

Namespace NetAF.Adapters

Classes

Filter by title

SystemConsoleAdapter (NetAF.Adapters.SystemConsoleAdapter.html)

Provides an adapter for the System.Console.
[\(NetAF.Adapters.html\)](#)

IIOAdapter

Interfaces

[\(NetAF.Adapters.IIOAdapter.html\)](#)

SystemConsoleAdapter

[\(NetAF.Adapters.SystemConsoleAdap](#)

IIOAdapter (NetAF.Adapters.IIOAdapter.html)

+ NetAF.Assets

Represents any object that provides an adapter for input.
[\(NetAF.Assets.html\)](#)

+ NetAF.Assets.Attributes

[\(NetAF.Assets.Attributes.html\)](#)

+ NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)

+ NetAF.Assets.Interaction

[\(NetAF.Assets.Interaction.html\)](#)

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

Interface IIOAdapter

Represents any object that provides an adapter for input.

Filter by title

Namespace: NetAF (NetAF.html).Adapters (NetAF.Adapters.html)

Assemblies

Syntax

```
IIOAdapter  
public interface IIOAdapter  
(NetAF.Adapters.IIOAdapter.html)  
SystemConsoleAdapter  
(NetAF.Adapters.SystemConsoleAd
```

+ NetAF.Assets

Methods

+ NetAF.Assets.Attributes

RenderFrame (Attributes.html)

+ NetAF.Assets.Characters

Declaration
(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

RenderFrame (Interaction.html)

+ NetAF.Assets.Locations

Parameters
(NetAF.Assets.Locations.html)

Type

+ NetAF.Commands

IFrame (NetAF.RenderEngine.IFrame.html)

Name

Description

frame

The frame to render.

+ NetAF.Commands.

Persistence

Setup(Game)

(NetAF.Commands.Persistence.html)

Setup for a game.

+ NetAF.Conversations

Declaration
(NetAF.Conversations.html)

+ NetAF.Conversations.

void Setup(Game game)

Instructions

(NetAF.Conversations.Instruct

Parameters

+ NetAF.Extensions

Type
(NetAF.Extensions.html)

Game (NetAF.Logic.Game.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

WantsACKnowledge()

(NetAF.Logic.html)

Name

Description

game

The game to set up for.

Wait for acknowledgment.

Declaration

```
bool WaitForAcknowledge()
```

>Returns

Type	Description
NetAF.Adapters	
(NetAF.Adapters.html) (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the acknowledgment was received correctly, else false.
IIOAdapter n) (NetAF.Adapters.IIOAdapter.html)	

SystemConsoleAdapter (NetAF.Adapters.SystemConsoleA)

WaitForInput() NetAFAssets

+ NetAF Assets.Attributes Declaration (NetAF.Assets.Attributes.html)

+ [string.WaitForInput\(\)](#)
+ **NetAF.Assets.Characters**
[\(NetAF.Assets.Characters.htm\)](#)

Returns
+ **NetAF.Assets.Interaction**
Type
[\(NetAF.Assets.Interaction.html\)](#)
string (<https://learn.microsoft.com/dotnet/api/>)
+ **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)

+ NetAF.Commands (NetAF.Commands.html)

+ NetAF.Commands. Persistence

+ NetAF.Conversations

+ NetAF.Conversations.
Instructions

(NetAF.Conversations.Instruct + NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Logic
(NetAF.Logic.cs)

+ NetAF.Assets.Interaction	Type (NetAF.Assets.Interaction.html)	Description
+ NetAF.Assets.Locations	string (https://learn.microsoft.com/dotnet/api/system.string)	The input.

Class SystemConsoleAdapter

Provides an adapter for the System.Console.

Filter by title

Inheritance

+ NetAF.Adapters

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Adapters.html\)](#)

Implements

IIOAdapter
[\(NetAF.Adapters.IIOAdapter.html\)](#)
IIOAdapter ([NetAF.Adapters.IIOAdapter.html](#))

SystemConsoleAdapter

Inherited Members

[\(NetAF.Adapters.SystemConsoleAdapter.html\)](#)

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)))

+ NetAF.Assets

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)))

+ NetAF.Assets.Attributes

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

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

+ NetAF.Assets.Characters

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: NetAF ([NetAF.html](#)).Adapters ([NetAF.Adapters.html](#))

+ NetAF.Assets.Interaction

Assembly: [NetAF.dll](#)

[\(NetAF.Assets.Interaction.html\)](#)

Syntax

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

public sealed class SystemConsoleAdapter : IIOAdapter

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

t NetAF.Commands.

