.com/dotnet/api/system.object.render)

([BP.AdventureFramework.Rendering](#)) (https://learn.microsoft.com/dotnet/api/system.object.render)

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
<b>(BP.AdventureFramework.Conversations)</b> <a href="https://learn.microsoft.com/dotnet/api/system.int32">int</a> ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The index of the next paragraph.

#### - **BP.AdventureFramework.**

##### **Conversations.Instructions**

#### **Implementations** **BP.AdventureFramework.Conversations**

- IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
  - (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)
    - ByCallback
    - First
    - GoTo
    - Jump
    - Last
    - Next
    - Previous
    - Repeat
    - 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.Con](#))

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

- **BP.AdventureFramework.**

↳ Previous

**Conversations.Instructions**

Implements

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

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

↳ ByCallback

Inherited Members

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

Final

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.Convers](#))

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)))

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

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

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

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

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

Assembly:

BP.AdventureFramework.dll

Syntax

Previous

([BP.AdventureFramework.Convers](#))  
public sealed class Previous : IEndOfParagraphInstruction

Repeat

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

ToName

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

## Methods

**BP.AdventureFramework.**

**Extensions**

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

**GetIndexOfNext(Paragraph, Paragraph[])**

+ **BP.AdventureFramework.**

Get the index of the next paragraph.

**Interpretation**

Declaration

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

+ **BP.AdventureFramework.**

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

**Logic**

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

Parameters

+ **BP.AdventureFramework.**

Type

**Rendering**

Paragraph

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

([BP.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
- int <a href="#">BP.AdventureFramework</a> .dotnet/api/system.int32)	The index of the next paragraph.

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

### Implements

By Callback

- IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
  - First
  - (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
    - GoTo
    - (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
      - Jump
      - (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
        - Last
        - Next
        - Previous
        - Repeat
        - ToName
        - (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
          - First
          - GoTo
          - Jump
          - Last
          - Next
          - Previous
          - Repeat
          - 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.

# Class Repeat

An end of paragraph instruction that repeats.

Filter by title

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)  
↳ **Repeat**  
↳ **(BP.AdventureFramework.Conversations.Instructions.Repeat)**  
↳ **(BP.AdventureFramework.Conversations.Instructions)**  
↳ **(BP.AdventureFramework.Conversations)**  
↳ **Implements**

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))  
↳ [BP.AdventureFramework.Conversations](#)  
Inherited Members  
First

object ([BP.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)))  
↳ To  
object ([BP.Object](#)) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-system-object)))  
object ([BP.GetHashCode](#)) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
object GetType () ([System.Object.GetType](#)) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object ReferenceEquals (object, object) ([System.Object.ReferenceEquals](#)) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
object ToString () ([System.Object.ToString](#)) (<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

(BP.AdventureFramework.Conversations)  
Repeat  
public sealed class Repeat : IEndOfParagraphInstruction  
(BP.AdventureFramework.Conversations)  
ToName  
(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

## Methods

Extensions

(BP.AdventureFramework.Extensions)

GetIndexOfNext(Paragraph, Paragraph[])

Get the index of the next paragraph.

(BP.AdventureFramework.Interpretation)  
Declaration

+ **BP.AdventureFramework.**

Logic int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(BP.AdventureFramework.Logic)

Parameters

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)  
Paragraph

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

Rendering FrameBuilders

Type	Name	Description
(BP.AdventureFramework.Rendering) Paragraph	current	The current paragraph.

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

>Returns

Type	Description
- <b>BP.AdventureFramework.</b> int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The index of the next paragraph.

## (BP.AdventureFramework.Conversations.Indices)

### Implements

- ByCallback  
(BP.AdventureFramework.Conversations.Indices.IEndOfParagraphInstruction)
- First  
IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Indices.IEndOfParagraphInstruction.html)  
(BP.AdventureFramework.Conversations.Indices.First)
- GoTo  
(BP.AdventureFramework.Conversations.Indices.IGoToInstruction)
- IEndOfParagraphInstruction  
(BP.AdventureFramework.Conversations.Indices.IEndOfParagraphInstruction)
- Jump  
(BP.AdventureFramework.Conversations.Indices.IJumpInstruction)
- Last  
(BP.AdventureFramework.Conversations.Indices.ILastInstruction)
- Next  
(BP.AdventureFramework.Conversations.Indices.INextInstruction)
- Previous  
(BP.AdventureFramework.Conversations.Indices.IPreviousInstruction)
- Repeat  
(BP.AdventureFramework.Conversations.Indices.IRepeatInstruction)
- ToName  
(BP.AdventureFramework.Conversations.Indices.IToNameInstruction)

## + 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

+ <b>BP.AdventureFramework.</b>	object ( <a href="https://learn.microsoft.com/dotnet/api/system.object">https://learn.microsoft.com/dotnet/api/system.object</a> )
<b>Conversations.Instructions</b>	
<b>(BP.AdventureFramework.Conversations.Instructions)</b>	
<b>Implements</b>	
IEndOfParagraphInstruction ( <a href="#">BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html</a> )	
(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)	
Inherited Members	
First	
object ( <a href="#">BP.Object (object)</a> ) ( <a href="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)</a> )	
To	
object ( <a href="#">BP.Object (object)</a> ) ( <a href="https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-system-object)">https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-system-object)</a> )	
object ( <a href="#">BP.HashCode</a> ) ( <a href="https://learn.microsoft.com/dotnet/api/system.object.gethashcode">https://learn.microsoft.com/dotnet/api/system.object.gethashcode</a> )	
object GetType () ( <a href="https://learn.microsoft.com/dotnet/api/system.object.gettype">https://learn.microsoft.com/dotnet/api/system.object.gettype</a> )	
object ReferenceEquals (object, object) ( <a href="https://learn.microsoft.com/dotnet/api/system.object.referenceequals">https://learn.microsoft.com/dotnet/api/system.object.referenceequals</a> )	
object ToString () ( <a href="https://learn.microsoft.com/dotnet/api/system.object.tostring">https://learn.microsoft.com/dotnet/api/system.object.tostring</a> )	

(BP.AdventureFramework Conversations.Instructions)

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

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

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

Syntax

```
(BP.AdventureFramework.Conversations)
Repeat
public sealed class ToName : IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations)
ToName
(BP.AdventureFramework.Conversations)
```

## Constructors

+ **BP.AdventureFramework.**

### Extensions

**ToName(string)**

+ **BP.AdventureFramework.**

Create a new instance of the ToName class.

### Interpretation

Declaration

(BP.AdventureFramework.Interpreters)

+ **BP.AdventureFramework.**

### Logic

(BP.AdventureFramework.Logic)

Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	name	The name of the paragraph to jump to.

+ **BP.AdventureFramework.**

### Rendering FrameBuilders

# 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)

Last  
(BP.AdventureFramework.Conversations.Instructions)

Next  
Get the index of the next paragraph.

Next  
Get the index of the next paragraph.

Previous  
(BP.AdventureFramework.Conversations.Instructions)

Repeat  
(BP.AdventureFramework.Conversations.Instructions)

ToName  
Parameters

Type **BP.AdventureFramework.Conversations.Instructions**

+ **BP.AdventureFramework.**  
Paragraph

(BP.AdventureFramework.Conversations.Paragraph.html)

+ **BP.AdventureFramework.**  
Paragraph

(BP.AdventureFramework.Conversations.Paragraph.html)

+ **BP.AdventureFramework.**  
Interpretation

(BP.AdventureFramework.Interpretation)

Returns

+ **BP.AdventureFramework.**  
Type

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

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Implementation

(BP.AdventureFramework.Renderer)

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ **BP.AdventureFramework.**

RenderingFrameBuilders

Table

▼

- **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**

- + **BP.AdventureFramework.**  
**Rendering**  
**(BP.AdventureFramework.Ren**

- + **BP.AdventureFramework.**  
**RenderingFrameBuilders**

# 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.Con](#)

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

+ **BP.AdventureFramework.** Provides extension methods for strings.

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.

- .



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.Rend)
- + BP.AdventureFramework.  
Rendering.FrameBuilders  
(BP.AdventureFramework.Rend)
- + BP.AdventureFramework.  
Rendering.FrameBuilders.  
Color  
(BP.AdventureFramework.Rend)
- + 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**)

Inherited Members

+ **BP.AdventureFramework** 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)))

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

object.GetHashCode() (<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>)

Extensions

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

(**BP.AdventureFramework.Exten**)

Assembly: BP.AdventureFramework.dll

DirectionExtensions

Syntax (**BP.AdventureFramework.Exten**)

StringExtensions

public static bool CaseInsensitiveContains(string, string)

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**)

Methods

+ **BP.AdventureFramework.**

Logic

CaseInsensitiveContains(string, string)

Return Value Returns true if a specified substring occurs within this string. This is not case sensitive.

Rendering

Declaration (**BP.AdventureFramework.Ren**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**)

Parameters

+ **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.**

Name	Description
value	The value.
subString	The string to seek.

Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	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>)

- **BP.AdventureFramework.**

### Extensions

Returns

**(BP.AdventureFramework.Exte**

Type

DirectionExtensions

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

StringExtensions

(BP.AdventureFramework.Exten

## = BP.AdventureFramework.**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.Ren**

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

+ **BP.AdventureFramework.**

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

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Ren**

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.Ren**

+ **BP.AdventureFramework.**

## **EqualsIdentifier(string, Identifier)**

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

+ **BP.AdventureFramework.**

Type	Name	Description
<b>(BP.AdventureFramework.Com</b> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>value</i>	The value.
<b>+ BP.AdventureFramework.</b> Identifier ( <a href="#">BP.AdventureFramework.Assets.Identifier.html</a> )	<i>identifier</i>	The identifier.

### **Conversations**

Returns **(BP.AdventureFramework.Com**

Type	Description
<b>BP.AdventureFramework.</b>	
<b>Conversations.Instructions</b> bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if this string equals the identifier, else false.

- **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
<b>+ BP.AdventureFramework.</b> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>word</i>	The word.

### **Logic**

Returns **(BP.AdventureFramework.Logi**

Type	Description
<b>+ BP.AdventureFramework.</b>	

### **Rendering**

string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	The objectifier.
--	------------------

+ **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 ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	word	The word to check.

## Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the word is plural.

## Commands

**(BP.AdventureFramework.Com**

**IsVowel(string)**

+ BP.AdventureFramework.

**Conversations** a vowel.

**(BP.AdventureFramework.Com**

Declaration

+ BP.AdventureFramework.

public static bool IsVowel(this string value)

**Conversations.Instructions**

**(BP.AdventureFramework.Com**

Parameters

- BP.AdventureFramework.

## Type

Type	Name	Description
(BP.AdventureFramework.Exte		

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

value

The value to check.

DirectionExtensions

Retur**ns** BP.AdventureFramework.Exten

StringExtensions

Type (BP.AdventureFramework.Exten

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	True if the character is a vowel.

+ 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

Rendering.FrameBuilders

Type	Name	Description
(BP.AdventureFramework.Ren		

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

value

The value.

+ BP.AdventureFramework.

Returns

Rendering.FrameBuilders.

## Type

Color

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	The number of lines in the string.

+ BP.AdventureFramework.

## **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 AdventureFramework.Con

+ BP.AdventureFramework.

Conversations.Instructions

(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.Inte

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

Name

Description

value The value.

### + BP.AdventureFramework.

Returns

Logic

Type AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(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

### + BP.AdventureFramework.

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The value.

Returns

Type	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)	This string as an identifier.

## + BP.AdventureFramework.

### Commands

#### ToSentenceCase(string) Com

## + BP.AdventureFramework.

Convert a string to sentence case.

### Conversations

Declaration

#### (BP.AdventureFramework.Com

## + BP.AdventureFramework.

### Conversations.Instructions

#### (BP.AdventureFramework.Com

Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The value.

Returns

Type	Description
StringExtensions	The word in sentence case.

## + BP.AdventureFramework.

### Interpretation

#### ToSpeech(string) Inter

## + BP.AdventureFramework.

### Logic

Declaration

#### (BP.AdventureFramework.Logi

## + BP.AdventureFramework.

### Rendering

Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The value.

Returns

## + BP.AdventureFramework.

### Rendering.FrameBuilders.

Type	Description
Color ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	The value in sentence case.

## + 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

### IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

CustomCommandInterpreter

Represents a command interpreter 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.Ren

### + BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

### + BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Ren

# 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

NameSpace: 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)

## Rendering.FrameBuilders.

Color

([https://learn.microsoft.com/dotnet/api/system.string\)](https://learn.microsoft.com/dotnet/api/system.string)

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string)</a>	command	The command.
Color ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string)</a>	description	The help.

# Properties

## Command

Get the command.

Declaration

### Commands

(BP.AdventureFramework.Con)

## + BP.AdventureFramework.

Property Value

### Conversations

Type	Description
(BP.AdventureFramework.Con)	

+s (BP.AdventureFramework.Con) /dotnet/api/system.string)

### Conversations.Instructions

(BP.AdventureFramework.Con)

## Description

(BP.AdventureFramework.)

### Extensions

Get the description of the command.

(BP.AdventureFramework.Exte

Declaration

## - BP.AdventureFramework.

Interpretation Description { get; }

(BP.AdventureFramework.Intei

Property Value Help

Type	Description
(BP.AdventureFramework.Interpret	

CustomCommandInterpreter

string (BP.AdventureFramework.CommandInterpret /dotnet/api/system.string)

IInterpreter

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

## 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

Rend

public bool Equals(CommandHelp other)

## + BP.AdventureFramework.

Rendering.FrameBuilders

Parameters

(BP.AdventureFramework.Ren

Type	Name	Description
+ BP.AdventureFramework.		

CommandHelp

RenderingFrameBuilders.

(BP.AdventureFramework.Interpretation.CommandHelp.html)

other

An object to compare with this object.

Color

(BP.AdventureFramework.Ren

Returns

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	true ( <a href="https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool">https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool</a> ) if the current object is equal to the other parameter; otherwise, false ( <a href="https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool">https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool</a> ).

## Commands

**(BP.AdventureFramework.Com**

Implements [IAdventureFramework](#).

### Conversations

[IEquatable<T>](#) (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)

**(BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

**Conversations.Instructions**

**(BP.AdventureFramework.Com**

+ **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.Render**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

**(BP.AdventureFramework.Render**



# Methods

## GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration  
↓  
Type

### Commands

(BP.AdventureFramework.Con) GetContextualCommandHelp(Game game)

## + BP.AdventureFramework.

Parameters

### Conversations

Type (BP.AdventureFramework.Con)

Name

Description

+ BP.AdventureFramework.Logic.Game.html)

game

The game.

### Conversations.Instructions

Ref (BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Description

Extensions (BP.AdventureFramework.Interpretation.CommandHelp.html)[]

The contextual help.

(BP.AdventureFramework.Exte

## - BP.AdventureFramework.

### Interpret(string, Game)

(BP.AdventureFramework.Interp

Interpret a string.

CommandHelp

Declaration  
↓  
Type

(BP.AdventureFramework.Interpret

CustomCommandInterpreter

public InterpretationResult Interpret(string input, Game game)

IInterpreter

Parameters  
↓  
Type

InterpretationResult

Name

Description

(BP.AdventureFramework.Interpret

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

input

The string to interpret.

+ BP.AdventureFramework.

Logic (BP.AdventureFramework.Logic.Game.html)

game

The game.

(BP.AdventureFramework.Logi

Returns  
↓  
Type

### Rendering

Description

(BP.AdventureFramework.Ren

The result of the

interpretation.

+ BP.AdventureFramework.

### Rendering.FrameBuilders

(BP.AdventureFramework.Ren

## Implements

## + BP.AdventureFramework.

IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

### Rendering.FrameBuilders

### Color

(BP.AdventureFramework.Ren

▼

## 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.Interp)

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)

Assembly: BP.AdventureFramework.dll

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

(BP.AdventureFramework.Interpret

Type  
IInterpreter

Description

CommandHelp (BP.AdventureFramework.Interpret

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.Ren**

Declaration

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

CommandHelp[] GetContextualCommandHelp(Game game)

**(BP.AdventureFramework.Ren**

**Partners**

**Rendering.FrameBuilders.**

**Color**

**(BP.AdventureFramework.Color**

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

InterpretationResult  
(BP.AdventureFramework.Com

Deserialization  
+ BP.AdventureFramework.

#### Conversations.Instructions

InterpretationResult Interpret(string input, Game game)

#### + BP.AdventureFramework.

Parameters

#### Extensions

Type	Name	Description
BP.AdventureFramework.Exte		
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	input	The string to interpret.

#### - BP.AdventureFramework.

Interpretation

InterpretationResult Interpret(string input, Game game)

(BP.AdventureFramework.Inte

Returns

#### CommandHelp

Type	Description
(BP.AdventureFramework.Interpret	
CustomCommandInterpreter	

InterpretationResult

(BP.AdventureFramework.Interpret

Interpreter

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

#### + 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

# Class InterpretationResult

Represents the result of an interpretation.

Filter by title

Inheritance

## Commands

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

↳ InterpretationResult

## + BP.AdventureFramework.

Inherited Members

### 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.

#### ConversationsInstructions

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.

#### Extensions

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)

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

Assembly: BP.AdventureFramework.dll

## (BP.AdventureFramework.InterpretationResult)

CommandHelp

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

CustomCommandInterpreter

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

IInterpreter

## Constructors

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

InterpretationResult

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

## InterpretationResult(bool, ICommand)

### + BP.AdventureFramework.

Initializes a new instance of the InterpretationResult class.

