

Namespace BP.AdventureFramework. Assets

▼ Filter by title

Classes

- **BP.AdventureFramework.**

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

ConditionalDescription
Represents a conditional description of an object.

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

Description

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

ExaminableObject
Represents a description of an object.
([BP.AdventureFramework.Assets.E](#))

ExaminationCallback

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

ExaminationResult
Represents an object that can be examined.
([BP.AdventureFramework.Assets.E](#))

IExaminable

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

IPlayerVisible
Represents the result of an examination.
([BP.AdventureFramework.Assets.II](#))

Identifier

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

Item
Provides a class that can be used as an identifier.
([BP.AdventureFramework.Assets.It](#))

Size

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

- + **BP.AdventureFramework.** Items used within the game.

Assets.Characters

STRUCT ([BP.AdventureFramework.Assets.Struct.html](#))

- + **BP.AdventureFramework.**

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

([BP.AdventureFramework.Assets.Size.html](#))
Represents a size.

- + **BP.AdventureFramework.**

Interfaces

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

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

Commands
Represents any object that is examinable.

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

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

Conversations

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.Condition)

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.SizeType)

+ **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

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

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

Description.Empty

Description

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

↳ [\(BP.AdventureFramework.Assets.Description\)](#) ([object.Equals\(object\)](#) ([ExaminableObject](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-object)))</p></div><div data-bbox=)

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

object.Equals(object, object) ([ExaminationCallback](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-object-object))</p></div><div data-bbox=)

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

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

ExaminationResult

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

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

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

IExaminable

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

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

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

PlayerVisible

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

Syntax

Identifier

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

Item

public sealed class ConditionalDescription : Description

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

Size

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

Constructors

+ BP.AdventureFramework.

Assets.Characters

C(ConditionalDescription)(String, String, Condition)

+ BP.AdventureFramework.

Initializes a new instance of the ConditionalDescription class.

Assets.Interaction

Declaration

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

+ BP.AdventureFramework.

Initializes a new instance of the ConditionalDescription class.

Assets.Locations

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

Parameters

+ BP.AdventureFramework.

Type

Commands

↳ [\(BP.AdventureFramework.Com](#))

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

↳ [\(BP.AdventureFramework.Com\)](#)

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

↳ [\(BP.AdventureFramework.Com\)](#)

Conversations

Type	Name	Description
String (https://learn.microsoft.com/dotnet/api/system.string)	trueDescription	The true description.
String (https://learn.microsoft.com/dotnet/api/system.string)	falseDescription	The false description.

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

Properties

- BP.AdventureFramework.

Condition

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

ConditionalDescription

Declaration
(BP.AdventureFramework.Assets.Condition)

Description

BP_AdventureFramework_Assets_ICondition { get; set; }

ExaminableObject

Property Value
(BP.AdventureFramework.Assets.ExaminationCallback)

Type
(BP.AdventureFramework.Assets.ExaminationCallback)

Description

Condition
(BP.AdventureFramework.Assets.ExaminationCallback)

Represents a conditional description of an object.

ExaminationResult
(BP.AdventureFramework.Assets.ExaminationResult)

Declaration
(BP.AdventureFramework.Assets.ExaminationResult)

IExaminable

(BP.AdventureFramework.Assets.IExaminable)

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Methods

+ BP.AdventureFramework.

Assets.Characters

```
public override string GetDescription()
(BP.AdventureFramework.Assets.Characters)
```

+ BP.AdventureFramework.

Assets.Interaction

Type
(BP.AdventureFramework.Assets.Interaction)

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

Description

The description.

+ BP.AdventureFramework.

Assets.Locations

Overrides
(BP.AdventureFramework.Assets.Locations)

Description.GetDescription()

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations



- **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.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

Class Description

Represents a description of an object.

Filter by title

Inheritance

BP.AdventureFramework.

Assets

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

(BP.AdventureFramework.Assets)

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

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

Description

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

ExaminableObject

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

ExaminationCallback

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

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

ExaminationResult

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.IF)

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

PlayerVisible

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

Identifier

(BP.AdventureFramework.Assets.Identifier)

Item

public class Description
(BP.AdventureFramework.Assets.Identifier)

Size

(BP.AdventureFramework.Assets.Size)

Constructors

+ **BP.AdventureFramework.**

Assets.Characters

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

+ **BP.AdventureFramework.**

Initialized an instance of the Description class

Assets.Interaction

Declaration

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Commands

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

(BP.AdventureFramework.Com)

Name	Description
description	The description

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversation)

Properties

DefaultDescription

Get or set the description.

Declaration

- **BP.AdventureFramework.**

Assets

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

Property Value

(BP.AdventureFramework.Assets.C

Type	Description	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	ExaminableObject	Represents a description of an object.

ConditionalDescription

(BP.AdventureFramework.Assets.C

Description

(BP.AdventureFramework.Assets.C

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.Id

Type	Description	Description
Item	(BP.AdventureFramework.Assets.I	

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

(BP.AdventureFramework.Assets.S

+ BP.AdventureFramework.

Assets.Characters

Methods

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

GetDescription()

Assets.Interaction

(BP.AdventureFramework.Assets.

Get the description.

+ BP.AdventureFramework.

Declaration

Assets.Locations

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Returns

Commands

(BP.AdventureFramework.Com

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

Conversations

(BP.AdventureFramework.Con



- **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.Characters

(BP.AdventureFramework.Assets.Characters)

+ **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

Class 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

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

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

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

↳ IExaminable

Inherited Members

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

[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.Interaction

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

+ [BP.AdventureFramework.ExaminableObject](#)

Properties

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

+ [BP.AdventureFramework.ExaminableObject](#)

Commands

Get or set this objects commands.

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

Declaration

+ [BP.AdventureFramework.ExaminableObject](#)

Conversations

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

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

Property Value

Type	Description
CustomCommand Assets (BP.AdventureFramework.Commands.CustomCommand.html) [BP.AdventureFramework.Assets]	Represents an object that can be examined.

ConditionalDescription
(BP.AdventureFramework.Assets.C)

Description
(BP.AdventureFramework.Assets.D)

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

Declaration
ExaminationCallback
(BP.AdventureFramework.Assets.E)

```
public ExaminationResult Description { get; set; }
```

ExaminationResult
(BP.AdventureFramework.Assets.E)

IExaminable
Property Value
(BP.AdventureFramework.Assets.II)

Type	Description
PlayerVisible (BP.AdventureFramework.Assets.II)	Represents an object that can be examined.

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

Item
(BP.AdventureFramework.Assets.Item)

Size
Get or set the callback handling all examination of this object.
(BP.AdventureFramework.Assets.Size)

Declaration
+ BP.AdventureFramework.

Assets.Characters
public ExaminationCallback Examination { get; set; }
(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.
Property Value
Assets.Interaction

Type	Description
(BP.AdventureFramework.Assets.ExaminationCallback)	Represents an object that can be examined.

+ BP.AdventureFramework.
Commands
Get this objects identifier
(BP.AdventureFramework.Commands)

Declaration
+ BP.AdventureFramework.

Conversations
(BP.AdventureFramework.Conversations)

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

Property Value

Type	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html) Assets	Represents an object that can be examined.

(BP.AdventureFramework.Ass

IsPlayerVisible ConditionalDescription
(BP_AdventureFramework_Assets_C)

Description Get or Set if this is visible to the player.
(RP AdventureFramework Assets)

(B) .AdventureFramework.Assets.E
Declaration
ExamifiableObject

```
public bool IsPlayerVisible {
```

(BP.AdventureFramework.Assets.E

- ExaminationResult

Type `IExaminable`

(BPAdventureFramework.Assets.II
boot (<https://learn.microsoft.com/dotnet>

IPlayerVisible

Identifier

Methods

(BP.AdventureFramework.Assets.
Size
Example)

Examine()
(BP.AdventureFramework.Assets.S

BP Adventure Framework.

Assets, Characters

Declaration **(BP.AdventureFramework.Ass**

+ **BP:AdventureFramework**

Assets.Interaction

• Type: AdventureFramework.Ass

+ BP_AdventureFramework.

Assets Locations

(EBR Adventure Frameworks Assn)

+ BP.AdventureFramework. Commands

Commands ToString() (BP.AdventureFramework.Com)

Returns a string that represents the current **AdventureFramework**.

Conversations

Declaration

Type	Description
+ BPAdventureFramework.	
AssetsLocations (BPAdventureFramework.AssetLocations)	A ExaminationResult detailing the examination of this object. ExaminationResult.html

+ BP.AdventureFramework.
Commands

Commands ToString() (BP.AdventureFramework.Com)

+ **BP.AdventureFramework**.

Conversations

Declaration /BP_AdventureFramework_Conv

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

Returns

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

(BP.AdventureFramework.Assets)

Overrides

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

Implements

IExaminableObject

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

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

ExaminationCallback

(BP.AdventureFramework.Assets.E)

ExaminationResult

(BP.AdventureFramework.Assets.E)

IExaminable

(BP.AdventureFramework.Assets.IE)

IPlayerVisible

(BP.AdventureFramework.Assets.IP)

Identifier

(BP.AdventureFramework.Assets.II)

Item

(BP.AdventureFramework.Assets.II)

Size

(BP.AdventureFramework.Assets.IS)

+ 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)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con)

Delegate ExaminationCallback

Represents the callback for examinations.

▼ Filter by title

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

(**BP.AdventureFramework.Assets**)

Assembly: BP.AdventureFramework.dll

ConditionalDescription

Syntax

(BP.AdventureFramework.Assets.C

Description

public delegate ExaminationResult ExaminationCallback(IExaminable obj)

ExaminableObject

(BP.AdventureFramework.Assets.E

Parameters

ExaminationCallback

Type

(BP.AdventureFramework.Assets.E

Name

Description

ExaminationResult

IExaminable

(BP.AdventureFramework.Assets.IExaminable.html)

obj

The object to examine.

Returns

IExaminable

(BP.AdventureFramework.Assets.II

Type

PlayerVisible

Description

ExaminationResult

Identifier

(BP.AdventureFramework.Assets.ExaminationResult.html)

(BP.AdventureFramework.Assets.I

A string representing the result of the

examination.

Item

(BP.AdventureFramework.Assets.It

Size

(BP.AdventureFramework.Assets.S

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.C

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.I

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.L

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance

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

Syntax

+ **BP.AdventureFramework.**

Assets.Characters

public class ExaminationResult : Result
(<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.ExaminationResult>)

+ **BP.AdventureFramework.**

Assets.Interaction

Constructors

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

+ **BP.AdventureFramework.**

ExaminationResult(string)

Assets.Locations

Initializes a new instance of the ExaminationResult class.

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

+ **BP.AdventureFramework.**

Commands

public ExaminationResult(string description)
(<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Commands.ExaminationResult>)

+ **BP.AdventureFramework.**

Parameters

Conversations

Type	Name	Description
https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Conversations	<i>description</i>	A description of the result.

+ **BP.AdventureFramework.**

Extensions



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.Characters
(BP.AdventureFramework.Assets.C)
- + **BP.AdventureFramework.**
Assets.Interaction
(BP.AdventureFramework.Assets.I)
- + **BP.AdventureFramework.**
Assets.Locations
(BP.AdventureFramework.Assets.L)
- + **BP.AdventureFramework.**
Commands
(BP.AdventureFramework.Commands)
- + **BP.AdventureFramework.**
Conversations
(BP.AdventureFramework.Conversations)
- + **BP.AdventureFramework.**
Extensions

Type	Description
Description (BP.AdventureFramework.Assets.Description.html)	Represents any object that is examinable.

Identifier

Get this objects identifier.
(BP.AdventureFramework.Assets.C

Description

```
    ExaminableObject  
    Identifier Identifier { get; }  
    (BP.AdventureFramework.Assets.E
```

ExaminationCallback
Property Value
BP_AdventureFramework.Asets.E

- ExaminationResult

Type	Description
ExaminationResult (BP.AdventureFramework.Assets.ExaminationResult)	Represents any object that is examinable.

Methods

(BP.AdventureFramework.Assets.Item

Examine() ventureFramework.Assets.SizeType

Examine this object.
`(BPAdventureFramework.Asets.S`

Declaration + BP.AdventureFramework.

Assets.Characters (BP.AdventureFramework.Asse

+ **BP.AdventureFramework.**

Returns Assets.Interaction
Type AdventureFramework.Asset

+ **BP.AdventureFramework.**

Assets.Locations

+ BP AdventureFramework

• BI Adventure Framework Commands

BP.AdventureFramework.Com

+ BP.AdventureFramework.
Conversations

(BP.AdventureFramework.Con

+ BP.AdventureFramework.
Extensions

Assets.Interaction	
Type	Description
<code>(BP.AdventureFramework.Assets.ExaminationResult)</code>	A ExaminationResult detailing the examination of this object.
<code>+ BP.AdventureFramework. (BP.AdventureFramework.Assets.ExaminationResult.html)</code>	<code>Assets.Locations</code>

Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

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

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Assets.D

Syntax

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

```
ExaminationCallback  
(BP.AdventureFramework.Assets.E  
ExaminationResult  
(BP.AdventureFramework.Assets.E
```

```
IExaminable
```

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

```
IPlayerVisible
```

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

```
Identifier
```

Get [BP.AdventureFramework.IPlayerVisible](#)

```
Item
```

Declaration

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

```
Size
```

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

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

+ BP.AdventureFramework.

Assets.Characters

Type	Description
BP.AdventureFramework.Assets.IPlayerVisible	Represents any object that is visible to a player.

Assets.Interaction

(BP.AdventureFramework.Assets.IInteraction)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.ILocation)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands.ICommand)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.IConversation)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.IExtension)

Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance:

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

Implementation:

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)

(BP.AdventureFramework.Assets.Identifier.html)
(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\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

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

object (BP.AdventureFramework.Assets.Identifier) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object (BP.AdventureFramework.Assets.Identifier) (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

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

+ **BP.AdventureFramework.**

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

Assets.Characters

Assembly: BPAdventureFramework.dll

Syntax

+ **BP.AdventureFramework.**

AssetsInteraction

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

(BP.AdventureFramework.Assets.Identifier)

+ **BP.AdventureFramework.**

Construction

Constructors

(BP.AdventureFramework.Assets.Identifier)

Identifier(string) framework.

Commands

Creates a new instance of the Identifier class.

(BP.AdventureFramework.Com)

Declaration

+ **BP.AdventureFramework.**

Conversations

public Identifier(string name)

(BP.AdventureFramework.Con)

+ **BP.AdventureFramework.**

Parameters

Extensions

Type

(BP.AdventureFramework.Exte)

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

+ **BP.AdventureFramework.**

Extensions	Name	Description
Type	name	The name.

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	Provides a class that can be used as an identifier.
---	---

(BP.AdventureFramework.Assets.II

IPlayerVisible

IdentifiableName

(BP.AdventureFramework.Assets.II

Identifier

Get the name as a case insensitive identifier.

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

Item

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

Size

```
public string IdentifiableName { get; }  
(BP.AdventureFramework.Assets.S
```

+ BP.AdventureFramework.

Property Value

Assets.Characters

Type

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

Description

string (https://learn.microsoft.com/dotnet/api/system.string)	Provides a class that can be used as an identifier.
--	---

+ BP.AdventureFramework.

Assets.Interaction

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

Name

+ BP.AdventureFramework.

Get the name.

Assets.Locations

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

Declaration

+ BP.AdventureFramework.

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

Commands

```
(BP.AdventureFramework.Com
```

Property Value

+ BP.AdventureFramework.

Type

Conversations

```
(BP.AdventureFramework.Con
```

Description

string (https://learn.microsoft.com/dotnet/api/system.string)	Provides a class that can be used as an identifier.
--	---

+ BP.AdventureFramework.

Extensions

```
(BP.AdventureFramework.Exte
```

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
ExaminableObject (BP.AdventureFramework.Assets.ExaminableObject)	other	An object to compare with this object.

Returns

ExaminationResult
(BP.AdventureFramework.Assets.ExaminationResult)

Type	Examinable	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.SizeType)

Equals(string)

Framework.Assets.String

+ BPAdventureFramework

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

Assets.Characters

Declaration
(BP.AdventureFramework.Assets.Characters)

+ BPAdventureFramework

bool Equals(Identifier other)

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

Parameters

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

+ BPAdventureFramework

Commands

(BP.AdventureFramework.Commands)

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,

false
(https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool).

+ BPAdventureFramework

Conversations

(BP.AdventureFramework.Conversations)

+ BPAdventureFramework

Extensions

(BP.AdventureFramework.Extensions)

ToIdentifiableString(string)

+ BPAdventureFramework

Convert a string to an identifiable string.

Declaration

```
protected string ToIdentifiableString(string value)
```

Parameters

Type	Description
(BP.AdventureFramework.Assets.ExaminableObject<string>) (https://learn.microsoft.com/dotnet/api/system.string)	value The value to convert.

ExaminationCallback

Returns (BP.AdventureFramework.Assets.ExaminationResult)

Type	Description
(BP.AdventureFramework.Assets.ExaminationResult<string>) (https://learn.microsoft.com/dotnet/api/system.string)	The identifiable string.

(BP.AdventureFramework.Assets.IIdentifier)

IPlayerVisible

(BP.AdventureFramework.Assets.IIdentifier)

Identifier

Returns (BP.AdventureFramework.Assets.IIdentifier) current object.

Item

Declaration (BP.AdventureFramework.Assets.IItem)

Size

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

+ BP.AdventureFramework.

Returns Assets.Characters

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

Assets.Interaction

Overrides

(BP.AdventureFramework.Assets.IInteraction)

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

+ BP.AdventureFramework.

Assets.Locations

Implements (BP.AdventureFramework.Assets.ILocations)

IEquatable<T> (https://learn.microsoft.com/dotnet/api/system.iequatable-1)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ 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](#))
IExaminable
IPlayerVisible ([BP.AdventureFramework.Assets.IPlayerVisible.html](#))
IInteractable ([BP.AdventureFramework.Assets.IInteractWithItem.html](#))

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

ExaminableObject.Examination

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

ExaminableObject.Examination
↳ (BP_AdventureFramework_Assets_ExaminableObject_Examination.html#BP_AdventureFramework_Assets_ExaminableObject_Examination)
ExaminableObject.Examination
↳ (BP_AdventureFramework_Assets_ExaminableObject_Examination.html#BP_AdventureFramework_Assets_ExaminableObject_Examination)
ToSt
↳ (BP_AdventureFramework.Assets.S)

ExaminableObject.Identifier

+ **BP.AdventureFramework.** ([BP_AdventureFramework_Assets_ExaminableObject_Identifier.html](#))
↳ (BP_AdventureFramework.Assets.ExaminableObject.Identifier) ([BP_AdventureFramework_Assets_ExaminableObject_Identifier.html](#))

(BP_AdventureFramework_Assets_ExaminableObject_Identifier)
↳ (BP_AdventureFramework_Assets_ExaminableObject_Identifier.html#BP_AdventureFramework_Assets_ExaminableObject_Identifier)

ExaminableObject.Description

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

Assets.Interaction

ExaminableObject.Commands
↳ (BP_AdventureFramework_Assets_ExaminableObject_Commands) ([BP_AdventureFramework_Assets_ExaminableObject_Commands.html](#))

+ **BP.AdventureFramework.**

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

↳ (BP_AdventureFramework_Assets_ExaminableObject_Examine)

ExaminableObject.IsPlayerVisible

+ **BP.AdventureFramework.** ([BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible.html](#))
↳ (BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible) ([BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible.html](#))

(BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible)
↳ (BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible.html#BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible)

+ **BP.AdventureFramework.**

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

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

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

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

Name ([BP_AdventureFramework.ExternalName.html](#))

(BP_AdventureFramework.ExternalName)

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

Interpretation

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

Constructors

Item(Identifier, Description, bool)

ExaminableObject
(BP.AdventureFramework.Assets.E
ExaminationCallback
Initializes a new instance of the Item class.
(BP.AdventureFramework.Assets.E

Declaration

ExaminableObject
(BP.AdventureFramework.Assets.E

public Item(Identifier identifier, Description description, bool isTakeable = false)
(BP.AdventureFramework.Assets.II

IPlayerVisible

Parameters
(BP.AdventureFramework.Assets.II

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

+ BP.AdventureFramework.

Assets.Characters

Item(string, string, bool)

Initializes a new instance of the Item class.

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.II)

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

+ BP.AdventureFramework.

Assets.Locations

Properties (BP.AdventureFramework.Assets.II)

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

Conversations

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Properties Extensions

(BP.AdventureFramework.Extensions.II)

+ BP.AdventureFramework.

Interaction

(BP.AdventureFramework.Interaction.II)

Interpretation

Get or set the interaction.

Declaration

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



Property Value

Type	Description
<code>IExaminableObject</code> (BP.AdventureFramework.Assets.ExaminationCallback) ExaminationCallback (BP.AdventureFramework.Assets.Interaction.InteractionCallback.html) (BP.AdventureFramework.Assets.ExaminationResult)	Represents an item that can be used within the game.

`IsTakeable`
(BP.AdventureFramework.Assets.IPlayerVisible)

Get `open` if this is takeable.
(BP.AdventureFramework.Assets.Identifier)

Declaration
(BP.AdventureFramework.Assets.Identifier)

```
Item  
public bool IsTakeable { get; }  
(BP.AdventureFramework.Assets.Identifier)
```

Size

Property Value

Type	Description
<code>bool</code> (BP.AdventureFramework.Assets.Identifier)	Represents an item that can be used within the game.

+ **BP.AdventureFramework.**

Assets.Interaction

 (BP.AdventureFramework.Assets.Interaction)

Methods

+ **BP.AdventureFramework.**

Assets.Locations

 (BP.AdventureFramework.Assets.Locations)

Interact(`Item`)

 (BP.AdventureFramework.Assets.Item)

Interact with an item.

+ **BP.AdventureFramework.**

Commands

 (BP.AdventureFramework.Commands)

+ `public InteractionResult Interact(Item item)`

Conversations

 (BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

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

`item`

The item to interact with.

+ **BP.AdventureFramework.**

Interpretation

Returns

+ **BP.AdventureFramework.**

Interpretation

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

▼ Morph(Item)

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

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

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

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

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

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

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

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

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

Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

+ BPAdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

+ BPAdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

+ BPAdventureFramework.

Commands

(BP.AdventureFramework.Commands.html)

+ BPAdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.html)

+ BPAdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.html)

+ BPAdventureFramework.

Interpretation

Struct Size

Represents a size.

Filter by title

Inherited Members .

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

+ BP.AdventureFramework. Constructors

Assets.Characters

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

+ BP.AdventureFramework.

Assets.Interaction

Initializes a new instance of the **Size** struct.

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

Declaration

+ BP.AdventureFramework.

Assets.Locations

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

Parameters

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

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

Name

Description

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Properties

Extensions

(BP.AdventureFramework.Exte

Height

+ BP.AdventureFramework.

Interpretation

Get the height.

(BP.AdventureFramework.Inter

Declaration

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

Property Value

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

Width

ExaminationCallback
(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationResult
(BP.AdventureFramework.Assets.ExaminationResult)

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

Declaration
IPlayableVisible
(BP.AdventureFramework.Assets.IPlayableVisible)

public int width { get; }

public int width { get; }

(BP.AdventureFramework.Assets.IPlayableVisible)

Item
(BP.AdventureFramework.Assets.IPlayableVisible)

Property Value
(BP.AdventureFramework.Assets.SizeType)

Type	Description
Size (BP.AdventureFramework.Assets.SizeType)	Represents a size.

+ 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.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Namespace BP.AdventureFramework. Assets.Characters

▼ Filter by title

Classes

+ BP.AdventureFramework.

 Assets

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

 (BP.AdventureFramework.Assets.Character)

 Represents a generic in game character.

- BP.AdventureFramework.

 Assets.Characters

 NonPlayableCharacter

 (BP.AdventureFramework.Assets.Character)

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

 Character

 Represents a non-playable character.

 (BP.AdventureFramework.Assets.Character)

 IConverser

 (BP.AdventureFramework.Assets.Character)

 NonPlayableCharacter

 (BP.AdventureFramework.Assets.Character)

 Represents a playable character.

 PlayableCharacter

 (BP.AdventureFramework.Assets.Character)

 (BP.AdventureFramework.Assets.Character)

Interfaces

+ BP.AdventureFramework.

 Assets.Interaction

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

+ BP.AdventureFramework.

 Assets.Locations

 (BP.AdventureFramework.Assets.Location)

+ BP.AdventureFramework.

 Commands

 (BP.AdventureFramework.Command)

+ BP.AdventureFramework.

 Conversations

 (BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

 Extensions

 (BP.AdventureFramework.Extension)

+ BP.AdventureFramework.

 Interpretation

 (BP.AdventureFramework.Interpreter)

+ BP.AdventureFramework.

 Logic

Class Character

Represents a generic in game character.

Filter by title

Inheritance

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

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

- **BP.AdventureFramework**

Assets.Characters

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

↳ NonPlayableCharacter ([BP_AdventureFramework_Assets_Characters_NonPlayableCharacter.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_Characters_NonPlayableCharacter.html))

↳ PlayableCharacter ([BP_AdventureFramework_Assets_Characters_PlayableCharacter.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_Characters_PlayableCharacter.html))

Character

Implementation

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

IExaminableObject ([BP_AdventureFramework_Assets_IExaminable.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_IExaminable.html))

IPlayerVisibleObject ([BP_AdventureFramework_Assets_IPlayerVisible.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_IPlayerVisible.html))

IInteractableObject ([BP_AdventureFramework_Assets.Interaction.IInteractWithItem.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets.Interaction.IInteractWithItem.html))

NonPlayableCharacter

Inherited Members

PlayableObject

ExamitableObject

ToString()

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

([BP_AdventureFramework_Assets_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP_AdventureFramework_Assets_ExaminableObject_

+ **BP.AdventureFramework.**

Assets.Interaction

ExaminableObject.ToString()

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

([BP_AdventureFramework_Assets_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP_AdventureFramework_Assets_ExaminableObject_

Tostring())

+ **BP.AdventureFramework.**

ExaminableObject.Identifier

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

([BP_AdventureFramework_Assets_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP_AdventureFramework_Assets_ExaminableObject_

+ **BP.AdventureFramework.**

ExaminableObject.Description

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

([BP_AdventureFramework_Assets_ExaminableObject.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject.html)#BP_AdventureFramework_Assets_ExaminableObject_

Commands)

Description)

(**BP.AdventureFramework.Commands**)

ExaminableObject.Commands

(**BP.AdventureFramework.Commands**)

([BP_AdventureFramework_Assets_ExaminableObject_Commands.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject_Commands.html)#BP_AdventureFramework_Assets_ExaminableObject_Commands_

+ **BP.AdventureFramework.**

ExaminableObject.Examine()

(**BP.AdventureFramework.Commands**)

([BP_AdventureFramework_Assets_ExaminableObject_Commands_Examine.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject_Commands_Examine.html)#BP_AdventureFramework_Assets_ExaminableObject_Commands_Examine_

+ **BP.AdventureFramework.**

ExaminableObject.IsPlayerVisible

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

([BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible.html](https://learn.microsoft.com/dotnet/api/BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible.html)#BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible_

+ **BP.AdventureFramework.**

object.Equals(object)

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

+ **BP.AdventureFramework.**

object.GetHashCode()

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

+ **BP.AdventureFramework.**

object.GetType()

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

+ **BP.AdventureFramework.**

object.MemberwiseClone()

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

+ **BP.AdventureFramework.**

object.ReferenceEquals(object, object)

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

+ **BP.AdventureFramework.**

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

Assembly: BP.AdventureFramework.dll

Syntax

```
public abstract class Character : ExaminableObject, IExaminable, IPlayerVisible, IInteractWithItem
```

(BP.AdventureFramework.Assets.Characters.Character)

- BP.AdventureFramework.

Properties

(BP.AdventureFramework.Assets.Characters.Character)

Character

(BP.AdventureFramework.Assets.Characters.Character)

IConverser

Get or set the interaction.

(BP.AdventureFramework.Assets.Characters.Character)

Declaration

NonPlayableViewCharacter

(BP.AdventureFramework.Assets.Characters.Character)

PlayableCharacter

public InteractionCallback Interaction { get; set; }

(BP.AdventureFramework.Assets.Characters.Character)

+ BP.AdventureFramework.

Properties

Assets.Interaction

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

InteractionCallback

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

Assets.Locations

(BP.AdventureFramework.Assets.Characters.Character)

+ BP.AdventureFramework.

Commands

Get if this character is alive.

(BP.AdventureFramework.Commands.Character)

Declaration

+ BP.AdventureFramework.

Conversations

public bool IsAlive { get; protected set; }

(BP.AdventureFramework.Commands.Character)

+ BP.AdventureFramework.

Extensions

Type (BP.AdventureFramework.Extensions.Character)

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

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interactions.Character)

Items

+ BP.AdventureFramework.

Get the items this Character holds.

Logic

Declaration

(BP.AdventureFramework.Logics.Character)

+ BP.AdventureFramework.

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

Property Value

Type	Description
Item (BP.AdventureFramework.Assets.Item.html)[] (BP.AdventureFramework.Assets.Item.html)	Represents a generic in game character.

- BP.AdventureFramework.

Assets.Characters

Methods (BP.AdventureFramework.Assets.Characters)

Character

AcquireItem(Item) (BP.AdventureFramework.Assets.Characters)

IConverser

Acquires 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.Interaction)

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

Name

Description

item

The item to acquire.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

DequireItem(Item)

+ BP.AdventureFramework.

De-acquires an item.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

```
public virtual void DequireItem(Item item)
```

Conversations

(BP.AdventureFramework.Conversations)

Parameters

+ BP.AdventureFramework.

Extensions

Item (BP.AdventureFramework.Extensions.Item.html)

Name

Description

item

The item to de-acquire.

+ BP.AdventureFramework.

Interpretation

FindItem(string, out Item, bool)

Find an item.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

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

Parameters

Type	Name	Description
string (BP.AdventureFramework.Assets.Character.html)	itemName	The items name.
Item (BP.AdventureFramework.Assets.Item.html)	item	The item.
bool Character (BP.AdventureFramework.Assets.Character.html)	includeInvisibleItems	Specify if invisible items should be included.

Returns NonPlayableCharacter

Type	Description
NonPlayableCharacter	True if the item was found.

+ BP.AdventureFramework.

Assets.Interaction

[Give\(Item, Character\)](#) (BP.AdventureFramework.Assets.Interaction)

Give an item to another in game Character.

Assets.Locations

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

```
public virtual bool Give(Item item, Character character)
```

+ BP.AdventureFramework.

Commands

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

Type	Name	Description
Item (BP.AdventureFramework.Assets.Item.html)	item	The item to give.
Character (BP.AdventureFramework.Assets.Characters.Character.html)	character	The Character to give the item to.

Extensions

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

Type	Description
bool (BP.AdventureFramework.Extensions)	True if the transaction completed OK, else false.

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

+ BP.AdventureFramework.

HasItem(Item, bool)

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

Determines if the PlayerCharacter has an item.

+ BP.AdventureFramework.

Declaration

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

Parameters

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

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

Type	Description
Converser (BP.AdventureFramework.Assets.Converser.html)	True if the item is found, else false.

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

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

Interact(Item)

+ BP.AdventureFramework.

Interact with an item.

Assets.Interaction

Declaration

(BP.AdventureFramework.Assets.Interaction.html)

+ BP.AdventureFramework Interact(Item item)

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

Parameters

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

Returns BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversation.html)

InteractionResult

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

Extensions

(BP.AdventureFramework.Extensions.html)

InteractWithItem(Item)

(BP.AdventureFramework.InteractWithItem.html)

Interpretation

Interact with a specified item.

(BP.AdventureFramework.Interpretation.html)

Declaration

+ BP.AdventureFramework.

Logic selected virtual InteractionResult InteractWithItem(Item item)

(BP.AdventureFramework.Logic.html)

Parameters

+ BP.AdventureFramework.

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

Returns

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

- BP.AdventureFramework.

Assets.Characters

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

Character

Kill the character.

(BP.AdventureFramework.Assets.Characters.Kill)

Declaration

(BP.AdventureFramework.Assets.Characters.Kill)

NonPlayableCharacter

public virtual void Kill()

(BP.AdventureFramework.Assets.Characters.Kill)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters.Kill)

Implements

+ BP.AdventureFramework.

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

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

(BP.AdventureFramework.Assets.IInteractsWithItem) (BP.AdventureFramework.Assets.IInteractsWithItem.html)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Interface IConverser

Represents an object that can converse.

Filter by title

Inherited Members

+ BP.AdventureFramework.

IExaminable.Identifier

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

IExaminable.Description

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

IExaminable.Character

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

IExaminable.Commands

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

IExaminable.Examine

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

IPlayerVisible.IsPlayerVisible

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

IPlayerVisible.PlayableCharacter

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

IConverser

(BP.AdventureFramework.Assets.IConverser.html#BP_AdventureFramework_Assets_IConverser)

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

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

Assets.BP.AdventureFramework.dll

Syntax

+ BP.AdventureFramework.

public interface IConverser : IExaminable, IPlayerVisible

Assets.Locations

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

Conversation

Conversations

Get or set the conversation.

(BP.AdventureFramework.Conversation.html#BP_AdventureFramework_Conversation)

Declaration

+ BP.AdventureFramework.

Extensions

Conversation Conversation { get; set; }

(BP.AdventureFramework.Exten)

+ BP.AdventureFramework.

Property Value

Interpretation

Type (BP.AdventureFramework.Inter)

Description

Conversation

Represents an object that can

+ BP.AdventureFramework.

(BP.AdventureFramework.Conversations.Conversation.html)

converse.

Logic

(BP.AdventureFramework.Logi)

+ BP.AdventureFramework.

Rendering

▼

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

Character
(BP.AdventureFramework.Assets.Character)
IConverser
(BP.AdventureFramework.Assets.IConverser)
NonPlayableCharacter
(BP.AdventureFramework.Assets.NonPlayableCharacter)
PlayableCharacter
(BP.AdventureFramework.Assets.PlayableCharacter)

- + **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.**
Extensions
(BP.AdventureFramework.Extensions)

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

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

- + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Rendering)

Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

- **BP_AdventureFramework.**

↳ **Assets.Characters** (microsoft.com/dotnet/api/system.object)

(**BP_AdventureFramework_Assets_Characters_Character**)
↳ Character (BP_AdventureFramework_Assets_Characters_Character.html)
↳ NonPlayableCharacter (BP_AdventureFramework_Assets_Characters_NonPlayableCharacter.html)

Implementation

IInteractWithItem (BP_AdventureFramework_Assets_Interaction_IInteractWithItem.html)

IConverser (BP_AdventureFramework_Assets_Characters_IConverser.html)

IExaminable (BP_AdventureFramework_Assets_Examinable.html)

IPlayerVisible (BP_AdventureFramework_Assets_IPlayerVisible.html)

(BP_AdventureFramework_Assets_Converser.html)

Inherited Members

+ **BP_AdventureFramework.**

Character.ISALIVE

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_ISALIVE)

+ **BP_AdventureFramework.**

Character.Interaction

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Interaction)

+ **BP_AdventureFramework.**

Character.Items

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Items)

+ **BP_AdventureFramework.**

Character.Kill()

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Kill)

+ **BP_AdventureFramework.**

Character.AcquireItem(item)

+ **BP_AdventureFramework.**

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_AcquireItem_BP_AdventureFramework_Assets_Item_)

+ **BP_AdventureFramework.**

Character.RequireItem(item)

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_RequireItem_BP_AdventureFramework_Assets_Item_)

+ **BP_AdventureFramework.**

Character.HasItem(item, bool)

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_HasItem_BP_AdventureFramework_Assets_Item_System_Boolean_)

+ **BP_AdventureFramework.**

Character.FindItem(string, out Item, bool)

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_FindItem_System_String_BP_AdventureFramework_Assets_Item_System_Boolean_)

+ **BP_AdventureFramework.**

Character.Give(Item, Character)

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Give_BP_AdventureFramework_Assets_Item_BP_AdventureFramework_Assets_Characters_Character_)

+ **BP_AdventureFramework.**

Character.Interact(Item)

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Interact_BP_AdventureFramework_Assets_Item_)

+ **BP_AdventureFramework.**

Character.Render()

(BP_AdventureFramework_Assets_Characters_Character.html#BP_AdventureFramework_Assets_Characters_Character_Render)

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

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

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

+ **BP.AdventureFramework**

Assets.Characters

 ExaminableObject.Description
 (**BP.AdventureFramework.Assets.ExaminableObject**)
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_CharacterDescription)

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

 NonPlayableCharacter
 (**BP.AdventureFramework.Assets.ExaminableObject**)
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_PlayableCharacter)

 ExaminableObject.PlayerVisible
 (**BP.AdventureFramework.Assets.ExaminableObject**)
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible)

 + **BP.AdventureFramework**

Assets.Interaction

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

Assets.Locations

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

Commands

 NonPlayableCharacter
 (**BP.AdventureFramework.Assets.ExaminableObject**)
(BP.AdventureFramework.Assets.html).Characters (BP.AdventureFramework.Assets.Characters.html)
 (**BP.AdventureFramework.Commands**)
 Assembly: BP.AdventureFramework.dll

 + **BP.AdventureFramework**

Syntax

Conversations

 (**BP.AdventureFramework.Conversations**)

 NonPlayableCharacter : Character, IInteractWithItem, IConverser, IExaminable, IPlayerVisible

 + **BP.AdventureFramework**

Extensions

 (**BP.AdventureFramework.Extensions**)

Constructors

 + **BP.AdventureFramework**

Interpretation

 NonPlayableCharacter(Identifier, Description, Conversation)
 (**BP.AdventureFramework.html**)

 Initializes a new instance of the NonPlayableCharacter class.

 + **BP.AdventureFramework**

Logic

 Declaration

 (**BP.AdventureFramework.Logic**)

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

 + **BP.AdventureFramework**

Rendering

 (**BP.AdventureFramework.Rendering**)

Parameters

Type	Name	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)	<i>identifier</i>	This NonPlayableCharacter's identifier.
Description (BP.AdventureFramework.Assets.Description.html)	<i>description</i>	The description of this NonPlayableCharacter.
- BP.AdventureFramework.		
Conversation Assets.Characters (BP.AdventureFramework.Conversations.Conversation. (BP.AdventureFramework.Assets.Characters.html))	<i>conversation</i>	The conversation.
Character (BP.AdventureFramework.Assets.C IConverser NonPlayableCharacter (BP.AdventureFramework.Assets.C PlayableCharacter Initializes a new instance of the NonPlayableCharacter class. Declaration Declares the NonPlayableCharacter class.		

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

(BP.AdventureFramework.Assets.C
Initializes a new instance of the NonPlayableCharacter class.
PlayableCharacter

Declaration
Declares the NonPlayableCharacter class.

+ BP.AdventureFramework.

```
public NonPlayableCharacter(Identifier identifier, Description description, Conversation conversation, bool isAlive, InteractionCallback interaction)
(BP.AdventureFramework.Assets.C)
```

+ BP.AdventureFramework.

Parameters

Type	Name	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)	<i>identifier</i>	This NonPlayableCharacter's identifier.
Description (BP.AdventureFramework.Assets.Description.html)	<i>description</i>	The description of this NonPlayableCharacter.
- BP.AdventureFramework.		
Conversation Commands (BP.AdventureFramework.Commands.html)	<i>conversation</i>	The conversation.
- BP.AdventureFramework.		
Conversation Conversations (BP.AdventureFramework.Conversations.Conversation.html)	<i>isAlive</i>	Set if this NonPlayableCharacter is alive.
- BP.AdventureFramework.		
InteractionCallback (BP.AdventureFramework.Assets.Interaction.InteractionCallback.html)	<i>interaction</i>	Set this NonPlayableCharacter's interaction.
- BP.AdventureFramework.		
Interpretation (BP.AdventureFramework.Interpretation.html)		

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

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

+ BP.AdventureFramework.

Declaration

Rendering

(BP.AdventureFramework.Render.html)

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

Parameters

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

+ BP.AdventureFramework.

Commands

NonPlayableCharacter(string, string, Conversation)
(BP.AdventureFramework.Commands)

Initializes a new instance of the NonPlayableCharacter class.

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Conversations)
public NonPlayableCharacter(string identifier, string description, Conversation conversation)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

Parameters

Type	Name	Description
- BP.AdventureFramework. Interpretation (BP.AdventureFramework.Interpretation) (https://learn.microsoft.com/dotnet/api/system.string)	identifier	This NonPlayableCharacter's identifier.
+ BP.AdventureFramework. Logic (BP.AdventureFramework.Logic) (https://learn.microsoft.com/dotnet/api/system.string)	description	The description of this NonPlayableCharacter.
- BP.AdventureFramework. Logistics (BP.AdventureFramework.Logistics) Conversation (https://learn.microsoft.com/dotnet/api/system.string)	conversation	The conversation.
+ BP.AdventureFramework. Rendering (BP.AdventureFramework.Rendering) (https://learn.microsoft.com/dotnet/api/system.string)		

(BP.AdventureFramework.Render)

Properties

Conversation

Get or set the conversation.

Declaration

- **BP.AdventureFramework.**

Assets.Characters

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

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

Character

Property Value
 (BP.AdventureFramework.Assets.Characters)

Type Converser

Converser
 (BP.AdventureFramework.Assets.Characters)

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

 (BP.AdventureFramework.Assets.Characters)

PlaybleCharacter

 (BP.AdventureFramework.Assets.Characters)

Implements

+ **BP.AdventureFramework.**

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

Assets.Interaction

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

(**BP.AdventureFramework.Assets**)

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

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

+ **BP.AdventureFramework.**

Assets.Locations

(**BP.AdventureFramework.Assets**)

+ **BP.AdventureFramework.**

Commands

(**BP.AdventureFramework.Com**)

+ **BP.AdventureFramework.**

Conversations

(**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 PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

Assets.Characters

↳ [\(BP_AdventureFramework_Assets.Characters\)](#)

↳ ExaminableObject ([BP_AdventureFramework_Assets.ExaminableObject.html](#))
Character
↳ Character ([BP_AdventureFramework_Assets.Characters.Character.html](#))
([BP_AdventureFramework_Assets.Characters.Character](#))
↳ PlayableCharacter
IConverser

Implements

IPlayableCharacter ([BP_AdventureFramework_Assets.IPlayable.html](#))

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

IInteractableCharacter ([BP_AdventureFramework_Assets.Interaction.IInteractWithItem.html](#))

([BP_AdventureFramework_Assets.Character](#))

Inherited Members

+ **BP_AdventureFramework.**

Character.ISALIVE

Assets_Interaction

([BP_AdventureFramework_Assets.Characters.Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_ISALIVE)

(BP_AdventureFramework.Assets.Characters.Character)

Character.Interaction

+ **BP_AdventureFramework.**

([BP_AdventureFramework_Assets.Characters.Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_Interaction)

Assets_Locations

(BP_AdventureFramework.Assets.Characters.Character)

Character.Items

([BP_AdventureFramework_Assets.Characters.Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_Items)

+ **BP_AdventureFramework.**

Character.Kill()

([BP_AdventureFramework_Assets.Characters.Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_Kill)

Conversations

([BP_AdventureFramework_Assets.Characters.Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_AcquireItem)

(BP_AdventureFramework.Conversation)

Character.AcquireItem(Item)

Commands

(BP_AdventureFramework.Command)

Character.Kill()

+ **BP_AdventureFramework.**

([BP_AdventureFramework_Assets.Characters.Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_Kill)

Extensions

Character.RequireItem([BP_AdventureFramework_Assets.Item](#))

(BP_AdventureFramework.Extension)

Character.HasItem(item, bool)

([BP_AdventureFramework_Assets.Characters.Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_HasItem)

Interpretation

Character.HasItem([BP_AdventureFramework_Assets.Item](#), [System.Boolean](#))

Character.FindItem(string, out Item, bool)

(BP_AdventureFramework.Interpreter)

([BP_AdventureFramework_Assets.Characters.Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_FindItem)

(BP_AdventureFramework.Item)

Character.Give(Item, Character)

([BP_AdventureFramework_Assets.Characters.Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_Give)

(BP_AdventureFramework.Logic)

Character.Give([BP_AdventureFramework_Assets.Item](#), [BP_AdventureFramework_Assets.Character](#))

Character.HasItem(item)

(BP_AdventureFramework.Render)

([BP_AdventureFramework_Assets.Characters.Character.html](#)#BP_AdventureFramework_Assets_Characters_Character_Interact)

([BP_AdventureFramework_Assets.Item](#))

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

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

ExaminableObject.Identifier
Assets.Characters
(BP.AdventureFramework.Assets.Characters)
ExaminableObject.Description
Character
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Character)
Converser
ExaminableObject.Commands
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Commands)
NonPlayableCharacter
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_NonPlayableCharacter)

ExaminableObject.Examiner
PlayableCharacter
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_PlayableCharacter)
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Examiner)

ExaminableObject.IsPlayerVisible
+ BP.AdventureFramework.
Assets.Interaction
sPlayerVisible
(BP.AdventureFramework.Assets.Interaction)
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals(system-object-system-object)))

+ BP.AdventureFramework.
Assets.Locations
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals(system-object-system-object)))
(BP.AdventureFramework.Assets.Locations)
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

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

+ BP.AdventureFramework.Conversations
(BP.AdventureFramework.Conversations)
public sealed class PlayableCharacter : Character, IExaminable, IPlayerVisible, IInteractWithItem

+ BP.AdventureFramework.Extensions
(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.Render
(BP.AdventureFramework.Render)
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.
Description (BP.AdventureFramework.Assets.Description.html)	<i>description</i>	The description of the player.
Item (BP.AdventureFramework.Assets.Item.html)[]	<i>items</i>	The players items.