Methods

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

RenderFrame(IFrame)

[+ NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

D NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruction.html\)](#)

+ NetAF.Extensions

Parameters

[\(NetAF.Extensions.html\)](#)

Type

+ NetAF.Interpretation

IFrame ([NetAF.Interpretation.Frames\(IFrame.html\)](#))

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Type	Name	Description
IFrame (NetAF.Interpretation.Frames(IFrame.html))	frame	The frame to render.

Setup(Game)

Setup for a game.

Declaration

```
public void Setup(Game game)
```

Part: NetAFAdapters

Type	Name	Description
IIOAdapter Game (NetAF.Logic.Game.html) (NetAF.Adapters.IIOAdapter.html)	game	The game to set up for. SystemConsoleAdapter (NetAF.Adapters.SystemConsoleAdapter.html)

+ NetAFAssets

WaitForAcknowledge()

WaitForAcknowledge() (NetAFAssets.html)

De: NetAFAssets.Attributes

(NetAFAssets.Attributes.html)

public bool WaitForAcknowledge()

+ NetAFAssets.Characters

(NetAFAssets.Characters.html)

Returns

+ NetAFAssets.Interaction

Type (NetAFAssets.Interaction.html)

bool

+ NetAFAssets.Locations

(https://learn.microsoft.com/dotnet/api/system.boolean) (NetAFAssets.Locations.html)

Description

True if the acknowledgment was received correctly, else false.

+ NetAFCommands

(NetAFCommands.html)

WaitForInput()

+ NetAFCommands.

WaitForInput()

Persistence

(NetAFCommands.Persistence.html)

Declaration

+ NetAFConversations

public string WaitForInput()

(NetAFConversations.html)

+ NetAFConversations.

Returns

Instructions

Type (NetAFConversations.Instruct

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

Description

The input.

+ NetAFExtensions

(NetAFExtensions.html)

Implementation

(NetAFInterpretation.html)

IIOAdapter (NetAF.Adapters.IIOAdapter.html)

+ NetAFLogic

(NetAFLogic.html)

▼

- **NetAF.Adapters**
[\(NetAF.Adapters.html\)](#)
 - IIOAdapter
[\(NetAF.Adapters.IIOAdapter.html\)](#)
 - SystemConsoleAdapter
[\(NetAF.Adapters.SystemConsoleAd](#)
- + **NetAF.Assets**
[\(NetAF.Assets.html\)](#)
- + **NetAF.Assets.Attributes**
[\(NetAF.Assets.Attributes.html\)](#)
- + **NetAF.Assets.Characters**
[\(NetAF.Assets.Characters.htm](#)
- + **NetAF.Assets.Interaction**
[\(NetAF.Assets.Interaction.html](#)
- + **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**
Persistence
[\(NetAF.Commands.Persistence](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

Namespace NetAF.Assets

Classes

Filter by title ▾

ConditionalDescription (NetAF.Assets.ConditionalDescription.html)

(NetAF.Adapters.html)
Represents a conditional description of an object.

- NetAF.Assets

Description (NetAF.Assets.Description.html)

Represents a description of an object.
(NetAF.Assets.ConditionalDescription.html)

(NetAF.Assets.Description.html)

ExaminableObject (NetAF.Assets.ExaminableObject.html)

(NetAF.Assets.Description.html)
Represents an object that can be examined.
(NetAF.Assets.ExaminableObject.html)

(NetAF.Assets.ExaminableObject.html)

ExaminationRequest (NetAF.Assets.ExaminationRequest.html)

(NetAF.Assets.ExaminationCallback.html)
Represents a request to examine an IExaminable.
(NetAF.Assets.ExaminationRequest.html)

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult (NetAF.Assets.ExaminationResult.html)

(NetAF.Assets.ExaminationResult.html)
Represents the result of an examination.
(NetAF.Assets.ExaminationScene.html)

(NetAF.Assets.ExaminationScene.html)

ExaminationScene (NetAF.Assets.ExaminationScene.html)

(NetAF.Assets.IExaminable.html)
Represents a scene that an examination occurs in.
(NetAF.Assets.IItemContainer.html)

(NetAF.Assets.IItemContainer.html)

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Assets.IPlayerVisible.html)
Provides a class that can be used as an identifier.
(NetAF.Assets.Identifier.html)

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

(NetAF.Assets.Size.html)
Represents an item that can be used within the game.