#### Logic

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

### + BP.AdventureFramework.

public InterpretationResult(bool wasInterpretedSuccessfully, ICommand command)

#### Rendering

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

Parameters

### + BP.AdventureFramework.

#### Type

##### Rendering.FrameBuilders

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

([https://learn.microsoft.com/dotnet/api/system.boolean\)](https://learn.microsoft.com/dotnet/api/system.boolean)

### + BP.AdventureFramework.

#### Rendering.FrameBuilders

#### Color

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

Type	Name	Description
bool	wasInterpretedSuccessfully	If interpretation was successful.

Type	Name	Description
ICommand (BP.AdventureFramework.Commands.ICommand.html)	command	The command.

▼

## Commands (BP.AdventureFramework.Com

### + BP.AdventureFramework.

#### Command

##### (BP.AdventureFramework.Con

Get the command.

### + BP.AdventureFramework.

Declaration

#### Conversations.Instructions

##### (BP.AdventureFramework.Con

public ICommand Command { get; }

### + BP.AdventureFramework.

#### Extensions

##### (BP.AdventureFramework.Exte

Type

Description

### - BP.AdventureFramework.

#### Interpretation

##### (BP.AdventureFramework.Inter

#### Fail

##### (BP.AdventureFramework.Interpret

Get a default result for failure.

##### (BP.AdventureFramework.Interpre

Declaration

#### Interpreter

##### (BP.AdventureFramework.Interpre

public static InterpretationResult Fail { get; }

##### InterpretationResult

(BP.AdventureFramework.Interpre

Property Value

### + BP.AdventureFramework.

#### Logic

##### (BP.AdventureFramework.Logi

InterpretationResult (BP.AdventureFramework.Interpretation.InterpretationResult.html)

### + BP.AdventureFramework.

#### Rendering

##### (BP.AdventureFramework.Render

WasInterpretedSuccessfully

##### (BP.AdventureFramework.Render

Successful

#### Rendering.FrameBuilders

Declaration

##### (BP.AdventureFramework.Render

public bool WasInterpretedSuccessfully { get; }

### + BP.AdventureFramework.

#### Rendering.FrameBuilders.

Property Value

(BP.AdventureFramework.Render

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	

▼

## 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

# 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

### EFTUNS

(BP.AdventureFramework.Exte

### BP.AdventureFramework

#### ExitMode (BP.AdventureFramework.Logic.ExitMode.html)

Interpretation

Enumeration of exit modes.

(BP.AdventureFramework.Intei

### BP.AdventureFramework

#### GameState (BP.AdventureFramework.Logic.GameState.html)

Logic

Enumeration of game states.

(BP.AdventureFramework.Logi

## Delegates

(BP.AdventureFramework.Logic.Er

EndCheckResult

(BP.AdventureFramework.Logic.Er

ExitMode

Represents the callback used for end checks.

(BP.AdventureFramework.Logic.Ex

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

#### (BP.AdventureFramework.Logic.GameCreationCallback.html)

(BP.AdventureFramework.Logic.Ga

Represents the callback used for Game creation.

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

#### (BP.AdventureFramework.Logic.OverworldCreationCallback.html)

PlayerCreationCallback

Represents a callback for Overworld creation.

(BP.AdventureFramework.Logic.Pla

### + BP.AdventureFramework.

### PlayerCreationCallback

#### Rendering (BP.AdventureFramework.Logic.PlayerCreationCallback.html)

(BP.AdventureFramework.Render

Represents a callback for Player creation.

### + BP.AdventureFramework.

### Rendering.FrameBuilders

#### (BP.AdventureFramework.Render

▼

## 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

EndCheck

(BP.AdventureFramework.Logic.Er

EndCheckResult

(BP.AdventureFramework.Logic.Er

ExitMode

(BP.AdventureFramework.Logic.Ex

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

### Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

### Rendering.FrameBuilders

(BP.AdventureFramework.Ren

# 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.Con**

+ **BP.AdventureFramework.**EndCheckResult EndCheck(Game game)

Extensions

Part of **(BP.AdventureFramework.Exte**

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html) <b>(BP.AdventureFramework.Inte</b>	game	The game to check for end.

Returns

- **BP.AdventureFramework.**

Type	Description
EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)	Returns a result from the check.

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.Render**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

# Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

## Conversations

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

↳ EndCheckResult

+ **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)))

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

+ **BP.AdventureFramework.**

Interpretation

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).Logic (BP.AdventureFramework.Logic.html)

- **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Syntax

## (BP.AdventureFramework.Logic)

```
EndCheck  
public class EndCheckResult  
(BP.AdventureFramework.Logic.EndCheckResult)
```

EndCheckResult

```
(BP.AdventureFramework.Logic.EndCheckResult)
```

Example

Game

**EndCheckResult(bool, string, string)**

GameCreationCallback

Initializes a new instance of the EndCheckResult class.

```
(BP.AdventureFramework.Logic.EndCheckResult)
```

GameState

```
(BP.AdventureFramework.Logic.GameState)
```

OverworldCreationCallback

```
public EndCheckResult(bool hasEnded, string title, string description)  
(BP.AdventureFramework.Logic.OverworldCreationCallback)
```

PlayerCreationCallback

Para

```
(BP.AdventureFramework.Logic.PlayerCreationCallback)
```

Parameters

bool hasEnded

string title

string description

+ **BP.AdventureFramework.**

## Rendering

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

Name

hasEnded

If the game has ended.

## (BP.AdventureFramework.Rendering)

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

title

A title to describe the end.

+ **BP.AdventureFramework.**

## Rendering.FrameBuilders

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

description

A description of the end.

**(BP.AdventureFramework.Rendering)**

# Properties

## Description

Get a description of the end.

Declaration

### Conversations

(BP.AdventureFramework.Conversation; )

+ BP.AdventureFramework.

Property Value

### Conversations.Instructions

(BP.AdventureFramework.Conversation; )

Description

+ BP.AdventureFramework.

String (https://api.dotnetfiddle.com/dotnet/api/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

Type (BP.AdventureFramework.Logic.EndCheck; )

Description

EndCheckResult

bool (https://api.dotnetfiddle.com/dotnet/api/system.boolean)

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

PlayerCreationCallback EndCheckResult NotEnded { get; }

(BP.AdventureFramework.Logic.OverworldCreationCallback; )

PlayerCreationCallback

Property Value

(BP.AdventureFramework.Logic.PlayerCreationCallback; )

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Logic.EndCheckResult.html)

Description

(BP.AdventureFramework.Rendering; )

+ BP.AdventureFramework.

Title

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilder; )

Get a title to describe the end.

## Declaration

```
public string Title { get; }
```

### Property Value

Type	Description
<b>Conversations</b> string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) <b>(BP.AdventureFramework.Conversations)</b>	
+ <b>BP.AdventureFramework.Conversations.Instructions</b> <b>(BP.AdventureFramework.Conversations.Instructions)</b>	
+ <b>BP.AdventureFramework.Extensions</b> <b>(BP.AdventureFramework.Extensions)</b>	
+ <b>BP.AdventureFramework.Interpretation</b> <b>(BP.AdventureFramework.Interpretation)</b>	
- <b>BP.AdventureFramework.Logic</b> <b>(BP.AdventureFramework.Logic)</b>	
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)	
+ <b>BP.AdventureFramework.Rendering</b> <b>(BP.AdventureFramework.Rendering)</b>	
+ <b>BP.AdventureFramework.Rendering.FrameBuilders</b> <b>(BP.AdventureFramework.Rendering.FrameBuilders)</b>	

# 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.Con**

+ **BP.AdventureFramework.**

public enum ExitMode

**Extensions**

+ **BP.AdventureFramework.**

Interpretation

**Fields**

(BP.AdventureFramework.Inter

Name	Description
<b>BP.AdventureFramework.</b>	
<b>Logic</b>	Exit the application.

(BP.AdventureFramework.Logic

ReturnToTitleScreen

EndCheck

(BP.AdventureFramework.Logic.End

EndCheckResult

(BP.AdventureFramework.Logic.End

ExitMode

(BP.AdventureFramework.Logic.Exi

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Render

# 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)))

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

+ **BP.AdventureFramework.**

Extensions

## Interpretation

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

NameSpace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

Syntax

## Logic

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

```
public sealed class Game
{
    EndCheck
    (BP.AdventureFramework.Logic.Error)
    EndCheckResult
    (BP.AdventureFramework.Logic.Error)
    FixMode
    (BP.AdventureFramework.Logic.Except)
    Game
    (BP.AdventureFramework.Logic.Game)
}
```

## Fields

([BP.AdventureFramework.Logic.DefaultErrorPrefix](#))

```
GameCreationCallback
Get the default error prefix
GameState
Declaration
    (BP.AdventureFramework.Logic.Game)
    OverworldCreationCallback
    public const string DefaultErrorPrefix = "Oops"
    (BP.AdventureFramework.Logic.Overworld)
    PlayerCreationCallback
FieldValue
    (BP.AdventureFramework.Logic.Player)
```

+ **BP.AdventureFramework.**

Description

## Rendering

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

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

+ **BP.AdventureFramework.**

## Rendering.FrameBuilders

([BP.AdventureFramework.Rendering.FrameBuilders](#))



## Declaration

```
public static Size DefaultSize { get; }
```

### Property Value

Type	Description
Size ( <a href="#">https://learn.microsoft.com/dotnet/api/system.size.html</a> ) <b>(BP.AdventureFramework.Conversations)</b>	

### + BP.AdventureFramework.

#### Conversations

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

Get the description.

### + BP.AdventureFramework.

Declaration

#### Extensions

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

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

### + BP.AdventureFramework.

#### Interpretation

##### **(BP.AdventureFramework.Interpretation)** Type

### - BP.AdventureFramework.

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

#### Logic

##### **(BP.AdventureFramework.Logic)**

### DisplayCommandListInSceneFrames

#### (BP.AdventureFramework.Logic.ErrorCheck)

Get or set if the command list is displayed in scene frames.

#### (BP.AdventureFramework.Logic.ErrorCheckResult)

Declaration

#### ExitMode

#### (BP.AdventureFramework.Logic.ExitMode)

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

Game

#### (BP.AdventureFramework.Logic.Game)

#### GameCreationCallback

#### (BP.AdventureFramework.Logic.GameCreationCallback)

#### Type

GameState

#### (BP.AdventureFramework.Logic.GameState)

bool ([https://learn.microsoft.com/dotnet/api/system.boolean](#))

OverworldCreationCallback

#### (BP.AdventureFramework.Logic.OverworldCreationCallback)

#### PlayerCreationCallback

#### (BP.AdventureFramework.Logic.PlayerCreationCallback)

#### DisplaySize

#### (BP.AdventureFramework.Logic.PlayerCreationCallback)

### BP.AdventureFramework.

#### Rendering

Declaration

##### **(BP.AdventureFramework.Rendering)**

### + BP.AdventureFramework.

#### Rendering.FrameBuilders

##### **(BP.AdventureFramework.Rendering.FrameBuilders)**



## IsExecuting

Get if this is executing.

Declaration

```
public bool IsExecuting { get; }
```

### Conversations

Property Value

(BP.AdventureFramework.Con

Type

+ BP.AdventureFramework.

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

Description

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Name

Extensions

Get (BP.AdventureFramework.Exte

Property Value

BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

- BP.AdventureFramework.

Property Value

Logic

Type (BP.AdventureFramework.Logi

Description

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

(BP.AdventureFramework.Logic.Er

EndCheckResult

(BP.AdventureFramework.Logic.Er

Overworld

ExitMode

(BP.AdventureFramework.Logic.Ex

Game

Declaration

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

p(BP.AdventureFramework.Overworld.Ga

GameState

(BP.AdventureFramework.Logic.Ga

Property Value

OverworldCreationCallback

Type (BP.AdventureFramework.Logic.Ov

Description

PlayerCreationCallback

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

(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

Rendering

Player

(BP.AdventureFramework.Render

Get the player.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render

```
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)

Declaration

+ BP.AdventureFramework.

### Extensions

```
public KeyType SceneMapKeyType { get; set; }
```

(BP.AdventureFramework.Extensions)

## + BP.AdventureFramework.

### Interpretation

Type

(BP.AdventureFramework.Interpretation)

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	introduction	An introduction to the game.
( <a href="https://docs.microsoft.com/dotnet/api/system.string">https://docs.microsoft.com/dotnet/api/system.string</a> )	description	A description of the game.

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.
<b>Conversations</b> <b>(BP.AdventureFramework.Conversations)</b> EndCheck (BP.AdventureFramework.Logic.EndCheck.html)	<i>completionCondition</i>	The callback used to check game completion.
<b>Instructions</b> <b>(BP.AdventureFramework.Conversations.Instructions)</b> EndCheck (BP.AdventureFramework.Logic.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, EndCheckSize, 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, GameCreationCallbackCollection frameBuilders, ExitMode exitMode, string errorPrefix, Interpreter interpreter)
{
    GameState gameState = new GameState();
    gameState.Parameters = new Dictionary<string, object>()
    {
        {"OverworldCreationCallback", overworldGenerator}
    };
}
```

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

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

### FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.html)

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.
<b>Conversations</b> <b>(BP.AdventureFramework.Conversations.EndCheck.html)</b> + <b>BP.AdventureFramework</b>	<i>completionCondition</i>	The callback used to check game completion.
<b>Conversations.Instructions</b> <b>(BP.AdventureFramework.Conversations.EndCheck.html)</b>	<i>gameOverCondition</i>	The callback used to check game over.
+ <b>BP.AdventureFramework</b> Assets.Size.html	<i>displaySize</i>	The display size.
<b>Extensions</b> FrameBuilderCollection <b>(BP.AdventureFramework.Extensions.FrameBuilders.FrameBuilderCollection.html)</b> + <b>BP.AdventureFramework</b>	<i>frameBuilders</i>	The collection of frame builders to use to render the game.
<b>Interpretation</b> <b>(BP.AdventureFramework.Interpretation.ExitMode.html)</b>	<i>exitMode</i>	The exit mode.
- <b>BPAdventureFramework</b> .Logic (https://learn.microsoft.com/dotnet/api/system.string)	<i>errorPrefix</i>	A prefix to use when displaying errors.
<b>BPAdventureFramework.Logic.IInterpreter</b> (BPAdventureFramework.Interpretation.IInterpreter.html) EndCheck	<i>interpreter</i>	The interpreter.

Type	Description
ExitMode (BP.AdventureFramework.Logic.ExitMode)	
GameCreationCallback (BP.AdventureFramework.Logic.GameCreationCallback)	A new GameCreationHelper that will create a GameCreator with the parameters specified.

**DisplayAbout()** (BP\_AdventureFr

## OverworldCreationCallback (RPA.Launcher.EngineAndLogic.C)

Display the about frame.

IBEPAdventureFramework.Logic.Play.IPlayCreationCallback

• PBA • Page 5 • 1

```
+ BPAdventureFramework.  
    public void DisplayAbout()  
        Rendering
```

## Rendering

(BPAventureFramework.Ren)

+ BPAdventureFramework.  
DisplayHelp

## Rendering.FrameBuilders

# Display the help frame **(BPA) Adventure Framework.Render**

## Declaration

```
public void DisplayHelp()
```

## DisplayMap()

### Conversations

Display the map frame.

(**BP.AdventureFramework.Con**)

Declaration

+ **BP.AdventureFramework.**

### Conversations Instructions

```
public void DisplayMap()
```

(**BP.AdventureFramework.Con**)

+ **BP.AdventureFramework.**

### Extensions

## DisplayTransition(string, string)

(**BP.AdventureFramework.Exte**)

Display a transition frame.

+ **BP.AdventureFramework.**

Declaration

### Interpretation

(**BP.AdventureFramework.Inter**)

```
public void DisplayTransition(string title, string message)
```

- **BP.AdventureFramework.**

### Logic

Parameters

(**BP.AdventureFramework.Logi**)

Type

EndCheck

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

EndCheckResult

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

(**BP.AdventureFramework.Logic.E**)

ExitMode

(**BP.AdventureFramework.Logic.Ex**)

## Execute(GameCreationCallback)

(**BP.AdventureFramework.Logic.Ga**)

Execute a game

GameCreationCallback

(**BP.AdventureFramework.Logic.Ga**)

Declaration

GameState

(**BP.AdventureFramework.Logic.Ga**)

```
public static void Execute(GameCreationCallback creator)
```

OverworldCreationCallback

(**BP.AdventureFramework.Logic.Ov**)

Parameters

PlayerCreationCallback

(**BP.AdventureFramework.Logic.Pla**)

Type

(**BP.AdventureFramework.Logic.Pla**)

Name Description

creator The creator to use to create the game.

+ **BP.AdventureFramework.**

### Rendering

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

(**BP.AdventureFramework.Render**)

+ **BP.AdventureFramework.**

## FindInteractionTarget(string)

(**BP.AdventureFramework.Render**)

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)	(BP.AdventureFramework.Conversations)	name	The targets name.

+ BP.AdventureFramework.

Conversations.Instructions

Returns

(BP.AdventureFramework.Conversations)	Type	Description
(BP.AdventureFramework.IInteractWithItem)	(BP.AdventureFramework.IInteractWithItem)	The first IInteractWithItem object which has a name that matches the name parameter.

+ BP.AdventureFramework.

Interpretation

GetAllPlayerVisibleExaminables()

Gets all examinables currently visible to the player.

+ BP.AdventureFramework.

Logic

Declaration

(BP.AdventureFramework.Logic.Examinable[] GetAllPlayerVisibleExaminables())

```
public IExaminable[] GetAllPlayerVisibleExaminables()
```

(BP.AdventureFramework.Logic.EndCheckResult)

Returns

(BP.AdventureFramework.Logic.EndCheckResult)

Type	ExitMode	Description
IExaminable	(BP.AdventureFramework.Logic.ExitMode.Game)	An array of all examinables that are currently visible to the player.