Assets.Characters (BP.AdventureFramework.Character) PlayableCharacter(string, string, params Item[])		
(BP.AdventureFramework.Assets.Character)	Initializes a new instance of the PlayableCharacter class.	
Iconverser		
Declaration		
Parameters		
+ BP.AdventureFramework.		
Type Assets.Interaction		
String (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	This PlayableCharacter's identifier.
String (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description of the player.
+ BP.AdventureFramework.		
Assets.Locations		
Item (BP.AdventureFramework.Assets.Item.html)[]	<i>items</i>	The players items.
(BP.AdventureFramework.		

+ BP.AdventureFramework.

Commands

Methods

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

UseItem(IInteractWithItem, Item)

Conversations

(BP.AdventureFramework.Commands)

Use an item.

+ BP.AdventureFramework.

Declaration

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Parameters

Interpretation

Type	Name	Description
HBP.AdventureFramework.		
(BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html)	<i>targetObject</i>	A target object to use the item on.
) (BP.AdventureFramework.Logi		
Item (BP.AdventureFramework.Assets.Item.html)	<i>item</i>	The item to use.

Rendering

Returns

(BP.AdventureFramework.Renderer)

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

Implements

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

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

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

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

(BP.AdventureFramework.Assets.Characters)

IConverser

(BP.AdventureFramework.Assets.Characters)

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

PlayableCharacter

(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.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

Namespace BP.AdventureFramework. Assets.Interaction

▼ Filter by title

Classes

(BP.AdventureFramework.Assets.Interaction.Result)

+ BP.AdventureFramework.
InteractionResult

Assets.Characters

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

(BP.AdventureFramework.Assets.Interaction.Result)

Represents a result of an interaction.

- BP.AdventureFramework.

Assets.Interaction

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

(BP.AdventureFramework.Assets.Interaction.Reaction)

Represents a reaction.

Condition

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

InteractWithItem

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

(BP.AdventureFramework.Assets.Interaction.Result)

Represents a result.

InteractionCallback

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

Interfaces

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.InteractionEffect)

InteractionResult

(BP.AdventureFramework.Assets.Interaction.InteractionResult)

IInteractWithItem

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

Represents any object that can interact with an item.

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.InteractionEffect)

(BP.AdventureFramework.Assets.Interaction.Result)

InteractionResult

(BP.AdventureFramework.Assets.Interaction.Result)

Enums

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.InteractionEffect)

(BP.AdventureFramework.Assets.Interaction.Result)

+ BP.AdventureFramework.

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

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

Delegates

Conversations

(BP.AdventureFramework.Con)

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

Extensions callback for conditions.

(BP.AdventureFramework.Exte)

+ BP.AdventureFramework.

InteractionCallback

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

Represents the callback for interacting with objects.

▼

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters.ICharacterInteractionCallback)

- **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

Condition

(BP.AdventureFramework.Assets.Interaction.IInteractionCondition)

IInteractWithItem

(BP.AdventureFramework.Assets.Interaction.IInteractWithItem)

InteractionCallback

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.IInteractionEffect)

InteractionResult

(BP.AdventureFramework.Assets.Interaction.IInteractionResult)

Reaction

(BP.AdventureFramework.Assets.Interaction.IReaction)

ReactionResult

(BP.AdventureFramework.Assets.Interaction.IReactionResult)

Result

(BP.AdventureFramework.Assets.Interaction.IResult)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations.ILocationInteractionCallback)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands.ICommand)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations.IConversation)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions.IExtension)

+ **BP.AdventureFramework.**

(BP.AdventureFramework.Extensions.IExtension)

Delegate Condition

Represents a callback for conditions.

Filter by title

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

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

Syntax

- **BP.AdventureFramework.**

Assets.Interaction

public delegate bool Condition()

(BP.AdventureFramework.Assets)

Condition

Returns (BP.AdventureFramework.Assets.Ir

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

(BP.AdventureFramework.Assets.Ir

InteractionEffect

(BP.AdventureFramework.Assets.Ir

InteractionResult

(BP.AdventureFramework.Assets.Ir

Reaction

(BP.AdventureFramework.Assets.Ir

ReactionResult

(BP.AdventureFramework.Assets.Ir

Result

(BP.AdventureFramework.Assets.Ir

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

Delegate InteractionCallback

Represents the callback for interacting with objects.

Filter by title

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

- **BP.AdventureFramework**

Assembly: BP.AdventureFramework.dll

Assets.Interaction

Syntax

(BP.AdventureFramework.Assets.Interaction.IInteractionCallback)

`public delegate InteractionResult InteractionCallback(Item item)`

`(BP.AdventureFramework.Assets.Items.IInteractWithItem)`

`IInteractWithItem`

Parameters

`(BP.AdventureFramework.Assets.Items.Item)`

Type `InteractionCallback`

Name

Description

`(BP.AdventureFramework.Assets.Items.Item)`

`item`

The item to interact with.

Returns `InteractionResult`

Type `InteractionResult`

Description

`Reaction`

`InteractionResult`

`(BP.AdventureFramework.Assets.Items.ReactionResult)`

The result of the interaction.

`(BP.AdventureFramework.Assets.Items.ReactionResult)`

`Result`

`(BP.AdventureFramework.Assets.Items.Result)`

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Assets.InteractionEffect)

Condition

(BP.AdventureFramework.Assets.InteractionEffect)

IInteractWithItem

(BP.AdventureFramework.Assets.InteractionEffect)

InteractionCallback

(BP.AdventureFramework.Assets.InteractionEffect)

InteractionEffect

(BP.AdventureFramework.Assets.InteractionEffect)

Name	Description
InteractionResult	
FatalEffect	A fatal effect to the interaction.
Reaction	
ItemMorphed	Item morphed into another object.
ReactionResult	
ItemUsedUp	Item was used up.
NoEffect	No effect to the interaction on either the item or the target.
SelfContained	Any other self contained effect.

Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

Assets.Interaction

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ Result ([BP.AdventureFramework.Assets.Interaction.Result.html](#))
↳ Condition
↳ InteractionResult
↳ BP.AdventureFramework.Assets.Interaction

Inherited Members

InteractWithItem

Result (BP.AdventureFramework.Assets.Interaction)

InteractionCallback ([BP_AdventureFramework_Assets_Interaction_Result_Description.html](#))
BP.AdventureFramework.Assets.Interaction

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.Interaction

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.Interaction

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.Assets.Interaction

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

Result

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

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

Assembly: BP.AdventureFramework.dll

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

public sealed class InteractionResult : Result

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

Constructors

+ BP.AdventureFramework.

Conversations

InteractionResult(InteractionEffect, Item)

(BP.AdventureFramework.Conversations)

Initializes a new instance of the InteractionResult class.

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

public InteractionResult(InteractionEffect effect, Item item)

+ BP.AdventureFramework.

Interpretation

Parameters

(BP.AdventureFramework.Interpretation)

Type

+ BP.AdventureFramework.

InteractionEffect

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

Name

Description

effect

The effect of this interaction.

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

InteractionResult(InteractionEffect, Item, string)

Assets.Interaction

Initializes a new instance of the InteractionResult class.

(BP.AdventureFramework.Assets.Interaction)

Declaration

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

InteractionCallback

(BP.AdventureFramework.Assets.Interaction)

Parameters

InteractionEffect

Type (BP.AdventureFramework.Assets.Interaction)

InteractionResult

InteractionEffect
(BP.AdventureFramework.Assets.Interaction)

Reaction

html
(BP.AdventureFramework.Assets.Interaction)

Item

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

(BP.AdventureFramework.Assets.Item)

Result

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

(BP.AdventureFramework.Assets.Interaction)

Type	Name	Description
InteractionResult		
InteractionEffect (BP.AdventureFramework.Assets.Interaction)	<i>effect</i>	The effect of this interaction.
Item (BP.AdventureFramework.Assets.Item.html) (BP.AdventureFramework.Assets.Item)	<i>item</i>	The item used in this interaction.
Result string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Assets.Interaction)	<i>descriptionOfEffect</i>	A description of the effect.

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

Get the effect.

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

Extensions

Property Value

(BP.AdventureFramework.Extensions)

Type

(BP.AdventureFramework.

Interpretation

InteractionEffect
(BP.AdventureFramework.Assets.Interaction)

(BP.AdventureFramework.Interpretations)

Description

+ BP.AdventureFramework.

ItemLog

(BP.AdventureFramework.Logging)

Get the item used in the interaction.

Declaration

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

Property Value

Type	Description
Assets.Interaction (BP.AdventureFramework.Assets.Interaction) Item (BP.AdventureFramework.Assets.Item.html) Condition (BP.AdventureFramework.Assets.IInteraction) IInteractWithItem (BP.AdventureFramework.Assets.IInteractionCallback) InteractionCallback (BP.AdventureFramework.Assets.IInteractionEffect) InteractionEffect (BP.AdventureFramework.Assets.IInteractionResult) InteractionResult (BP.AdventureFramework.Assets.IReaction) Reaction (BP.AdventureFramework.Assets.IReactionResult) ReactionResult (BP.AdventureFramework.Assets.IResult) Result (BP.AdventureFramework.Assets.IResultType)	Represents a result of an interaction.

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Class Reaction

Represents a reaction.

Filter by title

Inheritance

(BP.AdventureFramework.Assets)

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

(BP.AdventureFramework.Assets.Interaction.html)

Inherited Members

InteractWithItem

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)))
InteractionCallback
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)))
InteractionEffect
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
InteractionResult
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.Assets.Interaction.html)

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

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

Assembly: BP.AdventureFramework.dll

Result

Syntax

(BP.AdventureFramework.Assets.Interaction.html)

+ **BP.AdventureFramework.**

public sealed class Reaction

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

Constructors

Reaction(ReactionResult, string)

+ **BP.AdventureFramework.**

Initializes a new instance of the Reaction class.

Conversations

Delegation

(BP.AdventureFramework.Conversations.html)

+ **BP.AdventureFramework.**

public Reaction(ReactionResult result, string description)

Extensions

(BP.AdventureFramework.Extensions.html)

Parameters

+ **BP.AdventureFramework.**

Type

Interpretation

ReactionResult

(BP.AdventureFramework.Interaction.html)

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

+ **BP.AdventureFramework.**

Logic

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

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

+ **BP.AdventureFramework.**

Properties

Description

Get a description of the result.

Declaration

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

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

Condition

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

Property Value

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

Type InteractionCallback

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

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

InteractionEffect

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

InteractionResult

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

Reaction

Get the result.

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

Declaration

ReactionResult

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

```
public ReactionResult Result { get; }
```

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

+ BP.AdventureFramework.

Assets.Locations

Type

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

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

Description

Represents a reaction.

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

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)
Condition

Assembly: BPAdventureFramework.dll
(BP.AdventureFramework.Assets.Ir)

Syntax

```
InteractWithItem  
(BP.AdventureFramework.Assets.Ir)  
interactionOutcomeReactionResult  
(BP.AdventureFramework.Assets.Ir)  
InteractionEffect  
(BP.AdventureFramework.Assets.Ir)  
InteractionResult  
(BP.AdventureFramework.Assets.Ir)
```

Fields

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

+ **BP.AdventureFramework.**

OK OK.

Assets.Locations

(BP.AdventureFramework.Assets.Locat

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Comman

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conver

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

Class Result

Represents a result.

Filter by title

Inheritance

(BP.AdventureFramework.Assets.IResult)
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
 ↳ InteractWithItem
↳ Result
 ↳ ExaminationResult ([BP.AdventureFramework.Assets.ExaminationResult.html](#))
 ↳ InteractionCallback
 ↳ InteractionResult ([BP.AdventureFramework.Assets.Interaction.InteractionResult.html](#))
 ↳ (BP.AdventureFramework.Assets.IResult)

Inherited Members

InteractionEffect

(BP.AdventureFramework.Assets.IResult)
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)))
InteractionResult
(BP.AdventureFramework.Assets.IReaction)
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
object.GetHashCode () (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType () (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.MemberwiseClone () (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
Result
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString () (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespaces

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

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

Assets.Locations

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Assets.IResult)

Syntax

+ BP.AdventureFramework.

Commands
protected abstract class Result
(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Constructors

Conversations
(BP.AdventureFramework.Con

Result (BP.AdventureFramework).

Extensions

Initializes a new instance of the Result class.

(BP.AdventureFramework.Exte

Declaration

+ BP.AdventureFramework.

Interpretation
protected Result()
(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

Properties
(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Description

(BP.AdventureFramework.Des

Get the description.

Declaration

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

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Assets.Items.Result)	Represents a result.

InteractionCallback
(BP.AdventureFramework.Assets.Items.InteractionResult)
InteractionEffect
(BP.AdventureFramework.Assets.Items.Result)
InteractionResult
(BP.AdventureFramework.Assets.Items.Result)
Reaction
(BP.AdventureFramework.Assets.Items.Result)
ReactionResult
(BP.AdventureFramework.Assets.Items.Result)
Result
(BP.AdventureFramework.Assets.Items.Result)

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

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

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

Namespace BP.AdventureFramework. Assets.Locations

▼ Filter by title

Classes

Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

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

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

Represents an exit from a GameLocation.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

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

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

Assets.Locations

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

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

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

Represents an entire overworld.

Exit

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

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

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

Represents a region.

Overworld

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

Region

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

Represents a room

Room

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

RoomPosition

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

Represents a room position.

ViewPoint

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

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

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

Represents a view point from a room.

(BP.AdventureFramework.Com)

Enums

(BP.AdventureFramework.Com)

Conversations

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

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.html)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.html)

Enum Direction

Enumeration of directions.

Filter by title

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

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

Assets Interaction

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

- **BP.AdventureFramework.**

public enum Direction

Assets.Locations

(BP.AdventureFramework.Assets.Locations.Direction)

Direction

(BP.AdventureFramework.Assets.Locations.Direction)

Exit

Fields

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

ViewPoint

(BP.AdventureFramework.Assets.Locations.Direction)

Extension Methods

+ **BP.AdventureFramework.**

Commands

Extensions.Inverse(Direction)

(BP.AdventureFramework.Extensions) (BP.AdventureFramework.Extensions.DirectionExtensions.html#BP_AdventureFramework_Extensions_Direction_Extensions_Inverse_BP_AdventureFramework_Assets_Locations_Direction_)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

Assets.Interaction

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

(BP.AdventureFramework.Ass

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

+ **Exit**

- BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Ass

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

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

Direction

Inherited from <BP.AdventureFramework.Assets.L>

Exit

ExaminableObject_Examination

(<BP.AdventureFramework.Assets.L>)

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

Matrix

Examination)

(<BP.AdventureFramework.Assets.L>)

ExaminableObject_ToString()

Overworld

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

(<BP.AdventureFramework.Assets.L>)

To.ToString()

Region

ExaminableObject_Identifer

(<BP.AdventureFramework.Assets.L>)

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

Room

Identifier

(<BP.AdventureFramework.Assets.L>)

ExaminableObject_Description

RoomPosition

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

(<BP.AdventureFramework.Assets.L>)

Description)

ViewPoint

ExaminableObject_Commands

(<BP.AdventureFramework.Assets.L>)

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

Commands)

ExaminableObject_Examine()

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

Examine)

+ **BP.AdventureFramework**

ExaminableObject_Examine

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

sP)

(**BP.AdventureFramework.Con**

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

+ **BP.AdventureFramework**

Extensions

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

(**BP.AdventureFramework.Exte**

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.Inte**

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

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

+ **BP.AdventureFramework**

Assembly: BP.AdventureFramework.dll

Logic

Syntax

(**BP.AdventureFramework.Logi**

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

Constructors



Exit(Direction, bool, Description)

(BP.AdventureFramework.Assets.Locations.Exit)

Initializes a new instance of the Exit class.

+ BP.AdventureFramework.

Declaration

Assets.Locations

(BP.AdventureFramework.Assets.Locations.Exit)

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

11) Direction

(BP.AdventureFramework.Assets.Locations.Direction)

Exit

Parameters

(BP.AdventureFramework.Assets.Locations.Description)

Type Matrix

(BP.AdventureFramework.Assets.Locations.Overworld)

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

Overworld

bool (BP.AdventureFramework.Assets.Locations.Overworld)

isLocked (BP.AdventureFramework.Assets.Locations.Overworld)

Region (BP.AdventureFramework.Assets.Description)

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

(BP.AdventureFramework.Assets.Locations.Overworld)

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

RoomPosition

(BP.AdventureFramework.Assets.Locations.Overworld)

ViewPoint

(BP.AdventureFramework.Assets.Locations.Overworld)

Direction

+ BP.AdventureFramework.

Get the direction of the exit.

Commands

(BP.AdventureFramework.Commands)

Declaration

+ BP.AdventureFramework.

```
public Direction Direction { get; }
```

Conversations

(BP.AdventureFramework.Conversations)

Property Value

+ BP.AdventureFramework.

Type Extensions

(BP.AdventureFramework.Extensions)

Exit (BP.AdventureFramework.Extensions)

Direction (BP.AdventureFramework.Extensions.Direction)

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

Type	Name	Description
Matrix	direction	The direction of the exit.
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	isLocked	If this exit is locked.
Region (BP.AdventureFramework.Assets.Description)	description	A description of the exit.

+ BP.AdventureFramework.

Interpretation

IsLocked

(BP.AdventureFramework.Interpretations)

Get if this Exit is locked.

+ BP.AdventureFramework.

Logic

Declaration

(BP.AdventureFramework.Logics)

```
public bool IsLocked { get; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	Represents an exit from a GameLocation.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

Methods

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Lock()

Direction

(BP.AdventureFramework.Assets.Lock)

Lock this exit.

Exit

Declaration

(BP.AdventureFramework.Assets.Lock)

Matrix

(BP.AdventureFramework.Assets.Lock)

Overworld

(BP.AdventureFramework.Assets.Lock)

Region

(BP.AdventureFramework.Assets.Lock)

Room

Unlock this exit.

(BP.AdventureFramework.Assets.Lock)

RoomPosition

Declaration

(BP.AdventureFramework.Assets.Lock)

ViewPoint

public void Unlock()

(BP.AdventureFramework.Assets.Lock)

+ BP.AdventureFramework.

Commands

Implements

(BP.AdventureFramework.Commands)

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

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

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Class Matrix

Provides a 3D matrix of rooms.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

- **BP.AdventureFramework.**

Assets.Locations

(**BP.AdventureFramework.Ass**

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 (BP.AdventureFramework.Assets.Locations ([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.Asset (<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.Assets.L**

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

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

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

Room

Syntax

(BP.AdventureFramework.Assets.L

RoomPosition

public sealed class Matrix

(BP.AdventureFramework.Assets.L

ViewPoint

(BP.AdventureFramework.Assets.L

Constructors

+ **BP.AdventureFramework.**

Commands

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Initializes a new instance of the Matrix class.

Conversations

Declaration

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Rooms (BP.AdventureFramework.Rooms)

Extensions

(**BP.AdventureFramework.Exte**

Parameters

+ **BP.AdventureFramework.**

Type

Interpretation

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

Name	Description
rooms	The rooms to be represented.

+ **BP.AdventureFramework.**

Logic

Properties

+ **BP.AdventureFramework.**

Depth

Get the depth of the matrix.

Declaration

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

Property Value

Type	Description
(BP.AdventureFramework.Assets.Locations.Room)	Provides a 3D matrix of rooms.

Direction

Height

Exit

Get the height of the matrix.

Matrix

Declaration

(BP.AdventureFramework.Assets.Locations)

Overworld

(BP.AdventureFramework.Height)

Region

(BP.AdventureFramework.Assets.Locations)

Room

Property Value

Room

Type	Description
(BP.AdventureFramework.Assets.Locations)	Provides a 3D matrix of rooms.

ViewPoint

(BP.AdventureFramework.Assets.Locations)

this[int, int, int]

+ BP.AdventureFramework.

Get Commands

(BP.AdventureFramework.Commands)

Declaration

+ BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Conversations)

Parameters

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

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

Name

Description

x

The x position.

y

The y position.

z

The z position.

+ BP.AdventureFramework.

Interpretation

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

(BP.AdventureFramework.Interpretation)

Properties

Logic

Type (BP.AdventureFramework.Logic)

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

+ BP.AdventureFramework.

Logic

Type (BP.AdventureFramework.Logic)

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

Description

The room.

Width

Get the width of the matrix.

Declaration

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

Property Value

Type	Description
(BP.AdventureFramework.Assets.Locations) int (https://learn.microsoft.com/dotnet/api/system.int32)	Provides a 3D matrix of rooms.

Methods

Declaration

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

Matrix

Return Type

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

Overworld

Return Type

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

Region

Declaration

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

Room

```
public Room[] ToRooms()
```

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

RoomPosition

Return Type

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

ViewPoint

Type

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

Return Type

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

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

- **BP.AdventureFramework.**

Description

Provides a 3D matrix of rooms.

Description

The rooms, as a one dimensional array.

Class Overworld

Represents an entire overworld.

Filter by title

Inheritance

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

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

↳ Overworld

(BP.AdventureFramework.Assets.Locations.Overworld)

Implements

Direction

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

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

Ext

Inherited Members

Matrix

ExaminableObject.Examination

([BP.AdventureFramework.Assets.Locations.ExaminableObject.Examination.html](#)#BP_AdventureFramework_Assets_ExaminableObject_Overworld_Examination)

([BP.AdventureFramework.Assets.Locations.ExaminableObject.Examination.html](#)#BP_AdventureFramework_Assets_ExaminableObject_Region_Examination)

ExaminableObject.ToString()

Region

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

Room

ExaminableObject.Identifier

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

RoomPosition

ExaminableObject.Description

ViewPoint

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

Description

ExaminableObject

Commands

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

ExaminableObject.IsPlayerVisible

+ **BP.AdventureFramework**.[Commands](#) ([BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible.html](#))

Conversations

object.Equals(object) (

(

object.Equals(object, object) (

(

object.GetHashCode() (

object.GetType() (

(

object.ReferenceEquals(object, object) (

(

Interpretation

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

([BP_AdventureFramework_Assets_Locations.html](#))

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework**.

Syntax

Logic

(BP.AdventureFramework.Logic)

public sealed class Overworld : ExaminableObject, IExaminable, IPlayerVisible

+ **BP.AdventureFramework**.

- . . .

Constructors

Overworld(Identifier, Description)

Initializes a new instance of the overworld class.

Declaration

```
+ public Overworld(Identifier identifier, Description description)
```

- **BPAdventureFramework.Overworld(Identifier identifier, Description description)**

Assets.Locations

(BPAdventureFramework.Assets.Locations)

Parameters

Type	Direction	Name	Description
(BPAdventureFramework.Assets.Locations)	Identifier	<i>identifier</i>	The identifier for this overworld.
(BPAdventureFramework.Assets.Locations)	Description	<i>description</i>	A description of this overworld.

(BPAdventureFramework.Assets.Locations)

Overworld

(BPAdventureFramework.Assets.Locations)

Region

Initializes a new instance of the overworld class.

(BPAdventureFramework.Assets.Locations)

Room

(BPAdventureFramework.Assets.Locations)

RoomPosition

public Overworld(string identifier, string description)

(BPAdventureFramework.Assets.Locations)

ViewPoint

(BPAdventureFramework.Assets.Locations)

+ **BPAdventureFramework.Overworld(Identifier, Description)**

Commands

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

(BPAdventureFramework.Commands)

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

+ **BPAdventureFramework.Overworld(Identifier, Description)**

Conversations

(BPAdventureFramework.Conversations)

Properties

+ **BPAdventureFramework.CurrentRegion**

Extensions

(BPAdventureFramework.Extensions)

CurrentRegion

+ **BPAdventureFramework.CurrentRegion**

Get the current region.

Interpretation

Declaration

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

Logic

(BPAdventureFramework.Logic)

Property Value

+ **BPAdventureFramework.Logic**

- . . .

Type	Description
Region (BP.AdventureFramework.Assets.Locations.Region.html)	Represents an entire overworld.

Regions

Get the regions in this overworld:

BPAdventureFramework.

Declaration

Assets.Locations

(BPAdventureFramework.Asset; }

Direction

Property Value
Region (BP.AdventureFramework.Assets.Locations.Region.html[])

Exit

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

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

Description

Represents an entire overworld.

Methods

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

Room

AddRegion(Region)

RoomPosition

Add a region to this overworld.

ViewPoint

Declaration

(BP.AdventureFramework.Assets.Locations.Region)

+ **BPAdventureFramework.**

public void AddRegion(Region region)

Commands

(BPAdventureFramework.Com

Parameters

+ **BPAdventureFramework.**

Type

Conversations

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

Name

Description

region

The region to add.

+ **BPAdventureFramework.**

Extensions

Examine()

(BPAdventureFramework.Exte

Examine this object.

+ **BPAdventureFramework.**

Declaration

Interpretation

(BPAdventureFramework.Inter

public override ExaminationResult Examine()

+ **BPAdventureFramework.**

Logic

Returns

(BPAdventureFramework.Logi

+ **BPAdventureFramework.**

-

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

Overrides

ExaminableObject.Examine()

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

- BP.AdventureFramework.

Assets.Locations

+ BP.AdventureFramework.Asset

Direction

Find a region.

(BP.AdventureFramework.Assets.L

Declaration

(BP.AdventureFramework.Assets.L

Matrix

public bool FindRegion(string regionName, out Region region)

(BP.AdventureFramework.Assets.L

Overworld

Parameters

(BP.AdventureFramework.Assets.L

Type Region

(BP.AdventureFramework.Assets.L

string regionName

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

Name

Description

The regions name.

Type Region

(BP.AdventureFramework.Assets.L

region

The region.

RoomPosition

(BP.AdventureFramework.Assets.L

Returns

ViewPoint

Type

(BP.AdventureFramework.Assets.L

Description

+ BP.AdventureFramework/ dotnet/api/system.boolean)

True if the region was found.

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversations

Move to a region.

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

Extensions

Move(Region region)

(BP.AdventureFramework.Exte

Parameters

+ BP.AdventureFramework.

Type Interpretation

(BP.AdventureFramework.Inter

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

Name

Description

The region to move to.

+ BP.AdventureFramework.

Returns

Logic

Type

(BP.AdventureFramework.Logi

Description

+ BP.AdventureFramework/ dotnet/api/system.boolean)

True if the region could be moved to, else false.

RemoveRegion(Region)

Remove a region from this overworld.

Declaration

```
public void RemoveRegion(Region region)
```

Parameters

- **BP.AdventureFramework.**

Type **Assets.Locations**

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

Name

Description

region

The region to remove.

Direction

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

Implements

(**BP.AdventureFramework.Assets.Location**)

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

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

(**BP.AdventureFramework.Assets.Location**)

Overworld

(**BP.AdventureFramework.Assets.Location.Overworld**)

Region

(**BP.AdventureFramework.Assets.Location.Region**)

Room

(**BP.AdventureFramework.Assets.Location.Room**)

RoomPosition

(**BP.AdventureFramework.Assets.Location.RoomPosition**)

ViewPoint

(**BP.AdventureFramework.Assets.Location.ViewPoint**)

+ BP.AdventureFramework.

Commands

(**BP.AdventureFramework.Commands**)

+ BP.AdventureFramework.

Conversations

(**BP.AdventureFramework.Conversations**)

+ BP.AdventureFramework.

Extensions

(**BP.AdventureFramework.Extensions**)

+ BP.AdventureFramework.

Interpretation

(**BP.AdventureFramework.Interpretation**)

+ BP.AdventureFramework.

Logic

(**BP.AdventureFramework.Logic**)

+ BP.AdventureFramework.

Nodes

(**BP.AdventureFramework.Nodes**)

Class Region

Represents a region.

Filter by title

Inheritance

- **BP.AdventureFramework.**

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

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

↳ ExaminableObject ([BP.AdventureFramework.Assets.ExaminableObject.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework_assets_examinableobject.html))

↳ Region

↳ Direction

Implements

↳ **(BP.AdventureFramework.Assets.Location)**

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

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

↳ **(BP.AdventureFramework.Assets.Location)**

Implements

↳ **(BP.AdventureFramework.Assets.Location)**

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

↳ Overworld

([BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Overworld](https://learn.microsoft.com/dotnet/api/bp_adventureframework_assets_examinableobject.html#bp_adventureframework_assets_examinableobject_overworld))

↳ **(BP.AdventureFramework.Assets.Location)**

Region

ExaminableObject.ToString()

↳ **(BP.AdventureFramework.Assets.Location)**

([BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Room](https://learn.microsoft.com/dotnet/api/bp_adventureframework_assets_examinableobject.html#bp_adventureframework_assets_examinableobject_room))

Room

ToString()

↳ **(BP.AdventureFramework.Assets.Location)**

ExaminableObject.Identifier

RoomPosition

↳ **(BP.AdventureFramework.Assets.Location)**

([BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Identifier](https://learn.microsoft.com/dotnet/api/bp_adventureframework_assets_examinableobject.html#bp_adventureframework_assets_examinableobject_identifier))

Identifier

ViewPoint

ExaminableObject.Description

↳ **(BP.AdventureFramework.Assets.Location)**

([BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Description](https://learn.microsoft.com/dotnet/api/bp_adventureframework_assets_examinableobject.html#bp_adventureframework_assets_examinableobject_description))

+ **BP.AdventureFramework.**

Commands

↳ **(BP.AdventureFramework.Commands)**

Commands

↳ **(BP.AdventureFramework.Commands)**

ExaminableObject

↳ **(BP.AdventureFramework.ExaminableObject)**

Conversations

↳ **(BP.AdventureFramework.Conversations)**

sPlayerVisible

↳ **(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.**

Extensions

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

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

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

([BP.AdventureFramework.Assets.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework_assets.html)).Locations ([BP.AdventureFramework.Assets.Locations.html](https://learn.microsoft.com/dotnet/api/bp_adventureframework_assets_locations.html))

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Logic

Syntax

↳ **(BP.AdventureFramework.Logic)**

+ **BP.AdventureFramework.**Region : ExaminableObject, IExaminable, IPlayerVisible

Rendering

Constructors

Region(Identifier, Description)

Initializes a new instance of the Region class.

Declaration

- BP.AdventureFramework.

```
Assets.Region(Identifier identifier, Description description)
```

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

Parameters

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

Overworld

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

Region(string, string)

(BP.AdventureFramework.Assets.L

Initializes a new instance of the Region class.

Room

Declaration

RoomPosition

```
(BP.AdventureFramework.Assets.L  
public Region(string identifier, string description)
```

```
ViewPoint
```

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

Parameters

+ BP.AdventureFramework.

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

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

description

The description of this Region.

Conversations

(BP.AdventureFramework.Con

Properties

Extensions

(BP.AdventureFramework.Exte

CurrentRoom

(BP.AdventureFramework.

Interpretation

Get the current room.

(BP.AdventureFramework.Inter

Declaration

+ BP.AdventureFramework.

Logic Room CurrentRoom { get; }

(BP.AdventureFramework.Logi

Property Value

+ BP.AdventureFramework.

Rendering

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

this[int, int, int]

Get a room at a specified location.

- **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

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

Direction
(BP.AdventureFramework.Assets.Locations)

Exit
(BP.AdventureFramework.Assets.Locations)

Parameters
(BP.AdventureFramework.Assets.Locations)

Type Matrix

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

Overworld
(BP.AdventureFramework.Assets.Locations)

Region
(BP.AdventureFramework.Assets.Locations)

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

Type RoomPosition

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

ViewPoint
(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Rooms

Commands

(BP.AdventureFramework.Commands)

- BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Property Value

Extensions

(BP.AdventureFramework.Extensions)

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

Interpretation

(BP.AdventureFramework.Interpretation)

VisibleWithoutDiscovery

+ BP.AdventureFramework.

Get if the current region is visible without discovery.

(BP.AdventureFramework.Logical)

Declaration

+ BP.AdventureFramework.

Rendering

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

Property Value

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

- BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Methods

AddRoom(Room, int, int, int)

Add a Room to this region.
(BP.AdventureFramework.Assets.Locations)

Add a Room to this region.
(BP.AdventureFramework.Assets.Locations)

Declaration

(BP.AdventureFramework.Assets.Locations)

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

(BP.AdventureFramework.Assets.Locations)

Room

Parameters

(BP.AdventureFramework.Assets.Locations)

Type

RoomPosition
(BP.AdventureFramework.Assets.Locations)

Room

(BP.AdventureFramework.Assets.Locations)

ViewPoint

(BP.AdventureFramework.Assets.Locations)

int

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

Name

Description

room The room to add.

x The x position within the region.

y The y position within the region.

z The z position within the region.

+ BP.AdventureFramework.

Commands

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

(BP.AdventureFramework.Commands)

BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

Examine()

+ BP.AdventureFramework.

Examine this object.

Interpretation

Declaration

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

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

Logic

(BP.AdventureFramework.Logic)

Returns

+ BP.AdventureFramework.

Rendering

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

Overrides

ExaminableObject.Examine()

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

+ BP.AdventureFramework. Assets.Locations

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

(BP.AdventureFramework.Assets.Locations.GetAdjoiningRoom)

Get an adjoining room to the Region.CurrentRoom property.

Exit

Declaration

Matrix

```
public Room GetAdjoiningRoom(Direction direction)
```

Overworld

(BP.AdventureFramework.Assets.Locations.GetAdjoiningRoom)

Parameters

Region

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

Return

viewPoint
(BP.AdventureFramework.Assets.Locations.GetAdjoiningRoom)

Type	Description
Room	The adjoining Room.

(BP.AdventureFramework.Com

GetAdjoiningRoom(Direction, Room)

Conversations

Get an adjoining room to a room

(BP.AdventureFramework.Com

Declaration

+ BP.AdventureFramework.

Extensions

```
public Room GetAdjoiningRoom(Direction direction, Room room)
```

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Parameters

Type	Name	Description
(BP.AdventureFramework.Interpretation	direction	The direction of the adjoining room.
(BP.AdventureFramework.Interpretation	room	The room to use as the reference.

+ BP.AdventureFramework.

Rendering

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

GetPositionOfRoom(Room)

Get the position of a room.

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

```
public RoomPosition GetPositionOfRoom(Room room)
{
    Direction direction = room.Exit;
}
```

Parameters

(BP.AdventureFramework.Assets.Locations)

Type Matrix

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

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

(BP.AdventureFramework.Assets.Locations)

Overworld

(BP.AdventureFramework.Assets.Locations)

Region

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

RoomPosition
(BP.AdventureFramework.Assets.Locations)

JumpToRoom(int, int, int)

(BP.AdventureFramework.Assets.Locations)

Jump to a room.

+ **BP.AdventureFramework.**

Declaration

Commands

(BP.AdventureFramework.Commands)

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

+ **BP.AdventureFramework.**

Conversations

Parameters

(BP.AdventureFramework.Conversations)

Type

+ **BP.AdventureFramework.**

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

Extensions

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

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

+ **BP.AdventureFramework.**

Interpretation

Returns

(BP.AdventureFramework.Interpretations)

Type

+ **BP.AdventureFramework.**

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

Description

True if the room could be jumped to, else false.

(BP.AdventureFramework.Logics)

+ **BP.AdventureFramework.**

Move(Direction)

Rendering

Move in a direction.

Declaration

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

Parameters

Type	Name	Description
BPAdventureFramework. Assets.Locations Direction (BPAdventureFramework.Assets.Locations.Direction.html) (BPAdventureFramework.Assets.Locations.Direction)	direction	The direction to move in.

Direction

Returns
(BPAdventureFramework.Assets.Locations.Direction)

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

(BPAdventureFramework.Assets.Locations.Direction)

Overworld

SetStartRoom(Room)

(BPAdventureFramework.Assets.Locations.Room)

Region

Set the room to start in.
(BPAdventureFramework.Assets.Locations.Room)

Declaration

Room

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

(BPAdventureFramework.Assets.Locations.Room)

ViewPoint

Parameters

(BPAdventureFramework.Assets.Locations.Room)

Type	Name	Description
BPAdventureFramework. Commands Room (BPAdventureFramework.Assets.Locations.Room.html) (BPAdventureFramework.Commands.Room)	room	The Room to start in.

+ BPAdventureFramework.

SetStartRoom(int, int, int)

Conversations

(BPAdventureFramework.Commands.SetStartRoom)

Set the room to start in.

+ BPAdventureFramework.

Declaration

Extensions

(BPAdventureFramework.Extensions)

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

+ BPAdventureFramework.

Interpretation

(BPAdventureFramework.Interpretation)

Type	Name	Description
BPAdventureFramework. Interpretation int (https://learn.microsoft.com/dotnet/api/system.int32) (BPAdventureFramework.Interpretation.X)	x	The x position.
BPAdventureFramework. Interpretation int (https://learn.microsoft.com/dotnet/api/system.int32) (BPAdventureFramework.Interpretation.Y)	y	The y position.
BPAdventureFramework. Interpretation int (https://learn.microsoft.com/dotnet/api/system.int32) (BPAdventureFramework.Interpretation.Z)	z	The z position.

+ BPAdventureFramework.

Rendering

ToMatrix()

Get this region as a 3D matrix of rooms.

Declaration

```
public Matrix ToMatrix()
```

- BP.AdventureFramework.

Returns

Assets.Locations

Type

(BP.AdventureFramework.Assets.Locati

Matrix

(BP.AdventureFramework.Assets.Locati

Direction

Exit

(BP.AdventureFramework.Assets.Locati

Matrix

UnlockDoorPair(Direction)

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

Overworld

Declaration

(BP.AdventureFramework.Assets.Locati

Region

(BP.AdventureFramework.Assets.Locati

Room

(BP.AdventureFramework.Assets.Locati

Parameters

RoomPosition

Type

(BP.AdventureFramework.Assets.Locati

Description

ViewPoint

Direction

(BP.AdventureFramework.Assets.Locati

Name

Description

direction

The direction to unlock in.

BP.AdventureFramework.

Commands

Type

(BP.AdventureFramework.Com

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

Description

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

+ BP.AdventureFramework.

Conversations

Implements

IExaminable

(BP.AdventureFramework.Assets.IExaminable.html)

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible.html)

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

Class Room

Represents a room

Filter by title

Inheritance

Assets.Locations

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

(BP.AdventureFramework.Ass

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

Direction

Room

(<BP.AdventureFramework.Assets.L>

Implements

Exit

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

(<BP.AdventureFramework.Assets.L>

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

Matrix

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

(<BP.AdventureFramework.Assets.L>

InteractionWithItem

Over members

(<BP.AdventureFramework.Assets.L>

ExaminableObject.Examination

Region

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

(<BP.AdventureFramework.Assets.L>

Examination

Room

ExaminableObject.ToString()

(<BP.AdventureFramework.Assets.L>

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

Tostring

(<BP.AdventureFramework.Assets.L>

ExaminableObject.Identifier

ViewPoint

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

(<BP.AdventureFramework.Assets.L>

Identifier

ExaminableObject.

BP.AdventureFramework.

Commands

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

(<BP.AdventureFramework.Com>

ExaminableObject.Commands

BP.AdventureFramework.

Conversations

(<BP.AdventureFramework.Con>

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

+ BP.AdventureFramework.

Extensions

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

(<BP.AdventureFramework.Exte>

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

+ BP.AdventureFramework.

Interpretation

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

(<BP.AdventureFramework.Interpretation>

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

+ BP.AdventureFramework.

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

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

(<BP.AdventureFramework.Logi>

Syntax

\$BP.AdventureFramework.

Rendering

(<BP.AdventureFramework.Ren>

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

Constructors

Assets.Locations

Room(Identifier, Description, params Exit[])

Initializes a new instance of the Room class.

(BP.AdventureFramework.Assets.Locations.Room)

Declaration

Exit

(BP.AdventureFramework.Assets.Locations.Exit)

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

(BP.AdventureFramework.Assets.Locations.Exit)

Overworld

Parameters

(BP.AdventureFramework.Assets.Locations.Identifier)

Type

Region

Name

Description

(BP.AdventureFramework.Assets.Locations.Identifier)

identifier

This rooms identifier.

Room

(BP.AdventureFramework.Assets.Locations.Description)

description

This rooms description.

Description

(BP.AdventureFramework.Assets.Locations.Exit)

exits

The exits from this room.

Exit

(BP.AdventureFramework.Assets.Locations.Exit)

ViewPoint

(BP.AdventureFramework.Assets.Locations.ViewPoint)

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

+ BP.AdventureFramework.

Commands

Initializes a new instance of the Room class.

(BP.AdventureFramework.Commands.Room)

Declaration

+ BP.AdventureFramework.

```
public Room(Identifier identifier, Description description, Exit[] exits = null, par
```

ams.Item[] items)

(BP.AdventureFramework.Commands.Room)

+ BP.AdventureFramework.

Parameters

Extensions

Type

(BP.AdventureFramework.Extensions.Room)

Name

Description

Identifier

identifier

This rooms identifier.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Description

description

This rooms description.

(BP.AdventureFramework.Interpretation)

Exit

exits

The exits from this room.

+ BP.AdventureFramework.

Items

Item

items

The items in this room.

Logic

(BP.AdventureFramework.Logic)

Room(string, string, params Exit[])

Rendering

Initializes a new instance of the Room class.

(BP.AdventureFramework.Rendering.Room)

Declaration

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

Parameters

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

Exit
(BP.AdventureFramework.Assets.L

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

(BP.AdventureFramework.Assets.L

Initializes a new instance of the Room class.

Declaration
Region

(BP.AdventureFramework.Assets.L
public Room(string identifier, string description, Exit[] exits = null, params Item
Room
[] items)
(BP.AdventureFramework.Assets.L

RoomPosition

Parameters
(BP.AdventureFramework.Assets.L

Type		Name	Description
ViewPoint (BP.AdventureFramework.Assets.L			
string (https://learn.microsoft.com/dotnet/api/system.string)	identifier		This rooms identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	description		This rooms description.
Exit (BP.AdventureFramework.Assets.Locations.Exit.html)[] (BP.AdventureFramework.Com	exits		The exits from this room.
Item (BP.AdventureFramework.Assets.Item.html)[] Conversations (BP.AdventureFramework.Con	items		The items in this room.

+ BP.AdventureFramework.Properties

Extensions

(BP.AdventureFramework.Exte

Characters

+ BP.AdventureFramework.

Interpretation

Get the Characters in this Room.

(BP.AdventureFramework.Inter
Declaration

+ BP.AdventureFramework.

Logic NonPlayableCharacter[] characters { get; }

(BP.AdventureFramework.Logi

Property Value

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

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

▼

EnteredFrom Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Get which direction this Room was entered from.

Direction
Declaration
(BP.AdventureFramework.Assets.Locations)

Exit

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

Matrix

Property Value
Overworld

Type
(BP.AdventureFramework.Assets.Locations)

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

Room

(BP.AdventureFramework.Assets.Locations)

Exits RoomPosition

(BP.AdventureFramework.Assets.Locations)

Get the exits

ViewPoint

Declaration
(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands
(BP.AdventureFramework.Commands)

Property Value
+ BP.AdventureFramework.

Type
Conversations
(BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

Extensions
(BP.AdventureFramework.Extensions)

HasBeenVisited
(BP.AdventureFramework.External)

Get if this location has been visited.

+ BP.AdventureFramework.

Interpretation
Declaration
(BP.AdventureFramework.Interpretation)

public bool HasBeenVisited { get; }

+ BP.AdventureFramework.

Logic
(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering
bool (System.Linq.Expressions.Expression<System.Boolean>)

(BP.AdventureFramework.Rendering)

Type	Description
bool (System.Linq.Expressions.Expression<System.Boolean>)	Represents a room

Interaction

Get or set the interaction.

Declaration

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

Assets Locations

Property Value

Type	Description
InteractionCallback (BP.AdventureFramework.Assets.Interaction.Callback.html)	Represents a room

Exit

(BP.AdventureFramework.Assets.L

this[Direction]

(BP.AdventureFramework.Assets.L

Get an Exit

(BP.AdventureFramework.Assets.L

Declaration

Region

(BP.AdventureFramework.Assets.L

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

(BP.AdventureFramework.Assets.L

RoomPosition

Parameters (BP.AdventureFramework.Assets.L

Type

Name

Description

viewPoint (BP.AdventureFramework.Assets.L

direction

The direction of an exit.

+ BP.AdventureFramework.

Commands

Type	Description
EXIT (BP.AdventureFramework.Assets.Locations.Exit.html)	The exit.

Conversations

(BP.AdventureFramework.Con

Items

(BP.AdventureFramework.

Extensions

Get the items in this Room.

(BP.AdventureFramework.Exte

Declaration

+ BP.AdventureFramework.

Interpretation[] Items { get; }

(BP.AdventureFramework.Inter

Properties

(BP.AdventureFramework.

Type

Description

LOGIC (BP.AdventureFramework.Logi

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

Represents a room

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

UnlockedExits

Get all unlocked exits.

Declaration

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

AssetsLocations

Property value

Type	Description
Exit (BP.AdventureFramework.Assets.Locations.Exit.html)	Represents a room

Exit

(BP.AdventureFramework.Assets.L.

Matrix

(BP.AdventureFramework.Assets.L.

Overworld

(BP.AdventureFramework.Assets.L.

Methods

AddCharacter(NonPlayableCharacter)

(BP.AdventureFramework.Assets.L.

Add **Character** to this room.

(BP.AdventureFramework.Assets.L.

Declaration

RoomPosition

(BP.AdventureFramework.Assets.L.