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Structs

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Interaction

Represents a size.
(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Interfaces

IExaminable (NetAF.Assets.IExaminable.html)

Represents any object that is examinable.



IItemContainer (NetAF.Assets.IItemContainer.html)

+ NetAF.Adapters

Represents any object that is a container of items.
(NetAF.Adapters.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

(NetAF.Assets.html)

Represents any object that is visible to a player.

ConditionalDescription

(NetAF.Assets.ConditionalDescriptor)

Description

(NetAF.Assets.Description.html)

ExaminableObject

ExaminationCallback (NetAF.Assets.ExaminationCallback.html)

(NetAF.Assets.ExaminableObject.h)

Represents the callback for examinations.

ExaminationCallback

(NetAF.Assets.ExaminationCallbac

ExaminationRequest

(NetAF.Assets.ExaminationReques

ExaminationResult

(NetAF.Assets.ExaminationResult.I

ExaminationScene

(NetAF.Assets.ExaminationScene.I

IExaminable

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

+ **NetAF.Adapters**

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

- **NetAF.Assets** Description

[\(NetAF.Assets.html\)](#)

Inherited Members

[ConditionalDescription](#)
 [Description.Empty](#) ([NetAF.Assets.Description.html#NetAF_Assets_Description_Empty](#))
 [\(NetAF.Assets.ConditionalDescription\)](#)
 [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)))
 ↳ [\(NetAF.Assets.Description.html\)](#)
 [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)))
 ↳ [ExaminableObject](#)
 [object.GetHashCode\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
 ↳ [ExaminationCallback](#)
 [object.GetType\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
 ↳ [\(NetAF.Assets.ExaminationCallback\)](#)
 [object.ReferenceEquals\(object, object\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
 ↳ [ExaminationRequest](#)
 [object.ToString\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
 ↳ [\(NetAF.Assets.ExaminationRequest\)](#)
 [Namespace](#): [NetAF](#).([NetAF.html](#)).Assets ([NetAF.Assets.html](#))
 ↳ [ExaminationResult](#)

Assembly: [NetAF.dll](#)

Syntax:

```
public sealed class ConditionalDescription : Description  
    (NetAF.Assets.IExaminable.html)  
    IItemContainer  
    (NetAF.Assets.IItemContainer.html)
```

Constructors

[IPlayerVisible](#)

```
(NetAF.Assets.IPlayerVisible.html)
```

Identifier

[ConditionalDescription\(string, string, Condition\)](#)

```
(NetAF.Assets.Identifier.html)
```

Item ([NetAF.Assets.Item.html](#))

Represents a conditional description of an object.

```
Size (NetAF.Assets.Size.html)
```

Declaration

+ **NetAF.Assets.Attributes**

[\(NetAF.Assets.Attributes.html\)](#)

```
public ConditionalDescription(string trueDescription, string falseDescription, Condition condition)
```

+ **NetAF.Assets.Characters**

[\(NetAF.Assets.Characters.html\)](#)

Parameters

+ **NetAF.Assets.Interaction**

Type: [\(NetAF.Assets.Interaction.html\)](#)

Name

Description

+ **NetAF.Assets.Locations**

[trueDescription](#)

The true description.

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

[falseDescription](#)

The false description.

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

+ **NetAF.Commands**

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

Properties

+ NetAF.Adapters

(NetAF.Adapters.html)
Condition

- NetAF.Assets

Get or set the condition

(NetAF.Assets.html)

Declaration

```
ConditionalDescription
(NetAF.Assets.ConditionalDescriptor)
public Condition Condition { get; set; }
```

(NetAF.Assets.Description.html)

Property Value

(NetAF.Assets.ExaminableObject.h)

Type ExaminationCallback

(NetAF.Assets.ExaminationCallback)

Condition (NetAF.Assets.Interaction.Condition.html)

ExaminationRequest

(NetAF.Assets.ExaminationRequest)

ExaminationResult

(NetAF.Assets.ExaminationResult.I)

ExaminationScene

(NetAF.Assets.ExaminationScene.I)

IExaminable

(NetAF.Assets.IExaminable.html)

Methods

GetDescription()

Get the description.

(NetAF.Assets.IItemContainer.html)

Declaration

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

override string GetDescription()

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Returns

Size (NetAF.Assets.Size.html)

Type

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Description

The description.