(BP.AdventureFramework.Logic.ExitMode.Game)

(BP.AdventureFramework.Logic.GameCreationCallback)

(BP.AdventureFramework.Logic.GameState)

(BP.AdventureFramework.Logic.GameState)

(BP.AdventureFramework.Logic.OverworldCreationCallback)

(BP.AdventureFramework.Logic.OverworldCreationCallback)

(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**

Syntax

+ **BP.AdventureFramework.**

public delegate Game GameCreationCallback()

**(BP.AdventureFramework.Exte**

Returns

+ **BP.AdventureFramework.**

Type

Interpretation

**(BP.AdventureFramework.Inter**

Game (BP.AdventureFramework.Logic.Game.html)

Description

A game created by the callback.

- **BP.AdventureFramework.**

Logic

**(BP.AdventureFramework.Logi**

EndCheck

**(BP.AdventureFramework.Logic.E**

EndCheckResult

**(BP.AdventureFramework.Logic.E**

ExitMode

**(BP.AdventureFramework.Logic.Ex**

Game

**(BP.AdventureFramework.Logic.Ga**

GameCreationCallback

**(BP.AdventureFramework.Logic.Ga**

GameState

**(BP.AdventureFramework.Logic.Ga**

OverworldCreationCallback

**(BP.AdventureFramework.Logic.Ov**

PlayerCreationCallback

**(BP.AdventureFramework.Logic.Pla**

+ **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.Con**

Syntax

+ **BP.AdventureFramework.**

**Conversations**

PUBLIC C#11

**Instructions**

**(BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

**Extensions**

**Fields**

**(BP.AdventureFramework.Exte**

Name	Description
<b>Interpretation</b>	
Active	Active.
Finished	Finished.

- **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logi**

EndCheck

**(BP.AdventureFramework.Logic.E**

EndCheckResult

**(BP.AdventureFramework.Logic.E**

ExitMode

**(BP.AdventureFramework.Logic.Ex**

Game

**(BP.AdventureFramework.Logic.Ga**

GameCreationCallback

**(BP.AdventureFramework.Logic.Ga**

GameState

**(BP.AdventureFramework.Logic.Ga**

OverworldCreationCallback

**(BP.AdventureFramework.Logic.Ov**

PlayerCreationCallback

**(BP.AdventureFramework.Logic.Pla**

+ **BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Renderi**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Renderi**

# 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.Con**

+ **BP.AdventureFramework.**

public delegate Overworld OverworldCreationCallback()

**(BP.AdventureFramework.Exte**

Returns

+ **BP.AdventureFramework.**

Type

Interpretation

Description

**(BP.AdventureFramework.Inter**

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

A generated Overworld.

- **BP.AdventureFramework.**

Logic

**(BP.AdventureFramework.Logi**

EndCheck

**(BP.AdventureFramework.Logic.E**

EndCheckResult

**(BP.AdventureFramework.Logic.E**

ExitMode

**(BP.AdventureFramework.Logic.Ex**

Game

**(BP.AdventureFramework.Logic.Ga**

GameCreationCallback

**(BP.AdventureFramework.Logic.Ga**

GameState

**(BP.AdventureFramework.Logic.Ga**

OverworldCreationCallback

**(BP.AdventureFramework.Logic.Ov**

PlayerCreationCallback

**(BP.AdventureFramework.Logic.Pla**

+ **BP.AdventureFramework.**

Rendering

**(BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

**(BP.AdventureFramework.Render**

# 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.Con**

Syntax

+ **BP.AdventureFramework.**

public delegate PlayableCharacter PlayerCreationCallback()

**Extensions**

**(BP.AdventureFramework.Exte**

Returns

+ **BP.AdventureFramework.**

Type

Description

**Interpretation**

**(BP.AdventureFramework.Inte**

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

A generated Player.

- **BP.AdventureFramework.**

**Logic**

**(BP.AdventureFramework.Logi**

EndCheck

**(BP.AdventureFramework.Logic.E**

EndCheckResult

**(BP.AdventureFramework.Logic.E**

ExitMode

**(BP.AdventureFramework.Logic.Ex**

Game

**(BP.AdventureFramework.Logic.Ga**

GameCreationCallback

**(BP.AdventureFramework.Logic.Ga**

GameState

**(BP.AdventureFramework.Logic.Ga**

OverworldCreationCallback

**(BP.AdventureFramework.Logic.Ov**

PlayerCreationCallback

**(BP.AdventureFramework.Logic.Pla**

+ **BP.AdventureFramework.**

**Rendering**

**(BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Render**

# Namespace BP.AdventureFramework. Rendering

▼ Filter by title

## Enums

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

### KeyType

(BP.AdventureFramework.Rendering.KeyType.html)

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

### RegionMapMode

(BP.AdventureFramework.Rendering.RegionMapMode.html)

(BP.AdventureFramework.Com)

Enumeration of region map modes.

+ 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)

KeyType

(BP.AdventureFramework.Rendering.KeyType.html)

RegionMapMode

(BP.AdventureFramework.Rendering.RegionMapMode.html)

+ BP.AdventureFramework.

### Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.html)

+ BP.AdventureFramework.

### Rendering.FrameBuilders.

#### Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

+ BP.AdventureFramework.

(BP.AdventureFramework.Com)

# 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**

(**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

Name	Description
(BP.AdventureFramework.Con	

+ **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.

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.Ren

Provides a class for building strings as part of a grid.

- BP.AdventureFramework.

InterfacesFrameBuilders

(BP.AdventureFramework.Ren

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)

(BP.AdventureFramework.Renderir

FrameBuilderCollection

(BP.AdventureFramework.Renderir

FrameBuilderCollections

Represents any object that can build about frames.

(BP.AdventureFramework.Renderir

GridStringBuilder

(BP.AdventureFramework.Renderir

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.h

ml)

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.h

ml)

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.h

ml)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.h

ml)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.h

ml)

IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html

)

IRoomMapBuilder

(BP.AdventureFramework.Renderir

Represents any object that can build game over frames.

## IHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html)

Represents any object that can build help frames.

## IRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html)

### Extensions

Represents any object that can build region maps.

(BP.AdventureFramework.Exte

## IRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.htm

I) (BP.AdventureFramework.Inte

+ BP.AdventureFramework.

### Logic

IRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)

+ BP.AdventureFramework.

Represents any object that can build room maps.

### Rendering

(BP.AdventureFramework.Ren

## ISceneFrameBuilder

(BP.AdventureFramework.

(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)

### Rendering.FrameBuilders

Represents any object that can build scene frames.

(BP.AdventureFramework.Ren

FrameBuilderCollection

## ITitleFrameBuilder

(BP.AdventureFramework.Renderin

(BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html)

(BP.AdventureFramework.Renderin

Represents any object that can build title frames.

GridStringBuilder

(BP.AdventureFramework.Renderin

## ITransitionFrameBuilder

(BP.AdventureFramework.Renderin

(BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

ICompletionFrameBuilder

Represents any object that can build transition frames.

(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

# 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>)

  ↳ FrameBuilderCollection

(**BPAdventureFramework.Extensions**)

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.Rendering**) (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders>)

Assembly: BP.AdventureFramework.dll

- **BPAdventureFramework**

Syntax

**FrameBuilders**

(**BPAdventureFramework.Render**)

```
public class FrameBuilderCollection : FrameBuilderCollection
```

  ↳ **FrameBuilderCollection**

    ↳ **BPAdventureFramework.Render**

      ↳ **FrameBuilderCollections**

        ↳ **BPAdventureFramework.Render**

          ↳ **GridStringBuilder**

            ↳ **BPAdventureFramework.Render**

              ↳ **ITitleFrameBuilder**

**FrameBuilderCollection(ITitleFrameBuilder, ISceneFrameBuilder,**

  ↳ **ISceneFrameBuilder**

**IRegionMapFrameBuilder, IHelpFrameBuilder, ICompletionFrameBuilder,**

  ↳ **ICompletionFrameBuilder**

**IGameOverFrameBuilder, IAboutFrameBuilder, ITransitionFrameBuilder,**

  ↳ **IConversationFrameBuilder**

    ↳ **BPAdventureFramework.Render**

      ↳ **IConversationFrameBuilder**

Initializes a new instance of the FrameBuilderCollection class.

  ↳ **BPAdventureFramework.Render**

Declaration

  ↳ **IGameOverFrameBuilder**

    ↳ **BPAdventureFramework.Render**

      ↳ **IHelpFrameBuilder**

```
public FrameBuilderCollection(ITitleFrameBuilder titleFrameBuilder, ISceneFrameBuild
```

```
er IRegionMapFrameBuilder regionMapFrameBuilder, IHelpFrameBuild
```

```
er ICompletionFrameBuilder completionFrameBuilder, IGameOverFrameBu
```

```
ilder IAboutFrameBuilder aboutFrameBuilder, ITransitionFrameBu
```

```
ilder IRegionMapFrameBuilder regionMapFrameBuilder, IConversationFrameBuilder conversationFrameBuilder)
```

  ↳ **BPAdventureFramework.Render**

Parameters

  ↳ **BPAdventureFramework.Render**

  ↳ **ITitleFrameBuilder**

  ↳ **ISceneFrameBuilder**

  ↳ **IRegionMapFrameBuilder**

  ↳ **IHelpFrameBuilder**

  ↳ **ICompletionFrameBuilder**

  ↳ **IGameOverFrameBuilder**

  ↳ **IAboutFrameBuilder**

  ↳ **ITransitionFrameBuilder**

  ↳ **IRegionMapFrameBuilder**

  ↳ **IConversationFrameBuilder**

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.
+ <b>BP.AdventureFramework.Extensions</b> <b>(BP.AdventureFramework.Extensions)</b> IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IRegionMapFrameBuilder.html)	<i>regionMapFrameBuilder</i>	The builder to use for building region map frames.
+ <b>BP.AdventureFramework.Interpretation</b> <b>(BP.AdventureFramework.Interpretation)</b> IHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IHelpFrameBuilder.html)	<i>helpFrameBuilder</i>	The builder to use for building help frames.
+ <b>BP.AdventureFramework.Logic</b> <b>(BP.AdventureFramework.Logic)</b> ICompletionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ICompletionFrameBuilder.html)	<i>completionFrameBuilder</i>	The builder to use for building completion frames.
+ <b>BP.AdventureFramework.Rendering</b> <b>(BP.AdventureFramework.Rendering)</b> IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IGameOverFrameBuilder.html)	<i>gameOverFrameBuilder</i>	The builder to use for building game over frames.
- <b>BP.AdventureFramework.Rendering.FrameBuilders</b> <b>(BP.AdventureFramework.Rendering.FrameBuilders)</b> 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 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 builder to use for about frames.

HelpFrameBuilder  
(BP.AdventureFramework.Renderer)

Declaration  
IRegionMapBuilder  
(BP.AdventureFramework.Renderer)

```
public IAboutFrameBuilder AboutFrameBuilder { get; }
```

RegionMapBuilder  
(BP.AdventureFramework.Renderer)

Property Value  
RegionMapBuilder  
(BP.AdventureFramework.Renderer)

Type	Description
IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

## CompletionFrameBuilder

+ **BP.AdventureFramework.**Get the builder to use for completion frames.

### Extensions

Declaration

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**Builder CompletionFrameBuilder { get; }

### Interpretation

(BP.AdventureFramework.Inter

Property Value

+ **BP.AdventureFramework.**

### Logic

ICompletionFrameBuilder

(BP.AdventureFramework.Logic

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

+ **BP.AdventureFramework.**

### Rendering

ConversationFrameBuilder

Get the builder to use for conversation frames.

### Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Ren

FrameBuilderCollection ConversationFrameBuilder ConversationFrameBuilder { get; }

(BP.AdventureFramework.Renderir

FrameBuilderCollections

Property Value

(BP.AdventureFramework.Renderir

Type GridStringBuilder

(BP.AdventureFramework.Renderir

IConversationFrameBuilder

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

(BP.AdventureFramework.Renderir

ICompletionFrameBuilder

(BP.AdventureFramework.Renderir

GameOverFrameBuilder

(BP.AdventureFramework.Renderir

Get the builder to use for game over frames.

(BP.AdventureFramework.Renderir

Declaration

IHelpFrameBuilder

(BP.AdventureFramework.Renderir

public TGameOverFrameBuilder GameOverFrameBuilder { get; }

IRoomMapBuilder

(BP.AdventureFramework.Renderir

RegionMapFrameBuilder

(BP.AdventureFramework.Renderir

IRoomMapBuilder

(BP.AdventureFramework.Renderir

... . . .

Type	Description
IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	

## HelpFrameBuilder

+ **BP.AdventureFramework.** HelpFrameBuilder { get; }

Get the builder to use for help frames.

### Extensions

Declaration

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.** HelpFrameBuilder { get; }

Interpretation

(BP.AdventureFramework.Inte

Property Value

+ **BP.AdventureFramework.**

Description

Logic

IHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html)

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

## RegionMapFrameBuilder

(BP.AdventureFramework.Render

Get the builder to use for region map frames.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render

```
public IRegionMapFrameBuilder RegionMapFrameBuilder { get; }
```

FrameBuilderCollection

(BP.AdventureFramework.Renderin

Property Value

FrameBuilderCollections

Type (BP.AdventureFramework.Renderin

Description

GridStringBuilder

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

IAutoFrameBuilder

(BP.AdventureFramework.Renderin

ICompletionFrameBuilder

(BP.AdventureFramework.Renderin

IConversationFrameBuilder

Get the builder to use for scene frames.

(BP.AdventureFramework.Renderin

IGameOverFrameBuilder

Declaration (BP.AdventureFramework.Renderin

IHelpFrameBuilder

public ISceneFrameBuilder SceneFrameBuilder { get; }

(BP.AdventureFramework.Renderin

IRegionMapBuilder

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

... - - - .. .

Property Value

Type	Description
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)	

## TitleFrameBuilder

+ **BP.AdventureFramework.**Get the builder to use for title frames.

### Extensions

Declaration

**(BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.** TitleFrameBuilder { get; }

### Interpretation

**(BP.AdventureFramework.Inter**

Property Value

+ **BP.AdventureFramework.**

Description

### Logic

ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html)

**(BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

## TransitionFrameBuilder

**(BP.AdventureFramework.Ren**

Get the builder to use for transition frames.

- **BP.AdventureFramework.**

Declaration

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Ren**

public ITransitionFrameBuilder TransitionFrameBuilder { get; }

FrameBuilderCollection

**(BP.AdventureFramework.Render**

Property Value

FrameBuilderCollections

Type **(BP.AdventureFramework.Render**

Description

GridStringBuilder

ITransitionFrameBuilder

**(BP.AdventureFramework.Render**

**(BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html)**

IAboutFrameBuilder

**(BP.AdventureFramework.Render**

ICompletionFrameBuilder

**(BP.AdventureFramework.Render**

IConversationFrameBuilder

**(BP.AdventureFramework.Render**

IGameOverFrameBuilder

**(BP.AdventureFramework.Render**

IHelpFrameBuilder

**(BP.AdventureFramework.Render**

IRegionMapBuilder

**(BP.AdventureFramework.Render**

IRegionMapFrameBuilder

**(BP.AdventureFramework.Render**

IRoomMapBuilder

**(BP.AdventureFramework.Render**

... .

# Class FrameBuilderCollections

Provides a container from frame builder collections.

Filter by title

Inheritance

+ **BP.AdventureFramework**

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

Extensions

(**BP.AdventureFramework.Exte**

Inherited Members

+ **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)))

Interpretation

(**BP.AdventureFramework.Inter**

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>)

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

(**BP.AdventureFramework.Logic**

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

+ **BP.AdventureFramework**

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

Rendering

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

(**BP.AdventureFramework.Render**

Assembly: BP.AdventureFramework.dll

- **BP.AdventureFramework**

Syntax

**Rendering.FrameBuilders**

(**BP.AdventureFramework.Ren**

public static class FrameBuilderCollections

FrameBuilderCollection

(BP.AdventureFramework.Renderir

FrameBuilderCollections

(BP.AdventureFramework.Renderir

FrameBuilder

(BP.AdventureFramework.Renderir

ICompletionFrameBuilder

Get the default frame builder collection.

(BP.AdventureFramework.Renderir

IConversationFrameBuilder

(BP.AdventureFramework.Renderir

IGameOverFrameBuilder

public static FrameBuilderCollection Default { get; }

(BP.AdventureFramework.Renderir

IHelpFrameBuilder

Properties

(BP.AdventureFramework.Renderir

Type IRegionMapBuilder

(BP.AdventureFramework.Renderir

Description

FrameBuilderCollection

(BP.AdventureFramework.Renderir

IRoomMapBuilder

(BP.AdventureFramework.Renderir

... - - - .. .

▼

- + **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  
(**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**
  - ...  
...

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

  └ GridStringBuilder

(**BPAdventureFramework.Extensions**)

Inherited Members

+ **BPAdventureFramework**

↳ [object.Equals\(object\)](https://learn.microsoft.com/dotnet/api/system.object.Equals) ([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**

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

↳ [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>)

+ **BPAdventureFramework**

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

  └ **Rendering**

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

(**BPAdventureFramework.Rendering**) (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering>)

Assembly: BP.AdventureFramework.dll

- **BPAdventureFramework**

Syntax

**GridStringBuilder**

(**BPAdventureFramework.Render**)

```
public class GridStringBuilder : FrameBuilderCollection
```

  ↳ [BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuildercollection)

  └ [FrameBuilderCollections](#)

**Constructors**

(**BPAdventureFramework.Render**)

  └ [GridStringBuilder](#)

  ↳ [BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.gridstringbuilder)

**GridStringBuilder(char, char, char)**

(**BPAdventureFramework.Render**)

Initializes a new instance of the GridStringBuilder class.