```
public void AddCharacter(NonPlayableCharacter character)
```

ViewPoint

(BP.AdventureFramework.Assets.L.

Parameters

+ BP.AdventureFramework.

Type Commands

(BP.AdventureFramework.Com-

NonPlayableCharacter

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

Name

character

The character to add.

Conversations

(BP.AdventureFramework.Con-

AddExit(Exit)

+ BP.AdventureFramework.

Add an exit to this room.

Extensions

(BP.AdventureFramework.Exte-

Declaration

(BP.AdventureFramework.Exte-

+ BP.AdventureFramework.

```
public void AddExit(Exit exit)
```

Interpretation

(BP.AdventureFramework.Inter-

Parameters

+ BP.AdventureFramework.

Type Logic

(BP.AdventureFramework.Logi-

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

Name

exit

The exit to add.

+ BP.AdventureFramework.

Rendering

AddItem(Item)

(BP.AdventureFramework.Render-

Add an item to this room.

Declaration

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

Parameters

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

Direction

(BP.AdventureFramework.Items.Location)

Exit

CanMove(Direction)

(BP.AdventureFramework.Items.Location)

Matrix

Test if a move is possible.

(BP.AdventureFramework.Items.Location)

Declaration

(BP.AdventureFramework.Items.Location)

Region

```
public bool CanMove(Direction direction)
```

(BP.AdventureFramework.Items.Location)

Room

Parameters

(BP.AdventureFramework.Items.Location)

Type

RoomPosition

(BP.AdventureFramework.Items.Location)

Direction

(BP.AdventureFramework.Items.Direction.html)

Name

Description

direction

The direction to test.

(BP.AdventureFramework.Items.Location)

Returns

+ BP.AdventureFramework.

Type

Commands

b

(BP.AdventureFramework.Commands)

Description

If a move in the specified direction is possible.

+ BP.AdventureFramework.

Conversations

ContainsCharacter(NonPlayableCharacter, bool)

(BP.AdventureFramework.Character)

See if this Room contains a character.

+ BP.AdventureFramework.

Extensions

Declaration

(BP.AdventureFramework.Extensions)

```
public bool ContainsCharacter(NonPlayableCharacter character, bool includeInvisibleCharacters = false)
```

Interpretation

(BP.AdventureFramework.Interpretations)

Parameters

+ BP.AdventureFramework.

Type

Logic

N

(BP.AdventureFramework.Logics)

NonP

(BP.AdventureFramework.Items.Characters.NonPlaya

lableCharacter.html)

Name

Description

character

The character.

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Renderings)

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

>Returns

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

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

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

Get if this Room contains a character.
(BP.AdventureFramework.Assets.Locations.Get)

Declaration
OverWorld

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

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

Parameters
RoomPosition

Type	Name	Description
string (BP.AdventureFramework.Assets.Locations.String)	<i>characterName</i>	The character name to check for.

+ BP.AdventureFramework.

Commands
(BP.AdventureFramework.Commands)

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

+ BP.AdventureFramework.

Conversations

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

Type	Description
Extensions	

Type	Description
(BP.AdventureFramework.Extensions)	

Type	Description
(BP.AdventureFramework.Extensions)	

Type	Description
(BP.AdventureFramework.Extensions)	

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Type	Description
(BP.AdventureFramework.Extensions)	

Type	Description
(BP.AdventureFramework.Extensions)	

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

Returns

Direction

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Assets.Locations)	True if the exit exists, else false.

Matrix

(BP.AdventureFramework.Assets.Locations)

ContainsExit(bool)

(BP.AdventureFramework.Assets.Locations)

Get if this Room contains an exit.

Region

Declaration

Room

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

(BP.AdventureFramework.Assets.Locations)

Parameters

Type	Name	Description
bool + BP.AdventureFramework.Commands (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Commands)	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

+ BP.AdventureFramework.

Returns

Conversations

Type	Description
bool + BP.AdventureFramework.Conversations (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the exit exists, else false.

Extensions

(BP.AdventureFramework.Extensions)

ContainsInteractionTarget(string)

+ BP.AdventureFramework.

Gets if this location contains an interaction target.

Declaration

+ BP.AdventureFramework.

```
public bool ContainsInteractionTarget(string targetName)
```

(BP.AdventureFramework.Logging)

Parameters

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

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

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the target is in this room, else false.

(BP.AdventureFramework.Assets.Locations)

Direction
ContainsItem(Item)
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.containsitem>)

Get if this Room contains an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false.
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.containsitem>)

Exit
 Matrix
 Declaration
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.containsitem>)

Overworld
 p(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.containsitem>)

Region
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.containsitem>)

Parameters
 Room
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.containsitem>)

Type	Name	Description
RoomPosition Item (https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.item.html) (https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.item)	item	The item to check for.

ViewPoint
 Returns
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.containsitem>)

Type	Description
+ BP.AdventureFramework.	

ContainsItem
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.locations.containsitem>)

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.locations.containsitem>)

Conversations
 Get if this Room contains an item.
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.locations.containsitem>)

+ [BP.AdventureFramework.](#)

Extensions
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.extensions>)

+ [BP.AdventureFramework.](#)

Interpretation
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.interpretation>)

Type	Name	Description
+ BP.AdventureFramework.		

Logic
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.logic>)

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.logic>)

Type	Name	Description
+ BP.AdventureFramework.		

Rendering
 (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering>)

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering>)

Type	Name	Description
+ BP.AdventureFramework.		

Returns

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

▼ Examine()

Assets.Locations

Handle examination this Room.

(BP.AdventureFramework.Assets.Locations)

Declaration

Direction

(BP.AdventureFramework.Assets.Locations)

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

(BP.AdventureFramework.Assets.Locations)

Matrix

Returns

(BP.AdventureFramework.Assets.Locations)

Type

Overworld

Description

(BP.AdventureFramework.Assets.Locations) ExaminationResult ([BP.AdventureFramework.Assets.ExaminationResult.html](https://learn.microsoft.com/dotnet/api/system.boolean))

Region

The result of this examination.

Overrides

Room

ExaminableObject.Examine()

(BP.AdventureFramework.Assets.Locations)

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

Examine()

(BP.AdventureFramework.Assets.Locations)

ViewPoint

(BP.AdventureFramework.Assets.Locations)

FindCharacter(string, out NonPlayableCharacter)

+ BP.AdventureFramework.

Find a character. This will not include characters whose ExaminableObject.IsPlayerVisible property is set to false.

Commands

Declaration

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

```
public bool FindCharacter(string characterName, out NonPlayableCharacter character)
```

Conversations

(BP.AdventureFramework.Conversations)

Parameters

+ BP.AdventureFramework.

Type

Extensions

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

Name

Description

characterName

The character.

(BP.AdventureFramework.Extensions)

NonPlayableCharacter

character

The character name.

+ BP.AdventureFramework.

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

Interpretation

(BP.AdventureFramework.Interpretations)

Returns

+ BP.AdventureFramework.

Type

Logic

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

Description

True if the character was found.

+ BP.AdventureFramework.

Rendering

FindCharacter(string, out NonPlayableCharacter, bool)

(BP.AdventureFramework.Renderings)

Find a character.

Declaration

```
public bool FindCharacter(string characterName, out NonPlayableCharacter character,
    bool includeInvisibleCharacters)
```



Parameters

Assets.Locations

Type	Name	Description
string Direction (https://learn.microsoft.com/dotnet/api/system.string) Exit (BP.AdventureFramework.Assets.Locations.Direction.html)	characterName	The character name.
NonPlayableCharacter Matrix (BP.AdventureFramework.Assets.Characters.NonPlayableCharacter.html) Overworld	character	The character.
bool Region (https://learn.microsoft.com/dotnet/api/system.boolean) Room (BP.AdventureFramework.Assets.Location.Room.html)	includeInvisibleCharacters	Specify if invisible characters should be included.

Returns
RoomPosition

Type	Description
ViewPoint bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Assets.Location.ViewPoint.html)	True if the character was found.

+ BP.AdventureFramework.

Commands

FindExit(Direction, bool, out Exit)

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

Find an exit.

+ BP.AdventureFramework.

Declaration

Conversations

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

```
public bool FindExit(Direction direction, bool includeInvisibleExits, out Exit exit)
```

+ BP.AdventureFramework.

Extensions

Parameters

Type	Name	Description
Direction Interpretation (BP.AdventureFramework.Assets.Locations.Direction.html) (BP.AdventureFramework.Interpretation.html)	direction	The exits direction.
bool Logon (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Logon.html)	includeInvisibleExits	Specify if invisible exists should be included.
Exit Rendering (BP.AdventureFramework.Render.html)	exit	The exit.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the exit was found.

▼ FindInteractionTarget(string, out IInteractWithItem)

Assets.Locations

Find an interaction target.

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

Declaration

Direction

(BP.AdventureFramework.Assets.Locations)

```
public bool FindInteractionTarget(string targetName, out IInteractWithItem target)
```

(BP.AdventureFramework.Assets.Locations)

Matrix

Parameters

(BP.AdventureFramework.Assets.Locations)

Type

Overworld

Name

Description

String

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

targetName

The targets name.

Region

IInteractWithItem

([Room](#))

target

The target.

Return

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

RoomPosition

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

Type

(BP.AdventureFramework.Assets.Locations)

Description

Bool

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

True if the target was found.

Commands

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

FindItem(string, out Item)

+ **BP.AdventureFramework.**

Find an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false

Conversations

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

+ **BP.AdventureFramework.**

```
public bool FindItem(string itemName, out Item item)
```

Extensions

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

Parameters

+ **BP.AdventureFramework.**

Type

Interpretation

Name

Description

String

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

itemName

The items name. This is case insensitive

+ **BP.AdventureFramework.**

Item

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

item

The item

+ **(BP.AdventureFramework.Logging)**

Returns

+ **BP.AdventureFramework.**

Rendering

+ **(BP.AdventureFramework.Rendering)**

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the item was found

FindItem(string, out Item, bool)

Find an item.

Assets.Locations

Declaration:

```
public bool FindItem(string itemName, out Item item, bool includeInvisibleItems)
(BP.AdventureFramework.Assets.L...
```

Direction

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

Exit

(BP.AdventureFramework.Assets.L...

Parameters

Matrix

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) Region	itemName	The items name.
Item (https://learn.microsoft.com/dotnet/api/system.item.html) Room	item	The item.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) ViewPoint	includeInvisibleItems	Specify is invisible items should be included.

Returns

+ BP.AdventureFramework.

Type

Commands

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

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the item was found.

+ BP.AdventureFramework.

Conversations

HasLockedExitInDirection(Direction, bool)

(BP.AdventureFramework.Con...

Get if this room has a visible locked exit in a specified direction.

+ BP.AdventureFramework.

Declaration:

Extensions

(BP.AdventureFramework.Exte...

```
public bool HasLockedExitInDirection(Direction direction, bool includeInvisibleExits
```

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter...

Parameters

Type	Name	Description
Logic (https://learn.microsoft.com/dotnet/api/system.logic) Direction	direction	The direction to check.

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren...

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

Returns

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

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

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

HasUnlockedExitInDirection(Direction, bool)

Get if this room has a visible unlocked exit in a specified direction.

(BP.AdventureFramework.Assets.Locations.HasUnlockedExitInDirection)

Declaration

OverWorld

(BP.AdventureFramework.Assets.Locations.OverWorld)

Region bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits)

(BP.AdventureFramework.Assets.Locations.OverWorld.HasUnlockedExitInDirection)

Room

(BP.AdventureFramework.Assets.Locations.Room)

Parameters

RoomPosition

Type	Name	Description
BP.AdventureFramework.Assets.Locations.Direction ViewPoint (BP.AdventureFramework.Assets.Locations.Direction.ViewPoint)	<i>direction</i>	The direction to check.

+ BP.AdventureFramework.

Commands

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

+ BP.AdventureFramework.

Conversations

Returns

(BP.AdventureFramework.Conversations)

Type

+ BP.AdventureFramework.

bool

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

(BP.AdventureFramework.Extensions)

Type	Description
BP.AdventureFramework.Extensions	If there is a unlocked exit in the specified direction.

+ BP.AdventureFramework.

Interactions

(BP.AdventureFramework.Interactions)

Interact with an item.

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logic)

public InteractionResult Interact(Item item)

+ BP.AdventureFramework.

Rendering

Parameters

(BP.AdventureFramework.Rendering)

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

Returns

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

Direction
Movedinto(Direction?)
Exit
(BP.AdventureFramework.Assets.Location)

Handle movement into this GameLocation.
Matrix
Declaration
(BP.AdventureFramework.Assets.Location)

Overworld
p(BP.AdventureFramework.Location? fromDirection)
Region
(BP.AdventureFramework.Assets.Location)

Parameters
Room
RoomPosition
Direction
(BP.AdventureFramework.Assets.Location)
(BP.AdventureFramework.Assets.Location)
ViewPoint
s.Direction.html
(BP.AdventureFramework.Assets.Location)
?

Type	Name	Description
RoomPosition Direction (BP.AdventureFramework.Assets.Location) (BP.AdventureFramework.Assets.Location) ViewPoint s.Direction.html (BP.AdventureFramework.Assets.Location) ?	fromDirection	The direction movement into this Room is from. Use null if there is no direction.

+ BP.AdventureFramework.

Commands

RemoveCharacter(NonPlayableCharacter)

+ BP.AdventureFramework.

Remove a character from the room.

Conversations

Declaration
(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Remove a character (NonPlayableCharacter character)

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

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

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

+ BP.AdventureFramework.

Logic

RemoveExit(Exit)

+ BP.AdventureFramework.

Remove a exit from the room.
(BP.AdventureFramework.Renderer)

```
public void RemoveExit(Exit exit)
```

Parameters

Type	Name	Description
Exit (BP.AdventureFramework.Assets.Locations.Exit.html)	exit	The exit to remove.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

RemoveInteractionTarget(IInteractWithItem)

(BP.AdventureFramework.Assets.Locations)

Remove an interaction target from the room.

Exit

(BP.AdventureFramework.Assets.Locations)

Declaration

Matrix

```
public IInteractWithItem RemoveInteractionTarget(IInteractWithItem target)
```

Overworld

(BP.AdventureFramework.Assets.Locations)

Parameters

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

(BP.AdventureFramework.Assets.Locations)

Return

Type	Description
+ BP.AdventureFramework.IInteractWithItem	The target removed from this room.

+ BP.AdventureFramework.

RemoveItem(Item)

(BP.AdventureFramework.Commands)

Remove an item from the room.

+ BP.AdventureFramework.

Declaration

Extensions

(BP.AdventureFramework.Extensions)

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

+ BP.AdventureFramework.

Interpretation

Parameters

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

(BP.AdventureFramework.Logics)

SpecifyConditionalDescription(ConditionalDescription)

Rendering

Specify a conditional description of this room.

(BP.AdventureFramework.Renderings)

Declaration

```
public void SpecifyConditionalDescription(ConditionalDescription description)
```

Parameters

Type	Name	Description
Assets Locations (BP.AdventureFramework.Assets.ConditionalDescription.html) TBP.AdventureFramework.Assets	<i>description</i>	The description of this room.

Direction
(BP.AdventureFramework.Assets.Location)

Implements

Exit
(BP.AdventureFramework.Assets.IExaminable)
Matrix
IPlayerVisible (BP.AdventureFramework.Assets.IPlayerVisible.html)
IInteractWithItem (BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html)
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.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Class RoomPosition

Represents a room position.

Filter by title

Inheritance

(**BP.AdventureFramework.Ass**

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

↳ Direction

↳ RoomPosition

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

Inherited Members

Exit

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

Matrix

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

System

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

Region

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

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

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

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

RoomPosition

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

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

View Point

Assembly: BP.AdventureFramework.dll

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

Syntax

+ **BP.AdventureFramework.**

public class RoomPosition

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Constructors

Conversations

(**BP.AdventureFramework.Con**

RoomPosition(Room, int, int)

Extensions

Initializes a new instance of the RoomPosition class.

(**BP.AdventureFramework.Exte**

Declaration

+ **BP.AdventureFramework.**

Interpretationposition(Room room, int x, int y, int z)

(**BP.AdventureFramework.Inter**

Parameters

(**BP.AdventureFramework.**

Type

(**BP.AdventureFramework.Logi**

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

Name

Description

room The room/

+ **BP.AdventureFramework.**

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

x

The x position of the room.

Rendering

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

y

The y position of the room.

+ **BP.AdventureFramework.**

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

Properties

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

Room

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

Get the room.
Exit

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

Declaration

Matrix

```
(BP.AdventureFramework.Assets.Location)
public Room Room { get; }
```

Overworld

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

Property Value

Type	Description
Room	

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

Description

Represents a room position.

X

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

Get the X position of the room.

([BP.AdventureFramework.](#))

Commands

Declaration

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

```
public int X { get; }
```

+ [BP.AdventureFramework.](#)

Conversations

Property Value

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

Type

+ [BP.AdventureFramework.](#)

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

Description

Represents a room position.

+ [BP.AdventureFramework.](#)

Y

Interpretation

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

Get the Y position of the room.

+ [BP.AdventureFramework.](#)

Declaration

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

Logic

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

+ [BP.AdventureFramework.](#)

Property Value

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

+ [BP.AdventureFramework.](#)

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

Z

Get the Z position of the room.
(BP.AdventureFramework.Assets.RoomPosition)

Declaration
 Direction

```
(BP.AdventureFramework.Assets.RoomPosition)
public int Z { get; }
```

Matrix
 Property Value

```
(BP.AdventureFramework.Assets.RoomPosition)
public Matrix Z { get; }
```

Type Overworld

Type	Description
Overworld	Represents a room position.

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

Region

(BP.AdventureFramework.Assets.RoomPosition)
 Room

(BP.AdventureFramework.Assets.RoomPosition)
 RoomPosition

(BP.AdventureFramework.Assets.RoomPosition)
 ViewPoint

Methods

IsAtPosition(int, int, int)

(BP.AdventureFramework.Assets.RoomPosition)
 Get if this RoomPosition is at a position.

BP.AdventureFramework

Commands

Declaration

(BP.AdventureFramework.Commands)

```
public bool IsAtPosition(int x, int y, int z)
```

+ BP.AdventureFramework.

Conversations

Part of

(BP.AdventureFramework.Conversations)

Type BP.AdventureFramework.

+ BP.AdventureFramework.

Extensions

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The X position.
(BP.AdventureFramework.Extensions) int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The Y position.
+ BP.AdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The Z position.

Interpretation

Returns

+ BP.AdventureFramework.

Logic

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if this is at the position, else false.

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

▼

(BP.AdventureFramework.Assets)

Direction
(BP.AdventureFramework.Assets.Location)
Exit
(BP.AdventureFramework.Assets.Location)
Matrix
(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.

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 ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

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

Inherited Members
([BP.AdventureFramework.Assets.Location](#))

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.Location](#))

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.Location](#))

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>)

RoomPosition

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

ViewPoint

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

Syntax

+ **BP.AdventureFramework.**

Commands

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

+ **BP.AdventureFramework.**

Conversations

Properties

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

+ **BP.AdventureFramework.**

Any

Extensions

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

Get if there is a view in any direction.

+ **BP.AdventureFramework.**

Declaration

Interpretation

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

+ **BP.AdventureFramework.**

Property Value

Logic

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

Type	Description
BP.AdventureFramework.Logic (https://learn.microsoft.com/dotnet/api/system.boolean)	Represents a view point from a room.

Rendering

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

AnyNotVisited

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

Rendering

Get if there is a view in any direction.

Declaration

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

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	Represents a view point from a room.

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

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

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

Overworld
Get if there is a view in any direction.
(BP.AdventureFramework.Assets.Overworld.html)

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

Room
bool AnyVisited { get; }
(BP.AdventureFramework.Assets.Room.html)

RoomPosition
Property Value
(BP.AdventureFramework.Assets.RoomPosition.html)

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

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

+ BPAdventureFramework.

Commands

(BPAdventureFramework.Com
this[Direction])

+ BPAdventureFramework.

Get the room that lies in a specified direction.

Conversations

Declaration
(BPAdventureFramework.Con
this[Direction])

+ BPAdventureFramework.

public Room this[Direction direction] { get; }

Extensions

(BPAdventureFramework.Exte
Parameters)

+ BPAdventureFramework.

Type
Interpretation

Direction (BPAdventureFramework.Assets.Locations.Direction.html)

(BPAdventureFramework.Inter
this[Direction])

Name	Description
direction	The direction to check.

+ BPAdventureFramework.

Logic

Type
(BPAdventureFramework.Logi
this[Room])

Room (BPAdventureFramework.Assets.Locations.Room.html)

+ BPAdventureFramework.

Rendering

(BPAdventureFramework.Render
this[Room])

NoView

+ BPAdventureFramework.

Rendering Framework Builders

Get a view point representing no view.

Declaration

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

Property Value

Type	Description
ViewPoint (BP.AdventureFramework.Assets.Locations.ViewPoint.html)	Represents a view point from a room.

Methods

Create(Region)

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

Create a new ViewPoint.

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

Declaration

RoomPosition

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

```
ViewPoint static ViewPoint Create(Region region)
```

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

Parameters

BP.AdventureFramework.

Type	Name	Description
(BP.AdventureFramework.Commands.CreateRegion)	region	The region to create the view point from.

Conversations

(BP.AdventureFramework.Conversations)

Type	Description
(BP.AdventureFramework.Conversations)	The view point.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

(BP.AdventureFramework.Rendering)

Namespace BP.AdventureFramework.Commands

▼ Filter by title

Classes

+ [BP.AdventureFramework.](#)

 Assets.Interaction

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

+ [BP.AdventureFramework.](#)

 Assets.Locations

INTERFACES ([BP.AdventureFramework.Interfaces.html](#))

- [BP.AdventureFramework.](#)

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

([BP.AdventureFramework.Com](#)

 CustomCommand

 ([BP.AdventureFramework.Comma](#)

 CustomCommandCallback

 ([BP.AdventureFramework.Comma](#)

CUSTOMCOMMANDCALLBACK

([BP.AdventureFramework.Com](#)

+ [BP.AdventureFramework.](#)

 Conversations

 ([BP.AdventureFramework.Con](#)

+ [BP.AdventureFramework.](#)

 Extensions

 ([BP.AdventureFramework.Exte](#)

+ [BP.AdventureFramework.](#)

 Interpretation

 ([BP.AdventureFramework.Inte](#)

+ [BP.AdventureFramework.](#)

 Logic

 ([BP.AdventureFramework.Logi](#)

+ [BP.AdventureFramework.](#)

 Rendering

 ([BP.AdventureFramework.Render](#)

+ [BP.AdventureFramework.](#)

 Rendering.FrameBuilders

 ([BP.AdventureFramework.Render](#)

+ [BP.AdventureFramework.](#)

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

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

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

+ **BP.AdventureFramework.**

CustomCommand

Assets.Locations

Implements

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

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

+ **BP.AdventureFramework.**

Commands

Inherited Members

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

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

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

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.Comma](#))

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

([ICommand](#))

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

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

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

+ **BP.AdventureFramework.**

Conversations

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

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

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

+ **BP.AdventureFramework.**

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

Extensions

Syntax

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

public class CustomCommand : ICommand, IPlayerVisible

+ **BP.AdventureFramework.**

Interpretation

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

Constructors

+ **BP.AdventureFramework.**

Logic

CustomCommand(CommandHelp help, bool, CustomCommandCallback)

+ **BP.AdventureFramework.**

CustomCommand class.

Rendering

Declaration

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

+ **BP.AdventureFramework.**

CustomCommandCallback callback)

Rendering.FrameBuilders

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

Parameters

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.h tml)	help	The help for this command.
b7o (https://learn.microsoft.com/dotnet/api/system.boolean) BP.AdventureFramework.Ass	isPlayerVisible	If this is visible to the player.
CustomCommandCallback + BP.AdventureFramework. AssetsLocations (BP.AdventureFramework.Commands.CustomCommand Callback.html)	callback	The callback to invoke when this command is invoked.

- BP.AdventureFramework.

Commands (BP.AdventureFramework.Com

CustomCommand
Arguments
AdventureFramework.Comma
CustomCommandCallback
Get or set the arguments
(BP.AdventureFramework.Comma
ICommand
Declaration
(BP.AdventureFramework.Comma

+ BP.AdventureFramework.

Conversations (BP.AdventureFramework.Con

Property Value

+ BP.AdventureFramework.	Description
Extensions string (https://learn.microsoft.com/dotnet/api/system.string)[] (BP.AdventureFramework.Exte	Provides a custom command.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter
Get the help for this command.

+ BP.AdventureFramework.

Declaration
Logic

(BP.AdventureFramework.Logi
public CommandHelp Help { get; }

+ BP.AdventureFramework.

Rendering

Property Value
(BP.AdventureFramework.Ren

Type	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html) Rendering.FrameBuilders	Provides a custom command.

(BP.AdventureFramework.Ren

IsPlayerVisible

Rendering.FrameBuilders

Get or set if this is visible to the player.
Color

Declaration

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

Property Value

Type	Description
IDP_AdventureFramework.Assist bool (https://learn.microsoft.com/dotnet/api/system.boolean)	Provides a custom command.

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets)

Methods

- BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

CustomCommand
Invoke the Command.

(BP.AdventureFramework.Commands)

Declaration
CustomCommandCallback

(BP.AdventureFramework.Commands)

CustomCommandReaction
Invoke(Game game)

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

Extensions

Returns

(BP.AdventureFramework.Extensions)

Type

Description

+ BP.AdventureFramework.

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

The reaction.

Interpretation

(BP.AdventureFramework.Interpretation)

Implements

(BP.AdventureFramework.

Logic

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

IPlayerVisible (BP.AdventureFramework.Logic.IPlayerVisible.html)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

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

Assembly: BP.AdventureFramework.dll

Syntax

(BP.AdventureFramework.Asses

- **BP.AdventureFramework.**

public delegate Reaction CustomCommandCallback(Game game, string[] arguments)

Commands

(BP.AdventureFramework.Com

Parameters

Type	Name	Description
CustomCommand	game	The game to invoke the command on.
CustomCommandCallback Game (BP.AdventureFramework.Logic.Game.html) (BP.AdventureFramework.Comma	arguments	The arguments to invoke the command with.

+ **BP.AdventureFramework.**

Conversations

Returns

(BP.AdventureFramework.Con

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

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rende

Namespace BP.AdventureFramework.Conversations

▼ Filter by title

Classes

+ BP.AdventureFramework.

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

Represents a conversation.

+ BP.AdventureFramework.

LogItem (BP.AdventureFramework.Conversations.LogItem.html)
(BP.AdventureFramework.LogItem)

Provides a container for log items.

- BP.AdventureFramework.

Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)
(BP.AdventureFramework.Paragraph)

Represents a paragraph in a Conversation.

Conversation

(BP.AdventureFramework.Conversation)

Response (BP.AdventureFramework.Conversations.Response.html)

(BP.AdventureFramework.Response)

Provides a response to a conversation.

LogItem

(BP.AdventureFramework.Conversation)

Paragraph

(BP.AdventureFramework.Conversation)

Participant

(BP.AdventureFramework.Conversation)

Enumeration of participants in a conversation.

Response

(BP.AdventureFramework.Conversation)

Delegates

BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

ConversationActionCallback (BP.AdventureFramework.Conversations.ConversationActionCallback.html)

+ BP.AdventureFramework.

Provides a callback that can be used in conversations invoking actions.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

RenderingFrameBuilders

Class Conversation

Represents a conversation.

Filter by title

Inheritance

↳ [ASSETS LOCATIONS](#)

↳ **(BP.AdventureFramework.Ass**

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

↳ Conversation

+ **BP.AdventureFramework.**

Commands

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

- **BP.AdventureFramework.**

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

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

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

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

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

ConversationOnActionCallback

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

LogItem

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

Syntax

(BP.AdventureFramework.Convers

Participant

public sealed class Conversation

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

Constructors

+ **BP.AdventureFramework.**

Extensions

C_{onversation}([params Paragraph\[\]](#))

+ **BP.AdventureFramework.**

Conversation class.

Interpretation

Declaration

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Paragraph([params Paragraph\[\]](#) paragraphs)

Logic

(BP.AdventureFramework.Logi

Parameters

+ **BP.AdventureFramework.**

Rendering

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

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Properties

(BP.AdventureFramework.Render

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Code of Responsibility

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Code of Accountability

Code of Integrity

Code

CurrentParagraph

Get the current paragraph in the conversation.

Declaration

```
public Paragraph CurrentParagraph { get; }
```

ASSETS.LOCATIONS
Property Value
(BP.AdventureFramework.Ass

Type	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)	Represents a conversation.

(BP.AdventureFramework.Com

- **BP.AdventureFramework.**

Log
Conversations

(BP.AdventureFramework.Con

Get the log.

Conversation
Declaration
(BP.AdventureFramework.Convers

ConversationActionCallback
(BP.AdventureFramework.Convers

LogItem

Property Value
Paragraph

Type	Description
Paragraph (BP.AdventureFramework.Convers	Represents a conversation.

Participant (BP.AdventureFramework.Conversations.LogItem.html[])

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

Paragraphs

+ **BP.AdventureFramework.**

Get the current paragraph in the conversation.

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

```
public Paragraph[] Paragraphs { get; }
```

Interpretation

(BP.AdventureFramework.Inter

Property Value

+ **BP.AdventureFramework.**

Type Logic

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

Represents a conversation.

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Ren

Methods

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Next(Game)

(BP.AdventureFramework.Ren

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```



Parameters

ASSETS.LOCATIONS		Name	Description
Type	(BP.AdventureFramework.Assets.Location)		
Game (BP.AdventureFramework.Logic.Game.html)	game	The game.	

Commands

Returns

(BP.AdventureFramework.Command)

Type

- BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Conversation)

Conversation

Respond(Response, Game)

(BP.AdventureFramework.Conversation)

ConversationActionCallback

Respond to the conversation.

(BP.AdventureFramework.Conversation)

Declaration

(BP.AdventureFramework.Conversation)

Paragraph

```
public Reaction Respond(Response response, Game game)
```

(BP.AdventureFramework.Conversation)

Participant

Parameters

(BP.AdventureFramework.Conversation)

Type

Response

(BP.AdventureFramework.Conversation)

Response (BP.AdventureFramework.Conversations.Response.html)

+ BP.AdventureFramework.

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

Extensions

(BP.AdventureFramework.Extension)

Returns

+ BP.AdventureFramework.

Type

Interpretation

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

(BP.AdventureFramework.Interpreter)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

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)

Assembly: BP.AdventureFramework.dll

Syntax

(BP.AdventureFramework.Com

```
public delegate void ConversationActionCallback(Game game)
```

- BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

Parameters

(BP.AdventureFramework.Com

Type		Name	Description
Conversation	(BP.AdventureFramework.Convers	game	The game to invoke the callback on.

(BP.AdventureFramework.Convers
Game (BP.AdventureFramework.Logic.Game.html)
ConversationActionCallback
(BP.AdventureFramework.Convers
LogItem
(BP.AdventureFramework.Convers
Paragraph
(BP.AdventureFramework.Convers
Participant
(BP.AdventureFramework.Convers
Response
(BP.AdventureFramework.Convers

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

RenderingFrameBuilders

Class LogItem

Provides a container for log items.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

Commands

↳ LogItem

(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)))

Conversations

(BP.AdventureFramework.Con

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

Conversation

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>)

LogItem

NameSpace **BP.AdventureFramework.Convers**

Parent <https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.html>.Conversations

Paragraph

Assembly **BP.AdventureFramework.Convers**

Syntax

(BP.AdventureFramework.Convers

Response

public sealed class LogItem
(BP.AdventureFramework.Convers

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

LogItem(Participant, String)

Interpretation

Initializes a new instance of the LogItem class.

(BP.AdventureFramework.Inter

Declaration

+ **BP.AdventureFramework.**

Logic

public LogItem(Participant participant, string line)

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Parameters

Rendering

Type **(BP.AdventureFramework.Ren**

Participant (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Conversations.Participant.html>)

participant

The participant.

+ **BP.AdventureFramework.**

RenderingFrameBuilders

(BP.AdventureFramework.Ren

line

The line.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Properties

Line

Get the line.



Declaration

+ BP.AdventureFramework.

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

Commands

(BP.AdventureFramework.Com

Property Value

- BP.AdventureFramework.

Type

Conversations

(BP.AdventureFramework.Con

```
string (BP.AdventureFramework.Conversation.html) : System.String
```

Description

Provides a container for log items.

Conversation

```
(BP.AdventureFramework.Convers
```

```
ConversationActionCallback
```

```
(BP.AdventureFramework.Convers
```

Participant

```
(BP.AdventureFramework.Convers
```

Get the participant.

```
(BP.AdventureFramework.Convers
```

Declaration

```
Paragraph
```

```
(BP.AdventureFramework.Convers
```

```
    public Participant Participant { get; }
```

```
(BP.AdventureFramework.Convers
```

Response

```
(BP.AdventureFramework.Convers
```

Type

+ BP.AdventureFramework.

```
Participant (BP.AdventureFramework.Conversations.Participant.html)
```

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Description

Provides a container for log items.

Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

Commands

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)
(BP.AdventureFramework.Com, Paragraph)

+ 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)))
(BP.AdventureFramework.Con

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

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>)

Paragraph

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

(BP.AdventureFramework.Convers

Assembly: BP.AdventureFramework.dll

Syntax: BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers
public sealed class Paragraph

+ BP.AdventureFramework.

Extensions

CONSTRUCTORS

+ BP.AdventureFramework.

Paragraph(string)

(BP.AdventureFramework.Inte

Initializes a new instance of the Paragraph class.

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logi
public Paragraph(string line)

+ BP.AdventureFramework.

Rendering

Parameters

(BP.AdventureFramework.Ren

Type

+ BP.AdventureFramework.

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

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.Paragraph(string, ConversationActionCallback, int)

Rendering.FrameBuilders.

Initializes a new instance of the Paragraph class.

Color

Declaration

```
public Paragraph(string line, ConversationActionCallback action, int delta = 1)
```

Parameters

Type	Name	Description
string Commands (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Com ning)	line	Specify the line.
- BP.AdventureFramework. ConversationActionCallback Conversations (https://learn.microsoft.com/dotnet/api/bp.adventureframework.conversations.conversationactioncallback) (BP.AdventureFramework.Con versationActionCallback)	action	Specify any action to be carried out with this line.
int Conversation Conversations (https://learn.microsoft.com/dotnet/api/system.int32) ConversationActionCallback (BP.AdventureFramework.Convers LogItem (BP.AdventureFramework.Convers Paragraph) (BP.AdventureFramework.Convers Participant) Declaration (BP.AdventureFramework.Conver Response (BP.AdventureFramework.Conver public Paragraph(string line, int delta = 1)	delta	Specify the delta. This can be applied to a conversation to direct the conversation after this paragraph.

Paragraph(string, int)

(BP.AdventureFramework.Conversations.ConversationActionCallback)
Initializes a new instance of the Paragraph class.

Declaration

```
public Paragraph(string line, int delta = 1)
```

+ BP.AdventureFramework.

Extensions

Parameters

Type	Name	Description
string Interpretation (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Inter pre)	line	Specify the line.
- BP.AdventureFramework. Logic (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Logi c)	delta	Specify the delta. This can be applied to a conversation to direct the conversation after this paragraph.

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

Action
(BP.AdventureFramework.Render

Get or set any action to carry out on this line.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders.

Color

```
public ConversationActionCallback Action { get; set; }
```

Property Value

Type	Description
ConversationActionCallback (BP.AdventureFramework.Conversations.ConversationActionCallback.html)	Represents a paragraph in a Conversation.

(**BP.AdventureFramework.Com**

CanRespond Conversations

Get if response is possible.

(**BP.AdventureFramework.Com**

Declaration

```
(BP.AdventureFramework.Convers  
pType bool CanResponse { get; }  
(BP.AdventureFramework.Convers
```

LogItem

Property Value

(**BP.AdventureFramework.Convers**

Type	Description
Paragraph (BP.AdventureFramework.Convers bool (https://learn.microsoft.com/dotnet/api/system.boolean)	Represents a paragraph in a Conversation.

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

Delta

+ **BP.AdventureFramework.**

Get the delta. This can be applied to a conversation to direct the conversation after this paragraph.

Extensions

Declaration

(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

```
public int Delta { get; }
```

Interpretation

(**BP.AdventureFramework.Inter**

Property Value

+ **BP.AdventureFramework.**

Type

Logic

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

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

Rendering

Line

(**BP.AdventureFramework.Render**

Get or set the line.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(**BP.AdventureFramework.Render**

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

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Property Value

Color

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	Represents a paragraph in a Conversation.

Responses

Get or set the responses; applicable to the last line.

Commands

Declaration
(BP.AdventureFramework.Com

- **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

Property Value

Type	Description
Conversation (BP.AdventureFramework.Convers	
ResponseActionCallback (BP.AdventureFramework.Convers	Represents a paragraph in a Conversation.

LogItem

(BP.AdventureFramework.Convers
 Paragraph
 (BP.AdventureFramework.Convers
 Participant
 (BP.AdventureFramework.Convers
 Response
 (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.Rende

- + **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

- + **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Enum Participant

Enumeration of participants in a conversation.

Filter by title

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

(BP.AdventureFramework.Com

Assembly: BP.AdventureFramework.dll

Syntax

Conversations

(BP.AdventureFramework.Com

Conversation

(BP.AdventureFramework.Convers

ConversationActionCallback

(BP.AdventureFramework.Convers

Fields

LogItem

Name	Description
Paragraph	
Other	Other participant.
Participant	
Player	The player. (BP.AdventureFramework.Convers
Response	
	(BP.AdventureFramework.Convers

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rend

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rend

+ **BP.AdventureFramework.**

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	delta	Specify the delta. This can be applied to a conversation to direct the conversation after this paragraph.

▼

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

Properties

- [BP.AdventureFramework.Conversation](#)

Conversations

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

Conversation

Get the delta. This can be applied to a conversation to direct the conversation after this paragraph.
([BP.AdventureFramework.Conversation](#))

Declaration

[ConversationActionCallback](#)

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

LogItem

[public int Delta { get; }](#)

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

Paragraph

Property Value

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

Type

[Participant](#)

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

Response

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

Description

Provides a response to a conversation.

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

+ [BP.AdventureFramework.](#)

[LineExtensions](#)

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

Get the line.

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

Declaration

Interpretation

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

+ [BP.AdventureFramework.](#)

[PropertyValue](#)

[Logic](#)

Type

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

Description

+ [BP.AdventureFramework.](#)

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

Provides a response to a conversation.

Rendering

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

+ [BP.AdventureFramework.](#)

[Rendering.FrameBuilders](#)

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

+ [BP.AdventureFramework.](#)

[Rendering.FrameBuilders.](#)

Color

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

Namespace BP.AdventureFramework.Extensions

▼ Filter by title

Classes

(BP.AdventureFramework.Ass

BP.AdventureFramework.

(BP.AdventureFramework.Extensions.DirectionExtensions.html)

(BP.AdventureFramework.Extensions.DirectionExtensions)

+ BP.AdventureFramework.

StringExtensions (BP.AdventureFramework.Extensions.StringExtensions.html)

(BP.AdventureFramework.Extensions.StringExtensions)

Provides extension methods for strings.

- BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

DirectionExtensions

(BP.AdventureFramework.Exten

StringExtensions

(BP.AdventureFramework.Exten

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rende

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rende

Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

Commands

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

(**BP.AdventureFramework.Com**

Inherited Members

+ **BP.AdventureFramework.**

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

(**BP.AdventureFramework.Com**

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

- **BP.AdventureFramework.**

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

(**BP.AdventureFramework.Com**

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

(**BP.AdventureFramework.Com**

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

(**BP.AdventureFramework.Com**

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

(**BP.AdventureFramework.Com**

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

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

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

Interpretation

Syntax: **(BP.AdventureFramework.Inter**

public static class DirectionExtensions

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Methods

Rendering

(BP.AdventureFramework.Render

Inverse(Direction)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

GetFrameBuilder(Declaration)

Declaration

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

public static Direction Inverse(this Direction value)

Color

(BP.AdventureFramework.Render

Parameters

+ **BP.AdventureFramework.**

Rendering.Frames

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

(**BP.AdventureFramework.Render**

Returns

+ **BP.AdventureFramework.**

Utilities

Utilities

	Name	Description
value	The direction.	

Type	Description
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	The inverse direction.

▼

- + BP.AdventureFramework.
 - Commands**
(BP.AdventureFramework.Commands)
 - BP.AdventureFramework.
 - Conversations**
(BP.AdventureFramework.Conversations)
 - BP.AdventureFramework.
 - Extensions**
(BP.AdventureFramework.Extensions)
 - DirectionExtensions
(BP.AdventureFramework.Extensions.Direction)
 - StringExtensions
(BP.AdventureFramework.Extensions.String)
 - + 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)
 - + BP.AdventureFramework.
 - Rendering.Frames**
(BP.AdventureFramework.Rendering.Frames)
 - + BP.AdventureFramework.
 - Utilities**

Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

Commands

↳ [\(BP.AdventureFramework.Com\)](#)

↳ StringExtensions

+ **BP.AdventureFramework.**

Inherited Members

Conversations

↳ [\(BP.AdventureFramework.Con\)](#)

object.Equals(object, object)

+ **BP.AdventureFramework.Extensions**

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

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

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

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

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

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

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

↳ [\(BP.AdventureFramework\)](#)

As [Interpretation](#) ([AdventureFramework.dll](#))

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

+ **BP.AdventureFramework.**

public static class StringExtensions
Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

Methods

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

CaseInsensitiveContains(string, string)
Rendering.FrameBuilders

Result: Returns true if the specified substring occurs within this string. This is not case sensitive.

(BP.AdventureFramework.Ren

Parameters

+ **BP.AdventureFramework.**

Type
Rendering.Frames

(BP.AdventureFramework.Ren

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

Name

Description

value

The value.

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

+ **BP.AdventureFramework.**

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

subString

The string to seek.

Utilities

(BP.AdventureFramework.Utili

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the value parameter occurs within this string, or if value is the empty string (""); otherwise, false.

Commands

(BP.AdventureFramework)

+ **BP.AdventureFramework.**

Ensure this string is a finished sentence, ending in either ?, ! or .

Conversations

Declaration **(BP.AdventureFramework.Conversation)**

- **BP.AdventureFramework.**sureFinishedSentence(this string value)

Extensions

(BP.AdventureFramework.Extensions)

Parameters

Type	Name	Description
DirectionExtensions (BP.AdventureFramework.Extensions)		

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

 value | The string to finish. |

(BP.AdventureFramework.Extensions)

Type	Description
Interpretation (BP.AdventureFramework.Interpretation)	The finished string.

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

Declaration
(BP.AdventureFramework.IExaminable)

Rendering

Declaration
(BP.AdventureFramework.Rendering)

- + **BP.AdventureFramework.**

Rendering.FrameBuilders

Parameters

Type	Name	Description
Rendering.FrameBuilders		
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.
IExaminable (BP.AdventureFramework.Assets.IExaminable.html)	examinable	The examinable.

Rendering.Frames

Declaration
(BP.AdventureFramework.Rendering)

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

True if this string equals the identifier, else false.

+ **BP.AdventureFramework.**

Utilities

(BP.AdventureFramework.Utilities)

EqualsIdentifier(string, Identifier)

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

Commands

Parameters

(**BP.AdventureFramework.Com**)

Type

+ **BP.AdventureFramework.**

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

Name

Description

Conversations

(**BP.AdventureFramework.Con**)

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

identifier

The identifier.

- **BP.AdventureFramework.**

Returns

Extensions

Type (**BP.AdventureFramework.Exte**

Description

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

True if this string equals the identifier, else false.

(**BP.AdventureFramework.Exten**

StringExtensions

(**BP.AdventureFramework.Exten**

GetObjectifier(string)

+ **BP.AdventureFramework.**

Get an objectifier for a word.

Interpretation

(**BP.AdventureFramework.Inter**

Declaration

+ **BP.AdventureFramework.**

```
public static string GetObjectifier(this string word)
```

Logic

(**BP.AdventureFramework.Logi**

Parameters

+ **BP.AdventureFramework.**

Type

Rendering

(**BP.AdventureFramework.Ren**

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

Name

Description

+ **BP.AdventureFramework.**

Returns

Rendering.FrameBuilders

Type

(**BP.AdventureFramework.Ren**

Description

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

The objectifier.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework.Ren**

(**BP.AdventureFramework.Ren**

Declaration

Rendering.Frames

(**BP.AdventureFramework.Ren**

```
public static bool IsPlural(this string word)
```

+ **BP.AdventureFramework.**

Utilities

(**BP.AdventureFramework.Utili**

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	word	The word to check.

Returns

Type	Description
Commands (BP.AdventureFramework.Commands)	True if the word is plural.

+ BP.AdventureFramework.

Conversations

[IsVowel\(string\)](#)

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

Get if a character is a vowel.

- BP.AdventureFramework.

Declarations

Extensions

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