+ NetAF.Assets.Characters

Overrides

(NetAF.Assets.Characters.html)

Description.GetDescription() (NetAF.Assets.Description.html#NetAF_Assets_Description_GetDescription)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Class Description

Represents a description of an object.

Filter by title

Inheritance

([NetAF.Adapters.html](#))

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

- **NetAF.Assets**

([NetAF.Assets.html](#))

Inherited Members

([NetAF.Assets.ConditionalDescription.html](#))

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)))

([NetAF.Assets.Description.html](#))

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)))

([NetAF.Assets.ExaminableObject.html](#))

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

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

([NetAF.Assets.ExaminationCallback.html](#))

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

([NetAF.Assets.ExaminationRequest.html](#))

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

([NetAF.Assets.ExaminationRequest.html](#))

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

ExaminationResult

Namespace: NetAF ([NetAF.html](#)) Assets ([NetAF.Assets.html](#))

([NetAF.Assets.ExaminationResult.html](#))

Assembly: NetAF

ExaminationScene

Syntax: `NetAF.Assets.ExaminationScene.I`

IExaminable

([NetAF.Assets.IExaminable.html](#))

ItemContainer

([NetAF.Assets.IItemContainer.html](#))

IPlayerVisible

([NetAF.Assets.IPlayerVisible.html](#))

Identifier

([NetAF.Assets.Identifier.html](#))

Item ([NetAF.Assets.Item.html](#))

Size ([NetAF.Assets.Size.html](#))

Represents a description of an object.

+ **NetAF.Assets.Attributes**

Declaration

([NetAF.Assets.Attributes.html](#))

+ **NetAF.Assets.Characters**

([NetAF.Assets.Characters.html](#))

Parameters

+ **NetAF.Assets.Interaction**

([NetAF.Assets.Interaction.html](#))

+ **NetAF.Assets.Locations**

([NetAF.Assets.Locations.html](#))

+ **NetAF.Commands**

([NetAF.Commands.html](#))

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

Properties

DefaultDescription

Get or set the description.

Declaration

(NetAF.Adapters.html)

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

- NetAF.Assets

(NetAF.Assets.html)

Property Value

ConditionalDescription

Type	Description
(NetAF.Assets.ConditionalDescriptor.html)	

Description

string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.Description.html)	
---	--

ExaminableObject

(NetAF.Assets.ExaminableObject.html)

Empty

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

Get an empty description.

ExaminationRequest

Declaration

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

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

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

Property Value

IExaminable

Type	Description
(NetAF.Assets.IExaminable.html)	

Description

ItemContainer	
---------------	--

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

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

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

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

GetDescription()

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

```
public virtual string GetDescription()
```

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Returns

+ NetAF.Assets.Locations

Type

(NetAF.Assets.Locations.html)

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

Description

The description.

+ NetAF.Commands

(NetAF.Commands.html)

▼

(NetAF.Adapters.html)

- NetAF.Assets

(NetAF.Assets.html)

ConditionalDescription
(NetAF.Assets.ConditionalDescripti
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ExaminableObject
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ExaminationRequest
(NetAF.Assets.ExaminationReques
ExaminationResult
(NetAF.Assets.ExaminationResult.I
ExaminationScene
(NetAF.Assets.ExaminationScene.I
IExaminable
(NetAF.Assets.IExaminable.html)
IItemContainer
(NetAF.Assets.IItemContainer.html)
IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)
Identifier
(NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.html)
Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

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

([NetAF.Assets.html](#))

- ↳ Character ([NetAF.Assets.Characters.Character.html](#))
- ↳ ConditionalDescription ([NetAF.Assets.ConditionalDescription.html](#))
- ↳ Item ([NetAF.Assets.Item.html](#))
- ↳ (NetAF.Assets.ConditionalDescription)
- ↳ Exit ([NetAF.Assets.Locations.Exit.html](#))
- ↳ Description ([NetAF.Assets.Locations.Description.html](#))
- ↳ Overworld ([NetAF.Assets.Locations.Overworld.html](#))
- ↳ Region ([NetAF.Assets.Locations.Region.html](#))
- ↳ ExaminableObject ([NetAF.Assets.Locations.Room.html](#))
- ↳ Room ([NetAF.Assets.Locations.Room.html](#))

([NetAF.Assets.ExaminableObject.html](#))