  └ [CompletionFrameBuilder](#)

Declaration

  └ [IConversationFrameBuilder](#)

  ↳ [BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.conversationframebuilder)

```
public GridStringBuilder(char leftBoundaryCharacter = '|', char rightBoundaryCharacter = '|', char horizontalDividerCharacter = '-')
```

  ↳ [BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.conversationframebuilder)

  └ [IHelpFrameBuilder](#)

Parameters

  └ [BPAdventureFramework.Render](#)

Type	Name	Description
char └ <a href="#">RegionMapFrameBuilder</a> ↳ <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.regionmapframebuilder">BP.AdventureFramework.Render</a>	<i>leftBoundaryCharacter</i>	The character to use for left boundaries.

  └ [RoomMapBuilder](#)

  ↳ [BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.roommapbuilder)

  └ [RoomMapBuilder](#)

Type	Name	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	<i>rightBoundaryCharacter</i>	The character to use for right boundaries.
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	<i>horizontalDividerCharacter</i>	The character to use for horizontal dividers.

## + BP.AdventureFramework.

### Extensions

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

## Properties

### Interpretation

[\(BP.AdventureFramework.Interpretation\)](#)

### DisplaySize

#### + BP.AdventureFramework.

Get the display size.

### Logic

[Declaration](#) [\(BP.AdventureFramework.Logic\)](#)

#### + BP.AdventureFramework.

```
public Size DisplaySize { get; }
```

### Rendering

[\(BP.AdventureFramework.Rendering\)](#)

Property Value

#### - BP.AdventureFramework.

Type [FrameBuilders](#)

[Size\(<https://learn.microsoft.com/dotnet/api/system.size.html>\)](#)

### Description

### HorizontalDividerCharacter

[\(BP.AdventureFramework.Renderer\)](#)

Get or set the character used for horizontal dividers.  
[GridStringBuilder](#)

[Declaration](#) [\(BP.AdventureFramework.Renderer\)](#)

### IAboutFrameBuilder

```
public char HorizontalDividerCharacter { get; set; }
```

### ICompletionFrameBuilder

[\(BP.AdventureFramework.Renderer\)](#)

Property Value [ConversationFrameBuilder](#)

Type [\(BP.AdventureFramework.Renderer\)](#)

IGameOverFrameBuilder

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

### Description

### IHelpFrameBuilder

[\(BP.AdventureFramework.Renderer\)](#)

JRegionMapBuilder

[\(BP.AdventureFramework.Renderer\)](#)

Get or Set the character used for left boundary.

[\(BP.AdventureFramework.Renderer\)](#)

[Declaration](#) [IRoomMapBuilder](#)

[\(BP.AdventureFramework.Renderer\)](#)

.. - - - ..

```
public char LeftBoundaryCharacter { get; set; }
```

## Property Value

Type	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	

## + BP.AdventureFramework.

### Extensions

#### LineTerminator (BP.AdventureFramework.Exte

## BP.AdventureFramework.

### Interpretation

#### Declaration (BP.AdventureFramework.Inter

## + BP.AdventureFramework.

### Logic

#### Property Value (BP.AdventureFramework.Logi

Type	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	

## - BP.AdventureFramework.

### RightBoundaryCharacter

#### Rendering.FrameBuilders

#### (BP.AdventureFramework.Render

Get or set the character used for right boundary.

FrameBuilderCollection

#### Declaration (BP.AdventureFramework.Renderir

FrameBuilderCollections

```
public char RightBoundaryCharacter { get; set; }
```

(BP.AdventureFramework.Renderir

GridStringBuilder

#### Property Value (BP.AdventureFramework.Renderir

IAboutFrameBuilder

#### Type (BP.AdventureFramework.Renderir

#### ICompletionFrameBuilder

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

(BP.AdventureFramework.Renderir

IConversationFrameBuilder

(BP.AdventureFramework.Renderir

IGameOverFrameBuilder

(BP.AdventureFramework.Renderir

## Methods

### DrawBoundary(AnsiColor)

#### Declaration (BP.AdventureFramework.Renderir

IRoomMapBuilder

(BP.AdventureFramework.Renderir

IRoomMapBuilder

#### Declaration (BP.AdventureFramework.Renderir

IRoomMapBuilder

```
public void DrawBoundary(AnsiColor color)
```

#### Parameters

Type	Name	Description
AnsiColor ( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm</a> ) + <b>BP.AdventureFramework.</b> I) <b>Extensions</b> <a href="#">(BP.AdventureFramework.Extensions)</a>	color	The color to draw the boundary.

#### (BP.AdventureFramework.Extensions)

##### Interpretation

Draw a wrapped string.

#### (**BP.AdventureFramework.Interpretations**)

##### Declaration

#### + **BP.AdventureFramework.**

##### Logic

```
public void DrawCentralisedWrapped(string value, int startY, int maxWidth, AnsiColor color, out int endX, out int endY)  
(BP.AdventureFramework.Logic)
```

#### + **BP.AdventureFramework.**

##### Rendering

Type	Name	Description
- <b>BP.AdventureFramework.</b>		
string ( <a href="#">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The string.
<b>Rendering.FrameBuilders</b>		
int ( <a href="#">https://learn.microsoft.com/dotnet/api/system.int32</a> )	startY	The start y position.
<a href="#">(BP.AdventureFramework.Rendering.FrameBuilders)</a>		
int ( <a href="#">https://learn.microsoft.com/dotnet/api/system.int32</a> )	maxWidth	The max width of the string.
<a href="#">(BP.AdventureFramework.Renderer)</a>		
FrameBuilderCollections		
AnsiColor ( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm</a> ) GridStringBuilder I) <a href="#">(BP.AdventureFramework.Renderer)</a>	color	The color to draw the text.
<a href="#">(BP.AdventureFramework.Renderer)</a>		
int ( <a href="#">https://learn.microsoft.com/dotnet/api/system.int32</a> )	endX	The end x position.
<a href="#">(BP.AdventureFramework.Renderer)</a>		
int ( <a href="#">https://learn.microsoft.com/dotnet/api/system.int32</a> )	endY	The end y position.

#### (BP.AdventureFramework.Renderer)

##### IGameOverFrameBuilder

Draw a horizontal divider.

#### (**BP.AdventureFramework.Renderer**)

##### IHelpFrameBuilder

#### (**BP.AdventureFramework.Renderer**)

##### IRegionMapBuilder

```
public void DrawHorizontalDivider(int y, AnsiColor color)  
(BP.AdventureFramework.Renderer)
```

##### IRegionMapFrameBuilder

#### (**BP.AdventureFramework.Renderer**)

##### IRoomMapBuilder

#### (**BP.AdventureFramework.Renderer**)

##### ... . . .

#### Parameters

##### (BP.AdventureFramework.Renderer)

##### IRoomMapBuilder

#### (**BP.AdventureFramework.Renderer**)

##### ... . . .

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y position of the divider.
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm l) ▼	color	The color to draw the boundary.

+ BP.AdventureFramework.

### DrawUnderline(int, int, int, AnsiColor)

(BP.AdventureFramework.Exte  
Declaration

Draw an underline.

+ BP.AdventureFramework.

Declaration

#### Interpretation

(BP.AdventureFramework.Inte

```
public void DrawUnderline(int x, int y, int length, AnsiColor color)
```

+ BP.AdventureFramework.

Parameters

#### Logon

(BP.AdventureFramework.Logi

Type

+ BP.AdventureFramework.

Declaration

Rendering

(BP.AdventureFramework.Ren

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

- BP.AdventureFramework.

Declaration

Rendering.FrameBuilders

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

(BP.AdventureFramework.Ren

AnsiColor

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm

ml) (BP.AdventureFramework.Renderi

FrameBuilderCollections

(BP.AdventureFramework.Renderi

GridStringBuilder

DrawWrapped(string, int, int, int, AnsiColor, out int, out int)

(BP.AdventureFramework.Renderi

IAboutFrameBuilder

Draw a wrapped string.

(BP.AdventureFramework.Renderi

ICompletionFrameBuilder

Declaration

(BP.AdventureFramework.Renderi

IConversationFrameBuilder

public void DrawWrapped(string value, int startX, int startY, int maxWidth, AnsiColo

r) (BP.AdventureFramework.Renderi

IGameOverFrameBuilder

(BP.AdventureFramework.Renderi

Parameters

HelpFrameBuilder

(BP.AdventureFramework.Renderi

IRegionMapBuilder

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

(BP.AdventureFramework.Renderi

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

(BP.AdventureFramework.Renderi

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

(BP.AdventureFramework.Renderi

..

(BP.AdventureFramework.Renderi



```
public char GetCharacter(int x, int y)
```

## Parameters

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	x	The x position of the character.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	y	The y position of the character.

## Extensions

Reimplemented from [\(BP.AdventureFramework.Extensions.IAdventureFrameworkExtensions\)](#).

Type	Description
<a href="#">(BP.AdventureFramework.Extensions.IAdventureFrameworkExtensions)</a> .GetChar( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	The character.

## + BP.AdventureFramework.

[GetNumberOfLines\(string, int, int, int\)](#)

(BP.AdventureFramework.Logging)

Get the number of lines a string will take up.

## + BP.AdventureFramework.

Declaration

### Rendering

(BP.AdventureFramework.Rendering)

```
public int GetNumberOfLines(string value, int startX, int startY, int maxWidth)
```

## - BP.AdventureFramework.

Rendering.FrameBuilders

Type	Name	Description
FrameBuilderCollection<string> ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	value	The string.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	startX	The start x position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	startY	The start y position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	maxWidth	The max width of the string.

Returns [IAboutFrameBuilder](#)

(BP.AdventureFramework.Renderer)

```
ICompletionFrameBuilder
```

Type ([\(BP.AdventureFramework.Renderer\)](#))

Type	Description
<a href="#">(BP.AdventureFramework.Renderer)</a> .GetNumberOfLines()	The number of lines the string will take up.

IConversationFrameBuilder

```
(BP.AdventureFramework.Renderer)
```

Type ([\(BP.AdventureFramework.Renderer\)](#))

Type	Description
<a href="#">(BP.AdventureFramework.Renderer)</a> .GetNumberOfLines()	The number of lines the string will take up.

IGameOverFrameBuilder

```
(BP.AdventureFramework.Renderer)
```

Type ([\(BP.AdventureFramework.Renderer\)](#))

Type	Description
<a href="#">(BP.AdventureFramework.Renderer)</a> .GetNumberOfLines()	The number of lines the string will take up.

IRegionMapFrameBuilder

```
(BP.AdventureFramework.Renderer)
```

Type ([\(BP.AdventureFramework.Renderer\)](#))

Type	Description
<a href="#">(BP.AdventureFramework.Renderer)</a> .GetNumberOfLines()	The number of lines the string will take up.

## Parameters

Type	Name	Description
Size (BP.AdventureFramework.Assets.Size.html)	displaySize	The new size.

## SetCell(int, int, char, AnsiColor)

+ **BP.AdventureFramework.**

Set a cell.

### Extensions

Declaration

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.** x, int y, char character, AnsiColor color)

### Interpretation

(BP.AdventureFramework.Inter

Parameters

Type	Name	Description
Logic int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (BP.AdventureFramework.Logi	x	The x position of the cell.
Rendering int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) (BP.AdventureFramework.Ren	y	The y position of the cell.
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> ) (BP.AdventureFramework.Ren	character	The character.
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Ren	color	The color of the character.

FrameBuilderCollection

(BP.AdventureFramework.Renderin

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 IAboutFrameBuilder

Represents any object that can build about 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.IframeBuilder**

Interpretation

**(BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

**Methods**

**(BP.AdventureFramework.Logi**

**Build(string Game, int width)**

Rendering

Build a frame.

**(BP.AdventureFramework.Render**

Declaration

- **BP.AdventureFramework.**

**Rendering.FrameBuilders**

IFrameBuilder(string title, Game game, int width, int height)

**(BP.AdventureFramework.Render**

FrameBuilderCollection

Parameters

**(BP.AdventureFramework.Render**

Type FrameBuilderCollections

**(BP.AdventureFramework.Render**  
string (<https://learn.microsoft.com/dotnet/api/system.string>)  
GridStringBuilder

Name

Description

title

The title.

game

The game.

width

The width of the frame.

height

The height of the frame.

Return Value

**IConversationFrameBuilder**

Type **(BP.AdventureFramework.Render**

GameOverFrameBuilder

Description

**(BP.AdventureFramework.Render**  
IFrameBuilder (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames.IFrame.html>)

IHelpFrameBuilder

**(BP.AdventureFramework.Render**

IRegionMapBuilder

**(BP.AdventureFramework.Render**

IRegionMapFrameBuilder

**(BP.AdventureFramework.Render**

IRoomMapBuilder

**(BP.AdventureFramework.Render**

... - - - .. .

# Interface ICompletionFrameBuilder

Represents any object that can build completion 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.ICompletionFrameBuilder**

**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**

**Iframe Build(string message, string reason, int width, int height)**

**(BP.AdventureFramework.Render**

FrameBuilderCollection

Parameters

**(BP.AdventureFramework.Render**

**Type** FrameBuilderCollections

**Name**

**Description**

<b>Type</b> FrameBuilderCollections	<b>Name</b>	<b>Description</b>
<b>(BP.AdventureFramework.Render</b>	<b>message</b>	The message to display to the user.
<b>string (https://learn.microsoft.com/dotnet/api/system.string)</b>		
<b>GridStringBuilder</b>		
<b>string (https://learn.microsoft.com/dotnet/api/system.string)</b>	<b>reason</b>	The reason the game ended.
<b>IAboutFrameBuilder</b>		
<b>int (https://learn.microsoft.com/dotnet/api/system.int32)</b>	<b>width</b>	The width of the frame.
<b>(BP.AdventureFramework.Render</b>		
<b>int (https://learn.microsoft.com/dotnet/api/system.int32)</b>	<b>height</b>	The height of the frame.
<b>(BP.AdventureFramework.Render</b>		

Return Type

**(BP.AdventureFramework.Render**

**Type** GameOverFrameBuilder

**Description**

<b>Iframe (BP.AdventureFramework.Render</b>	
<b>IHelpFrameBuilder</b>	

**(BP.AdventureFramework.Render**

**IRegionMapBuilder**

**(BP.AdventureFramework.Render**

**IRegionMapFrameBuilder**

**(BP.AdventureFramework.Render**

**IRoomMapBuilder**

**(BP.AdventureFramework.Render**

**.. .**

# 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.**ConversationFrameBuilder

Interpretation

**(BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

Methods

**(BP.AdventureFramework.Logi**

**Build(string title, IConverser converser, CommandHelp[], int width, int height)**

Rendering

Build a frame.

**(BP.AdventureFramework.Render**

Declaration

- **BP.AdventureFramework.**

RenderingFrameBuilders

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**

string GridStringBuilder

**(BP.AdventureFramework.Render**

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

IAboutFrameBuilder

IConverser **(BP.AdventureFramework.Render**

(BP.AdventureFramework.Assets.Characters.IConverser

.html)

**(BP.AdventureFramework.Render**

IConversationFrameBuilder

CommandHelp **(BP.AdventureFramework.Render**

(BP.AdventureFramework.Interpretation.CommandHelp.

html)

IGameOverFrameBuilder

**(BP.AdventureFramework.Render**

IHelpFrameBuilder

int **(BP.AdventureFramework.Render**

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

width

The width of the frame.

IRoomMapFrameBuilder

int **(BP.AdventureFramework.Render**

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

height

The height of the frame.

IRegionMapFrameBuilder

Returns **(BP.AdventureFramework.Render**

IRoomMapBuilder

**(BP.AdventureFramework.Render**

.. .

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  
(BP.AdventureFramework.Renderin...)  
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 IGameOverFrameBuilder

Represents any object that can build game over 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.IGameOverFrameBuilder**

**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 message, string reason, int width, int height)**

**(BP.AdventureFramework.Render**

FrameBuilderCollection

Parameters

**(BP.AdventureFramework.Render**

**Type** FrameBuilderCollections

**Name**

**Description**

<b>Type</b> FrameBuilderCollections	<b>Name</b>	<b>Description</b>
<b>(BP.AdventureFramework.Render</b>	<b>message</b>	The message to display to the user.
<b>string (https://learn.microsoft.com/dotnet/api/system.string)</b>		
<b>GridStringBuilder</b>		
<b>string (https://learn.microsoft.com/dotnet/api/system.string)</b>	<b>reason</b>	The reason the game ended.
<b>IAboutFrameBuilder</b>		
<b>int (https://learn.microsoft.com/dotnet/api/system.int32)</b>	<b>width</b>	The width of the frame.
<b>(BP.AdventureFramework.Render</b>		
<b>int (https://learn.microsoft.com/dotnet/api/system.int32)</b>	<b>height</b>	The height of the frame.
<b>(BP.AdventureFramework.Render</b>		

Return Type GameOverFrameBuilder

**(BP.AdventureFramework.Render**

**Type** GameOverFrameBuilder

**Description**

<b>IFrameBuilder (BP.AdventureFramework.Render</b>	
--	--

**IHelpFrameBuilder**

**(BP.AdventureFramework.Render**

**IRegionMapBuilder**

**(BP.AdventureFramework.Render**

**IRegionMapFrameBuilder**

**(BP.AdventureFramework.Render**

**IRoomMapBuilder**

**(BP.AdventureFramework.Render**

**... . . .**

# 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  
Extensions

Syntax  
**(BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.IframeBuilder**

**Interpretation**

**(BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

**Methods**

**(BP.AdventureFramework.Logi**

**Build(string, string, CommandHelp[], int, int)**

**Rendering**

Build a frame.