```
public static bool IsVowel(this string value)
    DirectionExtensions
```

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

Parameters

Type	Name	Description
Value string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value to check.

+ BP.AdventureFramework.

Interpretation

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

Returns

Type	Description
Logic bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the character is a vowel.

+ BP.AdventureFramework.

Rendering

[LineCount\(string\)](#)

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

Determine the number of lines in this string.

+ BP.AdventureFramework.

Declaration

FrameBuilders

[\(BP.AdventureFramework.Rendering.FrameBuilders\)](#)

```
public static int LineCount(this string value)
```

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Parameters

Type	Name	Description
Color (BP.AdventureFramework.Rendering.FrameBuilders)	value	The value.

+ BP.AdventureFramework.

Rendering.Frames

[\(BP.AdventureFramework.Rendering.Frames\)](#)

Returns

Type	Description
Utilities int (https://learn.microsoft.com/dotnet/api/system.int32)	The number of lines in the string.

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

RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

Commands

Parameters

(**BP.AdventureFramework.Com**)

Type	Name	Description
+ BP.AdventureFramework. string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string to ensure isn't finished finish.

(**BP.AdventureFramework.Com**)

Returns

- **BP.AdventureFramework.**

Type	Description
+ BP.AdventureFramework.Exten s (https://learn.microsoft.com/dotnet/api/system.string)	The unfinished string.

DirectionExtensions

(**BP.AdventureFramework.Exten**

StringExtensions

(**BP.AdventureFramework.Exten**

Returns this string as a Description.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(**BP.AdventureFramework.Inter**

```
public static Description ToDescription(this string value)
```

+ **BP.AdventureFramework.**

Logic

Parameters

(**BP.AdventureFramework.Logi**)

Type	Name	Description
+ BP.AdventureFramework. string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

(**BP.AdventureFramework.Render**)

Returns

+ **BP.AdventureFramework.**

Type

Rendering.FrameBuilders

Description (BP.AdventureFramework.Assets.Description.html)	Description
(BP.AdventureFramework.Render)	This string as a description.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

TIdentifier(string)

Color

(**BP.AdventureFramework.Render**)

Declaration

(**BP.AdventureFramework.Render**)

Rendering.Frames

```
public static Identifier ToIdentifier(this string value)
```

+ **BP.AdventureFramework.**

Parameters

Utilities

(**BP.AdventureFramework.Utili**)

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

Returns

Type	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)	This string as an identifier.

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

+ [BP.AdventureFramework.ToSentenceCase\(string\)](#)

Conversations

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

BP.AdventureFramework.

Extensions

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

DirectionExtensions

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

Type	Name	Description
StringExtensions (BP.AdventureFramework.Exten)	value	The value.

+ [BP.AdventureFramework.](#)

Interpretation

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

Type	Description
+ BP.AdventureFramework.	

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

Logic

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

+ [BP.AdventureFramework.ToSpeech\(string\)](#)

Rendering

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

BP.AdventureFramework.

Rendering.FrameBuilders

public static string ToSpeech(this string value)

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

+ [BP.AdventureFramework.](#)

Parameters

Rendering.FrameBuilders.

Type	Name	Description
Color (BP.AdventureFramework.Render)	value	The value.

+ [BP.AdventureFramework.](#)

Returns

Rendering.Frames

Type	Description
+ BP.AdventureFramework.Render	

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

The value in sentence case.

+ [BP.AdventureFramework.](#)

Utilities

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

▼

Commands

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con)

- BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte)

DirectionExtensions

(BP.AdventureFramework.Extenso)

StringExtensions

(BP.AdventureFramework.Extenso)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rende)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rende)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rende)

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rende)

+ BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utili)

Namespace BP.AdventureFramework. Interpretation

▼ Filter by title

Classes

Commands

(BP.AdventureFramework.CommandHelp
[CommandHelp \(BP.AdventureFramework.Interpretation.CommandHelp.html\)](#))

+ **BP.AdventureFramework.**

Provides help for a command.

Conversations

(BP.AdventureFramework.Conversation
[CustomCommandInterpreter \(BP.AdventureFramework.Interpretation.CustomCommandInterpreter.html\)](#))

+ **BP.AdventureFramework.**

Provides an object that can be used for interpreting custom commands.

(BP.AdventureFramework.Extension
[Extension \(BP.AdventureFramework.Interpretation.Extension.html\)](#))

+ **BP.AdventureFramework.**

[InterpretationResult \(BP.AdventureFramework.Interpretation.InterpretationResult.html\)](#)

+ **BP.AdventureFramework.**

Represents the result of an interpretation.

CommandHelp

(BP.AdventureFramework.Interpreter
[CustomCommandInterpreter \(BP.AdventureFramework.Interpretation.CustomCommandInterpreter.html\)](#))

+ **BP.AdventureFramework.**

Represents any object that can act as an interpreter for input.

InterpretationResult

(BP.AdventureFramework.Interpreter
[IInterpreter \(BP.AdventureFramework.Interpretation.IInterpreter.html\)](#))

+ **BP.AdventureFramework.**

Represents any object that can act as an interpreter for input.

IInterpreter

(BP.AdventureFramework.Interpreter
[Interpreter \(BP.AdventureFramework.Interpretation.Interpreter.html\)](#))

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic
[LogicalValue \(BP.AdventureFramework.Logic.LogicalValue.html\)](#))

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering
[FrameBuilder \(BP.AdventureFramework.Rendering.FrameBuilder.html\)](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders
[FrameBuilder \(BP.AdventureFramework.Rendering.FrameBuilder.html\)](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color
[Color \(BP.AdventureFramework.Rendering.FrameBuilders.Color.html\)](#))

+ **BP.AdventureFramework.**

Rendering.Frames

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

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

Conversations

(**BP.AdventureFramework.**Conversation) Implements

IEquatable (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<CommandHelp

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

Extensions

(**BP.AdventureFramework.**Extensions)

Inherited Members

- **BP.AdventureFramework.**Object

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.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.**Interpretation) Equals (<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.**Interpretation) Namespace: BP (BP.Html).AdventureFramework (BP.AdventureFramework.html).Interpretation

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

Assembly: AdventureFramework.dll

Syntax

BP.AdventureFramework.CommandHelp

Logic

public class CommandHelp : IEquatable<CommandHelp>

(**BP.AdventureFramework.**Logic)

+ **BP.AdventureFramework.**CommandHelp

Rendering

Constructors

(**BP.AdventureFramework.**Rendering) CommandHelp(string, string)

CommandHelp(string, string)

Rendering.FrameBuilders

Initializes a new instance of the CommandHelp class.

- **BP.AdventureFramework.**CommandHelp

Rendering.FrameBuilders

public CommandHelp(string command, string description)

(**BP.AdventureFramework.**Rendering) CommandHelp

Parameters

+ **BP.AdventureFramework.**CommandHelp

Rendering.Frames

(**BP.AdventureFramework.**Rendering) Frames

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

Name

Description

command

The command.

+ **BP.AdventureFramework.**CommandHelp

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The help.

Properties

+ BP.AdventureFramework.

Command

Conversations
(BP.AdventureFramework.Conversations)
Get the command.

+ BP.AdventureFramework.

Declaration

Extensions

(BP.AdventureFramework.Extensions)
{
public static Command { get; }
}

- BP.AdventureFramework.

Interpretation

Type	Description
CommandHelp string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Interpretation)	Provides help for a command.

Description

(BP.AdventureFramework.Interpretation)
Get the description of the command.
InterpretationResult

(BP.AdventureFramework.Interpretation)
Declaration

+ BP.AdventureFramework.

Logic
public string Description { get; }

(BP.AdventureFramework.Logic)

Property Value

+ BP.AdventureFramework.

Rendering

Type	Description
CommandHelp string (https://learn.microsoft.com/dotnet/api/system.string)	Provides help for a command.

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering)

Methods

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Equals(CommandHelp)

(BP.AdventureFramework.Rendering)

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

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Parameters

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)	other	An object to compare with this object.

>Returns

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

+ **BP.AdventureFramework.**

Extensions

 (**BP.AdventureFramework.Exte**

Implements

Interpretation

IEquatable<T> (<https://learn.microsoft.com/api/system.iequatable-1>)

 CommandHelp
 (**BP.AdventureFramework.Interpre**
 CustomCommandInterpreter
 (**BP.AdventureFramework.Interpre**
 IInterpreter
 (**BP.AdventureFramework.Interpre**
 InterpretationResult
 (**BP.AdventureFramework.Interpre**

+ **BP.AdventureFramework.**

Logic

 (**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

Rendering

 (**BP.AdventureFramework.Rende**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

 (**BP.AdventureFramework.Rende**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

 (**BP.AdventureFramework.Rende**

+ **BP.AdventureFramework.**

Rendering.Frames

 (**BP.AdventureFramework.Rende**

+ **BP.AdventureFramework.**

Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **CustomCommandInterpreter** (learn.microsoft.com/dotnet/api/system.object)

(**BP.AdventureFramework.CustomCommandInterpreter**)

Implements

+ **BP.AdventureFramework.**

IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

Extensions

Inherited Members

(**BP.AdventureFramework.Extensions**)

- **BP.AdventureFramework.**

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

Interpretation

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

(**BP.AdventureFramework.Interpretation**)

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)

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.Result Interpretation.html)

(**BP.AdventureFramework.Result**)

Assembly: BP (BP.html), AdventureFramework (BP.AdventureFramework.html)

Syntax

+ **BP.AdventureFramework.**

Logic

public class CustomCommandInterpreter : IInterpreter

(**BP.AdventureFramework.Logic**)

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Rendering**)

Properties

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

SupportedCommands

(**BP.AdventureFramework.Rendering**)

Get an array of all supported commands.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Color

(**BP.AdventureFramework.Rendering**)

+ **BP.AdventureFramework.**

Property Value

Rendering.Frames

(**BP.AdventureFramework.Rendering**)

+ **BP.AdventureFramework.**

Utilities

Type	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html) []	Provides an object that can be used for interpreting custom commands.

+ **BP.AdventureFramework.**

Conversations

Methods

+ **BP.AdventureFramework.**

GetContextualCommandHelp(Game)

(BP.AdventureFramework.External)

Get contextual command help for a game, based on its current state.

- **BP.AdventureFramework.**

Declaration

Interpretation

(BP.AdventureFramework.Interpretation)

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

CommandHelp

(BP.AdventureFramework.Interpretation)

Parameters

CustomCommandInterpreter

Type

(BP.AdventureFramework.Interpretation)

Name

Description

Interpreter

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

game

The game.

InterpretationResult

Returns

(BP.AdventureFramework.Interpretation)

Type

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Interpretation)

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

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Interpret(string, Game)

Rendering

(BP.AdventureFramework.Rendering)

Interpret a string.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering)

Interpret(string input, Game game)

+ **BP.AdventureFramework.**

Parameters

Rendering.FrameBuilders.

Type

(BP.AdventureFramework.Rendering)

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

Name

Description

input

The string to interpret.

+ **BP.AdventureFramework.**

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

Rendering.Frames

(BP.AdventureFramework.Rendering)

Returns

IUtilities

Type	Description
InterpretationResult (BP.AdventureFramework.Interpretation.InterpretationResult.html)	The result of the interpretation.

Implements

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

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

- **BP.AdventureFramework.Interpretation**
(BP.AdventureFramework.Interpretation)

CommandHelp
(BP.AdventureFramework.Interpretation.CommandHelp)
CustomCommandInterpreter
(BP.AdventureFramework.Interpretation.CustomCommandInterpreter)
IInterpreter
(BP.AdventureFramework.Interpreter.IInterpreter)
InterpretationResult
(BP.AdventureFramework.InterpretationResult)

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

+ **BP.AdventureFramework.Rendering**
(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.Rendering.FrameBuilders**
(BP.AdventureFramework.Rendering.FrameBuilders)

+ **BP.AdventureFramework.Rendering.FrameBuilders.Color**
(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ **BP.AdventureFramework.Rendering.Frames**
(BP.AdventureFramework.Rendering.Frames)

+ **BP.AdventureFramework.Utilities**

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.**

Extensions

public interface IInterpreter
(**BP.AdventureFramework.Exten**

- **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**

Properties

CommandHelp

(BP.AdventureFramework.Interpret

Supported Commands

(BP.AdventureFramework.Interpret

Get an array of all supported commands.
Interpreter

(BP.AdventureFramework.Interpret

Declaration

InterpretationResult

(BP.AdventureFramework.Interpret

CommandHelp[] SupportedCommands { get; }

+ **BP.AdventureFramework.**

Logic

Property Value

(**BP.AdventureFramework.Logi**

Type

+ **BP.AdventureFramework.**

CommandHelp

Rendering

(BP.AdventureFramework.Interpretation.CommandHelp.html
(**BP.AdventureFramework.Ren**

)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

Methods

BP.AdventureFramework.

Rendering.FrameBuilders.

Color

GetContextualCommandHelp(Game)

(**BP.AdventureFramework.Ren**

Get contextual command help for a game, based on its current state.

+ **BP.AdventureFramework.**

Rendering.Frames

(**BP.AdventureFramework.Ren**

CommandHelp[] GetContextualCommandHelp(Game game)

+ **BP.AdventureFramework.**

Utilities

(**BP.AdventureFramework.Utili**

Description

Represents any object that can act as an interpreter for input.

Parameters

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game.

Returns

Type	Description
Conversations (BP.AdventureFramework.Conversations)	The contextual help.

+ BP.AdventureFramework.

Extensions

Interpret(String, Game) (BP.AdventureFramework.Extensions)

Interpret a string.

- BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Interpretation)

InterpretationResult Interpret(string input, Game game)
CommandHelp

(BP.AdventureFramework.Interpretation)

Parameters

Type	Name	Description
IInterpreter		
string (https://learn.microsoft.com/dotnet/api/system.string)	input	The string to interpret.

Type	InterpretationResult	Game (BP.AdventureFramework.Logic.Game.html)	game	The game.
(BP.AdventureFramework.Interpretation)		(BP.AdventureFramework.Interpretation)		

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

InterpretationResult

+ BP.AdventureFramework.

(BP.AdventureFramework.Interpretation.InterpretationResult.html)

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

+ BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utilities)

Class InterpretationResult

Represents the result of an interpretation.

Filter by title

Inheritance

(BP.AdventureFramework.Con

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

+ **BP.AdventureFramework.**

↳ InterpretationResult

Extensions

Inherited Members

(BP.AdventureFramework.Exte

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

CommandHelp

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

BP.AdventureFramework.Interpret

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

CustomCommandInterpreter

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

BP.AdventureFramework.Interpret

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

Interpreter

NameSpace: BP (BP.html) AdventureFramework (BP.AdventureFramework.html).Interpretation

(BP.AdventureFramework.Interpretation.html)

InterpretationResult

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Interpret

Syntax

+ **BP.AdventureFramework.**

Logic

public class InterpretationResult

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Constructors

(BP.AdventureFramework.Ren

BP.AdventureFramework.

InterpretationResult(bool, ICommand)

Rendering.FrameBuilders

Initializes a new instance of the InterpretationResult class.

(BP.AdventureFramework.Ren

Declaration

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

public InterpretationResult(bool wasInterpretedSuccessfully, ICommand command)

Color

(BP.AdventureFramework.Ren

Parameters

+ **BP.AdventureFramework.**

Type

Rendering.Frames

bool **(BP.AdventureFramework.Ren**

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

+ **BP.AdventureFramework.**

Utilities

(BP.AdventureFramework.Utili

Type	Name	Description
ICommand (BP.AdventureFramework.Commands.ICommand.html)	command	The command.

▼

(BP.AdventureFramework.Con Properties

+ BP.AdventureFramework.

Extensions

Command

(BP.AdventureFramework.Exte

Get the command

BP.AdventureFramework.

Interpretation

Declaration

(BP.AdventureFramework.Inter

```
public ICommand Command { get; }
```

(BP.AdventureFramework.Interpret

CustomCommandInterpreter

Property Value

(BP.AdventureFramework.Interpret

Type

Interpreter

Description

(BP.AdventureFramework.Interpret

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

InterpretationResult

Represents the result of an interpretation.

(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Fall

Logic

Get the fail logic

(BP.AdventureFramework.Logi

Declaration

BP.AdventureFramework.

Rendering

```
public static InterpretationResult Fail { get; }
```

+ BP.AdventureFramework.

Property Value

Rendering.FrameBuilders

Type

BP.AdventureFramework.Render

Description

InterpretationResult

(BP.AdventureFramework.Interpretation.InterpretationResult.html)

Represents the result of an interpretation.

+ BP.AdventureFramework.

Rend

Color

(BP.AdventureFramework.Rend

WasInterpretedSuccessfully

+ BP.AdventureFramework.

Get if interpretation was successful.

Rendering.Names

(BP.AdventureFramework.Rend

Declaration

+ BP.AdventureFramework.

```
public bool WasInterpretedSuccessfully { get; }
```

Utilities

(BP.AdventureFramework.Utilit

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	Represents the result of an interpretation.

▼

(BP.AdventureFramework.Core)**+ BP.AdventureFramework.****Extensions****(BP.AdventureFramework.Extensions)****- BP.AdventureFramework.****Interpretation****(BP.AdventureFramework.Interpretation)**

CommandHelp

(BP.AdventureFramework.Interpretation)

CustomCommandInterpreter

(BP.AdventureFramework.Interpretation)

IInterpreter

(BP.AdventureFramework.Interpretation)

InterpretationResult

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.**Logic****(BP.AdventureFramework.Logic)****+ BP.AdventureFramework.****Rendering****(BP.AdventureFramework.Rendering)****+ BP.AdventureFramework.****Rendering.FrameBuilders****(BP.AdventureFramework.Rendering)****+ BP.AdventureFramework.****Rendering.FrameBuilders.****Color****(BP.AdventureFramework.Rendering)****+ BP.AdventureFramework.****Rendering.Frames****(BP.AdventureFramework.Rendering)****+ BP.AdventureFramework.****Utilities****(BP.AdventureFramework.Utilities)**

Namespace BP.AdventureFramework.Logic

Classes

Filter by title

EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)

Represents the result of an end check.

(BP.AdventureFramework.Con

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

Represents the structure of the game

(BP.AdventureFramework.Exte

Enums

(BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inte

ExitMode (BP.AdventureFramework.Logic.ExitMode.html)

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

GameState (BP.AdventureFramework.Logic.GameState.html)

EndCheck

Enumeration of game states.

(BP.AdventureFramework.Logic.En

EndCheckResult

(BP.AdventureFramework.Logic.En

Delegates

(BP.AdventureFramework.Logic.De

ExitMode

(BP.AdventureFramework.Logic.Ex

EndCheck (BP.AdventureFramework.Logic.EndCheck.html)

Represents the delegate used for end checks.

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

(BP.AdventureFramework.Logic.GameCreationCallback.html)

Represents the callback used for Game creation.

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

OverworldCreationCallback

(BP.AdventureFramework.Logic.Pla

(BP.AdventureFramework.Logic.OverworldCreationCallback.html)

+ BP.AdventureFramework.

Represents a callback for Overworld creation.

Rendering

(BP.AdventureFramework.Ren

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

(BP.AdventureFramework.Logic.PlayerCreationCallback.html)

Rendering.FrameBuilders

Represents a callback for Player creation.

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders.

▼

+ **BP.AdventureFramework.**
 Conversations
 (**BP.AdventureFramework.Convo**)

+ **BP.AdventureFramework.**
 Extensions
 (**BP.AdventureFramework.Exten**)

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

- **BP.AdventureFramework.**
 Logic
 (**BP.AdventureFramework.Logi**)

 EndCheck
 (**BP.AdventureFramework.Logic.EndCheck**)
 EndCheckResult
 (**BP.AdventureFramework.Logic.EndCheckResult**)
 ExitMode
 (**BP.AdventureFramework.Logic.ExitMode**)
 Game
 (**BP.AdventureFramework.Logic.Game**)
 GameCreationCallback
 (**BP.AdventureFramework.Logic.GameCreationCallback**)
 GameState
 (**BP.AdventureFramework.Logic.GameState**)
 OverworldCreationCallback
 (**BP.AdventureFramework.Logic.OverworldCreationCallback**)
 PlayerCreationCallback
 (**BP.AdventureFramework.Logic.PlayerCreationCallback**)

+ **BP.AdventureFramework.**
 Rendering
 (**BP.AdventureFramework.Render**)

+ **BP.AdventureFramework.**
 Rendering.FrameBuilders
 (**BP.AdventureFramework.Render**)

+ **BP.AdventureFramework.**
 Rendering.FrameBuilders.

Delegate EndCheck

Represents the callback used for end checks.

Filter by title

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

(**BP.AdventureFramework** Component)

Assembly: BP.AdventureFramework.dll

\$BPAdventureFramework.

Extensions

public delegate EndCheckResult EndCheck(Game game)

+ **BP.AdventureFramework.**

Parameters

Interpretation

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game to check for end.

Logic

Returns

(**BP.AdventureFramework.Logi**

Type	Description
EndCheck	
(BP.AdventureFramework.Logic.EndCheckResult.html)	Returns a result from the check.
EndCheckResult	
(BP.AdventureFramework.Logic.EndCheckResult.html)	Returns a result from the check.
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

(**BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

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

Extensions

(**BP.AdventureFramework.Exte**

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

Interpretation

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)

EndCheck

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

(**BP.AdventureFramework.Logic**

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

EndCheckResult

Assembly: BPAdventureFramework.dll

Syntax

(BP.AdventureFramework.Logic.Ex

Game

public class EndCheckResult

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

Constructors

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

EndCheckResult(bool, string, string)

(BP.AdventureFramework.Logic.C

PlayerCreationCallback

Initializes a new instance of the EndCheckResult class.

(BP.AdventureFramework.Logic.Pla

Declaration

+ **BP.AdventureFramework.**

Rendering

public EndCheckResult(bool isCompleted, string title, string description)

(**BP.AdventureFramework.Renderin**

+ **BP.AdventureFramework.**

Parameters

Rendering.FrameBuilders

Type

(**BP.AdventureFramework.Renderin**

bool

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

Name

Description

isCompleted

If the game has ended.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

string

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

title

A title to describe the end.

(**BP.AdventureFramework.Renderin**

Color

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

description

A description of the end.

(**BP.AdventureFramework.Renderin**

+ **BP.AdventureFramework.**

Properties

Description

Get a description of the end.

Declaration

+ BP.AdventureFramework.

public string Description { get; }

Extensions

(BP.AdventureFramework.Exte
Property Value

+ BP.AdventureFramework.

Type

Interpretation

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

(BP.AdventureFramework.Inter

Description

Represents the result of an end check.

- BP.AdventureFramework.

Logic

HasEnded

(BP.AdventureFramework.Logic

Get if the game has come to an end.

EndCheck

Declaration

BP.AdventureFramework.Logic.En

EndCheckResult

public bool HasEnded { get; }

ExitMode

(BP.AdventureFramework.Logic.Ex

Property Value

Game

Type

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

bool

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

Description

Represents the result of an end check.

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

Get a callback for when the game is ended.

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

Declaration

+ BP.AdventureFramework.

Rendering

Automatic EndCheckResult NotEnded { get; }

(BP.AdventureFramework.Render

Property Value

(BP.AdventureFramework.

Type

Rendering.FrameBuilders

(BP.AdventureFramework.Render

EndCheckResult

(BP.AdventureFramework.EndCheckResult.html)

Description

Represents the result of an end

check.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Get a title to describe the end.

Declaration

```
public string Title { get; }
```

Property Value

Type	Description
+ BP.AdventureFramework.Extensions string (https://learn.microsoft.com/dotnet/api/system.string)	Represents the result of an end check.

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ BP.AdventureFramework.

Enum ExitMode

Enumeration of exit modes.

Filter by title

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

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Extensions

Syntax

(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

public enum ExitMode

Interpretation

(**BP.AdventureFramework.Inter**

- **BP.AdventureFramework.**

Fields

(**BP.AdventureFramework.Logi**

Name	Description
EndCheck	
ExitApplication	Exit the application.

(**BP.AdventureFramework.Logic.EndCheck**

(**BP.AdventureFramework.Logic.ExitApplication**

EndCheckResult

(**BP.AdventureFramework.Logic.EndCheckResult**

(**BP.AdventureFramework.Logic.ReturnToTitleScreen**

(**BP.AdventureFramework.Logic.ReturnToTitleScreen**

ExitMode

(**BP.AdventureFramework.Logic.ExitMode**

Game

(**BP.AdventureFramework.Logic.Game**

GameCreationCallback

(**BP.AdventureFramework.Logic.GameCreationCallback**

GameState

(**BP.AdventureFramework.Logic.GameState**

OverworldCreationCallback

(**BP.AdventureFramework.Logic.OverworldCreationCallback**

PlayerCreationCallback

(**BP.AdventureFramework.Logic.PlayerCreationCallback**

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Renderin**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Renderin**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Class Game

Represents the structure of the game

Filter by title

Inheritance

Extensions

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

+ BP.AdventureFramework.

Inherited Members

Interpretation

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

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

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

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

EndCheck

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

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

EndCheckResult

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

Assembly: BPAdventureFramework.dll

Syntax: `(BP.AdventureFramework.Logic.Ex`

Game

↳ public sealed class Game

GameCreationCallback

↳ (BP.AdventureFramework.Logic.Ga

GameState

↳ (BP.AdventureFramework.Logic.Ga

WorldCreationCallback

↳ (BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

DefaultErrorPrefix

↳ (BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

Rendering

Declaration

↳ (BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

Field Value

+ BP.AdventureFramework.

Rendering.FrameBuilders

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

Color

↳ (BP.AdventureFramework.Render

+ BP.AdventureFramework.

Properties

RenderingFrames

Description

Represents the structure of the game

ActiveConverser

Get the active converser.

Declaration

```
public IConverser ActiveConverser { get; }
```

Extensions

Property	Value
(BP.AdventureFramework.Exte	

Type

+ BP.AdventureFramework.

IConverser

Interpretation

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

(BP.AdventureFramework.Inte

Description

Represents the structure of the game

- BP.AdventureFramework.

Author

(BP.AdventureFramework.Logi

Get or set the name of the author.

EndCheck

Declaration

(BP.AdventureFramework.Logic.En

EndCheckResult

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

ExitMode

(BP.AdventureFramework.Logic.Ex

Property	Value
Type	(BP.AdventureFramework.Logic.Ga

Type

Description

GameCreationCallback

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

Represents the structure of the game

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

Get PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

Declaration

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

Property	Value
Type	(BP.AdventureFramework.

Type

Description

Rendering

(BP.AdventureFramework.Render

Represents the structure of the game

+ BP.AdventureFramework.

Rendering.FrameBuilders.

DefaultSize

(BP.AdventureFramework.Render

Get the default size.

+ BP.AdventureFramework.

Declaration

Rendering.Frames

```
public static Size DefaultSize { get; }
```

Property Value

Type	Description
Size (BP.AdventureFramework.Assets.Size.html)	Represents the structure of the game

Extensions

(BP.AdventureFramework.Exten

Description

Interpretation
Get the description.

(BP.AdventureFramework.Inter

Declaration

- **BP.AdventureFramework.**

Logic

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

(BP.AdventureFramework.Logi

Property Value

Type	Description
EndCheckResult	Represents the structure of the game

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

ExitMode

(BP.AdventureFramework.Logic.Ex

Game

DisplayCommandListInSceneFrames

DisplayCommandListInSceneFrames
(BP.AdventureFramework.Logic.D

GameCreationCallback

Get or set if the command list is displayed in scene frames.

(BP.AdventureFramework.Logic.Ga

Declaration

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

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

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

PlayerCreationCallback
(BP.AdventureFramework.Logic.Pla

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	Represents the structure of the game

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

DisplaySize

FrameBuilders

(BP.AdventureFramework.Render

Get the size of the display area.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders.

Color

```
public Size DisplaySize { get; }
```

(BP.AdventureFramework.Render

Properties

BP.AdventureFramework.

Rendering.Frames

Type	Description
Size (BP.AdventureFramework.Assets.Size.html)	Represents the structure of the game

ErrorPrefix

Get or set the error prefix.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

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

Interpretation

(BP.AdventureFramework.Inter

Property Value

- BP.AdventureFramework.

Type
Logic

(BP.AdventureFramework.Logic (https://learn.microsoft.com/dotnet/api/system.string))

Description

Represents the structure of the game

EndCheck

(BP.AdventureFramework.Logic.End

EndCheckResult

(BP.AdventureFramework.Logic.En

Get or set the collection of frame builders used to render this game.

FrameBuilders

(BP.AdventureFramework.Logic.Ex

Declaration

Game

(BP.AdventureFramework.Logic.Ga

```
public FrameBuilderCollection FrameBuilders { get; set; }
```

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

Type

OverworldCreationCallback

Description

FrameBuilderCollection

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.ht

ml) (BP.AdventureFramework.Logic.Pla

Represents the structure of
the game

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

Value

(BP.AdventureFramework.Render

Type

Description

+ BP.AdventureFramework.

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

Represents the structure of the game

Rendering.Frames

IsExecuting

Get if this is executing.

Declaration

```
public bool IsExecuting { get; }
```

Extensions

Property Value

(**BP.AdventureFramework.Exte**

Type

+ **BP.AdventureFramework.**

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

Interpretation

(**BP.AdventureFramework.Inter**

BP.AdventureFramework.

Name

Logic

Get the name.

(**BP.AdventureFramework.Logi**

Declaration

EndCheck

(**BP.AdventureFramework.Logic.EndCheck**

public string Name { get; }

(**BP.AdventureFramework.Logic.EndCheck**

ExitMode

Property Value

(**BP.AdventureFramework.Logic.Ex**

Type

Game

(**BP.AdventureFramework.Logic.Ga**

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

GameCreationCallback

(**BP.AdventureFramework.Logic.Ga**

GameState

(**BP.AdventureFramework.Logic.Ga**

OverworldCreationCallback

Overworld

(**BP.AdventureFramework.Logic.Ov**

PlayerCreationCallback

Declaration

(**BP.AdventureFramework.Logic.Pla**

+ **BP.AdventureFramework.**

public Overworld Overworld { get; }

Rendering

(**BP.AdventureFramework.Render**

Property Value

+ **BP.AdventureFramework.**

Type

Rendering.FrameBuilders

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

(**BP.AdventureFramework.Render**

Description

Represents the structure of the game

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Player

Color

Get the player.

(**BP.AdventureFramework.Render**

Declaration

+ **BP.AdventureFramework.**

Rendering.Frames

Description

Represents the structure of the game

```
public PlayableCharacter Player { get; }
```

Property Value

Type	Description
PlayableCharacter (BP_AdventureFramework.Characters.PlayableCharacter.html) (BP.AdventureFramework.Exte	Represents the structure of the game

+ BP.AdventureFramework.

SceneMapKeyType

Interpretation

(BP.AdventureFramework.Inte

Get or set the type of key to use on the scene map.

BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logi

```
public KeyType SceneMapKeyType { get; set; }
```

EndCheck

Property Value
EndCheckResult
Type

(BP_AdventureFramework.Logic.En

EndCheckResult

Type
(BP_AdventureFramework.Logic.En

ExitMode
KeyType
(BP_AdventureFramework.Rendering.KeyType.html)

(BP_AdventureFramework.Logic.Ex

Game

(BP_AdventureFramework.Logic.Ga

GameCreationCallback

(BP_AdventureFramework.Logic.Ga

GameState

(BP_AdventureFramework.Logic.Ga

Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition)

EndCheck, EndCheck
(BP_AdventureFramework.Logic.Ov

PlayerCreationCallback
Create a new callback for generating instances of a game.

(BP_AdventureFramework.Logic.Pla

Declaration

+ BP.AdventureFramework.

Rendering

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition)
```

+ BP.AdventureFramework.

Rendering.FrameBuilders

Parameters
(BP_AdventureFramework.Render

Type
+ BP.AdventureFramework.

Rendering.FrameBuilders.

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

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

+ BP.AdventureFramework.

Rendering.Frames

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description of the game.
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
Extensions (BP.AdventureFramework.Extensions) (BP.AdventureFramework.Extensions.html)	<i>playerGenerator</i>	The function to generate the player with.
+ BP.AdventureFramework.		
Interpretation (BP.AdventureFramework.Interpretation.html)	<i>completionCondition</i>	The callback used to check game completion.
- BP.AdventureFramework. Logic (BP.AdventureFramework.Logic.EndCheck.html)	<i>gameOverCondition</i>	The callback used to check game over.

(BP.AdventureFramework.Logic)

Returns

EndCheck

Type	Description
EndCheckResult GameCreationCallback (BP.AdventureFramework.Logic.EndCheckResult.html) (BP.AdventureFramework.Logic.GameCreationCallback.html) ExitMode (BP.AdventureFramework.Logic.ExitMode.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.

Game

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

Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback, EndCheck, EndCheck, Size, FrameBuilderCollection, ExitMode, string, Interpreter)

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

Create a new callback for generating instances of a game.

OverWorldCreationCallback

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

Declaration

PlayerCreationCallback

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

public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition, Size displaySize, FrameBuilderCollection frameBuilders, ExitMode exitMode, string errorPrefix, IInterpreter interpreter)

+ BP.AdventureFramework.

Rendering.FrameBuilders

Parameters

Type	Name	Description
String (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	The name of the game.
Color String (https://learn.microsoft.com/dotnet/api/system.string)	<i>introduction</i>	An introduction to the game.

+ BP.AdventureFramework.

Rendering.Frames

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description of the game.
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
Extensions PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>playerGenerator</i>	The function to generate the player with.
+ BP.AdventureFramework.		
Interpretation (BP.AdventureFramework.Interpretation.html)	<i>completionCondition</i>	The callback used to check game completion.
- BP.AdventureFramework. Logic (BP.AdventureFramework.Logic.html)	<i>gameOverCondition</i>	The callback used to check game over.
Size (BP.AdventureFramework.Asset.SizeType.html)	<i>displaySize</i>	The display size.
EndCheck FrameBuilderCollection (BP.AdventureFramework.Logic.EndCheck.html) FrameBuilderCollection (BP.AdventureFramework.Rendering.FrameBuilders.EndCheckResult.html)	<i>frameBuilders</i>	The collection of frame builders to use to render the game.
ExitMode (BP.AdventureFramework.Logic.ExitMode.html)	<i>exitMode</i>	The exit mode.
Game string (BP.AdventureFramework.Logic.Game.html) (https://learn.microsoft.com/dotnet/api/system.string) GameCreationCallback	<i>errorPrefix</i>	A prefix to use when displaying errors.
IIInterpreter (BP.AdventureFramework.Logic.GameCreationCallback.html) (BP.AdventureStateFramework.Interpretation.IIInterpreter.html)(BP.AdventureFramework.Logic.GameCreationCallback.html)	<i>interpreter</i>	The interpreter.

Type	Description
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	
GameCreationCallback (BP.AdventureFramework.Logic.GameCreationCallback.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.
+ BP.AdventureFramework. Rendering. FrameBuilders. (BP.AdventureFramework.Rendering.FrameBuilders.html)	

+ BP.AdventureFramework.
DisplayAbout() (BP.AdventureFramework.Rendering.DisplayAbout.html)
Display the about frame.
+ BP.AdventureFramework.
Declaration Rendering.FrameBuilders.
Color public void DisplayAbout() (BP.AdventureFramework.Rendering.DisplayAbout.html)
+ BP.AdventureFramework.
Rendering.Frames

DisplayHelp()

Display the help frame.

Declaration

```
public void DisplayHelp()
```

Extensions

+ BP.AdventureFramework.Extensions
DisplayMap()

+ BP.AdventureFramework.

Display the map frame.

Interpretation

+ BP.AdventureFramework.Interpretation

Declaration

- BP.AdventureFramework.
Logic

(BP.AdventureFramework.Logic)

EndCheck

DisplayTransition(string, string)

EndCheckResult

Display a transition frame.
(BP.AdventureFramework.Logic.EndCheckResult)

Declaration

(BP.AdventureFramework.Logic.EndCheckResult)

Game

```
public void DisplayTransition(string title, string message)  
(BP.AdventureFramework.Logic.Game)
```

GameCreationCallback

Parameters

(BP.AdventureFramework.Logic.GameCreationCallback)

Type

GameState

(BP.AdventureFramework.Logic.GameState)

Name

Description

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

title

The title.

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

message

The message.

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

Player

+ BP.AdventureFramework.

Execute(GameCreationCallback)

Rendering

+ BP.AdventureFramework.Rendering

Declaration

+ BP.AdventureFramework.

Rendering.FrameBuilders

public static void Execute(GameCreationCallback creator)

+ BP.AdventureFramework.Rendering

Parameters

Rendering.FrameBuilders.

Type

Color

(BP.AdventureFramework.Rendering)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback.html)

+ BP.AdventureFramework.

Rendering.Frames

FindInteractionTarget(string)

Find an interaction target within the current scope for this Game.

Declaration

```
public IInteractWithItem FindInteractionTarget(string name)
```

Extensions

Parameters

(BP.AdventureFramework.Exte

Type

+ BP.AdventureFramework.

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

Name

Description

(BP.AdventureFramework.Inter

Returns

- BP.AdventureFramework.

Type

Logic

IInteractWithItem

(BP.AdventureFramework.Logi

(BP.AdventureFramework.Assets.Interaction.IIntera

ctWithItem.html)

(BP.AdventureFramework.Logic.En

EndCheckResult

(BP.AdventureFramework.Logic.En

GetAllPlayerVisibleExaminables()

(BP.AdventureFramework.Logic.Ex

Get all examinables that are currently visible to the player.

Game

Declaration

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

public IExaminable[] GetAllPlayerVisibleExaminables()

GameState

(BP.AdventureFramework.Logic.Ga

Returns

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

IExaminable

(BP.AdventureFramework.Logic.Pla

(BP.AdventureFramework.Assets.IExaminable.html)

+ 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

Description

The first IInteractWithItem object which has a name that matches the name parameter.

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)

(**BP.AdventureFramework.Exte**

Assembly: BP.AdventureFramework.dll

Syntax

Interpretation

(**BP.AdventureFramework.Inter**

- **BP.AdventureFramework.**

Returns

Logic

Type	Description
Game (BP.AdventureFramework.Logic.Game.html) (BP.AdventureFramework.Logic.EndCheckResult EndCheckResult (BP.AdventureFramework.Logic.ExitMode ExitMode (BP.AdventureFramework.Logic.ExGame Game (BP.AdventureFramework.Logic.GameCreationCallback GameCreationCallback (BP.AdventureFramework.Logic.GameState GameState (BP.AdventureFramework.Logic.OverworldCreationCallback OverworldCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback	A game created by the callback.

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework.Ren**

Enum GameState

Enumeration of game states.

Filter by title

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

Assembly: BP.AdventureFramework.dll

Syntax

Interpretation

(BP.AdventureFramework.Interpreters)

```
public enum GameState
```

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

Name

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

Active

ExitMode

Description

Active.

Finished

Game

Finished.

Not Started

(BP.AdventureFramework.Logic.Game)

Not started.

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

+ BP.AdventureFramework.

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

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

+ **BP.AdventureFramework.**
Interpretation

Syntax
(BP.AdventureFramework.Inter

- **BP.AdventureFramework.**
Logic

(BP.AdventureFramework.Logic
Parameters

Type	Name	Description
EndCheck (BP.AdventureFramework.Logic.EndCheck)	pC	The playable character that will appear in the Overworld.

Returns
(BP.AdventureFramework.Logic.GameCreationCallback)

Type	Description
Overworld (BP.AdventureFramework.Assets.Locations.Overworld.html)	A generated Overworld.

GameState
(BP.AdventureFramework.Logic.GameState)
OverworldCreationCallback
(BP.AdventureFramework.Logic.OverworldCreationCallback)
PlayerCreationCallback
(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.Frames

Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

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

Interpretation

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Inter

Syntax

- **BP.AdventureFramework.**

Logic delegate PlayableCharacter PlayerCreationCallback()

(BP.AdventureFramework.Logi

Returns

EndCheck

Type	Description
(BP.AdventureFramework.Logic.EndCheckResult	
PlayableCharacter (BP.AdventureFramework.Logic.PlayerCreationCallback)	A generated Player.
ExitMode	
(BP.AdventureFramework.Logic.ExitMode)	
Game	
(BP.AdventureFramework.Logic.Game)	
GameCreationCallback	
(BP.AdventureFramework.Logic.GameCreationCallback)	
GameState	
(BP.AdventureFramework.Logic.GameState)	
OverworldCreationCallback	
(BP.AdventureFramework.Logic.OverworldCreationCallback)	
PlayerCreationCallback	
(BP.AdventureFramework.Logic.PlayerCreationCallback)	

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.Frames

(BP.AdventureFramework.Render

Enum KeyType

Enumeration of key types.

Filter by title

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

(**BP.AdventureFramework**.Con

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework**.

Syntax

Extensions

(**BP.AdventureFramework**.Extensio

public enum KeyType

+ **BP.AdventureFramework**.

Interpretation

(**BP.AdventureFramework**.Interpre

Fields

(**BP.AdventureFramework**.

Name	Description
(BP.AdventureFramework .Logic	
Dynamic	Dynamic key, only show relevant key items.
- BP.AdventureFramework .	

Full

Rendering

Full key.

(**BP.AdventureFramework**.Ren

KeyType

(**BP.AdventureFramework**.Ren

RegionMapMode

(**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

(**BP.AdventureFramework**.Utilit

+ **BP.AdventureFramework**.

Utilities.Generation

(**BP.AdventureFramework**.Utilit

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.Con

Assembly: BP.AdventureFramework.dll

+ BP.AdventureFramework.

Syntax

Extensions

(BP.AdventureFramework.Exte
public enum RegionMapMode

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

Fields

(BP.AdventureFramework.

Logic Name	Description
(BP.AdventureFramework.Logi	
Detailed	Shows rooms at a detailed level.
- BP.AdventureFramework.	

Rendering

Dynamic Dynamic region map - uses detailed if there is room, else map will be undetailed.

(BP.AdventureFramework.Re

ndering) Character, which allows larger maps to be displayed in a limited area.

KeyType
(BP.AdventureFramework.Renderin
RegionMapMode
(BP.AdventureFramework.Renderin

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utilit

+ BP.AdventureFramework.

Utilities.Generation

(BP.AdventureFramework.Utilit

Namespace BP.AdventureFramework.Rendering.FrameBuilders

▼ Filter by title

Classes

Extensions

(BP.AdventureFramework.Exte

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)
Interpretation

Provides a collection of all of the frame builders required to run a game.

(BP.AdventureFramework.Inte

+ BP.AdventureFramework. FrameBuilderCollections

Logic

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections.html)
) (BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html)

(BP.AdventureFramework.Render

Provides a class for building strings as part of a grid.

(BP.AdventureFramework.Render

Interfaces

FrameBuilderCollection

(BP.AdventureFramework.Render

FrameBuilderCollections

(BP.AdventureFramework.Render

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)

(BP.AdventureFramework.Render

Represents any object that can build about frames.

IAboutFrameBuilder

(BP.AdventureFramework.Render

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.ht
ml)

(BP.AdventureFramework.Render

IConversationFrameBuilder

(BP.AdventureFramework.Render

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.h
tml)

(BP.AdventureFramework.Render

Represents any object that can build conversation frames.

IRegionMapFrameBuilder

(BP.AdventureFramework.Render

IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

(BP.AdventureFramework.Render

ISceneFrameBuilder

(BP.AdventureFramework.Render

Represents any object that can build game over frames.

IHelpFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

Represents any object that can build help frames.

IRoomMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

Represents any object that can build room maps.

Extensions

([BP.AdventureFramework.Exten](#)

ISceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

Interpretation

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

Represents any object that can build region map frames.

+ BP.AdventureFramework.

Logic

IRoomMapBuilder

([BP.AdventureFramework.Logi](#)

([BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

+ BP.AdventureFramework.

Represents any object that can build room maps.

Rendering

([BP.AdventureFramework.Render](#)

ISceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

Rendering.FrameBuilders

Represents any object that can build scene frames.

([BP.AdventureFramework.Render](#)

ITitleFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))

FrameBuilderCollection

([BP.AdventureFramework.Renderir](#)

FrameBuilderCollections

Represents any object that can build title frames.

([BP.AdventureFramework.Renderir](#)

GridStringBuilder

([BP.AdventureFramework.Renderir](#)

ITransitionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html](#))

([BP.AdventureFramework.Renderir](#)

AboutFrameBuilder

([BP.AdventureFramework.Renderir](#)

CompletionFrameBuilder

([BP.AdventureFramework.Renderir](#)

IConversationFrameBuilder

([BP.AdventureFramework.Renderir](#)

IGameOverFrameBuilder

([BP.AdventureFramework.Renderir](#)

IHelpFrameBuilder

([BP.AdventureFramework.Renderir](#)

IRoomMapBuilder

([BP.AdventureFramework.Renderir](#)

IRoomMapFrameBuilder

([BP.AdventureFramework.Renderir](#)

IRoomMapBuilder

([BP.AdventureFramework.Renderir](#)

ISceneFrameBuilder

([BP.AdventureFramework.Renderir](#)

Class FrameBuilderCollection

Provides a collection of all of the frame builders required to run a game.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

↳ FrameBuilderCollection

(**BP.AdventureFramework.Inter**

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.Logi**

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>)

↳ **Rendering**

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

(**BP.AdventureFramework.Re**

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.**

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

↳ **Rendering:FrameBuilders**

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

(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Assembly: BP.AdventureFramework.dll

Syntax

FrameBuilderCollection

(BP.AdventureFramework.Renderir
public class FrameBuilderCollection

 GridStringBuilder

 (BP.AdventureFramework.Renderir

 IAboutFrameBuilder

 (BP.AdventureFramework.Renderir

 ICompletionFrameBuilder

 (BP.AdventureFramework.Renderir

Constructors

FrameBuilderCollection (ITitleFrameBuilder, ISceneFrameBuilder,

IRegionMapFrameBuilder, IHelpFrameBuilder, ICompletionFrameBuilder,

IGameOverFrameBuilder, IAboutFrameBuilder, ITransitionFrameBuilder,

IConversationFrameBuilder)

 IHelpFrameBuilder

Initializes a new instance of the FrameBuilderCollection class.