Implements

IExaminationCallback ([NetAF.Assets.ExaminationCallback.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

IRestorableObject ([NetAF.Assets.Serialization.IRestorableObjectSerialization-1.html](#))<Examinable

Serialization> ([NetAF.Assets.Serialization.ExaminableSerialization.html](#))>

([NetAF.Assets.ExaminationResult.html](#))

Inherited Members

ExaminationScene

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)))

ExaminableObject

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

([NetAF.Assets.ExaminableObject.html](#))

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: NetAF ([NetAF.html](#)) Assets ([NetAF.Assets.html](#))

Item ([NetAF.Assets.Item.html](#))

Assembly: NetAF.dll

Size ([NetAF.Assets.Size.html](#))

Syntax

+ [NetAF.Assets.Attributes](#)

([NetAF.Assets.Attributes.html](#)): : IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>

+ [NetAF.Assets.Characters](#)

([NetAF.Assets.Characters.html](#))

+ [NetAF.Assets.Interaction](#)

([NetAF.Assets.Interaction.html](#))

+ [NetAF.Assets.Locations](#)

([NetAF.Assets.Locations.html](#))

+ [NetAF.Commands](#)

Get the attribute manager for this object.

([NetAF.Commands.html](#))

Declaration

([NetAF.Commands.html](#))

Type	Description
ExaminationCallback (NetAF.Assets.ExaminationCallback.html)	

Identifier

Get this objects identifier.

- NetAF.Assets

Declaration

(NetAF.Assets.html)

```
pConditionalDescriptorIdentifier { get; protected set; }
(NetAF.Assets.ConditionalDescriptor.html)
```

Description

Property Value
(NetAF.Assets.Description.html)

Type ExaminableObject

(NetAF.Assets.ExaminableObject.html)

Identifier (NetAF.Assets.Identifier.html)

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

Get one if this is visible to the player.

IsPlayerVisible (NetAF.Assets.ExaminationScene.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

IExaminable

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

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Type Identifier

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

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Methods

NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Examine this object.

+ NetAF.Assets.Interaction

Declaration

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands

Type	Name	Description
ExaminationScene (NetAF.Assets.ExaminationScene.html)	scene	The scene this object is being examined from.

Returns

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

ConditionalDescription

(NetAF.Assets.ConditionalDescriptor.html)

RestoreFrom(ExaminableSerialization)

(NetAF.Assets.Description.html)

Restore this object from a serialization.
ExaminableObject

Declaration
[NetAF.Assets.ExaminableObject.html](#)

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

Parameters

ExaminationResult

Type	Name	Description
ExaminationResult.IExaminationResult	serialization	The serialization to restore from.

ExaminationScene

ExaminableSerialization

(NetAF.Assets.ExaminationScene.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html)

IExaminable

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Returnsthe string representation of the current object.

Identifier

Declaration

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

public override string ToString()

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

Returns

(NetAF.Assets.Attributes.html)

Type	Description
NetAF.Assets.Characters	A string that represents the current object.

+ NetAF.Assets.Interaction

Overrides

(NetAF.Assets.Interaction.html)

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

+ NetAF.Assets.Locations

Implements

(NetAF.Assets.Locations.html)

+ NetAF.Commands

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

INetAFCommands



- **NetAF.Assets**

(NetAF.Assets.html)

ConditionalDescription
(NetAF.Assets.ConditionalDescripti
Description
(NetAF.Assets.Description.html)
ExaminableObject
(NetAF.Assets.ExaminableObject.h
ExaminationCallback
(NetAF.Assets.ExaminationCallbac
ExaminationRequest
(NetAF.Assets.ExaminationReques
ExaminationResult
(NetAF.Assets.ExaminationResult.I
ExaminationScene
(NetAF.Assets.ExaminationScene.I
IExaminable
(NetAF.Assets.IExaminable.html)
IItemContainer
(NetAF.Assets.IItemContainer.html)
IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)
Identifier
(NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.html)
Size (NetAF.Assets.Size.html)

- + **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

- + **NetAF.Assets.Characters**

(NetAF.Assets.Characters.htm

- + **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html

- + **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

- + **NetAF.Commands**

(NetAF.Commands.html)

Delegate ExaminationCallback

Represents the callback for examinations.