**(BP.AdventureFramework.Render**

Declaration

- **BP.AdventureFramework.**

**Rendering.FrameBuilders**

IFrameBuilder(string title, string description, CommandHelp[] commandHelp, int width,

**(BP.AdventureFramework.Render**

FrameBuilderCollection

**(BP.AdventureFramework.Renderin**

Parameters

FrameBuilderCollections

**Type**

**(BP.AdventureFramework.Renderi**

**Name**

**Description**

GridStringBuilder

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

*title*

The title.

TextStringBuilder

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

*description*

The description.

CommandHelp

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

*commandHelp*

The command help.

ICompletionFrameBuilder

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

IConversationFrameBuilder

**(BP.AdventureFramework.Renderin**

IGameOverFrameBuilder

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

*width*

The width of the frame.

IRegionMapFrameBuilder

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

*height*

The height of the frame.

IHelpFrameBuilder

**(BP.AdventureFramework.Renderi**

IRegionMapBuilder

**(BP.AdventureFramework.Renderi**

Returns

**(BP.AdventureFramework.Renderi**

**Type**

**IRegionMapFrameBuilder**

**Description**

**(BP.AdventureFramework.Renderi**

IFrame (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames.IFrame.html>)

**IRoomMapBuilder**

**(BP.AdventureFramework.Renderi**

.. .

▼

- + **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  
(**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**
  - IRRegionMapFrameBuilder  
(**BP.AdventureFramework.Renderir**
  - IRoomMapBuilder  
(**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)
```

FrameBuilderCollection

**(BP.AdventureFramework.Render**

Parameters

FrameBuilderCollections

Type **(BP.AdventureFramework.Render**

GridStringBuilder

**(BP.AdventureFramework.Render**

rs.GridStringBuilder.html)

**(BP.AdventureFramework.Render**

RegionCompletionFrameBuilder

**(BP.AdventureFramework.Assets.Locations.Region**

n.html)

**(BP.AdventureFramework.Render**

GameOverFrameBuilder

<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.
RegionCompletionFrameBuilder	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 ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<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](#))
  - IRRegionMapFrameBuilder  
([BP.AdventureFramework.Rendering.IRegionMapFrameBuilder](#))
  - IRoomMapBuilder  
([BP.AdventureFramework.Rendering.IRoomMapBuilder](#))
  - IRRegionMapFrameBuilder  
([BP.AdventureFramework.Rendering.IRegionMapFrameBuilder](#))
  - IRoomMapBuilder  
([BP.AdventureFramework.Rendering.IRoomMapBuilder](#))
  - ... .

# Interface IRegionMapFrameBuilder

Represents any object that can build region map 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.IRegionMapFrameBuilder**

Interpretation

**(BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

**Methods**

**(BP.AdventureFramework.Logi**

**Build(Region, int, int)**

Rendering

Build a frame.

**(BP.AdventureFramework.Render**

Declaration

- **BP.AdventureFramework.**

**RenderingFrameBuilders**

IFrame Build(Region region, int width, int height)

**(BP.AdventureFramework.Render**

FrameBuilderCollection

Parameters

**(BP.AdventureFramework.Render**

Type FrameBuilderCollections

Name

Description

<b>(BP.AdventureFramework.Render</b>	<i>region</i>	The region.
Region (BP.AdventureFramework.Assets.Locations.Region.html) GridStringBuilder	<i>width</i>	The width of the frame.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>height</i>	The height of the frame.

ICompletionFrameBuilder

Returns

**(BP.AdventureFramework.Render**

Type ConversationFrameBuilder

Description

<b>(BP.AdventureFramework.Render</b>	
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html) IGameOverFrameBuilder	

**(BP.AdventureFramework.Render**

IHelpFrameBuilder

**(BP.AdventureFramework.Render**

IRegionMapBuilder

**(BP.AdventureFramework.Render**

IRegionMapFrameBuilder

**(BP.AdventureFramework.Render**

IRoomMapBuilder

**(BP.AdventureFramework.Render**

.. .

# 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.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Render**

Build a room map. This method takes a GridStringBuilder, Room, ViewPoint, KeyType, and two integers for start and end positions. It returns a FrameBuilderCollection.

**(BP.AdventureFramework.Render**

FrameBuilderCollections

Parameters

Type	Name	Description
GridStringBuilder	gridStringBuilder	The string builder to use.
Room	room	The room.
ViewPoint	viewPoint	The viewpoint from the room.
KeyType	key	The key type.
int	startX	The start position, x.
int	startY	The start position, x.
int	endX	The end position, x.
int	endY	The end position, x.



- + **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 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.Interp**

+ **BP.AdventureFramework.**

**Methods**

**(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**

ingFrameBuilderCollection, Point viewPoint, PlayableCharacter player, string messag

e, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

**(BP.AdventureFramework.Render**

FrameBuilderCollections

**(BP.AdventureFramework.Render**

Type GridStringBuilder

Name

Description

Room	<b>(BP.AdventureFramework.Render</b>	room	Specify the Room.
ViewPoint	<b>(BP.AdventureFramework.Render</b>	viewPoint	Specify the viewpoint from the room.
PlayableCharacter	<b>(BP.AdventureFramework.Render</b>	player	Specify the player.
string	<b>(BP.AdventureFramework.Render</b>	message	Any additional message.
CommandHelp	<b>(BP.AdventureFramework.Render</b>	contextualCommands	The contextual commands to display.

Type	Name	Description
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	keyType	The type of key to use.
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

## + BP.AdventureFramework.

### Extensions

#### Type (BP.AdventureFramework.Exte

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

## + 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

(BP.AdventureFramework.Renderin

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

... .

### Description

Type (BP.AdventureFramework.Exte	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

# Interface ITitleFrameBuilder

Represents any object that can build title 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.**

**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 description, int width, int height)`

**(BP.AdventureFramework.Render**

FrameBuilderCollection

Parameters

**(BP.AdventureFramework.Render**

**Type** FrameBuilderCollections

**(BP.AdventureFramework.Render**

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

GridStringBuilder

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

AboutFrameBuilder

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

**(BP.AdventureFramework.Render**

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

**(BP.AdventureFramework.Render**

**Name**

**Description**

`title`

The title.

`description`

The description.

`width`

The width of the frame.

`height`

The height of the frame.

Return Type

**(BP.AdventureFramework.Render**

**Type** GameOverFrameBuilder

**(BP.AdventureFramework.Render**

`IFrameBuilder (https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames.IFrame.html)`

**Description**

IHelpFrameBuilder

**(BP.AdventureFramework.Render**

IRegionMapBuilder

**(BP.AdventureFramework.Render**

IRegionMapFrameBuilder

**(BP.AdventureFramework.Render**

IRoomMapBuilder

**(BP.AdventureFramework.Render**

... . . .

# 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.Interpretation)

+ **BP.AdventureFramework.**

**Methods**

(BP.AdventureFramework.LogicalTransitionFrameBuilder)

**Build(string, string, int, int)**  
Rendering

Build a frame.  
(BP.AdventureFramework.Rendering.ITransitionFrameBuilder)

Declaration

- **BP.AdventureFramework.**

**Rendering.FrameBuilders**

ITransitionFrameBuilder Build(string title, string message, int width, int height)

(BP.AdventureFramework.Rendering.ITransitionFrameBuilder)

FrameBuilderCollection

Parameters  
(BP.AdventureFramework.Renderer)

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.Renderer)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

(BP.AdventureFramework.Renderer)

Return Type  
IGameConversationFrameBuilder

Type	Description
GameOverFrameBuilder	

IFrame (BP.AdventureFramework.Rendering.IFrame)

IHelpFrameBuilder

(BP.AdventureFramework.Renderer)

IRegionMapBuilder

(BP.AdventureFramework.Renderer)

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

... - - - .. .

# Namespace BP.AdventureFramework.Rendering.FrameBuilders.Color

▼ Filter by title

## Classes

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

[ColorAboutFrameBuilder](#)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html)

(BP.AdventureFramework.Exte

Provides a builder of color about frames.

+ BP.AdventureFramework.

Interpretation

[ColorCompletionFrameBuilder](#)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html)

(BP.AdventureFramework.

Provides a builder of color completion frames.

(BP.AdventureFramework.Logi

[ColorConversationFrameBuilder](#)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html)

(BP.AdventureFramework.Ren

Provides a builder of color conversation frames.

+ BP.AdventureFramework.

Rendering.FrameBuilders

[ColorGameOverFrameBuilder](#)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html)

(BP.AdventureFramework.

Rendering.FrameBuilders

Provides a builder of color game over frames.

Color

(BP.AdventureFramework.Render

[ColorHelpFrameBuilder](#)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html)

(BP.AdventureFramework.Renderin

Provides a builder of color help frames.

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

[ColorRegionMapBuilder](#)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html)

(BP.AdventureFramework.Renderin

Provides a color builder for region maps.

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

[ColorRegionMapFrameBuilder](#)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapFrameBuilder.html)

(BP.AdventureFramework.Renderin

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.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.Renderings.html](#))

+ [BP.AdventureFramework.](#)

Enums

Rendering.FrameBuilders

([BP.AdventureFramework.Renderings.Enums.html](#))

AnsiColor

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorBuilders

Enumeration of ANSI colors.

([BP.AdventureFramework.Renderings.ColorBuilders.html](#))

AnsiColor

([BP.AdventureFramework.Renderings.ColorBuilders.AnsiColor.html](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderings.ColorBuilders.ColorAboutFrameBuilder.html](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderings.ColorBuilders.ColorCompletionFrameBuilder.html](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderings.ColorBuilders.ColorConversationFrameBuilder.html](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderings.ColorBuilders.ColorGameOverFrameBuilder.html](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderings.ColorBuilders.ColorHelpFrameBuilder.html](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderings.ColorBuilders.ColorRegionMapBuilder.html](#))

ColorRegionMapFrameBuilder

# 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.AnsiColor)**

+ **BP.AdventureFramework.**

**Interpretation**

**(BP.AdventureFramework.Interpretation.AnsiColor)**

**Fields**

**(BP.AdventureFramework.Renderer.AnsiColor)**

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).
CyanAboutFrameBuilder	Cyan (36).
GreenColorCompletionFrameBuilder	Green (32).
MagentaColorConversationFrameBuilder	Magenta (35).
RedColorGameOverFrameBuilder	Red (31).
ResetColorHelpFrameBuilder	Reset (0).
WhiteColorRegionMapFrameBuilder	White (37).
YellowColorRegionMapBuilder	Yellow (33).

▼

**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**

    AnsiColor  
    **(BP.AdventureFramework.Renderin**  
    ColorAboutFrameBuilder  
    **(BP.AdventureFramework.Renderin**  
    ColorCompletionFrameBuilder  
    **(BP.AdventureFramework.Renderin**  
    ColorConversationFrameBuilder  
    **(BP.AdventureFramework.Renderin**  
    ColorGameOverFrameBuilder  
    **(BP.AdventureFramework.Renderin**  
    ColorHelpFrameBuilder  
    **(BP.AdventureFramework.Renderin**  
    ColorRegionMapBuilder  
    **(BP.AdventureFramework.Renderin**  
    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.Rep](#)

Assembly: BP.AdventureFramework.dll

Syntax

## Rendering.FrameBuilders

([\(BP.AdventureFramework.Ren](#)

public sealed class ColorAboutFrameBuilder : IAboutFrameBuilder

- **BP.AdventureFramework.**

## Rendering.FrameBuilders.

Color

Constructors

([\(BP.AdventureFramework.Ren](#)

AnsiColor

**ColorAboutFrameBuilder(GridStringBuilder)**

ColorAboutFrameBuilder

Initializes a new instance of the ColorAboutFrameBuilder class.

([\(BP.AdventureFramework.Render](#)

Declaration

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

public ColorAboutFrameBuilder(GridStringBuilder gridStringBuilder)

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

Para ([\(BP.html\).AdventureFramework.Renderin](#)

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

StringRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionFrameBuilder

(BP.AdventureFramework.Renderin

Type		Name	Description
StringRegionMapBuilder	(BP.AdventureFramework.Renderin	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)**

**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**

**Description**

**(BP.AdventureFramework.Rendering.FrameBuilders)**

ANSIColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

## - BP.AdventureFramework.

**Rendering.FrameBuilders.**

**Color**

## BorderColor

**(BP.AdventureFramework.Rendering)**

Get or set the border color.

ANSIColor

Declaration

**(BP.AdventureFramework.Rendering)**

ColorAboutFrameBuilder

```
public ANSIColor BorderColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering)

Property Value

ColorConversationFrameBuilder

**Description**

**(BP.AdventureFramework.Rendering)**

ColorGameOverFrameBuilder

ANSIColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Rendering)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering)

Get or set the border color.

ColorRegionMapFrameBuilder

## DescriptionColor

(BP.AdventureFramework.Rendering)

## Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

### Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) <b>(BP.AdventureFramework.ConversationsInstructions)</b>	

## + BP.AdventureFramework.

### NameColors

#### (BP.AdventureFramework.Extensions)

Get or set the name color.

## + BP.AdventureFramework.

### Declaration

### Interpretation

#### (BP.AdventureFramework.Interpretation)

```
public AnsiColor NameColor { get; set; }
```

## + BP.AdventureFramework.

### Logic

#### (BP.AdventureFramework.Logic)

## + BP.AdventureFramework.

### Rendering

#### (BP.AdventureFramework.Rendering)

## TitleAdventureFramework.

### Rendering.FrameBuilders

Get or set the title color.

#### (BP.AdventureFramework.Rendering.FrameBuilders)

### Declaration

## - BP.AdventureFramework.

### Rendering.FrameBuilders

```
public AnsiColor TitleColor { get; set; }
```

### Color

#### (BP.AdventureFramework.Rendering.FrameBuilders)

### Property Value

AnsiColor

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) <b>(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder)</b>	

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorHelpFrameBuilder)

Build(string, Game, int, int)

(BP.AdventureFramework.Rendering.FrameBuilders.Build)

Build a frame.

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapFrameBuilder)

## Methods

### Declaration

(BP.AdventureFramework.Rendering.FrameBuilders.Declaration)

```
public IFrame Build(string title, Game game, int width, int height)
```

## Parameters

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>title</i>	The title.
Game ( <a href="#">BP.AdventureFramework.Logic.Game.html</a> )	<i>game</i>	The game.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>width</i>	The width of the frame.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>height</i>	The height of the frame.

## Returns

+ **BP.AdventureFramework.**

Type	Description
<b>Interpretation</b> <a href="#">(BP.AdventureFramework.Interpretation.IFrame.html)</a>	

+ **BP.AdventureFramework.**

## Logic

### Implements

([BP.AdventureFramework.Logic.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.IColorBuilder.html](#))

AnsiColor

([BP.AdventureFramework.Rendering.Color.AnsiColorBuilder.html](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Rendering.ColorAboutFrameBuilder.html](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Rendering.ColorCompletionFrameBuilder.html](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering.ColorConversationFrameBuilder.html](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Rendering.ColorGameOverFrameBuilder.html](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Rendering.ColorHelpFrameBuilder.html](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Rendering.ColorRegionMapBuilder.html](#))

ColorRegionMapFrameBuilder

# 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.**

No rendering

([\(BP.AdventureFramework.Rep](#)

Assembly: BP.AdventureFramework.dll

Syntax

## Rendering.FrameBuilders

([\(BP.AdventureFramework.Ren](#)

public sealed class ColorCompletionFrameBuilder : ICompletionFrameBuilder

- **BP.AdventureFramework.**

## Rendering.FrameBuilders.

Color

## Constructors

([\(BP.AdventureFramework.Ren](#)

AnsiColor

## ColorCompletionFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorCompletionFrameBuilder class.

([\(BP.AdventureFramework.Renderi](#)

Declaration

([\(BP.AdventureFramework.Renderi](#)

ColorConversationFrameBuilder

public ColorCompletionFrameBuilder(GridStringBuilder gridStringBuilder)

([\(BP.AdventureFramework.Renderi](#)

ColorGameOverFrameBuilder

Para([\(BP.AdventureFramework.Renderi](#)

ColorHelpFrameBuilder

([\(BP.AdventureFramework.Renderi](#)

StringRegionMapBuilder

([\(BP.AdventureFramework.Renderi](#)

ColorRegionMapFrameBuilder

Type		Name	Description
StringRegionMapBuilder	( <a href="#">(BP.AdventureFramework.Renderi</a>	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
------	-------------

## + BP.AdventureFramework.

ANSIColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

### Interpretation

#### (BP.AdventureFramework.Inter

## BorderColor

### 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

## BP.AdventureFramework.

Type	Description
------	-------------

### Rendering.FrameBuilders

#### (BP.AdventureFramework.Ren

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

## - BP.AdventureFramework.

### Rendering.FrameBuilders.

## Color

### DescriptionColor

#### (BP.AdventureFramework.Ren

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
------	-------------

#### (BP.AdventureFramework.Render

ColorGameOverFrameBuilder

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	
--	--

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

Get or set the title color.

ColorRegionMapFrameBuilder

## Declaration

```
public AnsiColor TitleColor { get; set; }
```

### Property Value

Type	Description
AnsiColor ( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html</a> ) <b>(BP.AdventureFramework.ConversationsInstructions)</b>	

### + BP.AdventureFramework.

#### Extensions

### Methods

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

### + BP.AdventureFramework.

#### Build(string, string, int, int)

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

Build a frame.