(BP.AdventureFramework.Renderir

 IRRegionMapBuilder

 (BP.AdventureFramework.Renderir

 IRegionMapFrameBuilder

 public FrameBuilderCollection(ITitleFrameBuilder titleFrameBuilder, ISceneBuild

 (BP.AdventureFramework.Renderir
 er sceneFrameBuilder, IRegionMapFrameBuilder regionMapFrameBuilder, IHelpFrameBu

 lHelpFrameBuilder, ICompletionFrameBuilder completionFrameBuilder, IGameOverFrameBu

 lFrameBuilder, IAboutFrameBuilder aboutFrameBuilder, ITransitionFrameBu

 lSceneFrameBuilder, IConversationFrameBuilder conversationFrameBuilder)

 (BP.AdventureFramework.Renderir

 ITitleFrameBuilder

Parameters

(BP.AdventureFramework.Renderir

 ITransitionFrameBuilder

Type	Name	Description
ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ITitleFrameBuilder.html)	<i>titleFrameBuilder</i>	The builder to use for building title frames.
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ISceneFrameBuilder.html)	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
+ BP.AdventureFramework. InterpretationFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IRegionMapFrameBuilder.html)	<i>regionMapFrameBuilder</i>	The builder to use for building region map frames.
+ BP.AdventureFramework. LogicHelpFrameBuilder (BP.AdventureFramework.Logic .IHelpFrameBuilder.html)	<i>helpFrameBuilder</i>	The builder to use for building help frames.
+ BP.AdventureFramework. RenderingCompletionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ICompletionFrameBuilder.html)	<i>completionFrameBuilder</i>	The builder to use for building completion frames.
- BP.AdventureFramework. RenderingFrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders .IGameOverFrameBuilder.html)	<i>gameOverFrameBuilder</i>	The builder to use for building game over frames.
IAboutFrameBuilderCollection (BP.AdventureFramework.Rendering.FrameBuilders .IAboutFrameBuilderCollection)	<i>aboutFrameBuilder</i>	The builder to use for building about frames.
ITransitionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ITransitionFrameBuilder.html)	<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

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

Get the builder to use for about frames.

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

Declaration

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

public IAboutFrameBuilder AboutFrameBuilder { get; }

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.ISceneFrameBuilder)

ITitleFrameBuilder

(BP.AdventureFramework.Rendering.ITitleFrameBuilder)

ITransitionFrameBuilder

Type	Description
IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)	Provides a collection of all of the frame builders required to run a game.

▼

CompletionFrameBuilder

BP.AdventureFramework.
Interpretation
Get the builder to use for completion frames.

(BP.AdventureFramework.Interpretation)
Declaration

+ **BP.AdventureFramework.**

Logic
public ICompletionFrameBuilder CompletionFrameBuilder { get; }
(BP.AdventureFramework.Logic)

Property Value
BP.AdventureFramework.

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder) ICompletionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html)	Provides a collection of all of the frame builders required to run a game.

(BP.AdventureFramework.Rendering.FrameBuilders)
Rendering

FrameBuilderCollection

ConversationFrameBuilder
(BP.AdventureFramework.Renderer)

FrameBuilderCollections

Get the builder to use for conversation frames.

(BP.AdventureFramework.Renderer)
Declaration

GridStringBuilder

(BP.AdventureFramework.Renderer)
IAboutFrameBuilder

public IConversationFrameBuilder ConversationFrameBuilder { get; }
(BP.AdventureFramework.Renderer)

ICompletionFrameBuilder

Property Value
BP.AdventureFramework.Renderer

Type	Description
(BP.AdventureFramework.Renderer) IConversationFrameBuilder (BP.AdventureFramework.Renderer)	Provides a collection of all of the frame builders required to run a game.

(BP.AdventureFramework.Renderer)
IConversationFrameBuilder

(BP.AdventureFramework.Renderer)
(BP.AdventureFramework.Renderer)

(BP.AdventureFramework.Renderer)
IRegionMapBuilder

(BP.AdventureFramework.Renderer)
IRoomMapBuilder

(BP.AdventureFramework.Renderer)
Declaration

(BP.AdventureFramework.Renderer)
ISceneFrameBuilder

public IGameOverFrameBuilder GameOverFrameBuilder { get; }
(BP.AdventureFramework.Renderer)

ITitleFrameBuilder

(BP.AdventureFramework.Renderer)
ITransitionFrameBuilder

Property Value
BP.AdventureFramework.Renderer

(BP.AdventureFramework.Renderer)
ITransitionFrameBuilder

Type	Description
IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	Provides a collection of all of the frame builders required to run a game.

▼

HelpFrameBuilder (BP.AdventureFramework)

Interpretation

Get the builder to use for help frames.
(BP.AdventureFramework.Interpretation)

Declaration

+ BP.AdventureFramework.

Logic

```
public IHelpFrameBuilder HelpFrameBuilder { get; }
```

(BP.AdventureFramework.Logic)

FrameBuilders (BP.AdventureFramework)

Rendering

Type
(BP.AdventureFramework.Rendering.IHelpFrameBuilder)

- (BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html)

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

FrameBuilderCollection

RegionMapFrameBuilder (BP.AdventureFramework.Renderer)

FrameBuilderCollections

Get the builder to use for region map frames.
(BP.AdventureFramework.Renderer)

Declaration

(BP.AdventureFramework.Renderer)

IRegionFrameBuilder

```
public IRegionMapFrameBuilder RegionMapFrameBuilder { get; }
```

(BP.AdventureFramework.Renderer)

ICompletionFrameBuilder

Property Value
(BP.AdventureFramework.Renderer)

Type
IConversationFrameBuilder
(BP.AdventureFramework.Renderer)

IGameOverFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

(BP.AdventureFramework.Renderer)

IRegionMapBuilder

(BP.AdventureFramework.Renderer)

Get the builder to use for scene frames.
(BP.AdventureFramework.Renderer)

IRoomMapBuilder

Declaration
(BP.AdventureFramework.Renderer)

ISceneFrameBuilder

```
public ISceneFrameBuilder SceneFrameBuilder { get; }
```

(BP.AdventureFramework.Renderer)

ITitleFrameBuilder

(BP.AdventureFramework.Renderer)

Property Value
ITransitionFrameBuilder

Type	Description
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)	Provides a collection of all of the frame builders required to run a game.

▼

TitleFrameBuilder

BP.AdventureFramework.
Interpretation
Get the builder to use for title frames.
(BP.AdventureFramework.Interpretation.html)

Declaration

+ BP.AdventureFramework.

Logic
public ITitleFrameBuilder TitleFrameBuilder { get; }
(BP.AdventureFramework.Logic.html)

FPBP.AdventureFramework.

Type	Description
Rendering (BP.AdventureFramework.Rendering.IFrameBuilder.html) ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html) Rendering.FrameBuilders	Provides a collection of all of the frame builders required to run a game.

TransitionFrameBuilder

BP.AdventureFramework.Renderer.
TransitionFrameBuilder
FrameBuilderCollection
Get the builder to use for transition frames.
(BP.AdventureFramework.Renderer.TransitionFrameBuilder.html)

Declaration

GridStringBuilder
(BP.AdventureFramework.Renderer.GridStringBuilder.html)
IAboutFrameBuilder
public ITransitionFrameBuilder TransitionFrameBuilder { get; }
(BP.AdventureFramework.Renderer在过渡帧构建器.html)
ICompletionFrameBuilder

Property Value

Type	Description
IConversationFrameBuilder (BP.AdventureFramework.Renderer.IConversationFrameBuilder.html) ITransitionFrameBuilder (BP.AdventureFramework.Renderer.ITransitionFrameBuilder.html) IGameOverFrameBuilder (BP.AdventureFramework.Renderer.IGameOverFrameBuilder.html) IHelpFrameBuilder (BP.AdventureFramework.Renderer.IHelpFrameBuilder.html) IRegionMapBuilder (BP.AdventureFramework.Renderer.IRegionMapBuilder.html) IRegionMapFrameBuilder (BP.AdventureFramework.Renderer.IRegionMapFrameBuilder.html) IRoomMapBuilder (BP.AdventureFramework.Renderer.IRoomMapBuilder.html) ISceneFrameBuilder (BP.AdventureFramework.Renderer.ISceneFrameBuilder.html) ITitleFrameBuilder (BP.AdventureFramework.Renderer.ITitleFrameBuilder.html) ITransitionFrameBuilder	Provides a collection of all of the frame builders required to run a game.

Class FrameBuilderCollections

Provides a container from frame builder collections.

Filter by title

Inheritance

Interpretation

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

+ **BP.AdventureFramework.**

Inherited members

Logic

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.Logic)

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)))

Rendering

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

(BP.AdventureFramework.Rendering)

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.Rendering.FrameBuilders)

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

(BP.AdventureFramework.Renderer)

Assembly: BP.AdventureFramework.dll

FrameBuilderCollections

(BP.AdventureFramework.Renderer)

GridStringBuilder

public static class FrameBuilderCollections
(BP.AdventureFramework.Renderer)

IAboutFrameBuilder

(BP.AdventureFramework.Renderer)

ICompletionFrameBuilder

(BP.AdventureFramework.Renderer)

IConversationFrameBuilder

(BP.AdventureFramework.Renderer)

IGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

Get the default frame builder collection.

(BP.AdventureFramework.Renderer)

Declaration

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

public static FrameBuilderCollection Default { get; }

IRoomMapFrameBuilder

(BP.AdventureFramework.Renderer)

IPieceMapBuilder

(BP.AdventureFramework.Renderer)

IPieceFrameBuilder

(BP.AdventureFramework.Renderer)

ITitleFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection)

(BP.AdventureFramework.Renderer)

ITransitionFrameBuilder

(BP.AdventureFramework.Renderer)

(BP.AdventureFramework.Renderer)

Type	Description
FrameBuilderCollection	Provides a container from frame builder collections.

▼

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.FrameBuilders.FrameBuilderCollection)

FrameBuilderCollections

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)

GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder)

IRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

ITitleFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder)

ITransitionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder)

/RP_AdventureFramework_Rendering

Class GridStringBuilder

Provides a class for building strings as part of a grid.

Filter by title

Inheritance.....

(**BP.AdventureFramework.Inte**

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

+ **BP.AdventureFramework.**

Logic Members

(**BP.AdventureFramework.Logi**

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.Ren**

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>)

(**BP.AdventureFramework.Ren**

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

FrameBuilderCollection

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

(**BP.AdventureFramework.Renderin**

FrameBuilderCollections

(**BP.AdventureFramework.Renderin**

Syntax

GridStringBuilder

(**BP.AdventureFramework.Renderir**

public class GridStringBuilder

: IAboutFrameBuilder

(**BP.AdventureFramework.Renderir**

ICompletionFrameBuilder

(**BP.AdventureFramework.Renderir**

IConversationFrameBuilder

(**BP.AdventureFramework.Renderir**

GridStringBuilder(char, char, char)

(**BP.AdventureFramework.Renderir**

Initializes a new instance of the GridStringBuilder class.

HelpFrameBuilder

(**BP.AdventureFramework.Renderir**

IRRegionMapBuilder

(**BP.AdventureFramework.Renderir**

public GridStringBuilder(char leftBoundaryCharacter = '|', char rightBoundaryCharact
er = '|', char horizontalDivideCharacter = '-')

(**BP.AdventureFramework.Renderir**

IRoomMapBuilder

(**BP.AdventureFramework.Renderir**

Type ISceneFrameBuilder

(**BP.AdventureFramework.Renderir**

charTitleFrameBuilder

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

m.transitionFrameBuilder

(**BP.AdventureFramework.Renderir**

Type	Name	Description
charTitleFrameBuilder (https://learn.microsoft.com/dotnet/api/system.string)	leftBoundaryCharacter	The character to use for left boundaries.


```
public char LeftBoundaryCharacter { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	Provides a class for building strings as part of a grid.

(BP.AdventureFramework.Interfaces.ILineTerminatorLogic)

+ BP.AdventureFramework.Interfaces.ILineTerminatorLogic

Get (BP.AdventureFramework.Interfaces.ILineTerminatorLogic)

Description

- BP.AdventureFramework.Interfaces.IRendering

(BP.AdventureFramework.Interfaces.IRendering)

- BP.AdventureFramework.Interfaces.IRendering.FrameBuilders

Property Value

BP.AdventureFramework.Rendering.FrameBuilders

Type	Description
stringFrameBuilderCollection (https://learn.microsoft.com/dotnet/api/system.string)	Provides a class for building strings as part of a grid.

FrameBuilderCollections

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)

GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)

RightBoundaryCharacter

IAboutFrameBuilder

Get or set the character used for right boundary.

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

Declaration

CompletionFrameBuilder

(BP.AdventureFramework.Rendering.ICompletionFrameBuilder)

ConversationRightBoundaryCharacter

{ get; set; } (BP.AdventureFramework.Rendering.IConversationRightBoundaryCharacter)

GameOverFrameBuilder

(BP.AdventureFramework.Rendering.IGameOverFrameBuilder)

Property Value

(BP.AdventureFramework.Rendering.IGameOverFrameBuilder)

Type

HelpFrameBuilder

(BP.AdventureFramework.Rendering.IHelpFrameBuilder)

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

IRegionMapBuilder

(BP.AdventureFramework.Rendering.IRegionMapBuilder)

TransitionFrameBuilder

(BP.AdventureFramework.Rendering.ITransitionFrameBuilder)

TextFrameBuilder

(BP.AdventureFramework.Rendering.ITextFrameBuilder)

SceneFrameBuilder

(BP.AdventureFramework.Rendering.ISceneFrameBuilder)

Methods

DrawBoundary(AnsiColor)

(BP.AdventureFramework.Rendering.IDrawBoundary)

ITitleFrameBuilder

Draw the boundary

(BP.AdventureFramework.Rendering.ITitleFrameBuilder)

Declaration

TransitionFrameBuilder

(BP.AdventureFramework.Rendering.ITransitionFrameBuilder)

```
public void DrawBoundary(AnsiColor color)
```

Parameters

Type	Name	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm)	color	The color to draw the boundary.

+ BP.AdventureFramework.

Logic

[DrawCentralisedWrapped\(string, int, int, AnsiColor, out int, out int\)](#)

+ BP.AdventureFramework.

Draw a wrapped string.

Rendering

Declaration

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

- [public void DrawCentralisedWrapped\(string value, int startY, int maxWidth, AnsiColor color, int endX, int endY\)](#)
[\(BP.AdventureFramework.Rendering.FrameBuilders.Renderer\)](#)

Parameters

Type	Name	Description
FrameBuilderCollection (BP.AdventureFramework.Renderer)		
FrameBuilderCollections (https://learn.microsoft.com/dotnet/api/system.string)		
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
GridStringBuilder int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The max width of the string.
ICompletionFrameBuilder AnsiColor (BP.AdventureFramework.Renderer)	color	The color to draw the text.
ConversationFrameBuilder I		
GameOverFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end x position.
HelpFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end y position.

[DrawHorizontalDivider\(int, AnsiColor\)](#)

Declaration

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

IRoomMapBuilder

Declaration

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

ISceneFrameBuilder

```
public void DrawHorizontalDivider(int y, AnsiColor color)
```

ITitleFrameBuilder

Declaration

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

ITransitionFrameBuilder

Declaration

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

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the divider.
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm l)	color	The color to draw the boundary.

...> [View Source](#)

(BP.AdventureFramework.Interop)

DrawUnderline(int, int, int, AnsiColor) + BP.AdventureFramework.

Draws an underline.

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

public void DrawUnderline(int x, int y, int length, AnsiColor color)

(BP.AdventureFramework.Renderer)

Parameters

- BP.AdventureFramework.

Type	Name	Description
Rendering.FrameBuilders		
(BP.AdventureFramework.Renderer)	x	The position of the underline, in x.
int (https://learn.microsoft.com/dotnet/api/system.int32) FrameBuilderCollection	y	The position of the underline, in y.
int (https://learn.microsoft.com/dotnet/api/system.int32) FrameBuilderCollections	length	The length of the underline.
(BP.AdventureFramework.Renderer)	color	The color of the underline.
int (https://learn.microsoft.com/dotnet/api/system.int32) IAboutFrameBuilder		
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm l) ICompletionFrameBuilder		
(BP.AdventureFramework.Renderer)		
IConversationFrameBuilder		

DrawWrapped(string, int, int, int, AnsiColor, out int, out int)

IGameOverFrameBuilder

DrawWrapped(string, int, int, int, AnsiColor, out int, out int)

IHelpFrameBuilder

(BP.AdventureFramework.Renderer)

IRRegionMapBuilder

```
public void Drawwrapped(string value, int startX, int startY, int maxWidth, AnsiColo  
r color, out int endX, out int endY)
```

IRRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

IRoomsMapBuilder

Type	Name	Description
(BP.AdventureFramework.Renderer)		
ISceneFrameBuilder		
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
ITitleFrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start x position.
ITransitionFrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start y position.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The max width of the string.
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	color	The color to draw the text.
int (BP.AdventureFramework.Int.html)	endX	The end x position.
int (BP.AdventureFramework.Int.html)	endY	The end y position.

Logic

(BP.AdventureFramework.Logic)

Flush()

+ **BP.AdventureFramework.**

Flush([BP.AdventureFramework.Renderer.html](#)).

(BP.AdventureFramework.Renderer)

Declaration

- **BP.AdventureFramework.**

RenderingFrameBuilders

(BP.AdventureFramework.Renderer)

FrameBuilderCollection

GetCellColor(int, int)

FrameBuilderCollections

Get a color for a cell.

GridStringBuilder

Declaration

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

IAboutFrameBuilder

public AnsiColor GetCellColor(int x, int y)

ICompletionFrameBuilder

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

IConversationFrameBuilder

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

| GameOverFrameBuilder

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

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

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

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

Return RegionMapBuilder

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

| RegionMapFrameBuilder

AnsiColor ([BP.AdventureFramework.Renderer](#))

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Description The cell color.

GetCharacter(int, int)

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

ITitleFrameBuilder

Get a character from the buffer.

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

Declaration TransitionFrameBuilder

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

```
public char GetCharacter(int x, int y)
```

Parameters

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

+ BP.AdventureFramework.

Returns
Logic

Type	Description
(BP.AdventureFramework.Logic)	The character.

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Renderer)

GetNumberOfLines(string, int, int, int)

- BP.AdventureFramework.

Gets the number of lines the string will take up.

(BP.AdventureFramework.Renderer)

Declaration

```
public int GetNumberOfLines(string value, int startX, int startY, int maxWidth)
```

FrameBuilderCollection

(BP.AdventureFramework.Renderer)

FrameBuilderCollections

(BP.AdventureFramework.Renderer)

Parameters

StringBuilder

String

Parameters

Type	Name	Description
Size (BP.AdventureFramework.Assets.Size.html)	<i>displaySize</i>	The new size.

SetCell(int, int, char, AnsiColor)

(BPAdventureFramework.Internal)

BP Adventure Framework

Logic

(BPAdventureFramework.Login y, char character, AnsiColor color)

+ BP.AdventureFramework.

Parameters

Type	Name	Description
- int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the cell.
- BPAdventureFramework.Rendering.FrameBuilders	y	The y position of the cell.
- FrameBuilderCollection	character	The character.
- FrameBuilderCollections	color	The color of the character.
- Ans (BPAdventureFramework.Renderer)		
- BPAdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html		

(BP.AdventureFramework.Renderir

IAboutFrameBuilder

(BP.AdventureFramework.Renderir

ICompletionFrameBuilder

(BP.AdventureFramework.Renderir

IConversationFrameBuilder

(BP.AdventureFramework.Renderer

IGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

HelpFrameBuilder

(BP.AdventureFramework.Render)
RegionMapBuilder

IRegionMapBuilder
(RD_Adventure_Framework_Builder)

IBeginMapFrameBuilder

RegionMapFrameBuilder (RR_AdventureFramework.Renderer)

IRoomMapBuilder

(BP_AdventureFramework.Renderer)

ISceneFrameBuilder

(BP AdventureFramework Renderir

ITitleFrameBuilder

(BP.AdventureFramework.Renderir

ITransitionFrameBuilder

(BP.AdventureFramework.Renderir

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

Logic

(BP.AdventureFramework.Logic)

public interface IAboutFrameBuilder
+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Methods

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Build(string, Game, int, int)

FrameBuilderCollection
Build a frame.
FrameBuilderCollections
Declaration
IAdventureFramework.Renderer game, int width, int height)
IAaboutFrameBuilder
(BP.AdventureFramework.Renderer game, int width, int height)
Parameters
|CompletionFrameBuilder

Type	Name	Description
IConversationFrameBuilder string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderer)	title	The title.
Game (https://learn.microsoft.com/dotnet/html/html.html) (BP.AdventureFramework.Renderer)	game	The game.
int (https://learn.microsoft.com/dotnet/api/system.int32) HelpFrameBuilder	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) IRRegionMapBuilder	height	The height of the frame.

Returns
IRRegionMapFrameBuilder

Type	Description
IRoomMapBuilder IFrame (BP.AdventureFramework.Renderer.Frames.IFrame.html) ISceneFrameBuilder	Represents any object that can build about frames.

(BP.AdventureFramework.Renderer)
ITitleFrameBuilder
(BP.AdventureFramework.Renderer)
ITransitionFrameBuilder
(BP.AdventureFramework.Renderer)

+ BP.AdventureFramework.

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.Frames.IFrame.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Assembly: BP.AdventureFramework.dll

Syntax

+ **BP.AdventureFramework.**

public interface ICompletionFrameBuilder

Rendering

(BP.AdventureFramework.Rendering.

- **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.

FrameBuilderCollection

Build(string, string, int, int)

(BP.AdventureFramework.Rendering.

FrameBuilderCollections

Build a frame.

(BP.AdventureFramework.Rendering.

Declaration

ConversationFrameBuilder

(BP.AdventureFramework.Rendering.

IAboutFrameBuilder message, string reason, int width, int height)

(BP.AdventureFramework.Rendering.

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.

Parameters

(BP.AdventureFramework.Rendering.

Type ConversationFrameBuilder

Name

Description

ConversationFrameBuilder (BP.AdventureFramework.Rendering.

message

The message to display to the user.

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

reason

The reason the game ended.

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

width

The width of the frame.

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

height

The height of the frame.

IRoomMapFrameBuilder IRegionMapFrameBuilder

>Returns

(BP.AdventureFramework.Rendering.

Type RoomMapBuilder (BP.AdventureFramework.Rendering.

Description

RoomMapBuilder IFrame ISceneFrameBuilder

Represents any object that can build completion frames.

(BP.AdventureFramework.Rendering.Frames.IFrame.html)

(BP.AdventureFramework.Rendering.

ITitleFrameBuilder

(BP.AdventureFramework.Rendering.

ITransitionFrameBuilder

(BP.AdventureFramework.Rendering.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

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)

Logic

Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Logic)

Syntax

+ **BP.AdventureFramework.**

Rendering

public interface IConversationFrameBuilder
(BP.AdventureFramework.Render

- **BP.AdventureFramework.**

Rendering.FrameBuilders

Methods

FrameBuilderCollection

(BP.AdventureFramework.Renderir
FrameBuilderCollections

Build(string, IConverser, CommandHelp[], int, int)

Build a frame.
GridStringBuilder

Declaration

(BP.AdventureFramework.Renderir

IAboutFrameBuilder

I(BP.AdventureFramework.RenderirConverser converser, CommandHelp[] contextualCommands, i

nCompletionFrameBuilder)

(BP.AdventureFramework.Renderir

IConversationFrameBuilder

Parameters

(BP.AdventureFramework.Renderir

Type GameOverFrameBuilder

(BP.AdventureFramework.Renderir

string title

IHelpFrameBuilder

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

(BP.AdventureFramework.Renderir

IRegionMapBuilder

(BP.AdventureFramework.Renderir

.html RegionMapFrameBuilder

(BP.AdventureFramework.Renderir

CommandHelp

IRoomMapBuilder

(BP.AdventureFramework.Interpretation.CommandHelp.

(BP.AdventureFramework.Renderir

html SceneFrameBuilder

□ (BP.AdventureFramework.Renderir

TitleFrameBuilder

(BP.AdventureFramework.Renderir

int width

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

(BP.AdventureFramework.Renderir

int height

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

(BP.AdventureFramework.Renderir

Returns

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	Represents any object that can build conversation frames.

▼

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

- **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection)

FrameBuilderCollections

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections)

GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder)

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder)

IRoomMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapFrameBuilder)

IRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)

ITitleFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder)

ITransitionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

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.Logi

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render

- **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Methods

FrameBuilderCollection

(BP.AdventureFramework.Renderin

FrameBuilderCollections

(BP.AdventureFramework.Renderin

Build(string, string, int, int)

Build a frame.

(BP.AdventureFramework.Renderin

Declaration

IGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ICompletionFrameBuilder

(BP.AdventureFramework.Renderin

IConversationFrameBuilder

Parameters

(BP.AdventureFramework.Renderin

Type GameOverFrameBuilder

(BP.AdventureFramework.Renderin

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

IHelpFrameBuilder

(BP.AdventureFramework.Renderin

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

IRegionMapBuilder

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

(BP.AdventureFramework.Renderin

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

(BP.AdventureFramework.Renderin

IRoomMapBuilder

Returns

(BP.AdventureFramework.Renderin

Type SceneFrameBuilder

(BP.AdventureFramework.Renderin

IFrame

ITitleFrameBuilder

(BP.AdventureFramework.Rendering.Frames.IFrame.html)

(BP.AdventureFramework.Renderin

ITransitionFrameBuilder

(BP.AdventureFramework.Renderin

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(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)

Assembly: BP.AdventureFramework.dll
+ **BP.AdventureFramework.**

Syntax

Rendering

(**BP.AdventureFramework.Rendering**)
public interface IHelpFrameBuilder
- **BP.AdventureFramework.**
 Rendering.FrameBuilders
 (**BP.AdventureFramework.Rendering**)

Methods

 IHelpFrameBuilderCollection
 (**BP.AdventureFramework.Rendering**)
 FrameBuilderCollections
Build(string, string, CommandHelp[], int, int)
 GridStringBuilder
Build a frame
 (**BP.AdventureFramework.Rendering**)
 IAboutFrameBuilder
Declaration
 (**BP.AdventureFramework.Rendering**)
 ICompletionFrameBuilder
IFrame Build(string title, string description, CommandHelp[] commandHelp, int width,
int height)
 IConversationFrameBuilder
 (**BP.AdventureFramework.Rendering**)

Parameters

Type	Description
IHelpFrameBuilder	
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i> The title.
IRoomMapBuilder	
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i> The description.
ITransitionFrameBuilder	
(BP.AdventureFramework.Rendering)	<i>commandHelp</i> The command help.
IRoomMapBuilder	
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i> The width of the frame.
ITransitionFrameBuilder	
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i> The height of the frame.

Returns
IHelpFrameBuilder
 (**BP.AdventureFramework.Rendering**)

Type	Description
IHelpFrameBuilder	Represents any object that can build help frames.

▼

(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

ISceneFrameBuilder

(BP.AdventureFramework.Renderin

ITitleFrameBuilder

(BP.AdventureFramework.Renderin

ITransitionFrameBuilder

(BP.AdventureFramework.Renderin

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

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)

Assembly: BP.AdventureFramework.dll
+ **BP.AdventureFramework.**

Syntax

Rendering

- (**BP.AdventureFramework.Rendering**)
public interface IRegionMapBuilder
- **BP.AdventureFramework.**
 - Rendering.FrameBuilders**
 - (**BP.AdventureFramework.Rendering.FrameBuilders**)

Methods

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

GridStringBuilder
Build a map of a region
(**BP.AdventureFramework.Rendering.FrameBuilders**)
IAutoFrameBuilder
Declaration
(**BP.AdventureFramework.Rendering.FrameBuilders**)
ICompletionFrameBuilder
void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)
IConversationFrameBuilder
(**BP.AdventureFramework.Rendering.FrameBuilders**)
ISceneFrameBuilder
Parameters
GameOverFrameBuilder

Type	Name	Description
IHelpFrameBuilder		
GridStringBuilder	gridStringBuilder	The string builder to use.
ISceneFrameBuilder	x	The x position to start building at.
Region	region	The region.
ITitleFrameBuilder	y	The y position to start building at.
Color	maxWidth	The maximum horizontal space available in which to build the map.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

▼

(BP.AdventureFramework.Logging)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

- **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

FrameBuilderCollection

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.framebuildercollection>)

FrameBuilderCollections

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.framebuildercollections>)

GridStringBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.gridstringbuilder>)

IAboutFrameBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.aboutframebuilder>)

ICompletionFrameBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.completionframebuilder>)

IConversationFrameBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.conversationframebuilder>)

IGameOverFrameBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.gameoverframebuilder>)

IHelpFrameBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.helpframebuilder>)

IRegionMapBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.regionmapbuilder>)

IRoomMapFrameBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.roommapframebuilder>)

IRoomMapBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.roommapbuilder>)

ISceneFrameBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.sceneframebuilder>)

ITitleFrameBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.titleframebuilder>)

ITransitionFrameBuilder

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.transitionframebuilder>)

(<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders>)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.Color)

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)

Assembly: BP.AdventureFramework.dll
+ **BP.AdventureFramework.**

Syntax

Rendering

(**BP.AdventureFramework.Rendering**)
public interface IRegionMapFrameBuilder

- **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

Methods

Build(Region, int, int)
(BP.AdventureFramework.Rendering.IRegionMapFrameBuilderCollection)

FrameBuilderCollections

Build(Region, int, int)
(BP.AdventureFramework.Rendering.IRegionMapFrameBuilderCollection)

GridStringBuilder

Build a frame
(BP.AdventureFramework.Rendering.IRegionMapFrameBuilderCollection)

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilderCollection)

ICompletionFrameBuilder

IFrame Build(Region region, int width, int height)
(BP.AdventureFramework.Rendering.IRegionMapFrameBuilderCollection)

IConversationFrameBuilder

Para(BP.AdventureFramework.Rendering.IRegionMapFrameBuilderCollection)

IGameOverFrameBuilder
(BP.AdventureFramework.Rendering.IRegionMapFrameBuilderCollection)

Name

Description

Region(IRegionBuilder)
(BP.AdventureFramework.Renderer.IRegionBuilder)

region

The region.

int (https://learn.microsoft.com/dotnet/api/system.int32)
(BP.AdventureFramework.Renderer.IRegionBuilder)

width

The width of the frame.

int (https://learn.microsoft.com/dotnet/api/system.int32)
(BP.AdventureFramework.Renderer.IRegionBuilder)

height

The height of the frame.

IRegionMapFrameBuilder
(BP.AdventureFramework.Renderer.IRegionMapFrameBuilder)

Returns
IRoomMapBuilder
(BP.AdventureFramework.Renderer.IRoomMapBuilder)

Description

Type
(BP.AdventureFramework.Renderer.IRoomMapBuilder)

ISceneFrameBuilder
(BP.AdventureFramework.Renderer.ISceneFrameBuilder)

Represents any object that can build region map frames.

ITitleFrameBuilder
(BP.AdventureFramework.Renderer.ITitleFrameBuilder)

ITransitionFrameBuilder
(BP.AdventureFramework.Renderer.ITransitionFrameBuilder)

Color
(BP.AdventureFramework.Renderer.Color)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Color

(BP.AdventureFramework.Rendering.Color)

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.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html))

**Assembly: BP.AdventureFramework.dll
+ BP.AdventureFramework.**

Syntax

yitax Rendering

```
(BP.AdventureFramework.Renderer  
    public interface IRoomMapBuilder
```

- #### - **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Render)

Methods

(BP.AdventureFramework.Rendering)

FrameBuilderCollections

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int) GridStringBuilder

(BP.AdventureFramework.Renderer)
Build a map for a room

About FrameBuilder

Declaration(BPAAdventureFramework.Renderer)

ICompletionFrameBuilder

```
(BPAdventureFramework.Renderer)
void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoint
    IConversationFrameBuilder
    t<KeyType> key, int startX, int startY, out int endX, out int endY)
(BPAdventureFramework.Renderer)
```

IGameOverFrameBuilder

Parameters: AdventureFramework.Renderer

Type	Name	Description
IHelpFrameBuilder (BP.AdventureFramework.Renderer.IHelpFrameBuilder)		
GridStringBuilder (BP.AdventureFramework.Renderer.FrameBuilders.GridStringBuilder)	gridStringBuilder	The string builder to use.
RegionMapFrameBuilder (BP.AdventureFramework.Renderer.RegionMapFrameBuilder)		
Room (BP.AdventureFramework.Renderer.Room)	room	The room.
IRoomMapBuilder		
ViewPoint (BP.AdventureFramework.Renderer.ViewPoint)	viewPoint	The viewpoint from the room.
ISceneFrameBuilder (BP.AdventureFramework.Renderer.ISceneFrameBuilder)		
KeyType (BP.AdventureFramework.Rendering.KeyType)	key	The key type.
TitleFrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start position, x.
ITransitionFrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end position, x.

Color

(BP.AdventureFramework.Ren

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(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

ISceneFrameBuilder

(BP.AdventureFramework.Renderin

ITitleFrameBuilder

(BP.AdventureFramework.Renderin

ITransitionFrameBuilder

(BP.AdventureFramework.Renderin

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

Interface ISceneFrameBuilder

Represents any object that can build scene frames.

 Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

**Assembly: BP.AdventureFramework.dll
+ BP.AdventureFramework.**

Syntax

Rendering

(BP.AdventureFramework.Render)
public interface ISceneFrameBuilder

- #### - **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Render)

Methods

BP.AdventureFramework

FrameBuilderCollections

Builder(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int) GridStringBuilder

(BP.AdventureFramework.Renderer)
Build a frame
|AboutFrameBuilder

(BPAdventureFramework.Renderer
Declaration ICompletionFrameBuilder

```
(BPAdventureFramework.Renderer.IFrame Build(Room room, View<IConversationFrameBuilder> builder);
```

`ICommandHelp[] contextualCommands, KeyType keyboardType, int width, int height)`
`(BPAdventureFramework.Renderer`

ParametersAdventureFramework.Renderir

Type	Name	Description
IHelpFrameBuilder (BP.AdventureFramework.Renderir)		
RoomMapBuilder (BP.AdventureFramework.Assets.Location.Room.html)	room	Specify the Room.
IRoomMapFrameBuilder ViewPoint (BP.AdventureFramework.Renderir) (BP.AdventureFramework.Assets.Locations.ViewPoint.html) IRoomMapBuilder (BP.AdventureFramework.Renderir)	viewPoint	Specify the viewpoint from the room.
PlayableCharacterBuilder (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)	player	Specify the player.
string ITransitionFrameBuilder (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Renderir)	message	Any additional message.
CommandHelp + BPAdventureFramework. (BP.AdventureFramework.Interpretation.CommandHelp.html) Rendering.FrameBuilders. Color (BPAdventureFramework.Renderir)	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.Logi

Returns

+ BP.AdventureFramework.

Type

Rendering

IFrame

(BP.AdventureFramework.Render

(BP.AdventureFramework.Rendering.IFrame.html)

- BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilderCollection.html)

FrameBuilderCollections

(BP.AdventureFramework.Rendering.FrameBuilderCollections.html)

GridStringBuilder

(BP.AdventureFramework.Rendering.GridStringBuilder.html)

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.IAboutFrameBuilder.html)

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.ICompletionFrameBuilder.html)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.IConversationFrameBuilder.html)

IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.IGameOverFrameBuilder.html)

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.IHelpFrameBuilder.html)

IRegionMapBuilder

(BP.AdventureFramework.Rendering.IRegionMapBuilder.html)

IRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.IRegionMapFrameBuilder.html)

IRoomMapBuilder

(BP.AdventureFramework.Rendering.IRoomMapBuilder.html)

ISceneFrameBuilder

(BP.AdventureFramework.Rendering.ISceneFrameBuilder.html)

ITitleFrameBuilder

(BP.AdventureFramework.Rendering.ITitleFrameBuilder.html)

ITransitionFrameBuilder

(BP.AdventureFramework.Rendering.ITransitionFrameBuilder.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

Description

Represents any object that can build scene frames.

Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.dll) FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

Assembly: BP.AdventureFramework.dll
+ **BP.AdventureFramework.**

Syntax

Rendering

- (**BP.AdventureFramework.Rendering**)
 - public interface ITitleFrameBuilder
- **BP.AdventureFramework.**
 - Rendering.FrameBuilders**
 - (**BP.AdventureFramework.Rendering**)

Methods

- ITitleFrameBuilderCollection
 - (BP.AdventureFramework.Rendering)
 - FrameBuilderCollections
- Build(string, string, int, int)**
 - GridStringBuilder
 - Build a frame
 - (**BP.AdventureFramework.Rendering**)
- IAboutFrameBuilder
 - Declaration
 - (BP.AdventureFramework.Rendering)
 - ICompletionFrameBuilder
 - IFrame Build(string title, string description, int width, int height)
 - (BP.AdventureFramework.Rendering)
- IConversationFrameBuilder
 - ICoverImageFrameBuilder
 - Para
 - (BP.AdventureFramework.Rendering)

Type	Name	Description
IGameOverFrameBuilder <ul style="list-style-type: none">(BP.AdventureFramework.Rendering)		
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

IRoomMapBuilder

Returns **BP.AdventureFramework.Rendering**

Type	Description
ISceneFrameBuilder <ul style="list-style-type: none">(BP.AdventureFramework.Rendering)	

ITitleFrameBuilder

(**BP.AdventureFramework.Rendering.Frames**.IFrame.html)

Represents any object that can build title frames.

ITransitionFrameBuilder

(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework.Rendering**)

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)

Assembly: BP.AdventureFramework.dll
+ **BP.AdventureFramework.**

Syntax

Rendering

(**BP.AdventureFramework.Rendering**)
public interface ITransitionFrameBuilder

- **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

Methods

ITransitionFrameBuilderCollection
(BP.AdventureFramework.Rendering.FrameBuilders.ICollection<ITransitionFrameBuilder>)

FrameBuilderCollections

Build(string, string, int, int)
(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection.Build)

GridStringBuilder

Build a frame
(BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilderCollection.BuildFrame)

IAboutFrameBuilder

Declaration
(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder)

ICompletionFrameBuilder

IFrameBuilder Build(string title, string message, int width, int height)
(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder)

IConversationFrameBuilder

Para
(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder)

Type	Name	Description
IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder)		
string (https://learn.microsoft.com/dotnet/api/system.string)	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.
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.

IRoomMapBuilder

Returns
(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder)

Type	Description
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder)	Represents any object that can build transition frames.

ITransitionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Color

(**BP.AdventureFramework.Rendering.Color**)

Namespace BP.AdventureFramework.Rendering.FrameBuilders.Color

▼ Filter by title

Classes

+ **BP.AdventureFramework.**

 Interpretation

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html)

 Logic

 Provides a builder of color about frames.

(BP.AdventureFramework.Logic

+ **BP.AdventureFramework.**

 ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html)

 Rendering.FrameBuilders.

 Provides a builder of color completion frames.

+ **BP.AdventureFramework.**

 Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.Color

 ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html)

 Rendering.FrameBuilders.

 Provides a builder of color conversation frames.

 Color

 (BP.AdventureFramework.Renderin

 ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html)

 ColorGameOverFrameBuilder

 Provides a builder of color game over frames.

 ColorCompletionFrameBuilder

 (BP.AdventureFramework.Renderin

 ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html)

 ColorGameOverFrameBuilder

 Provides a builder of color help frames.

 ColorHelpFrameBuilder

 (BP.AdventureFramework.Renderin

 ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html)

 ColorRegionMapFrameBuilder

 Provides a color builder of region maps.

 ColorRoomMapBuilder

 (BP.AdventureFramework.Renderin

 ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapFrameBuilder.html)

 ColorRoomMapBuilder

 (BP.AdventureFramework.Renderin

 ColorRoomMapBuilder

 (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.

+ [BP.AdventureFramework.](#)

ColorSceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorSceneFrameBuilder.html](#))

+ [BP.AdventureFramework.](#)

Provides a builder for color scene frames.

Logic

([BP.AdventureFramework.Logic](#)

ColorTitleFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTitleFrameBuilder.html](#))

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

Provides a builder of color title frames.

+ [BP.AdventureFramework.](#)

Rendering.FrameBuilders

ColorTransitionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTransitionFrameBuilder.html](#))

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

Provides a builder of color transition frames.

Rendering.FrameBuilders

Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color](#)

AnsiColor

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

AnsiColor

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Enumeration of ANSI colors

ColorCompletionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.Completion](#)

ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.Conversation](#)

ColorGameOverFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.GameOver](#)

ColorHelpFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.Help](#)

ColorRegionMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.RegionMap](#)

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.RegionMapFrame](#)

ColorRoomMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.RoomMap](#)

ColorSceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.Scene](#)

ColorTitleFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.Title](#)

ColorTransitionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.Transition](#)

Enum AnsiColor

Enumeration of ANSI colors.

Filter by title

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

(BP.AdventureFramework.Rendering.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color
(BP.AdventureFramework.Rendering.FrameBuilders.Color.html))

Logic

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Logic)

Syntax

+ BP.AdventureFramework.

Rendering.Enumeration AnsiColor

(BP.AdventureFramework.Rendering.Enumeration)

+ BP.AdventureFramework.

Rendering.FrameBuilders

Fields

(BP.AdventureFramework.Rendering.FrameBuilders)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Black (BP.AdventureFramework.Rendering.FrameBuilders.Black)

Blue (BP.AdventureFramework.Rendering.FrameBuilders.Blue)

BrightBlack (BP.AdventureFramework.Rendering.FrameBuilders.BrightBlack)

BrightBlue (BP.AdventureFramework.Rendering.FrameBuilders.BrightBlue)

BrightCyan (BP.AdventureFramework.Rendering.FrameBuilders.BrightCyan)

BrightGreen (BP.AdventureFramework.Rendering.FrameBuilders.BrightGreen)

BrightMagenta (BP.AdventureFramework.Rendering.FrameBuilders.BrightMagenta)

BrightRed (BP.AdventureFramework.Rendering.FrameBuilders.BrightRed)

BrightWhite (BP.AdventureFramework.Rendering.FrameBuilders.BrightWhite)

BrightYellow (BP.AdventureFramework.Rendering.FrameBuilders.BrightYellow)

Cyan (BP.AdventureFramework.Rendering.FrameBuilders.Cyan)

Green (BP.AdventureFramework.Rendering.FrameBuilders.Green)

Magenta (BP.AdventureFramework.Rendering.FrameBuilders.Magenta)

Red (BP.AdventureFramework.Rendering.FrameBuilders.Red)

Reset (BP.AdventureFramework.Rendering.FrameBuilders.Reset)

White (BP.AdventureFramework.Rendering.FrameBuilders.White)

Yellow (BP.AdventureFramework.Rendering.FrameBuilders.Yellow)

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

▼

- + **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.Color.ColorAboutFrameBuilder)
 - ColorCompletionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder)
 - ColorConversationFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder)
 - ColorGameOverFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder)
 - ColorHelpFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder)
 - ColorRegionMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapBuilder)
 - ColorRegionMapFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapFrameBuilder)
 - ColorRoomMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRoomMapBuilder)
 - ColorSceneFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorSceneFrameBuilder)
 - ColorTitleFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTitleFrameBuilder)
 - ColorTransitionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTransitionFrameBuilder)
 - ColorUnderlineFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorUnderlineFrameBuilder)
- + **BP.AdventureFramework.**

Class ColorAboutFrameBuilder

Provides a builder of color about frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

(**BP.AdventureFramework.Logic**

Implements

+ **BP.AdventureFramework.**

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

Rendering

Inherited Members

(**BP.AdventureFramework.Render**

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)))

Rendering.FrameBuilders

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.Render**

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>)

Color

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

(**BP.AdventureFramework.Render**

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

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

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

(**BP.AdventureFramework.Render**

Assembly: BP.AdventureFramework.dll

Syntax

(**BP.AdventureFramework.Render**

 ColorCompletionFrameBuilder

(**BP.AdventureFramework.Render**) IAboutFrameBuilder : IAboutFrameBuilder

 ColorConversationFrameBuilder

(**BP.AdventureFramework.Render**

 ColorGameOverFrameBuilder

(**BP.AdventureFramework.Render**

 ColorHelpFrameBuilder

(**BP.AdventureFramework.Render**

 ColorRegionMapBuilder

ColorAboutFrameBuilder(GridStringBuilder)

(**BP.AdventureFramework.Render**

Initializes a new instance of the ColorAboutFrameBuilder class.

 ColorRegionMapFrameBuilder

Declaration

(**BP.AdventureFramework.Render**

 ColorRoomMapBuilder

(**BP.AdventureFramework.Render**) (GridStringBuilder gridStringBuilder)

 ColorSceneFrameBuilder

(**BP.AdventureFramework.Render**

Parameters

 ColorTitleFrameBuilder

Type	Name	Description
BP.AdventureFramework.Render	gridStringBuilder	A builder to use for the string layout.

+ **BP.AdventureFramework.**

Properties

AuthorColor

Get or set the author color.

Declaration
+ **BP.AdventureFramework.**

Logic
public AnsiColor AuthorColor { get; set; }
(BP.AdventureFramework.Logic)

BP.AdventureFramework.

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor)	Provides a builder of color about frames.

BackgroundColor

Get the background color.

(BP.AdventureFramework.Rendering.FrameBuilders.

Declaration
AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder)
public AnsiColor BackgroundColor { get; set; }

(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder)	Provides a builder of color about frames.

BorderColor

Get the border color.
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder)

Declaration
ColorRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorSceneFrameBuilder)
public AnsiColor BorderColor { get; set; }

(BP.AdventureFramework.Rendering.FrameBuilders.ColorTitleFrameBuilder)

Declaration
ColorTransitionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorTransitionFrameBuilder)

+ BP.AdventureFramework.

- . . -

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	Provides a builder of color about frames.

▼

+ BP.AdventureFramework.

Logic

Get or set the description color.
(BP.AdventureFramework.Logic)

Declaration

+ BP.AdventureFramework.

Rendering