Filter by title

Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html)

- **NetAF.Assets**

Assembly: NetAF.dll

([NetAF.Assets.html](#))

Syntax

```
ConditionalDescription  
  (NetAF.Assets.ConditionalDescription.html)  
  public delegate ExaminationResult ExaminationCallback(ExaminationRequest request)  
  Description  
  (NetAF.Assets.Description.html)
```

Parameters

Type	Name	Description
ExaminationCallback	request	The examination request.

Returns

Type	Description
ExaminationResult	A string representing the result of the examination.

```
(NetAF.Assets.ExaminationResult.html)  
ExaminationResult (NetAF.Assets.ExaminationResult.html)  
  ExaminationScene  
    (NetAF.Assets.ExaminationScene.html)  
    IExaminable  
      (NetAF.Assets.IExaminable.html)  
    IItemContainer  
      (NetAF.Assets.IItemContainer.html)  
    IPlayerVisible  
      (NetAF.Assets.IPlayerVisible.html)  
    Identifier  
      (NetAF.Assets.Identifier.html)  
    Item (NetAF.Assets.Item.html)  
    Size (NetAF.Assets.Size.html)
```

+ **NetAF.Assets.Attributes**

([NetAF.Assets.Attributes.html](#))

+ **NetAF.Assets.Characters**

([NetAF.Assets.Characters.html](#))

+ **NetAF.Assets.Interaction**

([NetAF.Assets.Interaction.html](#))

+ **NetAF.Assets.Locations**

([NetAF.Assets.Locations.html](#))

+ **NetAF.Commands**

Class ExaminationRequest

Represents a request to examine an IExaminable.

Filter by title

Inheritance

([NetAF.Assets.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ ConditionalDescription
↳ ExaminationRequest
↳ NetAF.Assets.ConditionalDescriptor

Inherited Members

([NetAF.Assets.Examination.html](#))
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-examinableObject\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-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)))
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>)
↳ ExaminationScene

Namespace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#))
↳ NetAF.Assets.ExaminationScene

Assembly: NetAF.dll

Syntax ([NetAF.Assets.IExaminable.html](#))

 IItemContainer
 ([NetAF.Assets.IItemContainer.html](#))
 public class ExaminationRequest
 IPlayerVisible
 ([NetAF.Assets.IPlayerVisible.html](#))

 Identifier

Constructors

 ([NetAF.Assets.Identifier.html](#))

 Item ([NetAF.Assets.Item.html](#))
 Size ([NetAF.Assets.Size.html](#))

ExaminationRequest(IExaminable, ExaminationScene)

+ **NetAF.Assets.Attributes**

Represents a request to examine an IExaminable.

([NetAF.Assets.Attributes.html](#))

Declaration

+ **NetAF.Assets.Characters**

([NetAF.Assets.Characters.html](#))

 public ExaminationRequest(IExaminable examinable, ExaminationScene scene)

+ **NetAF.Assets.Interaction**

([NetAF.Assets.Interaction.html](#))

Parameters

+ **NetAF.Assets.Locations**

Type ([NetAF.Assets.Locations.html](#))

IExaminable ([NetAF.Assets.IExaminable.html](#))

Name

Description

Type	Name	Description
NetAF.Assets.Locations.html	examinable	The object being examined.

+ **NetAF.Commands**

ExaminationScene

([NetAF.Commands.html](#))

([NetAF.Assets.ExaminationScene.html](#))

scene

ExaminationScene	scene	The scene the object is being examined from.
------------------	-------	--

+ **NetAF.Commands.**

Persistence

ExaminationRequest(IExaminable, Game)

Initializes a new instance of the ExaminationRequest class.

Declaration

```
public ExaminationRequest(IExaminable examinable, Game game)
```

(NetAF.Assets.html)

Parameters

Type	Name	Description
ConditionalDescription (NetAF.Assets.ConditionalDescriptor.html)		
IExaminable (NetAF.Assets.IExaminable.html) Game (NetAF.Logic.Game.html)	examinable	The object being examined.
ExaminableObject (NetAF.Assets.ExaminableObject.html)	game	The executing game.