### + BP.AdventureFramework.

Declaration

#### Logic

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

([BP.AdventureFramework.Logic](#)) (message, string reason, int width, int height)

### + BP.AdventureFramework.

Parameters

#### Rendering

Type	Name	Description
string ( <a href="#">https://learn.microsoft.com/dotnet/api/system.string</a> )	message	The message to display to the user.
string ( <a href="#">https://learn.microsoft.com/dotnet/api/system.string</a> )	reason	The reason the game ended.
int ( <a href="#">https://learn.microsoft.com/dotnet/api/system.int32</a> )	width	The width of the frame.
int ( <a href="#">https://learn.microsoft.com/dotnet/api/system.int32</a> )	height	The height of the frame.

#### Color

Returns

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

Type	Description
AnsiColor	

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

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

ColorAboutFrameBuilder

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

ColorCompletionFrameBuilder

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

ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

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

ColorGameOverFrameBuilder

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

ColorHelpFrameBuilder

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

ColorRegionMapBuilder

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

ColorRegionMapFrameBuilder

### Implements

ICompletionFrameBuilder	( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html</a> )
( <a href="#">BP.AdventureFramework.Renderers</a> )	
ColorAboutFrameBuilder	
( <a href="#">BP.AdventureFramework.Renderers</a> )	
ColorCompletionFrameBuilder	
( <a href="#">BP.AdventureFramework.Renderers</a> )	
ColorConversationFrameBuilder	
( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html</a> )	
( <a href="#">BP.AdventureFramework.Renderers</a> )	
ColorGameOverFrameBuilder	
( <a href="#">BP.AdventureFramework.Renderers</a> )	
ColorHelpFrameBuilder	
( <a href="#">BP.AdventureFramework.Renderers</a> )	
ColorRegionMapBuilder	
( <a href="#">BP.AdventureFramework.Renderers</a> )	
ColorRegionMapFrameBuilder	

# Class ColorConversationFrameBuilder

Provides a builder of color conversation frames.

Filter by title

Inheritance

## Conversations.Instructions

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

↳ ColorConversationFrameBuilder

## + BP.AdventureFramework.

Implements

## Extensions

IConversationFrameBuilder

## (BP.AdventureFramework.Exte

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

## + BP.AdventureFramework.

Inherited Members

## Interpretation

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))

## Logic

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

(BP.AdventureFramework.Logic)

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)

## Rendering

Name: BP.AdventureFramework.Render

(BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.html).Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

## + BP.AdventureFramework.

Assembly: BP.AdventureFramework.dll

## Rendering.FrameBuilders

Syntax

## (BP.AdventureFramework.Render

### - BP.AdventureFramework.

public sealed class ColorConversationFrameBuilder : IConversationFrameBuilder

### Rendering.FrameBuilders.

### Color

(BP.AdventureFramework.Render

### Constructors

AnsiColor

(BP.AdventureFramework.Render

## ColorConversationFrameBuilder(GridStringBuilder)

(BP.AdventureFramework.Render

Initializes a new instance of the ColorConversationFrameBuilder class.

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

public ColorConversationFrameBuilder(GridStringBuilder gridStringBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

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.

Property Value

**(BP.AdventureFramework.Logi**  
Type

### + BP.AdventureFramework.

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)  
**Rendering**

**(BP.AdventureFramework.Render**

## BorderColor

### BP.AdventureFramework.

#### 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.Render

#### ColorAboutFrameBuilder

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)  
**(BP.AdventureFramework.Render**

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

#### InputColor

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

Get or set the input color.

ColorGameOverFrameBuilder

Declaration (BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

```
public AnsiColor Inputcolor { get; set; }
```

ColorRegionMapBuilder

(BP.AdventureFramework.Render

Property Value

ColorRegionMapFrameBuilder



## TitleColor

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

**Conversations.Instructions**  
Property Value  
**(BP.AdventureFramework.Con**

Type

+ **BP.AdventureFramework.**

AnsiColor (BPAdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

**Extensions**

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

## Methods

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

**Build(string, IConverser, CommandHelp[], int, int)**

Logic

Build (BPAdventureFramework.Logi

Declaration

+ **BP.AdventureFramework.**

**Rendering**

```
public IFrame Build(string title, IConverser converser, CommandHelp[] contextualComm
ands, int width, int height)
```

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

Parameters  
(BP.AdventureFramework.Render

Type

- **BP.AdventureFramework.**

string

**Rendering.FrameBuilders.**

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

**Color**

IConverser

(BP.AdventureFramework.Render

(BP.AdventureFramework.Assets.Characters.IConverser

.html)

(BP.AdventureFramework.Render

CommandHelpFrameBuilder

(BP.AdventureFramework.Interpretation.CommandHelp.

html)

ColorCompletionFrameBuilder

[] (BP.AdventureFramework.Render

ColorConversationFrameBuilder

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

(BP.AdventureFramework.Render

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

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

ColorRegionMapBuilder

(BP.AdventureFramework.Render

IFrame (BPAdventureFramework.Rendering.Frames.IFrame.html)

ColorRegionMapFrameBuilder

Name

Description

title

The title to display to the user.

converser

The converser.

contextualCommands

The contextual commands to display.

width

The width of the frame.

height

The height of the frame.

Return

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

IFrame (BPAdventureFramework.Rendering.Frames.IFrame.html)

ColorRegionMapFrameBuilder

Description

# 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

# 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 ([\(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#))

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

Inherited Members

+ **BP.AdventureFramework.**

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

([\(BP.AdventureFramework.Interfaces.html\)](#))

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

([\(BP.AdventureFramework.Logic.html\)](#))

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

([\(BP.AdventureFramework.Logging.html\)](#))

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

([\(BP.AdventureFramework.Object.html\)](#))

Rendering

([\(BP.AdventureFramework.Rendering.html\)](#))

([\(BP.AdventureFramework.Rendering.FrameBuilders.html\)](#))

([\(BP.AdventureFramework.Rendering.FrameBuilders.Color.html\)](#))

Assembly: BP.AdventureFramework.dll

Syntax

## Rendering.FrameBuilders

([\(BP.AdventureFramework.Rendering.html\)](#))

public sealed class ColorGameOverFrameBuilder : IGameOverFrameBuilder

- **BP.AdventureFramework.**

## Rendering.FrameBuilders.

Color

Constructors

([\(BP.AdventureFramework.Rendering.FrameBuilders.html\)](#))

AnsiColor

## ColorGameOverFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorGameOverFrameBuilder class.

([\(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html\)](#))

Declaration

([\(BP.AdventureFramework.Renderer.html\)](#))

ColorCompletionFrameBuilder

([\(BP.AdventureFramework.Renderer.html\)](#))

ColorConversationFrameBuilder

public ColorGameOverFrameBuilder(GridStringBuilder gridStringBuilder)

([\(BP.AdventureFramework.Renderer.html\)](#))

ColorGameOverFrameBuilder

([\(BP.AdventureFramework.Renderer.html\)](#))

Para

([\(BP.AdventureFramework.Renderer.html\)](#))

ColorHelpFrameBuilder

([\(BP.AdventureFramework.Renderer.html\)](#))

StringRegionMapBuilder

([\(BP.AdventureFramework.Renderer.FrameBuilders.GridStringBuilder.html\)](#))

ColorRegionMapFrameBuilder

Type	Name	Description
GridStringBuilder	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
------	-------------

## + BP.AdventureFramework.

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

### Interpretation

#### (BP.AdventureFramework.Inter

## BorderColor

### 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

## BP.AdventureFramework.

Type	Description
------	-------------

### Rendering.FrameBuilders

#### (BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

## - BP.AdventureFramework.

### Rendering.FrameBuilders.

#### Color

#### (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
------	-------------

### (BP.AdventureFramework.Render

ColorGameOverFrameBuilder

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

Get or set the title color.

ColorRegionMapFrameBuilder

## Declaration

```
public AnsiColor TitleColor { get; set; }
```

### Property Value

Type	Description
AnsiColor ( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html</a> ) <b>(BP.AdventureFramework.ConversationsInstructions)</b>	

### + BP.AdventureFramework.

#### Extensions

### Methods

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

### + BP.AdventureFramework.

#### Build(string, string, int, int)

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

Build a frame.

### + BP.AdventureFramework.

Declaration

#### Logic

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

([BP.AdventureFramework.Logic](#)) (message, string reason, int width, int height)

### + BP.AdventureFramework.

Parameters

#### Rendering

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

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	message	The message to display to the user.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	reason	The reason the game ended.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	width	The width of the frame.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	height	The height of the frame.

#### Color

Returns

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

Type	Description
AnsiColor	

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

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

ColorAboutFrameBuilder

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

ColorCompletionFrameBuilder

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

ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering](#)) ([BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

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

ColorGameOverFrameBuilder

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

ColorHelpFrameBuilder

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

ColorRegionMapBuilder

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

ColorRegionMapFrameBuilder

### Implements

IGameOverFrameBuilder ([BP.AdventureFramework.Rendering](#))

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

ColorAboutFrameBuilder

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

ColorCompletionFrameBuilder

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

ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering](#)) ([BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

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

ColorGameOverFrameBuilder

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

ColorHelpFrameBuilder

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

ColorRegionMapBuilder

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

ColorRegionMapFrameBuilder

# Class ColorHelpFrameBuilder

Provides a builder of color help frames.

Filter by title

Inheritance

## Conversations.Instructions

↳ [\(BP.AdventureFramework.Conversations.Instructions\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorHelpFrameBuilder

+ **BP.AdventureFramework.**

Implements

## Extensions

IHelpFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

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

Inherited Members

+ **BP.AdventureFramework.**

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

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

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.Log](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

+ **BP.AdventureFramework.**

Rendering

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

([BP.AdventureFramework.Rendering.FrameBuilders](#))

([BP.AdventureFramework.Rendering.FrameBuilders.Color](#))

Assembly: BP.AdventureFramework.dll

Syntax

## Rendering.FrameBuilders

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

public sealed class ColorHelpFrameBuilder : IHelpFrameBuilder

- **BP.AdventureFramework.**

## Rendering.FrameBuilders.

Color

Constructors

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

AnsiColor

**ColorHelpFrameBuilder(GridStringBuilder)**

ColorAboutFrameBuilder

Initializes a new instance of the ColorHelpFrameBuilder class.

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

Declaration

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

ColorCompletionFrameBuilder

public ColorHelpFrameBuilder(GridStringBuilder gridStringBuilder)

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

ColorGameOverFrameBuilder

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

ColorHelpFrameBuilder

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

GridStringBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.GridString](#))

ColorRegionMapFrameBuilder

Type	Name	Description
GridStringBuilder	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

Property Value

## 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

```
public ANSIColor CommandColor { get; set; }
```

ColorAboutFrameBuilder

```
public ANSIColor CommandColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

Property Value

ColorConversationFrameBuilder

### Type

### Description

#### (BP.AdventureFramework.Render

ColorGameOverFrameBuilder

#### (BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

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) <b>(BP.AdventureFramework.Con</b>	

### + BP.AdventureFramework.

#### DescriptionColor

##### (BP.AdventureFramework.Exte Get or set the description color.

### + BP.AdventureFramework.

#### Declaration Interpretation

##### (BP.AdventureFramework.Inte public AnsiColor DescriptionColor { get; set; }

### + BP.AdventureFramework.

#### Logic

##### (BP.AdventureFramework.Logi

### + BP.AdventureFramework.

#### Rendering

##### (BP.AdventureFramework.Ren

### TitleAdventureFramework.

#### Rendering.FrameBuilders

Get or set the title color.

##### (BP.AdventureFramework.Ren

#### Declaration

### - BP.AdventureFramework.

#### Rendering.FrameBuilders

##### public AnsiColor TitleColor { get; set; }

#### Color

##### (BP.AdventureFramework.Ren

#### Property Value

AnsiColor

##### Type (BP.AdventureFramework.Renderin

#### ColorAboutFrameBuilder

##### AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

##### (BP.AdventureFramework.Renderin

#### ColorCompletionFrameBuilder

##### (BP.AdventureFramework.Renderin

#### ColorConversationFrameBuilder

##### (BP.AdventureFramework.Renderin

#### ColorGameOverFrameBuilder

##### (BP.AdventureFramework.Renderin

### Build(string, string, CommandHelp[], int, int)

##### (BP.AdventureFramework.Renderin

#### Build a frame.

##### ColorRegionMapBuilder

#### Declaration

##### (BP.AdventureFramework.Renderin

#### ColorRegionMapFrameBuilder

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

## Parameters

Type	Name	Description
<b>Conversations</b> <b>Instructions</b> <a href="https://learn.microsoft.com/dotnet/api/system.string">string (https://learn.microsoft.com/dotnet/api/system.string)</a>	<i>title</i>	The title.
<b>(BP.AdventureFramework.Con</b> <b>String</b> <a href="https://learn.microsoft.com/dotnet/api/system.string">string (https://learn.microsoft.com/dotnet/api/system.string)</a>	<i>description</i>	The description.
<b>+ BP.AdventureFramework.</b> <b>CommandHelp</b> <b>Extensions</b> <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation.commandhelp.html">(BP.AdventureFramework.Interpretation.CommandHelp.html)</a>	<i>commandHelp</i>	The command help.
<b>+ BP.AdventureFramework.</b> <b>Interpretation</b> <a href="https://learn.microsoft.com/dotnet/api/system.int32">int (https://learn.microsoft.com/dotnet/api/system.int32)</a>	<i>width</i>	The width of the frame.
<b>+ BP.AdventureFramework.</b> <b>Logic</b> <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.logi">Returns (BP.AdventureFramework.Logic</a>	<i>height</i>	The height of the frame.

Type	Description
<b>+ BP.AdventureFramework.</b> <b>Rendering</b> <a href="https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.frames.ipframe.html">IPFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)</a>	

## Implements

**Rendering.FrameBuilders**  
[\(BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.ihelpframebuilder.html)

## - BP.AdventureFramework.

### Rendering.FrameBuilders.

#### Color

##### [Color \(BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.color)

AnsiColor

[AnsiColor \(BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.ansi)

ColorAboutFrameBuilder

[ColorAboutFrameBuilder \(BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colorabout)

ColorCompletionFrameBuilder

[ColorCompletionFrameBuilder \(BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colorcompletion)

ColorConversationFrameBuilder

[ColorConversationFrameBuilder \(BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colorconversation)

ColorGameOverFrameBuilder

[ColorGameOverFrameBuilder \(BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colorgameover)

ColorHelpFrameBuilder

[ColorHelpFrameBuilder \(BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colorhelp)

ColorRegionMapBuilder

[ColorRegionMapBuilder \(BP.AdventureFramework.Render](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.colorregionmap)

ColorRegionMapFrameBuilder

# Class ColorRegionMapBuilder

Provides a color builder for region maps.

Filter by title

Inheritance

## Conversations.Instructions

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

↳ ColorRegionMapBuilder

+ **BP.AdventureFramework.**

Implements

## Extensions

IRegionMapBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.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.**

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

([BP.AdventureFramework.Renderin](#)

([BP.AdventureFramework.FrameBuild](#)

Assembly: BP.AdventureFramework.dll

Syntax

## Rendering.FrameBuilders

([BP.AdventureFramework.Ren](#)

public sealed class ColorRegionMapBuilder : IRegionMapBuilder

- **BP.AdventureFramework.**

## Rendering.FrameBuilders.

### Color

([BP.AdventureFramework.Ren](#)

Properties

AnsiColor

([BP.AdventureFramework.Renderi](#)

### CurrentFloorIndicator

([BP.AdventureFramework.Renderi](#)

Get or set the character to use for the current floor.

([BP.AdventureFramework.Renderi](#)

Declaration

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderi](#)

public char CurrentFloorIndicator { get; set; }

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderi](#)

Properties

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderi](#)

Type

ColorRegionMapBuilder

char ([BP.AdventureFramework.Renderi](#)

ColorRegionMapFrameBuilder

Description

# EmptySpace

Get or set the character used for representing an empty space.

## Declaration

```
    public char EmptySpace { get; set; }
```

Type	Description
+ <b>BP.AdventureFramework.Extensions</b> <b>(BP.AdventureFramework.Extensions)</b> char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	
- <b>BP.AdventureFramework.Extensions</b> <b>(BP.AdventureFramework.Extensions)</b>	
+ <b>BP.AdventureFramework.HorizontalBoundaryInterpretation</b> <b>HorizontalBoundaryInterpretation</b> <b>(BP.AdventureFramework.HorizontalBoundaryInterpretation)</b> Get set the interpretation of horizontal boundaries.	
- <b>BP.AdventureFramework.HorizontalBoundaryInterpretation</b> <b>(BP.AdventureFramework.HorizontalBoundaryInterpretation)</b>	
+ <b>BP.AdventureFramework.Logic</b> <b>Logic</b> <b>(BP.AdventureFramework.Logic)</b> public char HorizontalBoundary { get; set; }	
- <b>BP.AdventureFramework.Logic</b> <b>(BP.AdventureFramework.Logic)</b>	
+ <b>BP.AdventureFramework.Rendering</b> <b>Rendering</b> <b>(BP.AdventureFramework.Rendering)</b> char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	
- <b>BP.AdventureFramework.Rendering</b> <b>(BP.AdventureFramework.Rendering)</b>	
+ <b>BP.AdventureFramework.Rendering.FrameBuilders.LockedExit</b> <b>LockedExit</b> <b>(BP.AdventureFramework.Rendering.FrameBuilders.LockedExit)</b> Get rendering frame builders representing a locked exit.	
- <b>BP.AdventureFramework.Rendering.FrameBuilders.LockedExit</b> <b>(BP.AdventureFramework.Rendering.FrameBuilders.LockedExit)</b>	
+ <b>BP.AdventureFramework.Rendering.FrameBuilders.LockedExit.Color</b> <b>Color</b> Declaration <b>(BP.AdventureFramework.Rendering.FrameBuilders.LockedExit.Color)</b> ansiChar LockedExit { get; set; } (BP.AdventureFramework.Rendering.FrameBuilders.LockedExit.Color) ColorAboutFrameBuilder Property Value (BP.AdventureFramework.Rendering.FrameBuilders.LockedExit.Color) Type ColorCompletionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.LockedExit.Color) char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> ) ColorConversationFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.LockedExit.Color) ColorHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.LockedExit.Color) ColorGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.LockedExit.Color) ColorRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.LockedExit.Color) ColorRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.LockedExit.Color)	
- <b>BP.AdventureFramework.Rendering.FrameBuilders.LockedExit.Color</b> <b>(BP.AdventureFramework.Rendering.FrameBuilders.LockedExit.Color)</b>	
+ <b>BP.AdventureFramework.Rendering.FrameBuilders.LockedExit.LockRedExitColor</b> <b>LockRedExitColor</b> <b>(BP.AdventureFramework.Rendering.FrameBuilders.LockedExit.LockRedExitColor)</b> Get rendering frame builder for the locked exit color. ColorRegionMapFrameBuilder Declaration (BP.AdventureFramework.Rendering.FrameBuilders.LockedExit.LockRedExitColor) ColorRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.LockedExit.LockRedExitColor)	
- <b>BP.AdventureFramework.Rendering.FrameBuilders.LockedExit.LockRedExitColor</b> <b>(BP.AdventureFramework.Rendering.FrameBuilders.LockedExit.LockRedExitColor)</b>	

```
public AnsiColor LockedExitColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

### **Conversations.Instructions**

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

+ **BP.AdventureFramework.**

##### **LowerLevel**

###### **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

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

Property Value

#### **(BP.AdventureFramework.Renderings)**

ColorRegionMapFrameBuilder

Type	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	

## PlayerColor

Get or set the color of the player.