```
public AnsiColor DescriptionColor { get; set; }
```

+ BP.AdventureFramework.

Property value

Rendering.FrameBuilders

Type
(BP.AdventureFramework.Rendering.FrameBuilders)

AnsiColor

- BP.AdventureFramework.

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html
)

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

NameColor

AnsiColor
(BP.AdventureFramework.Rendering.FrameBuilders.Color.NameColor.html)

Get or set the name color.
(BP.AdventureFramework.Rendering.FrameBuilders.Color.NameColor)

Declaration
ColorCompletionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.NameColor.html)

ColorConversationFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.NameColor.html)

ColorGameOverFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.NameColor.html)

ColorHelpFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.NameColor.html)

AnsiColor
(BP.AdventureFramework.Rendering.FrameBuilders.Color.NameColor.html)

ColorRegionMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.NameColor.html)

) (BP.AdventureFramework.Rendering.FrameBuilders.Color.NameColor.html)

ColorRegionMapViewBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.NameColor.html)

ColorRoomMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.NameColor.html)

TitleColor
(BP.AdventureFramework.Rendering.FrameBuilders.Color.TitleColor.html)

ColorSceneFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.SceneColor.html)

Get or set the title color.
(BP.AdventureFramework.Rendering.FrameBuilders.Color.TitleColor)

Declaration
ColorTitleFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.TitleColor.html)

ColorTransitionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.Color.TransitionColor.html)

public AnsiColor TitleColor { get; set; }

(BP.AdventureFramework.Rendering.FrameBuilders.Color.TitleColor.html)

+ BP.AdventureFramework.

Property value

-

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html))	Provides a builder of color about frames.

▼

+ BP.AdventureFramework.

Methods

(BP.AdventureFramework.Logic.IAdventureFrameBuilder)

Build(string, Game, int, int)

Rendering

Build a frame.

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

Declaration

+ BP.AdventureFramework.

Rendering.FrameBuilders

public IFrame Build(string title, Game game, int width, int height)

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

BP.AdventureFramework.

Parameters

Type	Name	Description
Color string (https://learn.microsoft.com/dotnet/api/system.string)	title	The title.
Game AdventureFramework.Logic.Game	game	The game.
int int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
int int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

ColorRoomMapBuilder

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

ColorSceneFrameBuilder

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

ColorTitleFrameBuilder

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

ColorTransitionFrameBuilder

(BP.AdventureFramework.Rendering.IAboutFrameBuilder)

+ BP.AdventureFramework.

- . . -

Class ColorCompletionFrameBuilder

Provides a builder of color completion frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

(**BP.AdventureFramework.Logic**

Implements

+ **BP.AdventureFramework.**

ICompletionFrameBuilder (<BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html>)

Rendering

Inherited Members

(**BP.AdventureFramework.Render**

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)))

Rendering.FrameBuilders

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

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

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

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

Color

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

(**BP.AdventureFramework.Render**

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>)

(**BP.AdventureFramework.Renderir**

Assembly: BP.AdventureFramework.dll

Syntax

(**BP.AdventureFramework.Renderir**

 ColorCompletionFrameBuilder

p(**BP.AdventureFramework.Renderir**) ColorCompletionFrameBuilder : ICompletionFrameBuilder

 ColorConversationFrameBuilder

(**BP.AdventureFramework.Renderir**

 ColorGameOverFrameBuilder

(**BP.AdventureFramework.Renderir**

 ColorHelpFrameBuilder

(**BP.AdventureFramework.Renderir**

 ColorRegionMapBuilder

ColorCompletionFrameBuilder(GridStringBuilder)

(**BP.AdventureFramework.Renderir**

Initializes a new instance of the ColorCompletionFrameBuilder class.

 ColorRegionMapFrameBuilder

Declaration

(**BP.AdventureFramework.Renderir**

 ColorRoomMapBuilder

p(**BP.AdventureFramework.Renderir**) ColorCompletionFrameBuilder(GridStringBuilder gridStringBuilder)

 ColorSceneFrameBuilder

(**BP.AdventureFramework.Renderir**

Parameters

 ColorTitleFrameBuilder

Type	Name	Description
BP.AdventureFramework.Renderir	gridStringBuilder	A builder to use for the string layout.

+ **BP.AdventureFramework.**

-

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	Provides a builder of color completion frames.

Implements

+ **BP.AdventureFramework.**
ICompletionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html)
Logic
(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Rendering.FrameBuilders)

- **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Rendering.FrameBuilders.Color)

AnsiColor
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor)
ColorAboutFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder)
ColorCompletionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder)
ColorConversationFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder)
ColorGameOverFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder)
ColorHelpFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorHelpFrameBuilder)
ColorRegionMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder)
ColorRegionMapFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapFrameBuilder)
ColorRoomMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRoomMapBuilder)
ColorSceneFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorSceneFrameBuilder)
ColorTitleFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorTitleFrameBuilder)
ColorTransitionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorTransitionFrameBuilder)

+ **BP.AdventureFramework.**

- . . . -

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html)	gridStringBuilder	A builder to use for the string layout.

▼

+ **BP.AdventureFramework.**
Properties
(BP.AdventureFramework.Logi

BackgroundColor

Rendering

Get or set the background color.
(BP.AdventureFramework.Render

Declaration

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

```
public ANSIColor BackgroundColor { get; set; }
```

(BP.AdventureFramework.Render

BP.AdventureFramework.

Property Value

Type	Description
Color AnsiColor (BP.AdventureFramework.Render (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor. AnsiColor html) (BP.AdventureFramework.Renderin ColorAboutFrameBuilder (BP.AdventureFramework.Renderin ColorConversationFrameBuilder (BP.AdventureFramework.Renderin Get or set the border color. ColorConversationFrameBuilder (BP.AdventureFramework.Renderin Declaration ColorGameOverFrameBuilder (BP.AdventureFramework.Renderin public ANSIColor BorderColor { get; set; } ColorHelpFrameBuilder (BP.AdventureFramework.Renderin	Provides a builder of color conversation frames.

BorderColor

Color
AnsiColor
(BP.AdventureFramework.Render
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.
AnsiColor
html)
(BP.AdventureFramework.Renderin
ColorSceneFrameBuilder
(BP.AdventureFramework.Renderin
ColorTitleFrameBuilder
(BP.AdventureFramework.Renderin
ColorTransitionFrameBuilder
(BP.AdventureFramework.Renderin
Get or set the input color.
ColorTransitionFrameBuilder
(BP.AdventureFramework.Renderin
Declaration

+ **BP.AdventureFramework.**

Property Value

Type	Description
ColorRegionMapBuilder (BP.AdventureFramework.Renderin ColorRegionMapFrameBuilder (BP.AdventureFramework.Renderin (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor. AnsiColor html) (BP.AdventureFramework.Renderin	Provides a builder of color conversation frames.

InputColor

Color
AnsiColor
(BP.AdventureFramework.Renderin
ColorTransitionFrameBuilder
(BP.AdventureFramework.Renderin
Get or set the input color.
ColorTransitionFrameBuilder
(BP.AdventureFramework.Renderin
Declaration

+ **BP.AdventureFramework.**

- - - - -

```
public AnsiColor InputColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Logic)	Provides a builder of color conversation frames.

+ BP.AdventureFramework.

NonPlayerMessageColor

(BP.AdventureFramework.Renderer)
Get or set the player message color.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Renderer)

```
public ANSI_COLOR NonPlayerMessageColor { get; set; }
```

- BP.AdventureFramework.

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Renderer)

```
public ANSI_COLOR NonPlayerMessageColor { get; set; }
```

Color

(BP.AdventureFramework.Renderer)

AnsiColor
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder
(BP.AdventureFramework.Renderer)

ColorCompletionFrameBuilder
(BP.AdventureFramework.Renderer)

PlayerMessageColor
(BP.AdventureFramework.Renderer)

ColorConversationFrameBuilder
(BP.AdventureFramework.Renderer)

Get or set the player message color.
(BP.AdventureFramework.Renderer)

ColorGameOverFrameBuilder
(BP.AdventureFramework.Renderer)

ColorHelpFrameBuilder
(BP.AdventureFramework.Renderer)

```
public ANSI_COLOR PlayerMessageColor { get; set; }
```

ColorRegionMapBuilder
(BP.AdventureFramework.Renderer)

Property Value
(BP.AdventureFramework.Renderer)

ColorRegionMapFrameBuilder
(BP.AdventureFramework.Renderer)

AnsiColor
(BP.AdventureFramework.Renderer)

ColorRoomMapBuilder
(BP.AdventureFramework.Renderer)

ColorSceneFrameBuilder
(BP.AdventureFramework.Renderer)

ColorTitleFrameBuilder
(BP.AdventureFramework.Renderer)

ColorTransitionFrameBuilder
(BP.AdventureFramework.Renderer)

Get or set the response color.
(BP.AdventureFramework.Renderer)

+ BP.AdventureFramework.

Declaration

- - - - -

```
public AnsiColor ResponseColor { get; set; }
```

Property Value

Type	Description
AnsiColor + BP.AdventureFramework. (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor. html) (BP.AdventureFramework.Logic	Provides a builder of color conversation frames.

+ BP.AdventureFramework.

TitleColor

(BP.AdventureFramework.Rendering.
Get or set the title color.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.
public AnsiColor TitleColor { get; set; }

- BP.AdventureFramework.

Rendering.FrameBuilders.

Type	Description
AnsiColor + BP.AdventureFramework. (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor. html) ColorAboutFrameBuilder (BP.AdventureFramework.Renderin ColorCompletionFrameBuilder (BP.AdventureFramework.Renderin ColorConversationFrameBuilder (BP.AdventureFramework.Renderin ColorGameOverFrameBuilder (BP.AdventureFramework.Renderin	Provides a builder of color conversation frames.

Methods

Build(string, IConverser, CommandHelp[], int, int)

Build a frame.
(BP.AdventureFramework.Renderin
ColorHelpFrameBuilder
(BP.AdventureFramework.Renderin

Declaration

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin
ColorRegionFrameBuilder
a(BP.AdventureFramework.Renderin
ColorRoomMapBuilder
(BP.AdventureFramework.Renderin

Parameters
ColorSceneFrameBuilder

Type	Name	Description
ColorTitleFrameBuilder string (BP.AdventureFramework.Renderin (https://learn.microsoft.com/dotnet/api/system.string) ColorTransitionFrameBuilder	title	The title to display to the user.

(BP.AdventureFramework.Renderin

+ BP.AdventureFramework.

- - - - -

Type	Name	Description
IConverser (BP.AdventureFramework.Assets.Characters.IConverser.html)	converser	The converser.
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)	contextualCommands	The contextual commands to display.
Logic (BP.AdventureFramework.Logic.html)	width	The width of the frame.
Rendering (BP.AdventureFramework.Rendering.html)	height	The height of the frame.
Returns		
+ BP.AdventureFramework.		
Rendering.FrameBuilders IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	Description	
- BP.AdventureFramework.		
Rendering.FrameBuilders.		
Implements		
Color (BP.AdventureFramework.Rendering.IConversationFrameBuilder.html)		
IConversationFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)		
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)		
ColorAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)		
ColorCompletionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)		
ColorConversationFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)		
ColorGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)		
ColorHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)		
ColorRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)		
ColorRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)		
ColorRoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)		
ColorSceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)		
ColorTitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)		
ColorTransitionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)		
+ BP.AdventureFramework.		
-		

Class ColorGameOverFrameBuilder

Provides a builder of color game over frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

(**BP.AdventureFramework.Logi**

Implements

+ **BP.AdventureFramework.**

IGameOverFrameBuilder (<BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html>)

Rendering

Inherited Members

(**BP.AdventureFramework.Render**

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)))

Rendering.FrameBuilders

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

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

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

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

Color

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

(**BP.AdventureFramework.Render**

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>)

(**BP.AdventureFramework.Renderir**

Assembly: BP.AdventureFramework.dll

ColorAboutFrameBuilder

Syntax

ColorGameOverFrameBuilder

ColorCompletionFrameBuilder

p(**BP.AdventureFramework.Renderir**) ColorGameOverFrameBuilder : IGameOverFrameBuilder

ColorConversationFrameBuilder

(**BP.AdventureFramework.Renderir**

ColorGameOverFrameBuilder

(**BP.AdventureFramework.Renderir**

ColorHelpFrameBuilder

(**BP.AdventureFramework.Renderir**

ColorGameOverFrameBuilder(GridStringBuilder)

(**BP.AdventureFramework.Renderir**

Initializes a new instance of the ColorGameOverFrameBuilder class.

ColorRegionMapFrameBuilder

Declaration

(**BP.AdventureFramework.Renderir**

ColorRoomMapBuilder

p(**BP.AdventureFramework.Renderir**) ColorGameOverFrameBuilder(GridStringBuilder gridStringBuilder)

ColorSceneFrameBuilder

(**BP.AdventureFramework.Renderir**

Parameters

ColorTitleFrameBuilder

Type	Name	Description
BP.AdventureFramework.Renderir	gridStringBuilder	A builder to use for the string layout.

+ **BP.AdventureFramework.**

Filter by title

Properties

BackgroundColor

Get or set the background color.

Declaration
+ BP.AdventureFramework.

Logic
public AnsiColor BackgroundColor { get; set; }
(BP.AdventureFramework.Logic)

BP.AdventureFramework.

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) AnsiColor + BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html Rendering.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	Provides a builder of color game over frames.

- BP.AdventureFramework.

BorderColor

Get the border color.

(BP.AdventureFramework.Rendering.FrameBuilders.
Declaration
AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.
public AnsiColor BorderColor { get; set; }
ColorAboutFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.
Property Value
ColorCompletionFrameBuilder

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders. ColorConversationFrameBuilder AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) ColorHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders. ColorRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders. Get ColorRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders. Declaration ColorRoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders. public AnsiColor DescriptionColor { get; set; } (BP.AdventureFramework.Rendering.FrameBuilders. ColorTitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders. ColorTransitionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.	Provides a builder of color game over frames.

DescriptionColor

Get or set the description color.

(BP.AdventureFramework.Rendering.FrameBuilders.
Declaration
ColorRoomMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.
public AnsiColor DescriptionColor { get; set; }
(BP.AdventureFramework.Rendering.FrameBuilders.
ColorTitleFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.
ColorTransitionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.

+ BP.AdventureFramework.

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.h tml)	Provides a builder of color game over frames.

▼

TitleColor

Logic

Get or set the title color.

(BP.AdventureFramework.Logic.

Declaration

+ **BP.AdventureFramework.**

Rendering

public AnsiColor TitleColor { get; set; }

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Property value

Rendering.FrameBuilders

Type

(BP.AdventureFramework.Render

AnsiColor

- **BP.AdventureFramework.**

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.h
tml)

Color

(BP.AdventureFramework.Render

AnsiColor

Methods

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

Build(string, string, int, int)

(BP.AdventureFramework.Renderin

Build a frame

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

Parameters

Type

ColorRegionMapFrameBuilder

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

ColorRoomMapBuilder

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

ColorScreenFrameBuilder

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

ColorTitleFrameBuilder

(BP.AdventureFramework.Renderin

Returns

ColorTransitionFrameBuilder

(BP.AdventureFramework.Renderin

+ BP.AdventureFramework.

- - - - -

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	Provides a builder of color game over frames.

Implements

+ **BP.AdventureFramework.**
IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)
Logic
(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Rendering.FrameBuilders)

- **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Rendering.FrameBuilders.Color)

AnsiColor
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor)
ColorAboutFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder)
ColorCompletionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder)
ColorConversationFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder)
ColorGameOverFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder)
ColorHelpFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorHelpFrameBuilder)
ColorRegionMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder)
ColorRegionMapFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapFrameBuilder)
ColorRoomMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRoomMapBuilder)
ColorSceneFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorSceneFrameBuilder)
ColorTitleFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorTitleFrameBuilder)
ColorTransitionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorTransitionFrameBuilder)

+ **BP.AdventureFramework.**

- - - - -

Class ColorHelpFrameBuilder

Provides a builder of color help frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

(**BP.AdventureFramework.Logic**

Implements

+ **BP.AdventureFramework.**

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

Rendering

Inherited Members

(**BP.AdventureFramework.Render**

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)))

Rendering.FrameBuilders

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

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

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

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

Color

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

(**BP.AdventureFramework.Render**

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

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

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

(**BP.AdventureFramework.Render**

Assembly: BP.AdventureFramework.dll

ColorAboutFrameBuilder

Syntax

(**BP.AdventureFramework.Render**

 ColorCompletionFrameBuilder

 p(**BP.AdventureFramework.Render**) ColorHelpFrameBuilder : IHelpFrameBuilder

 ColorConversationFrameBuilder

 (**BP.AdventureFramework.Render**

 ColorGameOverFrameBuilder

 (**BP.AdventureFramework.Render**

 ColorHelpFrameBuilder

 (**BP.AdventureFramework.Render**

 ColorRegionMapBuilder

 (**BP.AdventureFramework.Render**

 ColorRegionMapFrameBuilder

 (**BP.AdventureFramework.Render**

 ColorRoomMapBuilder

 p(**BP.AdventureFramework.Render**) GridStringBuilder gridStringBuilder)

 ColorSceneFrameBuilder

 (**BP.AdventureFramework.Render**

 ColorTitleFrameBuilder

Parameters

 ColorTitleFrameBuilder

Type

(**BP.AdventureFramework.Render**

 ColorTransitionFrameBuilder

 GridStringBuilder

 (**BP.AdventureFramework.Render**

 (BP.AdventureFramework.Rendering.FrameBuilders.GridString

+ **BP.AdventureFramework.**

Name

gridStringBuilder

Properties

BackgroundColor

Get or set the background color.

Declaration
+ BP.AdventureFramework.

Logic
public AnsiColor BackgroundColor { get; set; }
(BP.AdventureFramework.Logic)

Property Value
+ BP.AdventureFramework.

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor)	Provides a builder of color help frames.

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

BorderColor

Get or set the border color.

Color
Declaration
(BP.AdventureFramework.Rendering.FrameBuilders)

AnsiColor
public AnsiColor BorderColor { get; set; }
(BP.AdventureFramework.Rendering.FrameBuilders)

ColorAboutFrameBuilder
Property Value
(BP.AdventureFramework.Rendering.FrameBuilders)

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders)	Provides a builder of color help frames.

ColorCompletionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders)

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders)	Provides a builder of color help frames.

ColorConversationFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders)

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders)	Provides a builder of color help frames.

ColorGameOverFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders)

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders)	Provides a builder of color help frames.

ColorHelpFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders)

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders)	Provides a builder of color help frames.

ColorRegionMapFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders)

Type	Description
(BP.AdventureFramework.Rendering.FrameBuilders)	Provides a builder of color help frames.

+ BP.AdventureFramework.

- - - - -

CommandDescriptionColor

Get or set the description color.

Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Logic

Type **BP.AdventureFramework.Logic**

Description

+ BP.AdventureFramework.

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Provides a builder of color help frames.

Type **(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)**

+ BP.AdventureFramework.

DescriptionColor

Type **BP.AdventureFramework.Rendering.FrameBuilders**

Get **(BP.AdventureFramework.Rendering.FrameBuilders)**

Declaration

BP.AdventureFramework.

Rendering.FrameBuilders.

```
public AnsiColor DescriptionColor { get; set; }
```

Type **Color**

(BP.AdventureFramework.Rendering.FrameBuilders)

Property Value

AnsiColor

Type **(BP.AdventureFramework.Rendering.FrameBuilders)**

Description

ColorAboutFrameBuilder

AnsiColor **(BP.AdventureFramework.Rendering.FrameBuilders)**

Provides a builder of color help frames.

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Type **(BP.AdventureFramework.Rendering.FrameBuilders)**

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

ColorGameOverFrameBuilder

Get **(BP.AdventureFramework.Rendering.FrameBuilders)**

ColorHelpFrameBuilder

Declaration **(BP.AdventureFramework.Rendering.FrameBuilders)**

ColorRegionMapBuilder

public AnsiColor TitleColor { get; set; }

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

ColorRoomMapBuilder

Type **(BP.AdventureFramework.Rendering.FrameBuilders)**

AnsiColor **(BP.AdventureFramework.Rendering.FrameBuilders)**

Description

Provides a builder of color help frames.

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Type **(BP.AdventureFramework.Rendering.FrameBuilders)**

ColorSceneFrameBuilder

AnsiColor **(BP.AdventureFramework.Rendering.FrameBuilders)**

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Type **(BP.AdventureFramework.Rendering.FrameBuilders)**

ColorTitleFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

ColorTransitionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders)

Methods

+ BP.AdventureFramework.

- - - - -

Build(string, string, CommandHelp[], int, int)

Build a frame.

Declaration

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

+ BP.AdventureFramework.

Logic

Parameters

(BP.AdventureFramework.Logi

Type	Name	Description
+ BP.AdventureFramework.		
string (https://learn.microsoft.com/dotnet/api/system.string)	title	The title.
Rendering		
string (https://learn.microsoft.com/dotnet/api/system.string)	description	The description.
+ BP.AdventureFramework.		
(BP.AdventureFramework.Interpretation.CommandHelp.html)	commandHelp	The command help.
Rendering.FrameBuilders		
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
- BP.AdventureFramework.		
Rendering.FrameBuilders.		
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.
(BP.AdventureFramework.Render		

AnsiColor

Returns
(BP.AdventureFramework.Renderir

Type	Description
colorAboutFrameBuilder	(BP.AdventureFramework.Renderir
IFrameBuilder	(BP.AdventureFramework.Rendering.Frames.IFrame.html)
ColorCompletionFrameBuilder	Provides a builder of color help frames.

(BP.AdventureFramework.Renderir

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderir

ColorGameOverFrameBuilder

IHelpFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.ihelpframebuilder.html))

(BP.AdventureFramework.Renderir

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapBuilder

(BP.AdventureFramework.Renderir

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderir

ColorRoomMapBuilder

(BP.AdventureFramework.Renderir

ColorSceneFrameBuilder

(BP.AdventureFramework.Renderir

ColorTitleFrameBuilder

(BP.AdventureFramework.Renderir

ColorTransitionFrameBuilder

(BP.AdventureFramework.Renderir

+ BP.AdventureFramework.

- . . -

Class ColorRegionMapBuilder

Provides a color builder for region maps.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

(**BP.AdventureFramework.Logic**)

Implements

+ **BP.AdventureFramework.**

IRegionMapBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.irregionmapbuilder.html))

Rendering

Inherited Members

(**BP.AdventureFramework.Render**)

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)))

Rendering.FrameBuilders

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

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

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

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

Color

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

(**BP.AdventureFramework.Render**)

Namespace: BP ([BP.html](https://learn.microsoft.com/bp/html)).AdventureFramework ([BP.html](https://learn.microsoft.com/bp/html)).Rendering

([BP.html](https://learn.microsoft.com/bp/html)).AdventureFramework.Rendering ([BP.html](https://learn.microsoft.com/bp/html)).FrameBuilders ([BP.html](https://learn.microsoft.com/bp/html)).Rendering.FrameBuilders

([BP.html](https://learn.microsoft.com/bp/html)).AdventureFramework.Rendering.FrameBuilders.Color

(**BP.AdventureFramework.Render**)

Assembly: BP.AdventureFramework.dll

ColorAboutFrameBuilder

Syntax

↳ **BP.AdventureFramework.Render**

 ColorCompletionFrameBuilder

 (**BP.AdventureFramework.Render**) IRegionMapBuilder : IRegionMapBuilder

 ColorConversationFrameBuilder

 (**BP.AdventureFramework.Render**)

 ColorGameOverFrameBuilder

 (**BP.AdventureFramework.Render**)

 ColorFloorFrameBuilder

 (**BP.AdventureFramework.Render**)

 ColorRegionFrameBuilder

 (**BP.AdventureFramework.Render**)

Properties

 ColorRegionMapBuilder

 (**BP.AdventureFramework.Render**)

 public char CurrentFloorIndicator { get; set; }

 (**BP.AdventureFramework.Render**)

 ColorTitleFrameBuilder

 Property Value

 (**BP.AdventureFramework.Render**)

Type

 ColorTransitionFrameBuilder

 (**BP.AdventureFramework.Render**)

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

Description

Provides a color builder for region maps.

+ **BP.AdventureFramework.**

- . . . -

EmptySpace

Get or set the character used for representing an empty space.

Declaration

```
public char EmptySpace { get; set; }
```

+ BP.AdventureFramework.

Property Value

Logic

Type	Description
(BP.AdventureFramework.Logic)	Provides a color builder for region maps.

- BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

HorizontalBoundary

+ BP.AdventureFramework.

RenderingFrameBuilders

Get or set the character used for horizontal boundaries.

(BP.AdventureFramework.Rendering)

Declaration

- BP.AdventureFramework.

```
public char HorizontalBoundary { get; set; }
```

Color

(BP.AdventureFramework.Rendering)

Property Value

Type	Description
(BP.AdventureFramework.Rendering)	Provides a color builder for region maps.

(BP.AdventureFramework.Rendering)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering)

ColorConversationFrameBuilder

LockedExit

+ BP.AdventureFramework.Renderer

Get or set the character used for representing a locked exit.

(BP.AdventureFramework.Renderer)

Declaration

```
(BP.AdventureFramework.Renderer)
```

ColorHelpFrameBuilder

```
public char LockedExit { get; set; }
```

(BP.AdventureFramework.Renderer)

Property Value

(BP.AdventureFramework.Renderer)

Type

(BP.AdventureFramework.Renderer)

Type	Description
(BP.AdventureFramework.Renderer)	Provides a color builder for region maps.

(BP.AdventureFramework.Renderer)

ColorRoomMapBuilder

(BP.AdventureFramework.Renderer)

ColorSceneFrameBuilder

LockedExitColor

(BP.AdventureFramework.Renderer)

Get or set the locked exit color.

(BP.AdventureFramework.Renderer)

Declaration

+ BP.AdventureFramework.

- - - - -

```
public AnsiColor LockedExitColor { get; set; }
```

Property Value

Type	Description
AnsiColor + BP.AdventureFramework. (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) Logic (BP.AdventureFramework.Logic)	Provides a color builder for region maps.

+ BP.AdventureFramework.

LowerLevelColor

(BP.AdventureFramework.Renderer)

Get or set the character to use for lower levels.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Renderer)

```
public char LowerLevelColor { get; set; }
```

- BP.AdventureFramework.

Rendering.FrameBuilders.

Type	Description
(BP.AdventureFramework.Renderer) char (https://learn.microsoft.com/dotnet/api/system.char) AnsiColor (BP.AdventureFramework.Renderer) ColorAboutFrameBuilder (BP.AdventureFramework.Renderer) ColorCompletionFrameBuilder (BP.AdventureFramework.Renderer) ColorConversationFrameBuilder (BP.AdventureFramework.Renderer) ColorGameOverFrameBuilder public ANSIColor LowerLevelColor { get; set; } (BP.AdventureFramework.Renderer) ColorHelpFrameBuilder	Provides a color builder for region maps.

LowerLevelColor

(BP.AdventureFramework.Renderer)

Get or set the lower-level color.

(BP.AdventureFramework.Renderer)

Declaration

(BP.AdventureFramework.Renderer)

(BP.AdventureFramework.Renderer)

```
public ANSIColor LowerLevelColor { get; set; }
```

(BP.AdventureFramework.Renderer)

(BP.AdventureFramework.Renderer)

Property Value

(BP.AdventureFramework.Renderer)

(BP.AdventureFramework.Renderer)

ColorRegionMapBuilder

(BP.AdventureFramework.Renderer)

(BP.AdventureFramework.Renderer)

AnsiColor
(BP.AdventureFramework.Renderer)

(BP.AdventureFramework.Renderer)

(BP.AdventureFramework.Renderer)

ColorRoomMapBuilder

(BP.AdventureFramework.Renderer)

(BP.AdventureFramework.Renderer)

ColorSceneFrameBuilder

(BP.AdventureFramework.Renderer)

(BP.AdventureFramework.Renderer)

ColorTitleFrameBuilder

(BP.AdventureFramework.Renderer)

(BP.AdventureFramework.Renderer)

Get or set the character to use for indicating the player.

(BP.AdventureFramework.Renderer)

(BP.AdventureFramework.Renderer)

ColorTransitionFrameBuilder

Declaration

(BP.AdventureFramework.Renderer)

(BP.AdventureFramework.Renderer)

Player

(BP.AdventureFramework.Renderer)

(BP.AdventureFramework.Renderer)

ColorTransitionFrameBuilder

(BP.AdventureFramework.Renderer)

(BP.AdventureFramework.Renderer)

Declaration

(BP.AdventureFramework.Renderer)

(BP.AdventureFramework.Renderer)

+ BP.AdventureFramework.

- - - - -

```
public char Player { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char) + BP.AdventureFramework.	Provides a color builder for region maps.

Logic

(BP.AdventureFramework.Logic) PlayerColor

+ BP.AdventureFramework.

Get or set the player color.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

```
public AnsiColor PlayerColor { get; set; }
```

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering)

Property Value

Type	Description
Rendering.FrameBuilders. Color (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) AnsiColor (BP.AdventureFramework.Rendering) ColorAboutFrameBuilder ColorCompletionFrameBuilder Get or set if lower floors should be shown. (BP.AdventureFramework.Rendering) ColorConversationFrameBuilder Declaration (BP.AdventureFramework.Rendering) ColorGameOverFrameBuilder public bool ShowLowerFloors { get; set; } (BP.AdventureFramework.Rendering) ColorHelpFrameBuilder Property Value (BP.AdventureFramework.Rendering) ColorRegionMapBuilder (BP.AdventureFramework.Rendering) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	Provides a color builder for region maps.

ShowLowerFloors

(BP.AdventureFramework.Rendering)

ColorCompletionFrameBuilder
Get or set if lower floors should be shown.
(BP.AdventureFramework.Rendering)

Declaration

(BP.AdventureFramework.Rendering)

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

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering)

Property Value

Type	Description
ColorRegionMapBuilder (BP.AdventureFramework.Rendering) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	Provides a color builder for region maps.

ColorRoomMapBuilder

(BP.AdventureFramework.Rendering)

Declaration

(BP.AdventureFramework.Rendering)

```
public ColorRoomMapBuilder RoomMap { get; set; }
```

ColorSceneFrameBuilder

(BP.AdventureFramework.Rendering)

Get or Set the character used for representing an unlocked exit.

ColorTitleFrameBuilder

(BP.AdventureFramework.Rendering)

```
public ColorTitleFrameBuilder Title { get; set; }
```

+ BP.AdventureFramework.

- - - - -

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	Provides a color builder for region maps.



UnvisitedBoundaryColor

+ **BP.AdventureFramework.**

Get or set the unvisited room boundary color.

Logic

(**BP.AdventureFramework.Logic**

+ **BP.AdventureFramework.**

```
public AnsiColor UnvisitedBoundaryColor { get; set; }
```

Rendering

(**BP.AdventureFramework.Rendering**

Property Value

+ **BP.AdventureFramework.**

Type **Rendering.FrameBuilders**

(**BP.AdventureFramework.Rendering**

([\(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#)

- **BP.AdventureFramework.**

) **Rendering.FrameBuilders.**

Color

(**BP.AdventureFramework.Rendering**

VerticalBoundary

AnsiColor

Get or set the room boundary color for vertical boundaries.

ColorAboutFrameBuilder

Declaration (**BP.AdventureFramework.Renderin**

ColorCompletionFrameBuilder

```
public char VerticalBoundary { get; set; }
```

(**BP.AdventureFramework.Renderin**

ColorConversationFrameBuilder

(**BP.AdventureFramework.Renderin**

ColorGameOverFrameBuilder

Type (**BP.AdventureFramework.Renderin**

ColorHelpFrameBuilder

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

(**BP.AdventureFramework.Renderin**

ColorRegionMapBuilder

(**BP.AdventureFramework.Renderin**

VisitedBoundaryColor

ColorRegionMapFrameBuilder

(**BP.AdventureFramework.Renderin**

Get or set the visited room boundary color.

ColorRoomMapBuilder

Declaration (**BP.AdventureFramework.Renderin**

ColorSceneFrameBuilder

(**BP.AdventureFramework.Renderin**

```
public ANSI_COLOR VisitedBoundaryColor { get; set; }
```

ColorTitleFrameBuilder

(**BP.AdventureFramework.Renderin**

Property Value

ColorTransitionFrameBuilder

(**BP.AdventureFramework.Renderin**

+ **BP.AdventureFramework.**

- . . . -

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	Provides a color builder for region maps.

▼

+ 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

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int
(BP.AdventureFramework.Render
(x, Int y, Int maxWidth, Int maxHeight)
```

- BP.AdventureFramework.

Parameters

Rendering.FrameBuilders.

Type	Name	Description
Color (BP.AdventureFramework.Render	gridStringBuilder	The string builder to use.
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilde	region	The region.
rs.GridStringBuilder.html) ColorAboutFrameBuilder	x	The x position to start building at.
Region (BP.AdventureFramework.Renderir	y	The y position to start building at.
(BP.AdventureFramework.AssetLocations.Region.html) ColorConversationFrameBuilder	maxWidth	The maximum horizontal space available in which to build the map.
int ColorGameOverFrameBuilder (BP.AdventureFramework.Renderir (https://learn.microsoft.com/dotnet/api/system.int32) ColorHelpFrameBuilder	maxHeight	The maximum vertical space available in which to build the map.
int ColorRoomMapBuilder (BP.AdventureFramework.Renderir (https://learn.microsoft.com/dotnet/api/system.int32) ColorSceneFrameBuilder		
ColorTitleFrameBuilder (BP.AdventureFramework.Renderir		
ColorTransitionFrameBuilder (BP.AdventureFramework.Renderir		

Implements

IRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html)

+ BP.AdventureFramework.

- . . . -

▼

- + **BP.AdventureFramework.**
 - Logic**
(**BP.AdventureFramework.Logic**)
 - + **BP.AdventureFramework.**
 - Rendering**
(**BP.AdventureFramework.Render**)
 - + **BP.AdventureFramework.**
 - Rendering.FrameBuilders**
(**BP.AdventureFramework.Render**)
 - **BP.AdventureFramework.**
 - Rendering.FrameBuilders.**
 - Color**
(**BP.AdventureFramework.Render**)
 - AnsiColor
(**BP.AdventureFramework.Render**)
 - ColorAboutFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorCompletionFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorConversationFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorGameOverFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorHelpFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorRegionMapBuilder
(**BP.AdventureFramework.Render**)
 - ColorRegionMapFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorRoomMapBuilder
(**BP.AdventureFramework.Render**)
 - ColorSceneFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorTitleFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorTransitionFrameBuilder
(**BP.AdventureFramework.Render**)

- + **BP.AdventureFramework.**
 - . . . -

Class ColorRegionMapFrameBuilder

Provides a builder of color region map frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

(**BP.AdventureFramework.Logic**)

Implements

+ **BP.AdventureFramework.**

IRegionMapFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.builders.irregionmapframebuilder.html))

Rendering

Inherited Members

(**BP.AdventureFramework.Render**)

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)))

Rendering.FrameBuilders

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

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

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

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

Color

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

(**BP.AdventureFramework.Render**)

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

([BP.AdventureFramework.Rendering.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.html)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.builders.html)).Color

([BP.AdventureFramework.RenderingBuilders.Color.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.builders.color.html))

(**BP.AdventureFramework.Render**)

Assembly: BP.AdventureFramework.dll

ColorRegionFrameBuilder

Syntax

(**BP.AdventureFramework.Render**)

 ColorCompletionFrameBuilder

(**BP.AdventureFramework.Render**) ColorRegionFrameBuilder : IRegionMapFrameBuilder

 ColorConversationFrameBuilder

(**BP.AdventureFramework.Render**)

 ColorGameOverFrameBuilder

(**BP.AdventureFramework.Render**)

 ColorHelpFrameBuilder

(**BP.AdventureFramework.Render**)

ColorRegionMapFrameBuilder(GridStringBuilder, IRegionMapBuilder)

(**BP.AdventureFramework.Render**)

Initializes a new instance of the ColorRegionMapFrameBuilder class.

 ColorRegionFrameBuilder

Declaration

(**BP.AdventureFramework.Render**)

 ColorRoomMapBuilder

(**BP.AdventureFramework.Render**) ColorRegionFrameBuilder(GridStringBuilder gridStringBuilder, IRegionMapBuilder)

 ColorRegionFrameBuilder

(**BP.AdventureFramework.Render**)

 ColorTitleFrameBuilder

Parameters

(**BP.AdventureFramework.Render**)

 ColorTransitionFrameBuilder

(**BP.AdventureFramework.Render**)

+ **BP.AdventureFramework.**

- . . . -

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.

+ BP.AdventureFramework. Logic (BP.AdventureFramework.Logic)

+ BP.AdventureFramework. Properties Rendering (BP.AdventureFramework.Render

BackgroundColor + BP.AdventureFramework.

Rendering.FrameBuilders

Get or set the background color.

(BP.AdventureFramework.Render
Declaration

- BP.AdventureFramework.

Rendering.FrameBuilders `BackgroundColor { get; set; }`

Color

(BP.AdventureFramework.Render
Property value

Type	Description
AnsiColor (BP.AdventureFramework.Render	Provides a builder of color region map frames.

BorderColor + BP.AdventureFramework.Render

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

ColorRoomMapBuilder

(BP.AdventureFramework.Render

Type	Description
AnsiColor (BP.AdventureFramework.Render	Provides a builder of color region map frames.

TitleColor + BP.AdventureFramework.

- . . . -

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```



Property Value

+ **BP.AdventureFramework.**

Type
Logic

AnsiColor
(BP.AdventureFramework.Logi

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.
html)

- **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Methods

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Build(Region, int, int)

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Declaration

(BP.AdventureFramework.Render

```
public IFrame Build(Region region, int width, int height)  
(BP.AdventureFramework.Renderir
```

ColorAboutFrameBuilder

Parameters

(BP.AdventureFramework.Render

Type ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

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

Name

Description

region

The region.

Type ColorConversationFrameBuilder

(BP.AdventureFramework.Render

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

width

The width of the frame.

Type ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

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

height

The height of the frame.

ColorHelpFrameBuilder

Return **(BP.AdventureFramework.Render**

ColorRegionMapBuilder

(BP.AdventureFramework.Render

Type ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

Description

Provides a builder of color region map frames.

ColorRoomMapBuilder

(BP.AdventureFramework.Render

ColorSceneFrameBuilder

(BP.AdventureFramework.Render

IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

(BP.AdventureFramework.Render

ColorTransitionFrameBuilder

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

- . . . -

▼

- + **BP.AdventureFramework.**
 - Logic**
(**BP.AdventureFramework.Logic**)
 - + **BP.AdventureFramework.**
 - Rendering**
(**BP.AdventureFramework.Render**)
 - + **BP.AdventureFramework.**
 - Rendering.FrameBuilders**
(**BP.AdventureFramework.Render**)
 - **BP.AdventureFramework.**
 - Rendering.FrameBuilders.**
 - Color**
(**BP.AdventureFramework.Render**)
 - AnsiColor
(**BP.AdventureFramework.Render**)
 - ColorAboutFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorCompletionFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorConversationFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorGameOverFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorHelpFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorRegionMapBuilder
(**BP.AdventureFramework.Render**)
 - ColorRegionMapFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorRoomMapBuilder
(**BP.AdventureFramework.Render**)
 - ColorSceneFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorTitleFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorTransitionFrameBuilder
(**BP.AdventureFramework.Render**)

- + **BP.AdventureFramework.**
 - . . . -

Class ColorRoomMapBuilder

Provides a color room map builder.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

(**BP.AdventureFramework.Logic**)

Implements

+ **BP.AdventureFramework.**

IRoomMapBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.iroommapbuilder.html))

Rendering

Inherited Members

(**BP.AdventureFramework.Render**)

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)))

Rendering.FrameBuilders

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

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

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

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

Color

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

(**BP.AdventureFramework.Render**)

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

([BP.AdventureFramework.Rendering.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.html)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.html)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.color.html))

(**BP.AdventureFramework.Render**)

Assembly: BP.AdventureFramework.dll

ColorAboutFrameBuilder

Syntax

class **ColorRoomMapBuilder** : IRoomMapBuilder

 ColorCompletionFrameBuilder

 (**BP.AdventureFramework.Render**) **ColorRoomMapBuilder** : IRoomMapBuilder

 ColorConversationFrameBuilder

 (**BP.AdventureFramework.Render**)

 ColorGameOverFrameBuilder

 (**BP.AdventureFramework.Render**)

 ColorRegionFrameBuilder

 (**BP.AdventureFramework.Render**)

 ColorRegionMapBuilder

 (**BP.AdventureFramework.Render**)

 ColorRegionMapFrameBuilder

Get or set the room boundary color.

 (**BP.AdventureFramework.Render**)

 Declaration

 ColorRoomMapBuilder

 (**BP.AdventureFramework.Render**)

 ColorSceneFrameBuilder

 public **Color** BoundaryColor { get; set; }

 (**BP.AdventureFramework.Render**)

 ColorTitleFrameBuilder

 Property Value

 (**BP.AdventureFramework.Render**)

 ColorTransitionFrameBuilder

 (**BP.AdventureFramework.Render**)

+ **BP.AdventureFramework.**

- - - - -

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	Provides a color room map builder.

Corner

+ BP.AdventureFramework.

Get or set the character to use for corners.

Logic

(BP.AdventureFramework.Logic

+ BP.AdventureFramework.

```
public char Corner { get; set; }
```

(BP.AdventureFramework.Render

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

(BP.AdventureFramework.Render

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

Description

Provides a color room map builder.

- BP.AdventureFramework.

Rendering.FrameBuilders.

HorizontalBoundary

Color

(BP.AdventureFramework.Render

Get or set the character to use for horizontal boundaries.

AnsiColor

Declaration

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

```
public char HorizontalBoundary { get; set; }
```

(BP.AdventureFramework.Render

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

Type (BP.AdventureFramework.Render

char

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

Description

Provides a color room map builder.

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

HorizontalExitBorder

ColorRegionMapBuilder

(BP.AdventureFramework.Render

Get or set the character to use for horizontal exit borders.

ColorRegionMapFrameBuilder

Declaration

(BP.AdventureFramework.Render

ColorRoomMapBuilder

(BP.AdventureFramework.Render

```
public char HorizontalExitBorder { get; set; }
```

ColorSceneFrameBuilder

(BP.AdventureFramework.Render

Property Value

ColorTitleFrameBuilder

Type (BP.AdventureFramework.Render

ColorTransitionFrameBuilder

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

Description

Provides a color room map builder.

+ BP.AdventureFramework.

- - - - -

ItemOrCharacterColor

Get or set the item or character color.

Declaration

```
public AnsiColor ItemOrCharacterColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Logic

Type **BP.AdventureFramework.Logic**

Description

+ BP.AdventureFramework.

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Provides a color room map builder.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

ItemOrCharacterInRoom

Rendering.FrameBuilders

Get (BP.AdventureFramework.Rendering)

Declaration

BP.AdventureFramework.

Rendering.FrameBuilders.

```
public char ItemOrCharacterInRoom { get; set; }
```

Color

(BP.AdventureFramework.Rendering)

Property Value

AnsiColor

Type (BP.AdventureFramework.Renderer)

Description

ColorAboutFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Provides a color room map builder.

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderer)

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderer)

KeyPadding

Get ColorCompletionFrameBuilder the key and the map.

(BP.AdventureFramework.Renderer)

Declaration

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderer)

```
public int KeyPadding { get; set; }
```

ColorRegionMapBuilder

(BP.AdventureFramework.Renderer)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

Property Value

ColorRoomMapBuilder

Type (BP.AdventureFramework.Renderer)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

ColorSceneFrameBuilder

(BP.AdventureFramework.Renderer)

ColorTitleFrameBuilder

(BP.AdventureFramework.Renderer)

LockedExit

(BP.AdventureFramework.Renderer)

ColorTransitionFrameBuilder

Get or set the character used for representing a locked exit.

(BP.AdventureFramework.Renderer)

Declaration

+ BP.AdventureFramework.

- - - - -

```
public char LockedExit { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char) + BP.AdventureFramework.	Provides a color room map builder.

Logic

(BP.AdventureFramework.Logic) **LockedExitColor**

+ **BP.AdventureFramework.**

Get or set the locked exit color.

Rendering

(BP.AdventureFramework.Rendering) Declaration

+ **BP.AdventureFramework.**

```
public AnsiColor LockedExitColor { get; set; }
```

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering) Property Value

- **BP.AdventureFramework.**

Type **Rendering.FrameBuilders.**

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

AnsiColor

(BP.AdventureFramework.Rendering)
UnvisitedExitColor

(BP.AdventureFramework.Renderer) Declaration

Get or set the unvisited exit color.

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderer) Declaration

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderer)
public AnsiColor UnvisitedExitColor { get; set; }

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderer) Property Value

ColorHelpFrameBuilder

Type (BP.AdventureFramework.Renderer) ColorRegionMapBuilder

AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Renderer)
ColorRoomMapBuilder

(BP.AdventureFramework.Renderer)
ColorSceneFrameBuilder

(BP.AdventureFramework.Renderer)
Get or Set the character to use for vertical boundaries.

ColorTitleFrameBuilder

Declaration
(BP.AdventureFramework.Renderer)

ColorTransitionFrameBuilder

(BP.AdventureFramework.Renderer)
public char VerticalBoundary { get; set; }

+ **BP.AdventureFramework.**

- - - - -

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	Provides a color room map builder.

VerticalExitBorder

+ **BP.AdventureFramework.**

Get or set the character to use for vertical exit borders.

Logic

(**BP.AdventureFramework.Logic**

+ **BP.AdventureFramework.**

```
public char VerticalExitBorder { get; set; }
```

Rendering

(**BP.AdventureFramework.Rendering**

Property Value

+ **BP.AdventureFramework.**

Type **Rendering.FrameBuilders**

(**BP.AdventureFramework.Rendering.FrameBuilders**

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

Provides a color room map builder.

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

VisitedExitColor

Color

(**BP.AdventureFramework.Rendering**

Get or set the visited exit color.

AnsiColor

Declaration (**BP.AdventureFramework.Rendering**

```
ColorAboutFrameBuilder
public AnsiColor VisitedExitColor { get; set; }
```

(**BP.AdventureFramework.Rendering**

ColorCompletionFrameBuilder

Property Value

ColorConversationFrameBuilder

Type (**BP.AdventureFramework.Rendering**

AnsiColor

(**BP.AdventureFramework.Rendering**

FrameBuilders.Color.AnsiColor.html)

Description

Provides a color room map builder.

Methods

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

(**BP.AdventureFramework.Rendering**

ColorSceneFrameBuilder

(**BP.AdventureFramework.Rendering**

ColorTitleFrameBuilder

Declaration (**BP.AdventureFramework.Rendering**

ColorTransitionFrameBuilder

(**BP.AdventureFramework.Rendering**

+ **BP.AdventureFramework.**

- . . . -

```
public void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoint, KeyType key, int startX, int startY, out int endX, out int endY)
```

Parameters

Type		Name	Description
+ BP.AdventureFramework.GridStringBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html)	gridStringBuilder	The string builder to use.
+ BP.AdventureFramework.Logic	(BP.AdventureFramework.Rendering.FrameBuilders.Logic.html)	room	The room.
+ BP.AdventureFramework.Rendering	(BP.AdventureFramework.Rendering.ViewPoint.html)	viewPoint	The viewpoint from the room.
+ BP.AdventureFramework.Rendering.FrameBuilders	(BP.AdventureFramework.Rendering.KeyType.html)	key	The key type.
- BP.AdventureFramework.Rendering.FrameBuilders	int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start position, x.
- BP.AdventureFramework.Rendering.FrameBuilders	int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start position, x.
- BP.AdventureFramework.Rendering.FrameBuilders	int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end position, x.
- BP.AdventureFramework.Rendering.FrameBuilders	int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end position, x.

Implements

AnsiColor	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)
ColorAboutFrameBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)
ColorCompletionFrameBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)
ColorConversationFrameBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)
ColorGameOverFrameBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)
ColorHelpFrameBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)
ColorRegionMapBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)
ColorRegionMapFrameBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)
ColorRoomMapBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)
ColorSceneFrameBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)
ColorTitleFrameBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)
ColorTransitionFrameBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)

+ BP.AdventureFramework.

- . . . -

Class ColorSceneFrameBuilder

Provides a builder for color scene frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **Logic** (<https://learn.microsoft.com/dotnet/api/system.object>)

(**BP.AdventureFramework.Logic**

Implements

+ **BP.AdventureFramework.**

ISceneFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.isceneframebuilder.html))

Rendering

Inherited Members

(**BP.AdventureFramework.Render**

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.Rendering.FrameBuilders**

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.Rendering.FrameBuilders.**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

Color

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Render**

Namespace: BP ([BP.html\).AdventureFramework \(BP.AdventureFramework.html\).Rendering](https://learn.microsoft.com/bp/html/adventureframework.html)

([BP.AdventureFramework.Rendering.html\).FrameBuilders \(BP.AdventureFramework.Rendering.FrameBuilders.html\).Color](https://learn.microsoft.com/bp/html/adventureframework.rendering.html)

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](https://learn.microsoft.com/bp/html/adventureframework.rendering.framebuilders.color.html))

(**BP.AdventureFramework.Render**

Assembly: BP.AdventureFramework.dll

ColorAboutFrameBuilder

Syntax

(**BP.AdventureFramework.Render**

 ColorCompletionFrameBuilder

(**BP.AdventureFramework.Render** ISceneFrameBuilder : ISceneFrameBuilder

 ColorConversationFrameBuilder

(**BP.AdventureFramework.Render**

 ColorGameOverFrameBuilder

(**BP.AdventureFramework.Render**

 ColorHelpFrameBuilder

(**BP.AdventureFramework.Render**

ColorSceneFrameBuilder(GridStringBuilder, IRoomMapBuilder)

(**BP.AdventureFramework.Render**

Initializes a new instance of the ColorSceneFrameBuilder class.

 ColorRegionFrameBuilder

Declaration

(**BP.AdventureFramework.Render**

 ColorRoomMapBuilder

(**BP.AdventureFramework.Render** GridStringBuilder gridStringBuilder, IRoomMapBuilder r

 ColorSceneFrameBuilder

(**BP.AdventureFramework.Render**

 ColorTitleFrameBuilder

Parameters

(**BP.AdventureFramework.Render**

 ColorTransitionFrameBuilder

(**BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

- - - - -

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.
IRoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRoomMap Builder.html)	<i>roomMapBuilder</i>	A builder to use for room maps.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Properties

Rendering

(BP.AdventureFramework.Render

BackgroundColor

+ BP.AdventureFramework.

Rendering.FrameBuilders

Get or set the background color.

(BP.AdventureFramework.Render

Declaration

- BP.AdventureFramework.

Rendering.FrameBuilders

```
backgroundColor { get; set; }
```

Color

(BP.AdventureFramework.Render

Property value

Type	Description
AnsiColor (BP.AdventureFramework.Render	
AnsColorAboutFrameBuilder (BP.AdventureFramework.Render	Provides a builder for color scene frames.

BorderColor

(BP.AdventureFramework.Render

Get or set the border color.

(BP.AdventureFramework.Render

Declaration

(BP.AdventureFramework.Render

ColorRegionMapBuilder

```
borderColor { get; set; }
```

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

Property value

ColorRoomMapBuilder

Type	Description
AnsiColor (BP.AdventureFramework.Render	
AnsColorAboutFrameBuilder (BP.AdventureFramework.Render	Provides a builder for color scene frames.

CommandsColor

+ BP.AdventureFramework.

- . . -

Get or set the commands color.

Declaration

```
public AnsiColor CommandsColor { get; set; }
```



Property Value

+ **BP.AdventureFramework.**

Type
Logic

AnsiColor
(BP.AdventureFramework.Logic

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm

+**)BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render

DisplayMessagesInIsolation

BP.AdventureFramework.

Rendering.FrameBuilders

Get or set if messages should be displayed in isolation.

(BP.AdventureFramework.Render

Declaration

- **BP.AdventureFramework.**

Rendering.FrameBuilders

```
public bool DisplayMessagesInIsolation { get; set; }
```

Color

(BP.AdventureFramework.Render

Property Value

Type
AnsiColor

(BP.AdventureFramework.Renderir

bool ColorFrameBuilder (com/dotnet/api/system/boolean)

(BP.AdventureFramework.Renderir

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderir

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderir

ColorGameOverFrameBuilder

Declaration

(BP.AdventureFramework.Renderir

ColorHelpFrameBuilder

public bool ColorFrameBuilder { get; set; }

ColorRegionMapBuilder

(BP.AdventureFramework.Renderir

Property Value

ColorRegionMapFrameBuilder

Type
(BP.AdventureFramework.Renderir

ColorRoomMapBuilder

AnsiColor
(BP.AdventureFramework.Renderir

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm

)
(BP.AdventureFramework.Renderir

ColorTitleFrameBuilder

(BP.AdventureFramework.Renderir

ColorTransitionFrameBuilder

(BP.AdventureFramework.Renderir

SuppressMovementMessages

(BP.AdventureFramework.Renderir

Get or set if movement messages should be suppressed.

+ **BP.AdventureFramework.**

- - - - -

Declaration

```
public bool SuppressMovementMessages { get; set; }
```

Property Value

Type	Description
+ BP.AdventureFramework.Logic <code>bool (https://learn.microsoft.com/dotnet/api/system.boolean)</code>	Provides a builder for color scene frames.

([BP.AdventureFramework.Logic](#))

TextAdventureFramework.

Rendering

Get or set the text color.

([BP.AdventureFramework.Rendering](#))

Declaration

+ [BP.AdventureFramework.Rendering](#).

Rendering FrameBuilders

```
public ANSIColor TextColor { get; set; }
```

([BP.AdventureFramework.Rendering](#))

BP.AdventureFramework.

Property Value

Type	Description
+ BP.AdventureFramework.Rendering.FrameBuilders.Color <code>AnsiColor</code> (BP.AdventureFramework.Rendering) (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm) I AnsiColor (BP.AdventureFramework.Renderer) ColorAboutFrameBuilder (BP.AdventureFramework.Renderer) ColorCompletionFrameBuilder (BP.AdventureFramework.Renderer) ColorConversationFrameBuilder (BP.AdventureFramework.Renderer) ColorGameOverFrameBuilder (BP.AdventureFramework.Renderer) ColorHelpFrameBuilder (BP.AdventureFramework.Renderer) Build a frame! (BP.AdventureFramework.Renderer) ColorRegionMapBuilder (BP.AdventureFramework.Renderer) ColorRoomMapBuilder (BP.AdventureFramework.Renderer) ColorSceneFrameBuilder (BP.AdventureFramework.Renderer)	Provides a builder for color scene frames.

Methods

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int) ([BP.AdventureFramework.Renderer](#))

Build a frame!

([BP.AdventureFramework.Renderer](#))

Build a frame!

([BP.AdventureFramework.Renderer](#))

Declaration

+ [BP.AdventureFramework.Renderer](#).

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorRoomMapBuilder

([BP.AdventureFramework.Renderer](#))

Parameters

ColorSceneFrameBuilder

([BP.AdventureFramework.Renderer](#))

Type ColorTitleFrameBuilder

Room ([BP.AdventureFramework.Renderer](#))

([BP.AdventureFramework.Assets.Locations.Room.html](#))

ColorTransitionFrameBuilder

([BP.AdventureFramework.Renderer](#))

+ [BP.AdventureFramework.](#)

- - - - -

Type	Name	Description
ViewPoint (BP.AdventureFramework.Assets.Locations.ViewPoint.html)	<i>viewPoint</i>	Specify the viewpoint from the room.
PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)	<i>player</i>	Specify the player.
Logic string (BP.AdventureFramework.Logic (https://learn.microsoft.com/dotnet/api/system.string))	<i>message</i>	Any additional message.
+ BPAdventureFramework. CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html) (BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder.html)	<i>contextualCommands</i>	The contextual commands to display.
- BPAdventureFramework. KeyType (BP.AdventureFramework.Rendering.KeyType.html)	<i>keyType</i>	The type of key to use.
- BPAdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
- BPAdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.
Color Ref (BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder.html)		

Type	Description
AnsiColor (BP.AdventureFramework.Renderer.ColorAboutFrameBuilder.html)	Provides a builder for color scene frames.

Implements

- IFrame (BP.AdventureFramework.Rendering.Frames(IFrame.html))
- ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)
- ColorConversationFrameBuilder
- ColorCompletionFrameBuilder
- ColorGameOverFrameBuilder
- ColorHelpFrameBuilder
- ColorRegionMapBuilder
- ColorRegionMapFrameBuilder
- ColorRoomMapBuilder
- ColorSceneFrameBuilder
- ColorTitleFrameBuilder
- ColorTransitionFrameBuilder

+ BPAdventureFramework.

- - - - -

Class ColorTitleFrameBuilder

Provides a builder of color title frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **Logic** (<https://learn.microsoft.com/dotnet/api/system.object>)

(**BP.AdventureFramework.Logic**

Implements

+ **BP.AdventureFramework.**

ITitleFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html](https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders.ititleframebuilder.html))

Rendering

Inherited Members

(**BP.AdventureFramework.Render**

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)))

Rendering.FrameBuilders

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Color

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Render**

Namespace: BP ([BP.html\).AdventureFramework \(BP.AdventureFramework.html\).Rendering](https://learn.microsoft.com/bp/html/adventureframework.html)

([BP.AdventureFramework.Rendering.html](https://learn.microsoft.com/bp/html/adventureframework.rendering.html)).FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](https://learn.microsoft.com/bp/html/adventureframework.rendering.framebuilders.html)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color.html](https://learn.microsoft.com/bp/html/adventureframework.rendering.framebuilders.color.html))

(**BP.AdventureFramework.Render**

Assembly: BP.AdventureFramework.dll

Syntax

(**BP.AdventureFramework.Render**

 ColorCompletionFrameBuilder

(**BP.AdventureFramework.Render**) ITitleFrameBuilder : ITitleFrameBuilder

 ColorConversationFrameBuilder

(**BP.AdventureFramework.Render**

 ColorGameOverFrameBuilder

(**BP.AdventureFramework.Render**

 ColorHelpFrameBuilder

(**BP.AdventureFramework.Render**

ColorTitleFrameBuilder(GridStringBuilder)

(**BP.AdventureFramework.Render**

Initializes a new instance of the ColorTitleFrameBuilder class.

 ColorRegionMapFrameBuilder

Declaration

(**BP.AdventureFramework.Render**

 ColorRoomMapBuilder

(**BP.AdventureFramework.Render**) (GridStringBuilder gridStringBuilder)

 ColorSceneFrameBuilder

(**BP.AdventureFramework.Render**

Parameters

 ColorTitleFrameBuilder

Type

(**BP.AdventureFramework.Render**

 ColorTransitionFrameBuilder

 GridStringBuilder

(**BP.AdventureFramework.Render**

([BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html](https://learn.microsoft.com/bp/html/adventureframework.rendering.framebuilders.gridstringbuilder.html))

Name

Description

gridStringBuilder

A builder to use for the string layout.

+ **BP.AdventureFramework.**

Properties

BackgroundColor

Get or set the background color.

1

Declaration

```
    public AnsiColor BackgroundColor { get; set; }  
}
```

Pragmatic Venture Framework

Rendering Type (BP.AdventureFramework.Rendering)	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	Provides a builder of color title frames.

Rendering.FrameBuilders

(BP_AdventureFramework.Ben)

BorderColor

- BP:AdventureFramework.

Get Started

Color

Declaration
(B) AdventureFramework Report

```
public Ahsicolor BorderColor { get; set; }  
(BPAdventureFramework.Renderir
```

ColorAboutFrameBuilder

Property Value `AdventureFramework.Renderer`

Type	Description
ColorCompletionFrameBuilder (BP.AdventureFramework.Renderer)	
AnsiColorConversationFrameBuilder (BP.AdventureFramework.Renderer)	Provides a builder of color title frames.

ColorGameOverFrameBuilder

(BP.AdventureFramework)

ColorHelpFrameBuilder

DescriptionColor

(BP_AdventureFramework)

[ColorRegionMapBuilder](#)

Get or set the description color.

(BP.AdventureFramework.RenderDeclaration) in Microsoft.BizTalk

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderir

public class AnsiColorDescriptionC

(BP.AdventureFramework.Renderir

ColorSceneFrameBuilder

Type	Description
(BP.AdventureFramework.Renderir ColorTitleFrameBuilder	
(BP.AdventureFramework.Renderir AnsIColor ColorTransitionFrameBuilder	
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	Provides a builder of color title frames.

• PR Adventures Framework

TitleColor

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Logic

Type [BP.AdventureFramework.Logic](#)

Description

+ BP.AdventureFramework.

Property Value

Rendering

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Provides a builder of color title frames.

Type [BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor](#)

+ BP.AdventureFramework.

Method FrameBuilders

([BP.AdventureFramework.Rendering.FrameBuilders](#))

Build(String, String, Int, Int)

Rendering.FrameBuilders.

Build a frame.

Color

([BP.AdventureFramework.Rendering.FrameBuilders](#))

Declaration

```
AnsiColor  
public FrameBuilder<ITitle> Build(string title, string description, int width, int height)
```

ColorAboutFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders](#))

Parameters

ColorCompletionFrameBuilder

Type [BP.AdventureFramework.Rendering.FrameBuilders](#)

Name

Description

ColorConversationFrameBuilder
string (<https://learn.microsoft.com/dotnet/api/system.string>)

title

The title.

ColorCompletionFrameBuilder
string (<https://learn.microsoft.com/dotnet/api/system.string>)

description

The description.

ColorHelpFrameBuilder
int (<https://learn.microsoft.com/dotnet/api/system.int32>)

width

The width of the frame.

ColorRegionMapBuilder
int (<https://learn.microsoft.com/dotnet/api/system.int32>)

height

The height of the frame.

ColorRegionMapBuilder

Returns [ColorRegionMapFrameBuilder](#)

Type [BP.AdventureFramework.Rendering.FrameBuilders](#)

Description

ColorRoomMapBuilder
IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

Provides a builder of color title frames.

ColorSceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders](#))

ColorTitleFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders](#))

ColorTransitionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders](#))

+ BP.AdventureFramework.

- . . -

▼

- + **BP.AdventureFramework.**
 - Logic**
(**BP.AdventureFramework.Logic**)
 - + **BP.AdventureFramework.**
 - Rendering**
(**BP.AdventureFramework.Render**)
 - + **BP.AdventureFramework.**
 - Rendering.FrameBuilders**
(**BP.AdventureFramework.Render**)
 - **BP.AdventureFramework.**
 - Rendering.FrameBuilders.**
 - Color**
(**BP.AdventureFramework.Render**)
 - AnsiColor
(**BP.AdventureFramework.Render**)
 - ColorAboutFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorCompletionFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorConversationFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorGameOverFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorHelpFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorRegionMapBuilder
(**BP.AdventureFramework.Render**)
 - ColorRegionMapFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorRoomMapBuilder
(**BP.AdventureFramework.Render**)
 - ColorSceneFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorTitleFrameBuilder
(**BP.AdventureFramework.Render**)
 - ColorTransitionFrameBuilder
(**BP.AdventureFramework.Render**)

- + **BP.AdventureFramework.**
 - . . . -

Class ColorTransitionFrameBuilder

Provides a builder of color transition frames.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **Logic** (<https://learn.microsoft.com/dotnet/api/system.object>)

(**BP.AdventureFramework.Logic**

Implements

+ **BP.AdventureFramework.**

ITransitionFrameBuilder (<BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html>)

Rendering

Inherited Members

(**BP.AdventureFramework.Render**

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)))

Rendering.FrameBuilders

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Color

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Render**

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>)

(**BP.AdventureFramework.Renderir**

Assembly: BP.AdventureFramework.dll

ColorAboutFrameBuilder

Syntax

(**BP.AdventureFramework.Renderir**

 ColorCompletionFrameBuilder

 p(**BP.AdventureFramework.Renderir**) TransitionFrameBuilder : ITransitionFrameBuilder

 ColorConversationFrameBuilder

 (BP.AdventureFramework.Renderir

 ColorGameOverFrameBuilder

 (BP.AdventureFramework.Renderir

 ColorHelpFrameBuilder

 (BP.AdventureFramework.Renderir

 ColorRegionMapBuilder

ColorTransitionFrameBuilder(GridStringBuilder)

(**BP.AdventureFramework.Renderir**

Initializes a new instance of the ColorTransitionFrameBuilder class.

 ColorRegionMapFrameBuilder

Declaration

(**BP.AdventureFramework.Renderir**

 ColorRoomMapBuilder

 p(**BP.AdventureFramework.Renderir**) ColorRegionMapFrameBuilder(gridStringBuilder)

 ColorSceneFrameBuilder

 (BP.AdventureFramework.Renderir

Parameters

 ColorTitleFrameBuilder

Type	Name	Description
BP.AdventureFramework.Renderir	gridStringBuilder	A builder to use for the string layout.

+ **BP.AdventureFramework.**

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.h ml)	Provides a builder of color transition frames.

▼

+ BP.AdventureFramework.

Logic

Get or set the title color.

(BP.AdventureFramework.Logic.

Declaration

+ BP.AdventureFramework.

Rendering

public AnsiColor TitleColor { get; set; }

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Property value

Rendering.FrameBuilders

Type

(BP.AdventureFramework.Render

AnsiColor

- BP.AdventureFramework.

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.h
ml)

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

AnsiColor

Methods

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

Build(string, string, int, int)

(BP.AdventureFramework.Renderin

Build a frame

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

public IFrame Build(string title, string message, int width, int height)

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

(BP.AdventureFramework.Renderin

title

The title to display to the user.

(BP.AdventureFramework.Renderin

message

The message to display to the user.

(BP.AdventureFramework.Renderin

width

The width of the frame.

(BP.AdventureFramework.Renderin

height

The height of the frame.

(BP.AdventureFramework.Renderin

Returns

ColorTransitionFrameBuilder

(BP.AdventureFramework.Renderin

+ BP.AdventureFramework.

- - - - -

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	Provides a builder of color transition frames.

Implements

+ **BP.AdventureFramework.**
ITransitionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html)
Logic
(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Rendering.FrameBuilders)

- **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Rendering.FrameBuilders.Color)

AnsiColor
(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor)
ColorAboutFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder)
ColorCompletionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder)
ColorConversationFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder)
ColorGameOverFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder)
ColorHelpFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorHelpFrameBuilder)
ColorRegionMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder)
ColorRegionMapFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapFrameBuilder)
ColorRoomMapBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorRoomMapBuilder)
ColorSceneFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorSceneFrameBuilder)
ColorTitleFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorTitleFrameBuilder)
ColorTransitionFrameBuilder
(BP.AdventureFramework.Rendering.FrameBuilders.ColorTransitionFrameBuilder)

+ **BP.AdventureFramework.**

- - - - -

Namespace BP.AdventureFramework.Rendering.Frames

▼ Filter by title

Classes

+ BP.AdventureFramework.

GridTextFrame (BP.AdventureFramework.Rendering.Frames.GridTextFrame.html)
(BP.AdventureFramework.Exte

Provides a grid based frame for displaying a command based interface.

+ BP.AdventureFramework.

TextFrame (BP.AdventureFramework.Rendering.Frames.TextFrame.html)
(BP.AdventureFramework.Interpretation

Provides a simple text based frame for displaying a command based interface.

+ BP.AdventureFramework.

Interfaces

(BP.AdventureFramework.Logical)

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

Represents any object that is a frame that can display a command based interface.

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.Color)

- BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

GridTextFrame

(BP.AdventureFramework.Rendering.Frames.GridTextFrame)

IFrame

(BP.AdventureFramework.Rendering.Frames.IFrame)

TextFrame

(BP.AdventureFramework.Rendering.Frames.TextFrame)

+ BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utilities)

+ BP.AdventureFramework.

Utilities.Generation

Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

+ **BP.AdventureFramework**([com/dotnet/api/system.object](#))

GridTextFrame

(**BP.AdventureFramework.Exte**

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

+ **BP.AdventureFramework.**

Inherited Members

Interpretation

(**BP.AdventureFramework.Inter**

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.Logi**

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](#))

Rendering

Namespace: BP (BP.html), AdventureFramework (BP.AdventureFramework.html), Rendering (BP.AdventureFramework.Rendering.html), Frames (BP.AdventureFramework.Rendering.Frames.html)

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

 public sealed class GridTextFrame : IFrame

+ **BP.AdventureFramework.**

 Rendering.FrameBuilders.

 Color

Constructors

(**BP.AdventureFramework.Ren**

- **BP.AdventureFramework.**

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

Rendering.Frames

Initializes a new instance of the GridTextFrame class.

Declaration

(BP.AdventureFramework.Renderin

IFrame

 public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiColor color, backgroundcolor)

 TextFrame

 (BP.AdventureFramework.Renderin

Parameters

+ **BP.AdventureFramework.**

Type Utilities

(**BP.AdventureFramework.Utili**

GridStringBuilder)

(BP.AdventureFramework.Rendering.FrameBuilders.GridString

Builder.html)

Utilities.Generation

Type	Name	Description
Utilities	builder	The builder that creates the frame.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorLeft</i>	The cursor left position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorTop</i>	The cursor top position.
AnsiColor ↳ (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	<i>backgroundColor</i>	The background color.

+ BP.AdventureFramework.

Extensions

Properties

+ BP.AdventureFramework.

Interpretation

AcceptsInput

([BP.AdventureFramework.Interpreter](#))

Get or set if this Frame accepts input.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

public bool AcceptsInput { get; set; }

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

([BP.AdventureFramework.Renderer](#))

Description

Provides a grid based frame for displaying a command based interface.

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

BackgroundColor

([BP.AdventureFramework.Rendering](#))

Get the background color.

- BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Renderer)

public AnsiColor BackgroundColor { get; }

GridTextFrame

([BP.AdventureFramework.Renderer](#))

Properties

(BP.AdventureFramework.Renderer)

Type

TextFrame

Description

Provides a grid based frame for displaying a command based interface.

+ BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utilities)

+ BP.AdventureFramework.

CursorLeft

Utilities.Generation

Get the cursor left position.

Declaration

```
public int CursorLeft { get; }
```

Property Value

Type	Description
+ BP.AdventureFramework.Extensions (BP.AdventureFramework.Extensions)	Provides a grid based frame for displaying a command based interface.

+ **BP.AdventureFramework.**

Interpretation

CursorTop
[\(BP.AdventureFramework.Interpretation.CursorTop\)](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Interpretation.CursorTop)

+ **BP.AdventureFramework.**

Get the cursor top position.

Logic

Declaration
[\(BP.AdventureFramework.Logic\)](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**
get; }

Rendering

(BP.AdventureFramework.Rendering)
Property Value

Type	Description
+ BP.AdventureFramework.Renderers Rendering.FrameBuilders int (BP.AdventureFramework.Renderers)	Provides a grid based frame for displaying a command based interface.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Shade
[\(BP.AdventureFramework.Rendering.Shade\)](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Shade)

BP.AdventureFramework.

Get the cursor shade shown.

Rendering.Frames

Declaration
[\(BP.AdventureFramework.Rendering.Frames\)](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames)

```
public IFrame ShowCursor { get; set; }
```

[\(BP.AdventureFramework.Rendering.IFrame\)](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.IFrame)

Property Value
[\(BP.AdventureFramework.Renderer.TextAlignment\)](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Renderer.TextAlignment)

Type	Description
+ BP.AdventureFramework.Renderer Utilities (https://learn.microsoft.com/dotnet/api/system.boolean)	Provides a grid based frame for displaying a command based interface.

+ **BP.AdventureFramework.**

Utilities.Generation

Methods

Render(TextWriter)

Render this frame on a writer.

Declaration
`

+ **BP.AdventureFramework.**
public void Render(TextWriter writer)

Extensions

(**BP.AdventureFramework.Extensions**)
Parameters

+ **BP.AdventureFramework.**
Type

Interpretation

TextWriter (<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

Name	Description
writer	The writer.

+ **BP.AdventureFramework.**

Logic

Tostring()
(**BP.AdventureFramework.Logic**)

Returns a string that represents the current object.

+ **BP.AdventureFramework.**

Declaration

Rendering

(**BP.AdventureFramework.Rendering**)
public override string ToString()

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Returns

(**BP.AdventureFramework.Rendering**)

Type

+ **BP.AdventureFramework.**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Rendering.FrameBuilders.

Description

Color
Overrides
(**BP.AdventureFramework.Rendering**)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- **BP.AdventureFramework.**

Rendering.Frames

(**BP.AdventureFramework.Rendering**)

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

GridTextFrame

(BP.AdventureFramework.Rendering

IFrame

(BP.AdventureFramework.Rendering

TextFrame

(BP.AdventureFramework.Rendering

+ **BP.AdventureFramework.**

Utilities

(**BP.AdventureFramework.Utilities**)

+ **BP.AdventureFramework.**

Utilities.Generation

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

Extensions

Syntax

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Properties

Logic

(BP.AdventureFramework.Logi

AcceptsInput

+ **BP.AdventureFramework.**

Rendering

Get or Set if this Frame accepts input.

(BP.AdventureFramework.Render

Declaration

+ **BP.AdventureFramework.**

RenderingFrameBuilders set; }

(BP.AdventureFramework.Render

Property Value

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Description

Color

bool
(BP.AdventureFramework.Render
(<https://learn.microsoft.com/dotnet/api/system.boolean>)

Represents any object that is a frame that can display a command based interface.

- **BP.AdventureFramework.**

Rendering.Frames

(BP.AdventureFramework.Render

CursorLeft

GridTextFrame
(BP.AdventureFramework.Render
Get the cursor left position.

IFrame

Declaration
(BP.AdventureFramework.Render

TextFrame

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Property Value

Utilities

(BP.AdventureFramework.Utilit

+ **BP.AdventureFramework.**

Utilities.Generation

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	Represents any object that is a frame that can display a command based interface.

▼

CursorTop

+ **BP.AdventureFramework.**

Get the cursor top position.

Extensions

Declaration
[\(BP.AdventureFramework.CursorTop\)](https://learn.microsoft.com/dotnet/api/bp.adventureframework.cursortop)

+ **BP.AdventureFramework.**

int CursorTop { get; }

Interpretation

(BP.AdventureFramework.Interpretation)

Property Value

+ **BP.AdventureFramework.**

Type
Logic

int
(BP.AdventureFramework.Logic)

(<https://learn.microsoft.com/dotnet/api/system.int32>)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)

ShowCursorFramework.

Rendering.FrameBuilders

Get or set if the cursor should be shown.

(BP.AdventureFramework.Rendering)

Declaration

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

bool Showcursor { get; set; }

Color

(BP.AdventureFramework.Rendering)

Property Value

- **BP.AdventureFramework.**

Type
Rendering.Frames

Rendering.Frames

bool
(BP.AdventureFramework.Rendering)

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

(BP.AdventureFramework.Rendering)

IFrame

(BP.AdventureFramework.Rendering)

TextFrame

(BP.AdventureFramework.Rendering)

Methods

+ **BP.AdventureFramework.**

Render(TextWriter)

(BP.AdventureFramework.Util)

Render this frame on a writer.

+ **BP.AdventureFramework.**

Declaration

Utilities.Generation

```
void Render(TextWriter writer)
```

Parameters

Type		Name	Description
TextWriter (https://learn.microsoft.com/dotnet/api/system.io.textwriter)		writer	The writer.

+ 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)

- BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

GridTextFrame

(BP.AdventureFramework.Rendering.Frames.GridTextFrame)

IFrame

(BP.AdventureFramework.Rendering.Frames.IFrame)

TextFrame

(BP.AdventureFramework.Rendering.Frames.TextFrame)

+ BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utilities)

+ BP.AdventureFramework.

Utilities.Generation

(BP.AdventureFramework.Utilities.Generation)

Class TextFrame

Provides a simple text based frame for displaying a command based interface.

Filter by title

Inheritance

+ **BP.AdventureFramework** (https://learn.microsoft.com/dotnet/api/system.object)

Extensions

(**BP.AdventureFramework.Exte**

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

+ **BP.AdventureFramework.**

Inherited Members

Interpretation

(**BP.AdventureFramework.Inter**

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))

Logic

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)

Rendering

Namespace: BP (BP.html), AdventureFramework (BP.AdventureFramework.html), Rendering

(BP.AdventureFramework.Rendering.html), Frames (BP.AdventureFramework.Rendering.Frames.html)

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

public sealed class TextFrame : IFrame

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

(**BP.AdventureFramework.Ren**

- **BP.AdventureFramework.**

TextFrame(string, int, int)

Rendering.Frames

Initializes a new instance of the TextFrame class.

GridTextFrame

Declaration

(BP.AdventureFramework.Renderin

IFrame

public TextFrame(string frameData, int cursorLeft, int cursorTop)

(BP.AdventureFramework.Renderin

TextFrame

Para(BP.html), AdventureFramework.Renderin

+ **BP.AdventureFramework.**

Utilities

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

(**BP.AdventureFramework.Utili**

int (https://learn.microsoft.com/dotnet/api/system.int32)

frameData

The data the frame provides.

+ **BP.AdventureFramework.**

int (https://learn.microsoft.com/dotnet/api/system.int32)

cursorLeft

The cursor left position.

Utilities.Generation

cursorTop

The cursor top position.

-- -- -

Properties

AcceptsInput

Get or set if this Frame accepts input.

Declaration
`

+ BP.AdventureFramework.

`public bool AcceptsInput { get; set; }`

Extensions

(BP.AdventureFramework.Exte
Property Value

Type	Description
Interpretation <code>bool</code> (BP.AdventureFramework.Interpretation (https://learn.microsoft.com/dotnet/api/system.int32))	Provides a simple text based frame for displaying a command based interface.
Logic (BP.AdventureFramework.Logic)	

CursorPosition

+ BP.AdventureFramework.

Get the cursor left position.

(BP.AdventureFramework.Renderer
Declaration

+ BP.AdventureFramework.

`public int CursorLeft { get; }`

(BP.AdventureFramework.Renderer)

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders.

Description

Color <code>int</code> (BP.AdventureFramework.Renderer (https://learn.microsoft.com/dotnet/api/system.int32))	Provides a simple text based frame for displaying a command based interface.
- BP.AdventureFramework.	

Rendering.Frames

(BP.AdventureFramework.Renderer)

CursorPosition

GridTextFrame

(BP.AdventureFramework.Renderer)

IFrame

Declaration

(BP.AdventureFramework.Renderer)

TextFrame

(BP.AdventureFramework.Renderer)

+ BP.AdventureFramework.

Property Value

Utilities

(BP.AdventureFramework.Utilities)

+ BP.AdventureFramework.

Utilities.Generation

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	Provides a simple text based frame for displaying a command based interface.

▼

ShowCursor

+ BP.AdventureFramework.

Get or set if the cursor should be shown.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

```
public bool ShowCursor { get; set; }
```

Interpretation

(BP.AdventureFramework.Inter

Property Value

+ BP.AdventureFramework.

Type

Logic

(BP.AdventureFramework.Logi

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Methods

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Render(TextWriter)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Render this frame on a writer.

Color

Declaration

(BP.AdventureFramework.Render

- BP.AdventureFramework.

```
public void Render(TextWriter writer)
```

Rendering.Frames

(BP.AdventureFramework.Render

Parameters

Type	Name	Description
GridTextFrame (BP.AdventureFramework.Renderin		

TextWriter(<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

writer

The writer.

(BP.AdventureFramework.Renderin

TextFrame

(BP.AdventureFramework.Renderin

ToCString()

+ BP.AdventureFramework.

Returns a string that represents the current object.

Utilities

(BP.AdventureFramework.Utilit

+ BP.AdventureFramework.

Utilities.Generation

```
public override string ToString()
```

Returns

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	A string that represents the current object.

+ **BP.AdventureFramework.**

Overrides

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Extensions**)

+ **BP.AdventureFramework.**

Interpretation

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

(**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**)

- **BP.AdventureFramework.**

Rendering.Frames

(**BP.AdventureFramework.Rendering.Frames**)

GridTextFrame

(**BP.AdventureFramework.Rendering.Frames.GridTextFrame**)

IFrame

(**BP.AdventureFramework.Rendering.Frames.IFrame**)

TextFrame

(**BP.AdventureFramework.Rendering.Frames.TextFrame**)

+ **BP.AdventureFramework.**

Utilities

(**BP.AdventureFramework.Utilities**)

+ **BP.AdventureFramework.**

Utilities.Generation

(**BP.AdventureFramework.Utilities.Generation**)

Namespace BP.AdventureFramework.Utilities

▼ Filter by title

Classes

(BP.AdventureFramework.External)

+ BP.AdventureFramework.

OverworldMaker (BP.AdventureFramework.Utilities.OverworldMaker.html)

(BP.AdventureFramework.Interpreter)

(BP.AdventureFramework.Interpreter) Manages the Regions.

+ BP.AdventureFramework.

RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html)

(BP.AdventureFramework.Interpreter)

(BP.AdventureFramework.Interpreter) Manages the Regions.

+ BP.AdventureFramework.

Interfaces

Rendering

(BP.AdventureFramework.Rendering)

IAssetTemplate<T> (BP.AdventureFramework.Utilities.IAssetTemplate-1.html)

Rendering.FrameBuilders

Rendering.FrameBuilders

Rendering.FrameBuilders

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Rendering)

- BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utilities)

IAssetTemplate<T>

(BP.AdventureFramework.Utilities.IAssetTemplate-1.html)

1.html)

OverworldMaker

(BP.AdventureFramework.Utilities.OverworldMaker)

RegionMaker

(BP.AdventureFramework.Utilities.RegionMaker)

+ BP.AdventureFramework.

Utilities.Generation

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)

Assembly: BP.AdventureFramework.dll

+ BP.AdventureFramework.

Syntax

Extensions

(BP.AdventureFramework.Exte

public interface IAssetTemplate<out T>

+ BP.AdventureFramework.

Interpretation

Type Parameters

(BP.AdventureFramework.Inter

Name Description

+ BP.AdventureFramework.

T Logic The type of asset being templated.

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Methods

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Instantiate()

Instantiate a new instance of the templated asset.

(BP.AdventureFramework.Ren

Declaration

+ BP.AdventureFramework.

Rendering.FrameBuilders.

+ Instantiate()

Color

(BP.AdventureFramework.Ren

Returns

+ BP.AdventureFramework.

Type Description

Rendering.Frames

T(BP.AdventureFramework.Ren

The asset.

- BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utili

IAssetTemplate<T>

(BP.AdventureFramework.Utilities.I

1.html)

OverworldMaker

(BP.AdventureFramework.Utilities.O

RegionMaker

(BP.AdventureFramework.Utilities.R

+ BP.AdventureFramework.

Utilities Generation

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ **BP.AdventureFramework**([com/dotnet/api/system.object](#))

Extensions

(**BP.AdventureFramework.Exte**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

Interpretation

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ **BP.AdventureFramework**([com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

+ **BP.AdventureFramework**.

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Utilities ([BP.AdventureFramework.Utilities.html](#))

Rendering

Assembly: BP.AdventureFramework.dll

(**BP.AdventureFramework.Ren**

Syntax

+ **BP.AdventureFramework.**

RenderingFrameBuilders

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

Constructors

(**BP.AdventureFramework.Ren**

Color

OverworldMaker([Identifier identifier, params RegionMaker\[\]](#))

+ **BP.AdventureFramework.**

Initializes a new instance of the OverworldMaker class.

Rendering.Frames

Declaration

(**BP.AdventureFramework.Ren**

- **BP.AdventureFramework.**

[Identifier identifier, Description description, params RegionM](#)

Utilities

(**BP.AdventureFramework.Utili**

Parameters

AssetTemplate<T>

Type		Name	Description
(BP.AdventureFramework.Utilities.Identifier.html)		<i>identifier</i>	An identifier for the region.
OverworldMaker		<i>identifier</i>	An identifier for the region.
(BP.AdventureFramework.Assets.Identifier.html)		<i>description</i>	A description for the region.

+ **BP.AdventureFramework.**

Utilities Generation

Type	Name	Description
RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html) []	<i>regionMakers</i>	The region makes to use to construct regions.

三

OverworldMaker(string, string, params RegionMaker[])

+ BP.AdventureFramework.

InitializeOverworldFramework
Initializes a new instance of the OverworldMaker class.

Extensions

(B) AdventureFramework.Exte

+ BP.AdventureFramework.

```
public OverworldMaker(string identifier, string description, params RegionMaker[] regions)
{
    foreach (RegionMaker maker in regions)
    {
        regionMakers.Add(maker);
    }
}
```

+ **BP Adventure Framework**.
Paradigm Shift

Logic Type		Name	Description
(BP.AdventureFramework.Logi string https://learn.microsoft.com/dotnet/api/system.string	<i>identifier</i>		An identifier for the region.
+ BP.AdventureFramework. Rendering string (BP.AdventureFramework.Ren https://learn.microsoft.com/dotnet/api/system.string	<i>description</i>		A description for the region.
+ BP.AdventureFramework. RegionMaker Rendering_FrameBuilders (BP.AdventureFramework.Utilities.RegionMaker.html) [](BP.AdventureFramework.Render	<i>regionMakers</i>		The region makes to use to construct regions.

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color Methods

(BP.AdventureFramework.Render)

+ BP.AdventureFramework.

Make() Rendering Frames

(RPAdventureFramework.Ren)

BPAdventureFramework

Utilities

(BPAAdventureFramework.Util)

IAAssetTemplate<T>

Returns `AdventureFramework.Utilities.I`

Type	Description
OverworldMaker	(RP_AdventureFramework) Assets.Locations.Overworld.html
RegionMaker	The created overworld.

+ BP.AdventureFramework.

▼

- + **BP.AdventureFramework.**
Extensions
(BP.AdventureFramework.Exte...)
- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Inter...)
- + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logi...)
- + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Render...)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Render...)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Render...)
- + **BP.AdventureFramework.**
Rendering.Frames
(BP.AdventureFramework.Render...)
- **BP.AdventureFramework.**
Utilities
(BP.AdventureFramework.Utilit...)
 - IAssetTemplate<T>
(BP.AdventureFramework.Utilities.I...
1.html)
 - OverworldMaker
(BP.AdventureFramework.Utilities.O...)
 - RegionMaker
(BP.AdventureFramework.Utilities.R...)
- + **BP.AdventureFramework.**
Utilities.Generation

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ **BP.AdventureFramework**([com/dotnet/api/system.object](#))

RegionMaker

(BP.AdventureFramework.Exte

 object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

Interpretation

 object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

(BP.AdventureFramework.html)

Logic

 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.**

Rendering

 Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Renderin

 Syntax

+ **BP.AdventureFramework.**

RenderingFrameBuilders

(BP.AdventureFramework.Renderin

+ **BP.AdventureFramework.**

Constructors

RenderingFrameBuilders.

Color

RegionMaker(Identifier, Description)

+ **BP.AdventureFramework.**

RegionMaker initializes a new instance of the RegionMaker class.

Rendering.Frames

 Declaration

(BP.AdventureFramework.Renderin

- **BP.AdventureFramework.**

RegionIdentifier identifier, **Description** description)

Utilities

(BP.AdventureFramework.Utilit

 Parameters

Type		Name	Description
IAssetTemplate<T>	(BP.AdventureFramework.Utilities.I		
Identifier	(BP.AdventureFramework.Assets.Identifier.html)	identifier	An identifier for the region.

OverworldMaker

 Description ([BP.AdventureFramework.Assets.Description.html](#))

 (BP.AdventureFramework.Utilities.C

 RegionMaker

 (BP.AdventureFramework.Utilities.F

RegionMaker(string, string)

+ **BP.AdventureFramework.**

RegionGeneration

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```

Parameters

Type	Name	Description
+ BP.AdventureFramework.Extensions string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	An identifier for the region.
+ BP.AdventureFramework.Extensions string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description for the region.

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Interpretation**
Properties

+ **BP.AdventureFramework.**

Logic

this[int, int]
(**BP.AdventureFramework.Logic**

Get or set the room at a location.

+ **BP.AdventureFramework.**

Rendering

Declaration

(**BP.AdventureFramework.Rendering**

```
public Room this[int x, int y, int z] { get; set; }
```

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Parameters

(**BP.AdventureFramework.Rendering.FrameBuilders**

+ **BP.AdventureFramework.**

Rendering.Frames

Property Value

(**BP.AdventureFramework.Rendering.Frames**

Type

- **BP.AdventureFramework.**

Room ([BP.AdventureFramework.Assets.Locations.Room.html](#))

Utilities

(**BP.AdventureFramework.Utilities**

IAssetTemplate<T>

Method

1.html)

OverworldMaker

CanPlaceRoom(int, int)

RegionMaker

Determine if a room can be placed at a location

(**BP.AdventureFramework.Overrides**

Declaration

+ **BP.AdventureFramework.**

Utilities Generation

```
public bool CanPlaceRoom(int x, int y, int z)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The X position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The Z position.

(BP.AdventureFramework.Extensions)

Returns

+ BP.AdventureFramework.

Type

Interpretation

(BP.AdventureFramework.Interfaces.IRoomPosition)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if the room can be placed, else false.

+ BP.AdventureFramework.

Logic

GetRoomPositions()

- BP.AdventureFramework.

Rendering

Declaration

(BP.AdventureFramework.Rendering.IRegionBuilder)

+ BP.AdventureFramework.

Rendering.FrameBuilders

Return

(BP.AdventureFramework.Rendering.IRegionBuilder)

+ BP.AdventureFramework.

Rendering.FrameBuilders

RoomPosition[] (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.roomposition.html>)[]

Description

The room positions.

Maker()

- BP.AdventureFramework.

Rendering.Frames

Make a region:

(BP.AdventureFramework.Rendering.IGenerator)

Declaration

- BP.AdventureFramework.

Utilities

public Region Make()

(BP.AdventureFramework.Utilities.IGenerator)

Returns

IAssetTemplate<T> (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.utilities.igenerator>)

Type

(.html)

OverworldMaker

Region (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.locations.region.html>)

Description

The created region.

RegionMaker

(BP.AdventureFramework.Utilities.IGenerator)

Make(RoomPosition)

+ BP.AdventureFramework.

Utilities Generation

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```

Parameters

Type	Name	Description
+ BP.AdventureFramework. RoomPosition Extensions (BP.AdventureFramework.Assets.Locations.RoomPosition.html) (BP.AdventureFramework.Exten	<i>startPosition</i>	The start position.

Returns

Interpretation	Description
+ BP.AdventureFramework.Interpretation (BP.AdventureFramework.Interpretation)	The created region.

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic
Make(int x, int y, int z)

+ BP.AdventureFramework.

Make a region.

Rendering

(BP.AdventureFramework.Rendering
(BP.AdventureFramework.Renderin

+ BP.AdventureFramework.