(**BP.AdventureFramework.Con**  
Declaration)

+ **BP.AdventureFramework.**

```
public AnsiColor PlayerColor { get; set; }
```

(**BP.AdventureFramework.Exte**

Property Value

+ **BP.AdventureFramework.**

Type

(**BP.AdventureFramework.Inter**

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ **BP.AdventureFramework.**

Logic

ShowLowerFloors

(**BP.AdventureFramework.Logi**

Get or set a value indicating whether lower floors will be shown.

Declaration

(**BP.AdventureFramework.Render**

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

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Property Value

- **BP.AdventureFramework.**

Rendering.FrameBuilders

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

Color

(**BP.AdventureFramework.Render**

UnLockedExit

(**BP.AdventureFramework.Render**

Get or set the character used for representing an unlocked exit.

Color.AutoCompleteFrameBuilder

Declaration

ColorCompletionFrameBuilder

(**BP.AdventureFramework.Render**

```
public char UnLockedExit { get; set; }
```

ColorConversationFrameBuilder

(**BP.AdventureFramework.Render**

ColorGameOverFrameBuilder

Property Value

Type

(**BP.AdventureFramework.Render**

ColorHelpFrameBuilder

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

ColorRegionMapBuilder

(**BP.AdventureFramework.Render**

ColorRegionMapFrameBuilder

Type	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	

## UnvisitedBoundaryColor

Get or set the unvisited room boundary color.

Declaration

```
public AnsiColor UnvisitedBoundaryColor { get; set; }
```

### Conversations.Instructions

Property Value

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

Type

+ [BP.AdventureFramework.](#)

AnsiColor ([BPAdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Description

### Extensions

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

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

#### VerticalBoundary

##### Interpretation

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

Gets or sets the vertical boundaries.

Declaration

### Logic

```
public char VerticalBoundary { get; set; }
```

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

#### Rendering

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

Description

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

Rendering.FrameBuilders

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

### VisitedBoundaryColor

- [BP.AdventureFramework.](#)

Gets or sets the visited boundary color.

### Color

Declaration

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

```
public AnsiColor VisitedBoundaryColor { get; set; }
```

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

ColorAboutFrameBuilder

Property Value

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

Type

ColorCompletionFrameBuilder

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

Description

AnsiColor ([BPAdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorConversationFrameBuilder

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

ColorGameOverFrameBuilder

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

ColorRegionFrameBuilder

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

ColorRegionMapFrameBuilder

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

ColorRegionStringFrameBuilder

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

ColorRegionTableFrameBuilder

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

ColorRegionTextFrameBuilder

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

## Methods

ColorRegionFrameBuilder

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

ColorRegionMapFrameBuilder

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

ColorRegionStringFrameBuilder

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

ColorRegionTableFrameBuilder

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

ColorRegionTextFrameBuilder

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

**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)
```

▼

## Particulars.Instructions

Type	Name	Description
+ <b>BP.AdventureFramework.Extensions</b> (GridStringBuilder) Region	gridStringBuilder	The string builder to use.
+ <b>BP.AdventureFramework.Interpretation</b> (BP.AdventureFramework.Assets.Locations.Region.html) int	region	The region.
+ <b>BP.AdventureFramework.Logic</b> (https://learn.microsoft.com/dotnet/api/system.int32) int	x	The x position to start building at.
+ <b>BP.AdventureFramework.Rendering</b> (https://learn.microsoft.com/dotnet/api/system.int32) int	y	The y position to start building at.
+ <b>BP.AdventureFramework.Rendering.FrameBuilders</b> (https://learn.microsoft.com/dotnet/api/system.int32) int	maxWidth	The maximum horizontal space available in which to build the map.
- <b>BP.AdventureFramework.Rendering.FrameBuilders</b> Color	maxHeight	The maximum vertical space available in which to build the map.

## Implements

AnsiColor  
IRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html)  
(BP.AdventureFramework.Rendering)  
ColorAboutFrameBuilder  
(BP.AdventureFramework.Rendering)  
ColorCompletionFrameBuilder  
(BP.AdventureFramework.Rendering)  
ColorConversationFrameBuilder  
(BP.AdventureFramework.Rendering)  
ColorGameOverFrameBuilder  
(BP.AdventureFramework.Rendering)  
ColorHelpFrameBuilder  
(BP.AdventureFramework.Rendering)  
ColorRegionMapBuilder  
(BP.AdventureFramework.Rendering)  
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.**

No rendering

([\(BP.AdventureFramework.Rep](#)

Assembly: BP.AdventureFramework.dll

Syntax

## Rendering.FrameBuilders

([\(BP.AdventureFramework.Ren](#)

public sealed class ColorRegionMapFrameBuilder : IRegionMapFrameBuilder

- **BP.AdventureFramework.**

## Rendering.FrameBuilders.

Color

Constructors

([\(BP.AdventureFramework.Ren](#)

AnsiColor

**ColorRegionMapFrameBuilder(GridStringBuilder, IRegionMapBuilder)**

ColorAboutFrameBuilder

Initializes a new instance of the ColorRegionMapFrameBuilder class.

([\(BP.AdventureFramework.Renderi](#)

ColorCompletionFrameBuilder

([\(BP.AdventureFramework.Renderi](#)

ColorConversationFrameBuilder

public ColorRegionMapFrameBuilder(GridStringBuilder gridStringBuilder, IRegionMapBuilder gridStringBu

lder regionMapBuilder)

ColorGameOverFrameBuilder

([\(BP.AdventureFramework.Renderi](#)

Parameters

gridStringBuilder

([\(BP.AdventureFramework.Renderi](#)

ColorRegionMapBuilder

([\(BP.AdventureFramework.Renderi](#)

ColorRegionMapFrameBuilder

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.
IRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionM apBuilder.html)	<i>regionMapBuilder</i>	A builder for region 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

+ BP.AdventureFramework.

Property Value

Rendering

Type (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

AnsiColor

public AnsiColor BorderColor { get; set; }

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

Property Value

(BP.AdventureFramework.Render

Type ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

Description

AnsiColor (BP.AdventureFramework.

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

TitleColor

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

Get or set the title color.

ColorRegionFrameBuilder

Declaration

(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

##### Extends

### (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

#### Parameters

Type	Name	Description
(BP.AdventureFramework.Render	region	The region.
Region (BP.AdventureFramework.Assets.Locations.Region.html)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

#### - BP.AdventureFramework.

Returns

#### Rendering.FrameBuilders.

##### Type

##### Color

(BP.AdventureFramework.Render	Description
AnsiColor (BP.AdventureFramework.Render	

Rendering.FrameBuilders.

Color (BP.AdventureFramework.Render

IRegionMapFrameBuilder	(BP.AdventureFramework.Render
ColorCompletionFrameBuilder (BP.AdventureFramework.Render	

ColorCompletionFrameBuilder  
(BP.AdventureFramework.Render

ColorConversationFrameBuilder  
(BP.AdventureFramework.Render

ColorGameOverFrameBuilder  
(BP.AdventureFramework.Render

ColorHelpFrameBuilder  
(BP.AdventureFramework.Render

ColorRegionFrameBuilder  
(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder  
(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder  
(BP.AdventureFramework.Render

# 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.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.**

No rendering

(**BP.AdventureFramework.Rep**

Assembly: BP.AdventureFramework.dll

Syntax

## Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

public sealed class ColorRoomMapBuilder : IRoomMapBuilder

- **BP.AdventureFramework.**

## Rendering.FrameBuilders.

### Color

(**BP.AdventureFramework.Ren**

Properties

AnsiColor

(BP.AdventureFramework.Render

BoundaryColor

(BP.AdventureFramework.Render

Get or set the room boundary color.

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

Declaration

```
public AnsiColor BoundaryColor { get; set; }
```

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

Type

Type	Description
ColorRegionMapBuilder	

AnsiColor ([BP.AdventureFramework.Render](#)

ColorRegionMapFrameBuilder

Description

## Corner

Get or set the character to use for corners.

Declaration

```
public char Corner { get; set; }
```

### Conversations.Instructions

Property Value

([BP.AdventureFramework.Con](#)

Type

+ [BP.AdventureFramework.](#)

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

Description

### Extensions

([BP.AdventureFramework.Exte](#)

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

#### [HorizontalBoundary](#)

##### [Interpretation](#)

([BP.AdventureFramework.Inter](#)

Get or set the character used for horizontal boundaries.

Declaration

#### [Logic](#)

([BP.AdventureFramework.Log](#)

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

Property Value

[Rendering](#)

Type ([BP.AdventureFramework.Render](#)

Description

+ [BP.AdventureFramework.](#)

[HorizontalExitBorder](#)

- [BP.AdventureFramework.](#)

[HorizontalExitBorder](#)

Get or set the character used for horizontal exit borders.

#### [Color](#)

Declaration

([BP.AdventureFramework.Render](#)

ansiColor char HorizontalExitBorder { get; set; }

([BP.AdventureFramework.Render](#)

ColorAboutFrameBuilder

Property Value

([BP.AdventureFramework.Render](#)

Type ColorCompletionFrameBuilder

Description

([BP.AdventureFramework.Render](#)

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

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#)

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#)

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#)

ColorRegionMapBuilder

([BP.AdventureFramework.Render](#)

ColorRegionMapFrameBuilder

Get or set the character used for item or character colors.

([BP.AdventureFramework.Render](#)

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Render](#)

ColorRegionMapFrameBuilder

```
public AnsiColor ItemOrCharacterColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

### **Conversations.Instructions**

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

## **ItemOrCharacterFramework**

### **Extensions**

Get or set the character used for representing there is an item or a character in the room.

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

Declaration

#### **+ BP.AdventureFramework.**

### **Interpretation**

```
public char ItemOrCharacterInRoom { 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)**

### **KeyPadding**

#### **+ BP.AdventureFramework.**

Get or set the padding between the key and the map.

#### **Rendering.FrameBuilders**

Declaration

#### **(BP.AdventureFramework.Rendering.FrameBuilders)**

#### **- BP.AdventureFramework.**

```
public int KeyPadding { get; set; }
```

#### **Rendering.FrameBuilders.**

### **Color**

Property Value

#### **(BP.AdventureFramework.Rendering.Color)**

Type

#### **AnsiColor**

int

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

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderer)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderer)

ColorConversationFrameBuilder

Get or set the character used for representing a locked exit.

#### **(BP.AdventureFramework.Rendering.LockedExit)**

Declaration

#### **(BP.AdventureFramework.Rendering.LockedExit)**

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

ColorHelpFrameBuilder

```
public char LockedExit { get; set; }
```

#### **(BP.AdventureFramework.Rendering.LockedExit)**

ColorRegionMapBuilder

Property Value

#### **(BP.AdventureFramework.Rendering.LockedExit)**

ColorRegionMapFrameBuilder

Type	Description
char ( <a href="https://learn.microsoft.com/dotnet/api/system.char">https://learn.microsoft.com/dotnet/api/system.char</a> )	

## LockedExitColor

Gets or sets the locked exit color.

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

+ **BP.AdventureFramework.**

```
public AnsiColor LockedExitColor { get; set; }
```

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

Property Value

+ **BP.AdventureFramework.**

Type

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

Description

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ **BP.AdventureFramework.**

Logic

UnvisitedExitColor

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

Get or set the unvisited exit color.

([BP.AdventureFramework.](#)

Declaration

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

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

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

- Type

([BP.AdventureFramework.](#)

Description

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Color

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

## VerticalBoundary

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

Get or set the character to use for vertical boundaries.

Char (ColorFrameBuilder)

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

Declaration

ColorCompletionFrameBuilder

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

```
public char VerticalBoundary { get; set; }
```

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

ColorOverFrameBuilder

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

Type

ColorHelpFrameBuilder

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

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

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

ColorRegionMapBuilder

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

ColorRegionMapFrameBuilder

Description

## VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

**Conversations.Instructions**  
Property Value  
**(BP.AdventureFramework.Con**

Type

+ **BP.AdventureFramework.**

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

Description

**Extensions**  
+ **BP.AdventureFramework.**

**VisitedExitColor**  
Interpretation

Get or set the color used for

Visited exits.

Declaration

**Logic**

```
public AnsiColor VisitedExitColor { get; set; }
```

+ **BP.AdventureFramework.**

Property Value  
**Rendering**

Type **(BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

**(BP.AdventureFramework.Render**

**Methods**

**Rendering.FrameBuilders.**

**Color**

**BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)**

AnsiColor

Declaration

**(BP.AdventureFramework.Render**

ColorAboutFrameBuilder

Declaration

**(BP.AdventureFramework.Render**

ColorCompletionFrameBuilder

```
public void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoint, KeyType key, int startX, int startY, out int endX, out int endY)
```

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

Parameters

(BP.AdventureFramework.Render

Type ColorHelpFrameBuilder

(BP.AdventureFramework.Render

GridStringBuilder

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBu

lder.html)

ColorRegionMapFrameBuilder

Type	Name	Description
ColorHelpFrameBuilder	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 ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	startX	The start position, x.
(BP.AdventureFramework.Con int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	startY	The start position, x.
+ BP.AdventureFramework. Extensions int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	endX	The end position, x.
(BP.AdventureFramework.Exte int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	endY	The end position, x.

## + BP.AdventureFramework.

### Interpretation

#### (BP.AdventureFramework.Inter

IRoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)

## + 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

AnsiColor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

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.**

No rendering

([\(BP.AdventureFramework.Rep](#)

([\(BP.AdventureFramework.Rendering.html\)](#)) FrameBuilders ([\(BP.AdventureFramework.Rendering.FrameBuilders.html\)](#)).Color

([\(BP.AdventureFramework.Rendering.FrameBuilders.Color.html\)](#))

Assembly: BP.AdventureFramework.dll

Syntax

## Rendering.FrameBuilders

### (BP.AdventureFramework.Ren

public sealed class ColorSceneFrameBuilder : ISceneFrameBuilder

- **BP.AdventureFramework.**

### Rendering.FrameBuilders.

Color

## Constructors

([\(BP.AdventureFramework.Re](#)

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

gridStringBuilder

([\(BP.AdventureFramework.Render](#)

ColorRegionMapBuilder

([\(BP.AdventureFramework.Render](#)

ColorRegionMapFrameBuilder



```
public AnsiColor CommandsColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) <b>Conversations.Instructions</b> (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

Declaration

(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

Property Value

(BP.AdventureFramework.Renderers)

ColorRegionMapFrameBuilder

Type	Description
bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> )	

## TextColor

Gets the text color.

(**BP.AdventureFramework.Extensions**)

Declaration

+ **BP.AdventureFramework.Extensions**.

```
public AnsiColor TextColor { get; set; }
```

(**BP.AdventureFramework.Extensions**)

Property Value

+ **BP.AdventureFramework.Extensions**.

Type

(**BP.AdventureFramework.Extensions**)

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ **BP.AdventureFramework.Extensions**.

Logic

(**BP.AdventureFramework.Logic**)

**Methods**

+ **BP.AdventureFramework.Extensions**.

Rendering

**Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)**

+ **BP.AdventureFramework.Extensions**.

Build a frame.

**Rendering.FrameBuilders**

Declaration

(**BP.AdventureFramework.Renderers**)

- **BP.AdventureFramework.Renderers**.

```
public IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)
```

**Color**

(**BP.AdventureFramework.Renderers**)

Parameters

Type	Name	Description
( <b>BP.AdventureFramework.Renderers</b> )		
Room	room	Specify the Room.
( <b>BP.AdventureFramework.Renderers</b> )		
ColorAboutFrameBuilder		
( <b>BP.AdventureFramework.Renderers</b> )		
( <b>BP.AdventureFramework.Renderers</b> )		
ColorCompletionFrameBuilder		
ViewPoint	viewPoint	Specify the viewpoint from the room.
( <b>BP.AdventureFramework.Renderers</b> )		
( <b>BP.AdventureFramework.Renderers</b> )		
ColorConversationFrameBuilder		
PlayableCharacter	player	Specify the player.
( <b>BP.AdventureFramework.Renderers</b> )		
( <b>BP.AdventureFramework.Renderers</b> )		
ColorHelpFrameBuilder		
String	message	Any additional message.
( <b>BP.AdventureFramework.Renderers</b> )		
ColorRegionMapBuilder		
( <b>BP.AdventureFramework.Renderers</b> )		
ColorRegionMapFrameBuilder		

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)	<i>contextualCommands</i>	The contextual commands to display.
		