```
public Region Make(int x, int y, int z)
```

Rendering.FrameBuilders

(BP.AdventureFramework.Renderin

Parameters

Type	Name	Description
+ BP.AdventureFramework. Rendering.FrameBuilders.		
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The start x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The start y position.

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Renderin

Type	Description
+ BP.AdventureFramework. Utilities	The created region.

(BP.AdventureFramework.Utilities
(BP.AdventureFramework.Utilitie

IAssetTemplate<T>
(BP.AdventureFramework.Utilities.I
1.html)
OverworldMaker
(BP.AdventureFramework.Utilities.O
RegionMaker
(BP.AdventureFramework.Utilities.R

+ BP.AdventureFramework.

Utilities Generation

Namespace BP.AdventureFramework. Utilities.Generation

▼ Filter by title

Classes

+ BP.AdventureFramework.

Interpretation

GameGenerationOptions

(BP.AdventureFramework.Utilities.Generation.GameGenerationOptions.html)

+ BP.AdventureFramework.

Logic

GameGenerator

(BP.AdventureFramework.Utilities.Generation.GameGenerator.html)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Interfaces

+ BP.AdventureFramework.

Rendering.FrameBuilders

IDescriptionGenerator

(BP.AdventureFramework.Utilities.Generation.IDescriptionGenerator.html)

+ BP.AdventureFramework.

Represents a generator for descriptions.

Rendering.FrameBuilders.

Color

IExaminableGenerator

(BP.AdventureFramework.Utilities.Generation.IExaminableGenerator.html)

+ BP.AdventureFramework.

Represents any object that provides examinable generation.

Rendering.Frames

(BP.AdventureFramework.Rendering)

IItemGenerator (BP.AdventureFramework.Utilities.Generation.IItemGenerator.html)

+ BP.AdventureFramework.

Represents any object that can generate items.

Utilities

(BP.AdventureFramework.Utilities)

IRegionGenerator

(BP.AdventureFramework.Utilities.Generation.IRegionGenerator.html)

Utilities.Generation

Represents any object that can generate a region.

(BP.AdventureFramework.Utilities)

GameGenerationOptions

IRoomGenerator

(BP.AdventureFramework.Utilities.Generation.IRoomGenerator.html)

Represents any object that is a room generator.

IDescriptionGenerator

(BP.AdventureFramework.Utilities)

IExaminableGenerator

(BP.AdventureFramework.Utilities)

IItemGenerator

▼

- + **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)
- + **BP.AdventureFramework.**
Rendering.Frames
(BP.AdventureFramework.Rendering.Frames)
- + **BP.AdventureFramework.**
Utilities
(BP.AdventureFramework.Utilities)
- **BP.AdventureFramework.**
Utilities.Generation
(BP.AdventureFramework.Utilities.Generation)
 - GameGenerationOptions
(BP.AdventureFramework.Utilities.Generation.GameGenerationOptions)
 - GameGenerator
(BP.AdventureFramework.Utilities.Generation.GameGenerator)
 - IDescriptionGenerator
(BP.AdventureFramework.Utilities.Generation.IDescriptionGenerator)
 - IExaminableGenerator
(BP.AdventureFramework.Utilities.Generation.IExaminableGenerator)
 - IItemGenerator
(BP.AdventureFramework.Utilities.Generation.IItemGenerator)

Get the maximum rooms.

Declaration

```
public uint MaximumRooms { get; set; }
```



Property Value

Type	Description
+ BP.AdventureFramework. Interpretation uint (https://learn.microsoft.com/dotnet/api/system.uint32)	Provides options for generating games.

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**
MinimumRegions
Logic

Get the minimum regions.

Declaration

Rendering

```
(BP.AdventureFramework.Rendering)
```

+ **BP.AdventureFramework.**

Property Value

Rendering.FrameBuilders

Type	Description
+ BP.AdventureFramework. Rendering.FrameBuilders uint (https://learn.microsoft.com/dotnet/api/system.uint32)	Provides options for generating games.

(**BP.AdventureFramework.Rendering.FrameBuilders**)

Color

MaximumRooms

Get the maximum rooms.

Declaration

Rendering.Frames

Declaration

(**BP.AdventureFramework.Rendering.Frames**)

+ **BP.AdventureFramework.**

Utilities

Property Value

- **BP.AdventureFramework.**

Utilities.Generation

Type	Description
+ BP.AdventureFramework. Utilities.Generation uint (https://learn.microsoft.com/dotnet/api/system.uint32)	Provides options for generating games.

(**BP.AdventureFramework.Utilities.Generation**)

Get the region complexity.

Get the region complexity. - higher numbers are more complex, lower numbers are less complex.

Declaration

(**BP.AdventureFramework.Utilities.RegionComplexity**)

IExaminableGenerator

```
public uint RegionComplexity { get; set; }
```

IItemGenerator

Property Value

Type	Description
uint (https://learn.microsoft.com/dotnet/api/system.uint32)	Provides options for generating games.

RoomToltemRatio

Get and set the room-to-toltem ratio.

Interpretation

Declaration
(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

Property Value
(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Rendering

double (<https://learn.microsoft.com/dotnet/api/system.double>)

(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

+ **BP.AdventureFramework.**

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

+ **BP.AdventureFramework.**

Utilities

(BP.AdventureFramework.Utilities)

- **BP.AdventureFramework.**

Utilities.Generation

(BP.AdventureFramework.Utilities.Generation)

GameGenerationOptions

(BP.AdventureFramework.Utilities.Generation.GameGenerationOptions)

GameGenerator

(BP.AdventureFramework.Utilities.Generation.GameGenerator)

IDescriptionGenerator

(BP.AdventureFramework.Utilities.Generation.IDescriptionGenerator)

IExaminableGenerator

(BP.AdventureFramework.Utilities.Generation.IExaminableGenerator)

IItemGenerator

Class GameGenerator

Represents a class for generating games.

Filter by title

Inheritance

+ **BP.AdventureFramework** (https://learn.microsoft.com/dotnet/api/system.object)

Interpretation

(BP.AdventureFramework.Inter

object (https://learn.microsoft.com/microsoft/com/dotnet/api/system.object.equals#system-object-equals(system-object))

Logic

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

BP.AdventureFramework

Rendering

(BP.AdventureFramework.Render

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

+ **BP.AdventureFramework**

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities

(BP.AdventureFramework.Utilities.Generation (BP.AdventureFramework.Utilities.Generation.html))

Assemblies: BP (BP.html)

Syntax

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

 public sealed class GameGenerator

Color

(BP.AdventureFramework.Render

Constructors

Rendering.Frames

(BP.AdventureFramework.Render

GameGenerator(Identifier, Description)

+ **BP.AdventureFramework.**

 Initializes a new instance of the OverworldMaker class.

Utilities

(BP.AdventureFramework.Utilit

- **BP.AdventureFramework.**

 public GameGenerator(Identifier identifier, Description description)

Utilities.Generation

(BP.AdventureFramework.Utilit

Parameters

 GameGenerationOptions

Type	Name	Description
GameGenerator Identifier (BP.AdventureFramework.Assets.Identifier.html) (BP.AdventureFramework.Utilities.Identifier)	identifier	An identifier for the region.
Description (BP.AdventureFramework.Assets.Description.html) (BP.AdventureFramework.Utilities.Description)	description	A description for the region.

IExaminableGenerator

(BP.AdventureFramework.Utilities.IExaminableGenerator)

GameGenerator(string, string)

ItemGenerator

Initializes a new instance of the GameGenerator class.

Declaration

```
public GameGenerator(string identifier, string description)
```

Parameters

Type	Name	Description
+ BP.AdventureFramework. String (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	An identifier for the region.
+ BP.AdventureFramework. String (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description for the region.

+ **BP.AdventureFramework.**

Logic

Methods

+ **BP.AdventureFramework.**

Rendering

Generate(GameGenerationOptions, ITheme, out int)

Generates OverworldMakers.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**
public OverworldMaker Generate(GameGenerationOptions options, ITheme theme, out int
seed)

Rendering.FrameBuilders.

Color

Parameters

(BP.AdventureFramework.Render

Type

+ **BP.AdventureFramework.**

GameGenerationOptions

Rendering.Frames

(BP.AdventureFramework.Render

Utilities

ITheme (BP.AdventureFramework.Utilities.Generation.Simple.ITheme.html)

Utilities

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Render

- **BP.AdventureFramework.**

Utilities.Generation

Returns

(BP.AdventureFramework.Utilities

Type

GameGenerationOptions

OverworldMaker (BP.AdventureFramework.Utilities.OverworldMaker.html)

(BP.AdventureFramework.Utilities

GameGenerator

(BP.AdventureFramework.Utilities.C

IDescriptionGenerator

Generate(int, GameGenerationOptions, ITheme)

(BP.AdventureFramework.Utilities.C

GenerateOverworldMaker

(BP.AdventureFramework.Utilities.C

ItemGenerator

```
public OverworldMaker Generate(int seed, GameGenerationOptions options, ITheme theme)
e)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	seed	The seed to use for generation.
+ BP.AdventureFramework.		
Interpretation GameGenerationOptions (BP.AdventureFramework.Interpretation) (BP.AdventureFramework.Utilities.Generation.GameGenerationOptions.html)	options	The generation options.

+ BP.AdventureFramework.

Type	Logic	theme	Description
ITheme (BP.AdventureFramework.Utilities.Generation.Simple.ITheme.html)	(BP.AdventureFramework.Logic)		The theme.

Returns

+ BP.AdventureFramework.

Type	Rendering	Description
OverworldMaker	(BP.AdventureFramework.Rendering.OverworldMaker) (BP.AdventureFramework.Utilities.OverworldMaker.html)	The created overworld maker.

+ BP.AdventureFramework.

Rendering.FrameBuilders

[\(BP.AdventureFramework.Rendering.FrameBuilders\)](#)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

[\(BP.AdventureFramework.Rendering.Color\)](#)

+ BP.AdventureFramework.

Rendering.Frames

[\(BP.AdventureFramework.Rendering.Frames\)](#)

+ BP.AdventureFramework.

Utilities

[\(BP.AdventureFramework.Utilities\)](#)

- BP.AdventureFramework.

Utilities.Generation

[\(BP.AdventureFramework.Utilities.Generation\)](#)

GameGenerationOptions

[\(BP.AdventureFramework.Utilities.GameGenerationOptions\)](#)

GameGenerator

[\(BP.AdventureFramework.Utilities.GameGenerator\)](#)

IDescriptionGenerator

[\(BP.AdventureFramework.Utilities.IDescriptionGenerator\)](#)

IExaminableGenerator

[\(BP.AdventureFramework.Utilities.IExaminableGenerator\)](#)

ItemGenerator

Interface IDescriptionGenerator

Represents a generator for descriptions.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html).Generation (BP.AdventureFramework.Utilities.Generation.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Interpretation

Syntax

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.IDescriptionGenerator**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Methods

Rendering

(BP.AdventureFramework.Rendering)

Generate(Identifier)

(BP.AdventureFramework.Rendering)

FrameBuilders

Generate a description.

(BP.AdventureFramework.Rendering)

Declaration

+ **BP.AdventureFramework.**

RenderingFrameBuilders

(BP.AdventureFramework.RenderingFrameBuilders Identifier identifier)

Color

(BP.AdventureFramework.Rendering)

Parameters

+ **BP.AdventureFramework.**

RenderingFrames

Identifier

(BP.AdventureFramework.RenderingFrames)

(BP.AdventureFramework.Assets.Identifier.html)

Type	Name	Description
BP.AdventureFramework.RenderingFrames	identifier	The identifier to generate the description for.

+ **BP.AdventureFramework.**

Returns

Utilities

Type (BP.AdventureFramework.Utilities)

Description

- **BP.AdventureFramework.**

BP.AdventureFramework (BP.AdventureFramework.Assets.Description.html)

The description.

Utilities.Generation

(BP.AdventureFramework.Utilities)

GameGenerationOptions

(BP.AdventureFramework.Utilities.GameGenerationOptions)

GameGenerator

(BP.AdventureFramework.Utilities.GameGenerator)

IDescriptionGenerator

(BP.AdventureFramework.Utilities.IDescriptionGenerator)

IExaminableGenerator

(BP.AdventureFramework.Utilities.IExaminableGenerator)

ItemGenerator

Interface IExaminableGenerator

Represents any object that provides examinable generation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html).Generation (BP.AdventureFramework.Utilities.Generation.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Interpretation

Syntax

(BP.AdventureFramework.Interfaces.IExaminableGenerator)

+ **BP.AdventureFramework.IExaminableGenerator**

Logic

(BP.AdventureFramework.Logic.IExaminableGenerator)

+ **BP.AdventureFramework.IRenderingFrameBuilder**

Rendering

(BP.AdventureFramework.Rendering.IRenderingFrameBuilder)

Generate(Random)

(BP.AdventureFramework.RenderedFrameBuilder)

RenderingFrameBuilders

Generate an examinable.

(BP.AdventureFramework.RenderingFrameBuilders.IRenderingFrameBuilder)

Declaration

+ **BP.AdventureFramework.IRenderingFrameBuilder**

Random (System.Random generator)

Color

(BP.AdventureFramework.RenderingFrameBuilders.IRenderingFrameBuilder)

Parameters

+ **BP.AdventureFramework.IRenderingFrameBuilder**

RenderingFrames

Random (<https://learn.microsoft.com/dotnet/api/system.random>)

(BP.AdventureFramework.RenderingFrameBuilders.IRenderingFrameBuilder)

Random

(BP.AdventureFramework.RenderedFrameBuilder)

Type

(BP.AdventureFramework.Utilities.IExaminable)

IExaminable (BP.AdventureFramework.Assets.IExaminable.html)

Name	Description
generator	The generator.

Type	Description
IExaminable (BP.AdventureFramework.Assets.IExaminable.html)	The generated examinable.

- **BP.AdventureFramework.**

Utilities.Generation

(BP.AdventureFramework.Utilities.IExaminableGenerator)

GameGenerationOptions

(BP.AdventureFramework.Utilities.GameGenerationOptions)

GameGenerator

(BP.AdventureFramework.Utilities.GameGenerator)

IDescriptionGenerator

(BP.AdventureFramework.Utilities.IDescriptionGenerator)

IExaminableGenerator

(BP.AdventureFramework.Utilities.IExaminableGenerator)

IItemGenerator

Interface IItemGenerator

Represents any object that can generate items.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html).Generation (BP.AdventureFramework.Utilities.Generation.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Interpretation

Syntax

(BP.AdventureFramework.Interfaces.IItemGenerator)

+ **BP.AdventureFramework.IItemGenerator**

Logic

(BP.AdventureFramework.Logic.IItemGenerator)

+ **BP.AdventureFramework.IItemGenerator**

Rendering

(BP.AdventureFramework.Rendering.IItemGenerator)

Generate(Random)

(BP.AdventureFramework.Renderers.IItemGenerator)

RenderingFrameBuilders

Generate an item.

(BP.AdventureFramework.RenderingFrameBuilders.IItemGenerator)

Declaration

+ **BP.AdventureFramework.**

RenderingFrameBuilders(IItemGenerator)

Color

(BP.AdventureFramework.RenderingFrameBuilders.IItemGenerator)

Parameters

+ **BP.AdventureFramework.**

RenderingFrames

Random (<https://learn.microsoft.com/dotnet/api/system.random>)

(BP.AdventureFramework.RenderingFrames.IItemGenerator)

Return **IItemGenerator**.

Type

(BP.AdventureFramework.Utilities.IItemGenerator)

Item (BP.AdventureFramework.Assets.Item.html)

Name	Description
generator	The generator.

Type	Description
(BP.AdventureFramework.Utilities.IItemGenerator)	The generated item.

- **BP.AdventureFramework.**

Utilities.Generation

(BP.AdventureFramework.Utilities.IItemGenerator)

GameGenerationOptions

(BP.AdventureFramework.Utilities.GameGenerationOptions)

GameGenerator

(BP.AdventureFramework.Utilities.GameGenerator)

IDescriptionGenerator

(BP.AdventureFramework.Utilities.IDescriptionGenerator)

IExaminableGenerator

(BP.AdventureFramework.Utilities.IExaminableGenerator)

IItemGenerator

Interface IRegionGenerator

Represents any object that can generate a region.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html).Generation (BP.AdventureFramework.Utilities.Generation.html)

+ **BP.AdventureFramework**

Assembly: BP.AdventureFramework.dll

Interpretation

Syntax

(BP.AdventureFramework.Interfaces.IRegionGenerator)

+ **BP.AdventureFramework.IRegionGenerator**

Logic

(BP.AdventureFramework.Logic.IRegionGenerator)

+ **BP.AdventureFramework.IRegionGenerator**

Rendering

(BP.AdventureFramework.Rendering.IRegionGenerator)

GenerateRegion(Identifier, Description, Random, IRoomGenerator, IItemGenerator, IItemGenerator, GameGenerationOptions)

BP.AdventureFramework.Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionGenerator)

GenerateRegion(Identifier identifier, Description description, Random random, IRoomGenerator roomGenerator, IItemGenerator takeableItemGenerator, IItemGenerator nonTakeableItemGenerator, GameGenerationOptions options)

+ **BP.AdventureFramework.IRegionGenerator**

Rendering.FrameBuilders

RegionMaker GenerateRegion(Identifier identifier, Description description, Random generator, IRoomGenerator roomGenerator, IItemGenerator takeableItemGenerator, IItemGenerator nonTakeableItemGenerator, GameGenerationOptions options)

+ **BP.AdventureFramework.IRegionGenerator**

Rendering.Frames

Parameters

(BP.AdventureFramework.Rendering.Frames.IRegionGenerator)

Type

+ **BP.AdventureFramework.IRegionGenerator**

Identifier

(BP.AdventureFramework.Assets.Identifier.html)

(BP.AdventureFramework.Utilities.Identifier)

Description

(BP.AdventureFramework.Assets.Description.html)

Utilities.Generation

Random

(BP.AdventureFramework.Utilities.Random)

GameGenerationOptions

(BP.AdventureFramework.Utilities.GameGenerationOptions)

IRoomGenerator

GameGenerator

(BP.AdventureFramework.Utilities.Generation.IRoomGenerator)

(BP.AdventureFramework.Utilities.Generation.IRegionGenerator)

DescriptionGenerator

(BP.AdventureFramework.Utilities.Generation.DescriptionGenerator)

IItemGenerator

(BP.AdventureFramework.Utilities.Generation.IItemGenerator)

(BP.AdventureFramework.Utilities.Generation.ExamitableGenerator)

(BP.AdventureFramework.Utilities.Generation.IItemGenerator)

ItemGenerator

Type	Name	Description
+ BP.AdventureFramework.IRegionGenerator	identifier	The region identifier.
- BP.AdventureFramework.IRegionGenerator	description	The region description.
+ BP.AdventureFramework.IRegionGenerator	generator	The generator.
+ BP.AdventureFramework.IRegionGenerator	roomGenerator	The room generator.
+ BP.AdventureFramework.IRegionGenerator	takeableItemGenerator	The item generator for takeable items.

Type	Name	Description
IItemGenerator (BP.AdventureFramework.Utilities.Generation.IItemGenerator.html)	<i>nonTakeableItemGenerator</i>	The item generator for non-takeable items.
GameGenerationOptions (BP.AdventureFramework.Utilities.Generation.GameGenerationOptions.html)	<i>options</i>	The generation options.

+ **BP.AdventureFramework.**

Interpretation

Type	Description
+ BP.AdventureFramework.RegionLogic RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html)	The generated region maker.

(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)

+ **BP.AdventureFramework.**

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

+ **BP.AdventureFramework.**

Utilities

(BP.AdventureFramework.Utilities)

- **BP.AdventureFramework.**

Utilities.Generation

(BP.AdventureFramework.Utilities.Generation)

GameGenerationOptions

(BP.AdventureFramework.Utilities.Generation.GameGenerationOptions)

GameGenerator

(BP.AdventureFramework.Utilities.Generation.GameGenerator)

IDescriptionGenerator

(BP.AdventureFramework.Utilities.Generation.IDescriptionGenerator)

IExaminableGenerator

(BP.AdventureFramework.Utilities.Generation.IExaminableGenerator)

IItemGenerator

Interface IRoomGenerator

Represents any object that is a room generator.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html).Generation (BP.AdventureFramework.Utilities.Generation.html)

+ **BP.AdventureFramework**

Assembly: BP.AdventureFramework.dll

Interpretation

Syntax

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.IRoomGenerator**

Logic

(BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.IRoomGenerator**

Methods

Rendering

(BP.AdventureFramework.Rendering)

GenerateRooms(RegionMaker, Random, GameGenerationOptions)

(BP.AdventureFramework)

RenderingFrameBuilders

Generate the rooms.

(BP.AdventureFramework.RenderingFrameBuilders)

Declaration

+ **BP.AdventureFramework**

RenderingFrameBuilders

RegionMaker regionMaker, Random generator, GameGenerationOptions options)

Color

(BP.AdventureFramework.RenderingFrameBuilders)

Parameters

+ **BP.AdventureFramework**

Rendering.Frames

(BP.AdventureFramework.RenderingFrames)

RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html)

Name

Description

regionMaker

The region maker.

+ **BP.AdventureFramework**

Random

Random (https://learn.microsoft.com/dotnet/api/system.random)

generator

The generator.

Utilities

GameGenerationOptions

(BP.AdventureFramework.Utilities.GameGenerationOptions)

(BP.AdventureFramework.Utilities.Generation.GameGenerationOptions.html)

options

The game generation options.

- **BP.AdventureFramework**

Utilities.Generation

(BP.AdventureFramework.Utilities.Generation)

GameGenerationOptions

(BP.AdventureFramework.Utilities.GameGenerationOptions)

GameGenerator

(BP.AdventureFramework.Utilities.GameGenerator)

IDescriptionGenerator

(BP.AdventureFramework.Utilities.IDescriptionGenerator)

IExaminableGenerator

(BP.AdventureFramework.Utilities.IExaminableGenerator)

IItemGenerator

Namespace BP.AdventureFramework. Utilities.Generation.Simple

▼ Filter by title

Classes

+ [BP.AdventureFramework.](#)

 Extensions

[ExaminableGenerator](#)

([BP.AdventureFramework.Utilities.Generation.Simple.ExaminableGenerator.html](#))

+ [BP.AdventureFramework.](#)

 Provides a examinable generator.

 Interpretation

([BP.AdventureFramework.Interpreter](#))

[ItemGenerator](#)

+ [BP.AdventureFramework.](#)

([BP.AdventureFramework.Utilities.Generation.Simple.ItemGenerator.html](#))

 Logic

 Provides an item generator.

([BP.AdventureFramework.Logic](#))

+ [BP.AdventureFramework.](#)

 RegionGenerator

 Rendering

([BP.AdventureFramework.Utilities.Generation.Simple.RegionGenerator.html](#))

 ([BP.AdventureFramework.Rendering](#))

 Provides a region generator.

+ [BP.AdventureFramework.](#)

 Rendering.FrameBuilders

([BP.AdventureFramework.Rendering.FrameBuilders](#))

+ [BP.AdventureFramework.](#)

 ITheme

([BP.AdventureFramework.Utilities.Generation.Simple.ITheme.html](#))

 ([BP.AdventureFramework.Rendering.FrameBuilders](#))

 Represents a theme that can be used for simple generation.

 Color

([BP.AdventureFramework.Rendering.Color](#))

+ [BP.AdventureFramework.](#)

 Rendering.Frames

([BP.AdventureFramework.Rendering.Frames](#))

+ [BP.AdventureFramework.](#)

 Utilities

([BP.AdventureFramework.Utilities](#))

+ [BP.AdventureFramework.](#)

 Utilities.Generation

([BP.AdventureFramework.Utilities.Generation](#))

- [BP.AdventureFramework.](#)

 Utilities.Generation.Simple

([BP.AdventureFramework.Utilities.Generation.Simple](#))

 ExaminableGenerator

([BP.AdventureFramework.Utilities.Generation.Simple.ExaminableGenerator](#))

Class ExaminableGenerator

Provides a examinable generator.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ExaminableGenerator
(BP.AdventureFramework.Exte

Implements

+ **BP.AdventureFramework.**

IExaminableGenerator ([BP.AdventureFramework.Utilities.Generation.IExaminableGenerator.html](https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Utilities.Generation.IExaminableGenerator.html))

Interpretation

Inherited Members

(BP.AdventureFramework.Inte

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)))

Logic

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>)

Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(BP.AdventureFramework.Re

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **BP.AdventureFramework.**

RenderingFrameBuilders (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Utilities.RenderingFrameBuilders>)

(BP.AdventureFramework.Utilities.RenderingFrameBuilders)

Assembly: BP.AdventureFramework

Syntax

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

public sealed class ExaminableGenerator : IExaminableGenerator

Color

(BP.AdventureFramework.Re

+ **BP.AdventureFramework.**

Constructors

Rendering.Frames

(BP.AdventureFramework.Re

ExaminableGenerator(IEnumerable<string>, IEnumerable<string>,

+ **BP.AdventureFramework.**

DescriptionGenerator, bool)

Utilities

Initializes a new instance of the ExaminableGenerator class.

(BP.AdventureFramework.Utili

Declaration

+ **BP.AdventureFramework.**

Utilities.Generation

public ExaminableGenerator(IEnumerable<string> nouns, IEnumerable<string> adjective

s, IDescriptionGenerator descriptionGenerator, bool allowReuse)

- **BP.AdventureFramework.**

Utilities.Generation.Simple

Parameters

(BP.AdventureFramework.Utili

ExaminableGenerator

(BP.AdventureFramework.Utilities.C

Type	Name	Description
IEnumerable (https://learn.microsoft.com/dotnet/api/system.collections.generic.ienumerable-1) <string (https://learn.microsoft.com/dotnet/api/system.string)> ▼ IEnumerable + BP.AdventureFramework.Extensions + (BP.AdventureFramework.Extensions) <string (https://learn.microsoft.com/dotnet/api/system.string)>	<i>nouns</i>	The nouns.
IEnumerable + BP.AdventureFramework.Extensions + (BP.AdventureFramework.Extensions) <string (https://learn.microsoft.com/dotnet/api/system.string)>	<i>adjectives</i>	The adjectives.
IDescriptionGenerator + BP.AdventureFramework. (https://learn.microsoft.com/dotnet/api/bp.adventureframework.utilities.generation.idescriptiongenerator.html) (BP.AdventureFramework.Interpretation) bool (https://learn.microsoft.com/dotnet/api/system.boolean) + BP.AdventureFramework. Logic (BP.AdventureFramework.Logic)	<i>descriptionGenerator</i>	A generator to use for generating descriptions.
+ BP.AdventureFramework. Methods Rendering (BP.AdventureFramework.Rendering) Generate(Random) (BP.AdventureFramework.Render) GenerateFrameBuilders Generate an examinable. (BP.AdventureFramework.Render) Declaration + BP.AdventureFramework. RenderingFrameBuilders GenerateFrameBuilders(Random generator) Color (BP.AdventureFramework.Render) Parameters	<i>allowReuse</i>	If reuse of nouns or adjectives are used.
+ BP.AdventureFramework. Type Rendering.Frames Random (https://learn.microsoft.com/dotnet/api/system.random) (BP.AdventureFramework.Render)		
+ BP.AdventureFramework. Utilities IExaminable (BP.AdventureFramework.Assets.IExaminable.html) + BP.AdventureFramework. Utilities.Generation IExaminableGenerator (https://learn.microsoft.com/dotnet/api/bp.adventureframework.utilities.generation.iexaminablegenerator.html) (BP.AdventureFramework.Utilities) Utilities.Generation.Simple (BP.AdventureFramework.Utilities) ExaminableGenerator (BP.AdventureFramework.Utilities.C)		

▼

- + **BP.AdventureFramework.**
Extensions
(BP.AdventureFramework.Exten...)
- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Inter...)
- + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logic...)
- + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Render...)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Render...)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Render...)
- + **BP.AdventureFramework.**
Rendering.Frames
(BP.AdventureFramework.Render...)
- + **BP.AdventureFramework.**
Utilities
(BP.AdventureFramework.Utilit...)
- + **BP.AdventureFramework.**
Utilities.Generation
(BP.AdventureFramework.Utilit...)
- **BP.AdventureFramework.**
Utilities.Generation.Simple
(BP.AdventureFramework.Utilit...)
 ExaminableGenerator
(BP.AdventureFramework.Utilities.C...)

Interface ITheme

Represents a theme that can be used for simple generation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities
(BP.AdventureFramework.Utilities.Generator.html).Generation (BP.AdventureFramework.Utilities.Generation.html).Simple
(BP.AdventureFramework.Utilities.Generation.Simple.html)

Extensions

Assembly: BPAdventureFramework.dll
(BP.AdventureFramework.Extensions)

Syntax

+ **BP.AdventureFramework.**

Interpretation

public interface ITheme
(BP.AdventureFramework.Interpreter)

+ **BP.AdventureFramework.**

Logic

Properties
Properties (BP.AdventureFramework.Logic)

+ **BP.AdventureFramework.**

Rendering

Properties
Properties (BP.AdventureFramework.Rendering)

Get the name.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

Properties
Properties (BP.AdventureFramework.Rendering.FrameBuilders)

Color

Type
(BP.AdventureFramework.Rendering.FrameBuilders)

string
+ **BP.AdventureFramework.**

Declaration
(https://learn.microsoft.com/dotnet/api/system.string)

Rendering.Frames

Properties
Properties (BP.AdventureFramework.Rendering.Frames)

NonTakeableItemAdjectives

Utilities
Get the non-takeable item adjectives.
(BP.AdventureFramework.Utilities)

Declaration
+ **BP.AdventureFramework.**

Utilities.Generation

String[] NonTakeableItemAdjectives { get; }
(BP.AdventureFramework.Utilities)

Properties
Properties (BP.AdventureFramework.Utilities)

Utilities.Generation.Simple

Properties
Properties (BP.AdventureFramework.Utilities)

ExaminableGenerator

(BP.AdventureFramework.Utilities)

Type	Description
String	Represents a theme that can be used for simple generation.

Type	Description
string https://learn.microsoft.com/dotnet/api/system.string []	Represents a theme that can be used for simple generation.

▼

NonTakeableItemNouns

Extensions

Get the non-takeable item nouns.
(BP.AdventureFramework.Extensions)

Declaration

+ **BP.AdventureFramework.**

Interpretation

string[] NonTakeableItemNouns { get; }
(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Property Value

Logic	Description
Type (BP.AdventureFramework.Logic) string https://learn.microsoft.com/dotnet/api/system.string [] Rendering (BP.AdventureFramework.Rendering)	Represents a theme that can be used for simple generation.

+ **BP.AdventureFramework.**

RoomAdjectives

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering)
Get the room adjectives.

+ **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders.

Color

string[] RoomAdjectives { get; }
(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**

Properties

(BP.AdventureFramework.Properties)

Rendering.Frames	Description
Type (BP.AdventureFramework.Rendering) string https://learn.microsoft.com/dotnet/api/system.string [] Utilities (BP.AdventureFramework.Utilities)	Represents a theme that can be used for simple generation.

+ **BP.AdventureFramework.**

RoomNouns

Utilities.Generation

(BP.AdventureFramework.Utilities)
Get the room nouns.

Declaration

BP.AdventureFramework.

Utilities.Generation.Simple

(BP.AdventureFramework.Utilities)
ExaminableGenerator

Properties

(BP.AdventureFramework.Utilities.ExaminableGenerator)

Type	Description
string https://learn.microsoft.com/dotnet/api/system.string []	Represents a theme that can be used for simple generation.

▼

TakeableItemAdjectives

Extensions

Get the takeable item adjectives.
(BP.AdventureFramework.Exte

Declaration

+ **BP.AdventureFramework.**

Interpretation

string[] TakeableItemAdjectives { get; }
(BP.AdventureFramework.Inte

+ **BP.AdventureFramework.**

Property Value

Logic	Description
Type (BP.AdventureFramework.Logi string + BP.AdventureFramework. https://learn.microsoft.com/dotnet/api/system.string [] Rendering (BP.AdventureFramework.Render	Represents a theme that can be used for simple generation.

+ **BP.AdventureFramework.**

TakeableItemNouns

Rendering.FrameBuilders

(BP.AdventureFramework.Render
Get the takeable item nouns.

+ **BP.AdventureFramework.**

Declaration
Rendering.FrameBuilders.

Color

string[] TakeableItemNouns { get; }
(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.Frames

Type	Description
Type (BP.AdventureFramework.Render string + BP.AdventureFramework. https://learn.microsoft.com/dotnet/api/system.string [] Utilities (BP.AdventureFramework.Utilit	Represents a theme that can be used for simple generation.

+ **BP.AdventureFramework.**

Utilities.Generation

(BP.AdventureFramework.Utilit

- **BP.AdventureFramework.**

Utilities.Generation.Simple

(BP.AdventureFramework.Utilit

ExaminableGenerator

(BP.AdventureFramework.Utilities.C

Class ItemGenerator

Provides an item generator.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ **(BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

IItemGenerator (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.utilities.generation.iitemgenerator.html>)

Interpretation

Inherited Members

(BP.AdventureFramework.Inte

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)))

Logic

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>)

Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(BP.AdventureFramework.Re

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **BP.AdventureFramework.**

RenderingFrameBuilders (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.utilities.renderingframebuilders>)

(BP.AdventureFramework.RenderingFrameBuilders)

Syntax

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

public sealed class ItemGenerator : IItemGenerator

Color

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

Constructors (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.itemgenerator>)

Rendering.Frames

(BP.AdventureFramework.Ren

ItemGenerator(IExaminableGenerator, bool)

+ **BP.AdventureFramework.**

Utilities new instance of the ItemGenerator class.

(BP.AdventureFramework.Utili

Declaration

+ **BP.AdventureFramework.**

public ItemGenerator(IExaminableGenerator examinableGenerator, bool isTakeable)

(BP.AdventureFramework.Utili

Parameters

- **BP.AdventureFramework.**

Type **Utilities.Generation.Simple**

(BP.AdventureFramework.Utili

IExaminableGenerator (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.utilities.generation.iexaminablegenerator>)

(BP.AdventureFramework.Utilities.Generation.IExami

nableGenerator)

(BP.AdventureFramework.Utilities.C

Type	Name	Description
Utilities.Generation.Simple	examinableGenerator	An examinable generator.

Type	Name	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>isTakeable</i>	True if the generated items are takeable, else false.

▼

+ BP.AdventureFramework.

Methods

Extensions

(BP.AdventureFramework.Exte

Generate(Random)

Interpretation

Generate an item.

(BP.AdventureFramework.Inter

Declaration

+ BP.AdventureFramework.

Logic

public Item Generate(Random generator)

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

Type

(BP.AdventureFramework.Render

Random (<https://learn.microsoft.com/dotnet/api/system.random>)

Name

Description

generator

The generator.

+ BP.AdventureFramework.

Rendering.FrameBuilders

Return type

(BP.AdventureFramework.Render

Type

Description

+ BP.AdventureFramework.

Rendering.FrameBuilders

Color

Implementations

+ BP.AdventureFramework.

ItemGenerator ([BP.AdventureFramework.Utilities.Generation.IItemGenerator.html](#))

Rendering.Frames

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Utilities

(BP.AdventureFramework.Utilit

+ BP.AdventureFramework.

Utilities.Generation

(BP.AdventureFramework.Utilit

- BP.AdventureFramework.

Utilities.Generation.Simple

(BP.AdventureFramework.Utilit

ExaminableGenerator

(BP.AdventureFramework.Utilities.C

Class RegionGenerator

Provides a region generator.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ RegionGenerator

(**BP.AdventureFramework.Exte**

Implements

+ **BP.AdventureFramework.**

IRegionGenerator ([BP.AdventureFramework.Utilities.Generation.IRegionGenerator.html](#))

Interpretation

Inherited Members

(**BP.AdventureFramework.Inte**

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)))

Logic

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>)

Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Re**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **BP.AdventureFramework.**

RenderingFrameBuilders ([BP.AdventureFramework.html](#)).Utilities

([BP.AdventureFramework.Utilities.html](#)).Generation ([BP.AdventureFramework.Utilities.Generation.html](#)).Simple

([BP.AdventureFramework.Utilities.Generation.Simple.html](#))

(**BP.AdventureFramework.Renderin**

Syntax

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

public sealed class RegionGenerator : IRegionGenerator

Color

(**BP.AdventureFramework.Renderin**

+ **BP.AdventureFramework.**

Rendering.Frames

Methods

(**BP.AdventureFramework.Renderin**

+ **BP.AdventureFramework.**

GenerateRegion(Identifier, Description, Random, IRoomGenerator, IItemGenerator,

Utilities.IItemGenerator, GameGenerationOptions)

(**BP.AdventureFramework.Utili**

Generate a region.

+ **BP.AdventureFramework.**

Declaration

Utilities.Generation

(**BP.AdventureFramework.Utili**

public RegionMaker GenerateRegion(Identifier identifier, Description description, Ra

- **BP.AdventureFramework.**

GenerateRegion(IRoomGenerator roomGenerator, IItemGenerator takeableItemGenerator,

Utilities.IItemGenerator nonTakeableItemGenerator, GameGenerationOptions options)

(**BP.AdventureFramework.Utili**

Parameters

ExamineableGenerator

(**BP.AdventureFramework.Utilities.C**

Type	Name	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)	<i>identifier</i>	The region identifier.
Description (BP.AdventureFramework.Assets.Description.html)	<i>description</i>	The region description.
Random + BP.AdventureFramework.Extensions (https://learn.microsoft.com/dotnet/api/system.random) (BP.AdventureFramework.Extensions)	<i>generator</i>	The generator.
IRoomGenerator + BP.AdventureFramework.Interpretation (BP.AdventureFramework.Utillies.Generation.IRoomGenerator.html)	<i>roomGenerator</i>	The room generator.
ItemGenerator + BP.AdventureFramework.Logic (BP.AdventureFramework.Utillies.Generation.IItemGenerator.html)	<i>takeableItemGenerator</i>	The item generator for takeable items.
ItemGenerator (BP.AdventureFramework.Utillies.Generation.IItemGenerator.html)	<i>nonTakeableItemGenerator</i>	The item generator for non-takeable items.
GameGenerationOptions (BP.AdventureFramework.Rendering) (BP.AdventureFramework.Utillies.Generation.GameGenerationOptions.html)	<i>options</i>	The generation options.
+ BP.AdventureFramework.Rendering.FrameBuilders Ref: (BP.AdventureFramework.Rendering.FrameBuilders)		

Type	Description
+ BP.AdventureFramework.Rendering.FrameBuilders RegionMaker (BP.AdventureFramework.Utillies.RegionMaker.html)	The generated region maker.
Color (BP.AdventureFramework.Rendering.FrameBuilders)	
IRandomGenerator (BP.AdventureFramework.Utillies.Generation.IRegionGenerator.html)	
(BP.AdventureFramework.Rendering.FrameBuilders)	
+ BP.AdventureFramework.Utilities (BP.AdventureFramework.Utilities)	
+ BP.AdventureFramework.Utilities.Generation (BP.AdventureFramework.Utilities.Generation)	
- BP.AdventureFramework.Utilities.Generation.Simple (BP.AdventureFramework.Utilities.Generation.Simple)	
ExaminableGenerator (BP.AdventureFramework.Utillies.ExaminableGenerator.html)	

Namespace BP.AdventureFramework. Utilities.Generation.Themes

▼ Filter by title

Classes

Extensions

(BP.AdventureFramework.Extensions.Castle) (BP.AdventureFramework.Utilities.Generation.Themes.Castle.html)

+ **BP.AdventureFramework.**

 Provides the castle theme.

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)

+ **BP.AdventureFramework.**

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

+ **BP.AdventureFramework.**

Utilities

(BP.AdventureFramework.Utilities)

+ **BP.AdventureFramework.**

Utilities.Generation

(BP.AdventureFramework.Utilities.Generation)

+ **BP.AdventureFramework.**

Utilities.Generation.Simple

(BP.AdventureFramework.Utilities.Generation.Simple)

Class Castle

Provides the castle theme.

Filter by title

Inheritance

Conversations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ Castle

+ BP.AdventureFramework.

Implements

Extensions

ITheme (<https://BP.AdventureFramework.Utilities.Generation.Simple.ITheme.html>)

(BP.AdventureFramework.Extensions)

Inherited Members

+ BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Interpretation

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>)

Logic

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(BP.AdventureFramework.Logic)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ BP.AdventureFramework.

Namespace: BP(BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities

(BP.AdventureFramework.Utilities.html).Generation (BP.AdventureFramework.Utilities.Generation.html).Themes

(BP.AdventureFramework.Utilities.Generation.Themes.html)

Assembly: BP.AdventureFramework.dll

+ BP.AdventureFramework.

Syntax

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

public sealed class Castle : ITheme

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

Properties

+ BP.AdventureFramework.

Rendering.Frames

Name

(BP.AdventureFramework.Renderings)

Get the name.

+ BP.AdventureFramework.

Declaration

Utilities

(BP.AdventureFramework.Utilities)

public string Name { get; }

+ BP.AdventureFramework.

Utilities.Generation

Property Value

(BP.AdventureFramework.Utilities)

Type

+ BP.AdventureFramework.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Utilities.Generation.Simple

Description

Provides the castle theme.

(BP.AdventureFramework.Utilities)

NonTakeableItemAdjectives

Get the non-takeable item adjectives.

Declaration

```
public string[] NonTakeableItemAdjectives { get; }
```

Conversations

Property Value

(**BP.AdventureFramework.Conversations**)

Type

+ **BP.AdventureFramework.**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

Provides the castle theme.

NonTakeableItemNouns

Interpretation

Get the non-takeable item nouns.

(**BP.AdventureFramework.Interpretation**)

Declaration

+ **BP.AdventureFramework.**

Logic

```
public string[] NonTakeableItemNouns { get; }
```

(**BP.AdventureFramework.Logic**)

NonTakeableItemNouns

Property Value

Rendering

(**BP.AdventureFramework.Rendering**)

Description

Provides the castle theme.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**)

RoomAdjectives

+ **BP.AdventureFramework.**

Get the room adjectives.

Rendering.FrameBuilders.

Declaration

(**BP.AdventureFramework.Rendering.FrameBuilders**)

```
public string[] RoomAdjectives { get; }
```

+ **BP.AdventureFramework.**

Rendering.Frames

Property Value

(**BP.AdventureFramework.Rendering.Frames**)

Description

Provides the castle theme.

+ **BP.AdventureFramework.**

Utilities

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(**BP.AdventureFramework.Utilities**)

RoomNouns

Utilities.Generation

(**BP.AdventureFramework.Utilities.Generation**)

Get the room nouns.

Declaration

Utilities.Generation.Simple

(**BP.AdventureFramework.Utilities.Generation.Simple**)

```
public string[] RoomNouns { get; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)[]	Provides the castle theme.

Conversations

(BP.AdventureFramework.Conversations)

TakeableItemAdjectives

(BP.AdventureFramework.TakeableItemAdjectives)

Extensions

Get the takeable item adjectives.

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

Interpretation

```
public string[] TakeableItemAdjectives { get; }
```

(BP.AdventureFramework.Interpretation)

Property Value

BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

string (https://learn.microsoft.com/dotnet/api/system.string)[]

Description

Provides the castle theme.

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Get the takeable item nouns.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders)

+ BP.AdventureFramework.

```
public string[] TakeableItemNouns { get; }
```

Rendering.FrameBuilders.

Color

Property Value

(BP.AdventureFramework.Rendering.Color)

Type

+ BP.AdventureFramework.

string (https://learn.microsoft.com/dotnet/api/system.string)[]

Description

Provides the castle theme.

Rendering.Frames

(BP.AdventureFramework.Rendering.Frames)

Implements

BP.AdventureFramework.

Utilities

ITheme (BP.AdventureFramework.Utilities.Generation.Simple.ITheme.html)

(BP.AdventureFramework.Utilities)

+ BP.AdventureFramework.

Utilities.Generation

(BP.AdventureFramework.Utilities.Generation)

+ BP.AdventureFramework.

Utilities.Generation.Simple

(BP.AdventureFramework.Utilities.Generation.Simple)