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	<i>keyType</i>	The type of key to use.
<b>(BP.AdventureFramework.Con</b> int (https://learn.microsoft.com/dotnet/api/system.int32) <b>Extensions</b>	<i>width</i>	The width of the frame.
<b>+ BP.AdventureFramework.</b> int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

## **(BP.AdventureFramework.Exte** Returns

Type	Description
<b>Interpretation</b> IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	
<b>(BP.AdventureFramework.Inte</b>	

## **+ BP.AdventureFramework.**

### Implements

#### **(BP.AdventureFramework.Logi** ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)

## **+ BP.AdventureFramework.**

### Rendering

#### **(BP.AdventureFramework.Render**

## **+ BP.AdventureFramework.**

### Rendering.FrameBuilders

#### **(BP.AdventureFramework.Render**

## **- BP.AdventureFramework.**

### Rendering.FrameBuilders.

#### Color

#### **(BP.AdventureFramework.Render**

AnsiColor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

# Class ColorTitleFrameBuilder

Provides a builder of color title frames.

Filter by title

Inheritance

## Conversations.Instructions

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

↳ ColorTitleFrameBuilder

+ **BP.AdventureFramework.**

Implements

## Extensions

ITitleFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html\)](#))

([\(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.Ren](#)

```
public sealed class ColorTitleFrameBuilder : ITitleFrameBuilder
```

- **BP.AdventureFramework.**

## Rendering.FrameBuilders.

Color

## Constructors

([\(BP.AdventureFramework.Ren](#)

AnsiColor

## ColorTitleFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorTitleFrameBuilder class.

([\(BP.AdventureFramework.Renderi](#)

Declaration

([\(BP.AdventureFramework.Renderi](#)

ColorCompletionFrameBuilder

```
public ColorTitleFrameBuilder(GridStringBuilder gridStringBuilder)
```

([\(BP.AdventureFramework.Renderi](#)

ColorGameOverFrameBuilder

Para ([\(BP.html\).AdventureFramework.Renderi](#)

ColorHelpFrameBuilder

([\(BP.AdventureFramework.Renderi](#)

StringRegionMapBuilder

([\(BP.AdventureFramework.Renderi](#)

ColorTitleFrameBuilder

Type		Name	Description
GridStringBuilder	( <a href="#">(BP.AdventureFramework.Renderi</a>	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
------	-------------

## + BP.AdventureFramework.

ANSIColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

### Interpretation

#### (BP.AdventureFramework.Inter

## BorderColor

### 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

## BP.AdventureFramework.

Type	Description
------	-------------

### Rendering.FrameBuilders

#### (BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

## - BP.AdventureFramework.

### Rendering.FrameBuilders.

#### Color

#### (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
------	-------------

### BP.AdventureFramework.Render

#### (BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

Get or set the title color.

ColorRegionMapFrameBuilder

## Declaration

```
public AnsiColor TitleColor { get; set; }
```

### Property Value

Type	Description
AnsiColor ( <a href="#">BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html</a> ) <b>(BP.AdventureFramework.ConversationsInstructions)</b>	

## + BP.AdventureFramework.

### Extensions

## Methods

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

## + BP.AdventureFramework.

### Build(string, string, int, int)

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

Build a frame.

## + BP.AdventureFramework.

Declaration

### Logic

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

([BP.AdventureFramework.Logic](#)) (title, string description, int width, int height)

## + BP.AdventureFramework.

Parameters

### Rendering

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

Type	Name	Description
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )	<i>title</i>	The title.
string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) <b>(BP.AdventureFramework.Rendering.FrameBuilders)</b>	<i>description</i>	The description.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>width</i>	The width of the frame.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) <b>(BP.AdventureFramework.Rendering.FrameBuilders)</b>	<i>height</i>	The height of the frame.

### Color

Returns

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

Type	Description
AnsiColor ( <a href="#">BP.AdventureFramework.Renderer</a> )	

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

ColorAboutFrameBuilder

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

ColorCompletionFrameBuilder

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

ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))

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

ColorGameOverFrameBuilder

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

ColorHelpFrameBuilder

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

ColorRegionMapBuilder

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

ColorRegionMapFrameBuilder

## Implements

# 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 ([\(BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html\)](#))

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

Inherited Members

+ **BP.AdventureFramework.**

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

([\(BP.AdventureFramework.Interpreters.html\)](#))

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

([\(BP.AdventureFramework.Logic.html\)](#))

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

+ **BP.AdventureFramework.**

No rendering ([\(BP.html\)](#)).AdventureFramework ([\(BP.AdventureFramework.html\)](#)).Rendering

([\(BP.AdventureFramework.Rendering.FrameBuilders.html\)](#))

([\(BP.AdventureFramework.Rendering.FrameBuilders.Color.html\)](#))

Assembly: BP.AdventureFramework.dll

Syntax

## Rendering.FrameBuilders

([\(BP.AdventureFramework.Renderers.html\)](#))

public sealed class ColorTransitionFrameBuilder : ITransitionFrameBuilder

- **BP.AdventureFramework.**

## Rendering.FrameBuilders.

Color

## Constructors

([\(BP.AdventureFramework.Renderers.html\)](#))

AnsiColor

## ColorTransitionFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorTransitionFrameBuilder class.

([\(BP.AdventureFramework.Renderers.html\)](#))

Declaration

([\(BP.AdventureFramework.Renderers.html\)](#))

ColorCompletionFrameBuilder

([\(BP.AdventureFramework.Renderers.html\)](#))

ColorConversationFrameBuilder

public ColorTransitionFrameBuilder(GridStringBuilder gridStringBuilder)

([\(BP.AdventureFramework.Renderers.html\)](#))

ColorGameOverFrameBuilder

([\(BP.AdventureFramework.Renderers.html\)](#))

ColorHelpFrameBuilder

([\(BP.AdventureFramework.Renderers.html\)](#))

ColorRegionFrameBuilder

([\(BP.AdventureFramework.Renderers.html\)](#))

ColorStringRegionFrameBuilder

([\(BP.AdventureFramework.Renderers.html\)](#))

ColorTransitionFrameBuilder

([\(BP.AdventureFramework.Renderers.html\)](#))

Type		Name	Description
GridStringBuilder	( <a href="#">(BP.AdventureFramework.Renderers.html)</a> )	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

### 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

## BP.AdventureFramework.

### Rendering.FrameBuilders

### Type Description

#### (BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

## - BP.AdventureFramework.

### Rendering.FrameBuilders.

#### Color

### MessageColor

#### (BP.AdventureFramework.Render

Get or set the message color.

AnsiColor

Declaration

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

```
public ANSIColor MessageColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

Property Value

## ColorConversationFrameBuilder

### (BP.AdventureFramework.Render

### Type Description

#### (BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

Get or set the title color.

ColorRegionMapFrameBuilder

## TitleColor



# Namespace BP.AdventureFramework.Rendering.Frames

▼ Filter by title

## Classes

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

**GridTextFrame** (BP.AdventureFramework.Rendering.Frames.GridTextFrame.html)

(BP.AdventureFramework.Com)

Displaying a command based interface.

+ BP.AdventureFramework.

Interfaces

Conversations.Instructions

(BP.AdventureFramework.Com)

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

Extension object that is a frame that can display a command based interface.

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ 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

GridTextFrame

-----

# 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](#))

Commands

(**BP.AdventureFramework.Com**)

Implements

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

+ **BP.AdventureFramework**.

Inheritance

Conversations

(**BP.AdventureFramework.Com**)

object.Equals(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\(system-object-system-object\)](#))

(**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](#))

+ **BP.AdventureFramework.**

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

Extensions

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

(BP.AdventureFramework.Rendering.html).Frames (BP.AdventureFramework.Rendering.Frames.html)

+ **BP.AdventureFramework**.

Interpretation

(**BP.AdventureFramework.Inter**)

```
public sealed class GridTextFrame : IFrame
```

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**)

Constructors

+ **BP.AdventureFramework.**

Rendering

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

(BP.AdventureFramework.Render

Initializes a new instance of the GridTextFrame class.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**)

```
public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiC
```

+ **BP.AdventureFramework.**

Color backgroundcolor)

Rendering.FrameBuilders.

Color

Parameters

(**BP.AdventureFramework.Ren**)

Type

- **BP.AdventureFramework.**

GridStringBuilder

Rendering.Frames

(BP.AdventureFramework.Rendering.FrameBuilders.GridString

(**BP.AdventureFramework.Render**)

Builder.html)

GridTextFrame

-- -- . . . - . - . . .

Name	Description
builder	The builder that creates the frame.

Type	Name	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>cursorLeft</i>	The cursor left position.
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	<i>cursorTop</i>	The cursor top position.
AnsiColor ↳ <a href="#">(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)</a>	<i>backgroundColor</i>	The background color.

## + BP.AdventureFramework.

### Commands

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

## Properties

### + BP.AdventureFramework.

### Conversations

#### AcceptsInput

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

Gets or sets if this Frame accepts input.

### Conversations.Instructions

Declaration

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

### + BP.AdventureFramework.

### Extensions

Provides extension methods.

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

### + Type: BP.AdventureFramework.

### Description

#### Interpretation

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

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

### + BP.AdventureFramework.

#### BackgroundColor

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

Get the background color.

### + BP.AdventureFramework.

Declaration

### Rendering

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

Public [AnsiColor](#) *BackgroundColor* { get; }

### + BP.AdventureFramework.

Provides extension methods.

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

### + BP.AdventureFramework.

Provides rendering services.

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

### - BP.AdventureFramework.

Get the cursor left position.

### Rendering.Frames

Declaration

([BP.AdventureFramework.Rendering.Frames](#))

GridTextFrame

```
public int CursorLeft { get; }
```

## Property Value

Type	Description
int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )	

## + BP.AdventureFramework.

### Commands

#### CursorTop (BP.AdventureFramework.Com

Get the cursor top position.

### Conversations

#### Decompile (BP.AdventureFramework.Con

```
public int CursorTop { get; }
```

## + BP.AdventureFramework.

### Conversations.Instructions

#### Property Value (BP.AdventureFramework.Con

### Type

## + BP.AdventureFramework.

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

#### (BP.AdventureFramework.Exte

## + BP.AdventureFramework.

### ShowCursor

#### Interpretation

#### (BP.AdventureFramework.Inter

Get or set if the cursor should be shown.

## + BP.AdventureFramework.

### Declaration

### Logic

#### (BP.AdventureFramework.Logic) set; }

## + BP.AdventureFramework.

### Rendering

#### Type (BP.AdventureFramework.Ren

## + BP.AdventureFramework.

### Rendering.FrameBuilders

#### (BP.AdventureFramework.Ren

## + BP.AdventureFramework.

### Methods

#### Rendering.FrameBuilders.

### Color

#### RenderTextWriter (BP.AdventureFramework.Render

## + BP.AdventureFramework.

### Rendering.Frames

#### Declaration (BP.AdventureFramework.Render

### GridTextFrame



# 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)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

**Commands**

Syntax

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

**Conversations**

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

**Properties**

Conversations.Instructions

(BP.AdventureFramework.Con

**AcceptsInput**

(BP.AdventureFramework.

**Extensions**

Get or Set if this Frame accepts input.

(BP.AdventureFramework.Exte

Declaration

+ **BP.AdventureFramework.**

**Interpretation** Input { get; set; }

(BP.AdventureFramework.Inter

Property Value

(BP.AdventureFramework.

**Type**

(BP.AdventureFramework.Logi

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

Description

+ **BP.AdventureFramework.**

**Rendering**

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Get the cursor left position.

**Rendering.FrameBuilders**

Declaration

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

Property Value

(BP.AdventureFramework.Render

Type

- **BP.AdventureFramework.**

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

**Rendering.Frames**

Description

(BP.AdventureFramework.Render

GridTextFrame

-- - . . . - . - . . .

## CursorTop

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```

+ BP.AdventureFramework.

Type

(BP.AdventureFramework.Com

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

+ BP.AdventureFramework.

Conversations

SKBP.AdventureFramework.Com

+ BP.AdventureFramework.

Get or set the cursor should be shown.

Conversations.Instructions

Declaration

(BP.AdventureFramework.Com

+ BP.AdventureFramework.set; }

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

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

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

Methods

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Render(TextWriter)

(BP.AdventureFramework.Render

Render this frame on a writer.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Re

Void Render(TextWriter writer)

+ BP.AdventureFramework.

Partial class Rendering.FrameBuilders.

Color

Type (BP.AdventureFramework.Re

TextWriter (<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

- BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Re

GridTextFrame

Description

Description

Name

Description

writer

The writer.

▼

- + **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

— — . . . — . . .

# 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.html](#))

            Provides the work 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.**

Assembly: BP.AdventureFramework.dll

**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.**

**Instantiate()**

(**BP.AdventureFramework.Inter**

Instantiate a new instance of the templated asset.

+ **BP.AdventureFramework.**

Declaration

**Logic**

(**BP.AdventureFramework.Logi**

    ↑ Instantiate()

+ **BP.AdventureFramework.**

**Rendering**

Returns

(**BP.AdventureFramework.Ren**

Type

Description

+ **BP.AdventureFramework.**

T The asset.

**Rendering.FrameBuilders**

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

**Rendering.Frames**

(**BP.AdventureFramework.Ren**

- **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.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.Com)**

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[])**

**(BP.AdventureFramework.Overw**

Initializes a new instance of the OverworldMaker class.

## + BP.AdventureFramework.

### Rendering.FrameBuilders

**(BP.AdventureFramework.Ren**

Identifier identifier, Description description, params RegionM

aker[] regionMakers)

## + BP.AdventureFramework.

### Rendering.FrameBuilders.

Parameters

#### Color

Type: **(BP.AdventureFramework.Ren**

Identifier

**(BP.AdventureFramework.Ren**

Identifier identifier)

**(BP.AdventureFramework.Ren**

(BP.AdventureFramework.Assets.Identifier.html)

**(BP.AdventureFramework.Ren**

(BP.AdventureFramework.Assets.Description.html)

**- BP.AdventureFramework.**

### Utilities

Type	Name	Description
<b>(BP.AdventureFramework.Ren</b>	<i>identifier</i>	An identifier for the region.
<b>(BP.AdventureFramework.Ren</b>	<i>description</i>	A description for the region.
<b>- BP.AdventureFramework.</b>		

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.

Parameters

(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.Inter

(BP.AdventureFramework.Utilities.RegionMaker.html)

[]BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

## Methods

BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Re

Make()

+ BP.AdventureFramework.

Make an overworld

Rendering.FrameBuilders

(BP.AdventureFramework.Re

Details

+ BP.AdventureFramework.

public Overworld Make()

Rendering.FrameBuilders.

Color

Returns

(BP.AdventureFramework.Re

Type

+ BP.AdventureFramework.

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

Rendering.Frames

(BP.AdventureFramework.Re

- BP.AdventureFramework.

Utilities

Type	Description
+ BP.AdventureFramework.	The created overworld.

▼

- + **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.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

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

### (BP.AdventureFramework.Com)

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>)

### 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.

## + BP.AdventureFramework.

### Rendering.FrameBuilders

#### (BP.AdventureFramework.Ren

Identifier identifier, Description description)

## + BP.AdventureFramework.

Parameters

### Rendering.FrameBuilders.

Type	Name	Description
(BP.AdventureFramework.Ren	Identifier	An identifier for the region.
Identifier (BP.AdventureFramework.Assets.Identifier.html)	identifier	An identifier for the region.

## + BP.AdventureFramework.

### Rendering.Frames

#### (BP.AdventureFramework.Ren

## RegionMaker(Identifier, Description)

### Utilities

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.Con**

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

*identifier*

An identifier for the region.

+ **BP.AdventureFramework.**

**Conversations**

(**BP.AdventureFramework.Con**

**Properties**

**Conversations.Instructions**

(**BP.AdventureFramework.Con**

this[int, int, int]

+ **BP.AdventureFramework.**

Get or set the room at a location.

**Extensions**

Declaration

+ **BP.AdventureFramework.**

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

**Interpretation**

(**BP.AdventureFramework.Inter**

Parameters

+ **BP.AdventureFramework.**

Type

**Logic**

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

Name

Description

(**BP.AdventureFramework.Logic**

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

x

The x position.

+ **BP.AdventureFramework.**

**Rendering**

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

y

The y position.

(**BP.AdventureFramework.Ren**

z

The z position.

Property Value

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders**

(**BP.AdventureFramework.Rep**

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

Description

(**BP.AdventureFramework.Rep**

The room.

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

(**BP.AdventureFramework.Re**

Color (<https://learn.microsoft.com/dotnet/api/system.drawing.color>)

(**BP.AdventureFramework.Re**

Determine if a room can be placed at a location

+ **BP.AdventureFramework.**

**CanPlaceRoom(int, int, int)**

(**BP.AdventureFramework.Re**

Determine if a room can be placed at a location

+ **BP.AdventureFramework.**

Declaration

**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.Ren**

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

z

The start z position.

+ **BP.AdventureFramework.**

Returns

**Rendering.FrameBuilders**

Type

(**BP.AdventureFramework.Ren**

Description

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

The created region.

+ **BP.AdventureFramework.**

**Rendering.FrameBuilders.**

**Color**

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

**Rendering.Frames**

(**BP.AdventureFramework.Ren**

- **BP.AdventureFramework.**

**Utilities**