ConditionalDescription
(NetAF.Assets.ExaminableObject.html)

ExaminationCallback
(NetAF.Assets.ExaminationCallback.html)

Properties

ExaminationRequest
(NetAF.Assets.ExaminationRequest.html)

ExaminationResult
(NetAF.Assets.ExaminationResult.html)

Examinable
(NetAF.Assets.Examinable.html)

ExaminationScene
(NetAF.Assets.ExaminationScene.html)

Get the examinable object
(NetAF.Assets.Examinable.html)

IExaminable
(NetAF.Assets.IExaminable.html)

IItemContainer
public IExaminable Examinable { get; }
(NetAF.Assets.IItemContainer.html)

IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)

Properties
(NetAF.Assets.IPlayerVisible.html)

Type	Description
Identifier (NetAF.Assets.Identifier.html)	
IExaminable (NetAF.Assets.IExaminable.html)	

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

Scope (NetAF.Assets.Attributes.html)

GetNetAFAssetsCharacters

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

```
public ExaminationScene Scene { get; }
```

+ NetAF.Assets.Locations

Property Value
(NetAF.Assets.Locations.html)

Type

+ NetAF.Commands

ExaminationScene (NetAF.Assets.ExaminationScene.html)

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence



(NetAF.Assets.html)

ConditionalDescription
(NetAF.Assets.ConditionalDescripti
Description
(NetAF.Assets.Description.html)
ExaminableObject
(NetAF.Assets.ExaminableObject.h
ExaminationCallback
(NetAF.Assets.ExaminationCallbac
ExaminationRequest
(NetAF.Assets.ExaminationReques
ExaminationResult
(NetAF.Assets.ExaminationResult.I
ExaminationScene
(NetAF.Assets.ExaminationScene.I
IExaminable
(NetAF.Assets.IExaminable.html)
IItemContainer
(NetAF.Assets.IItemContainer.html)
IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)
Identifier
(NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.html)
Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance

ConditionalDescription
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Assets.ConditionalDescriptor)
↳ Result (NetAF.Assets.Interaction.Result.html)
Description
↳ ExaminationResult
(NetAF.Assets.Description.html)

Inherited Members

ExaminableObject
(NetAF.Assets.ExaminableObject.html)
Result.Description (NetAF.Assets.Interaction.Result.html#NetAF_Assets_Interaction_Result_Description)
ExaminationCallback
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)))
ExaminationRequest
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)))
ExaminationResult
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
(NetAF.Assets.ExaminationResult)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
ExaminationScene
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
(NetAF.Assets.ExaminationScene)
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>)
(NetAF.Assets.IExaminable.html)
Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html)

ItemContainer

Assembly: NetAF.dll
(NetAF.Assets.IItemContainer.html)

Syntax

IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)

Identifier
public class ExaminationResult : Result
(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Constructors

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

ExaminationResult(string)

+ NetAF.Assets.Characters

Init(NetAF.Assets.Characters.html) Initializes the ExaminationResult class.

Declarations

NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

public ExaminationResult(string description)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

+ NetAF.Commands

Type

(NetAF.Commands.html)

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

+ NetAF.Commands

Persistence

(NetAF.Commands.Persistence.html)

Name	Description
description	A description of the result.



ConditionalDescription
(NetAF.Assets.ConditionalDescriptor.html)
Description
(NetAF.Assets.Description.html)
ExaminableObject
(NetAF.Assets.ExaminableObject.html)
ExaminationCallback
(NetAF.Assets.ExaminationCallback.html)
ExaminationRequest
(NetAF.Assets.ExaminationRequest.html)
ExaminationResult
(NetAF.Assets.ExaminationResult.html)
ExaminationScene
(NetAF.Assets.ExaminationScene.html)
IExaminable
(NetAF.Assets.IExaminable.html)
IItemContainer
(NetAF.Assets.IItemContainer.html)
IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)
Identifier
(NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.html)
Size (NetAF.Assets.Size.html)

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

Class ExaminationScene

Represents a scene that an examination occurs in.

Filter by title

Inheritance

(NetAF.Assets.ConditionalDescriptor)
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ Description
↳ ExaminationScene
(NetAF.Assets.Description.html)

Inherited Members

ExaminableObject
(NetAF.Assets.ExaminableObject.html)
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
ExaminationScene
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
IExaminable

Namespace: NetAF (NetAF.html), Assets (NetAF.Assets.html)
(NetAF.Assets.IExaminable.html)

Assembly: NetAF.dll
NetAFHandler

Syntax

`public class ExaminationScene : IExaminable`
Identifier
(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Constructors

+ NetAF.Assets.Attributes

ExaminationScene(Character, Room)

+ NetAF.Assets.Characters

Represents a scene that an examination occurs in.

(NetAF.Assets.Characters.html)
Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

Parameters
(NetAF.Assets.Locations.html)

Type	Name	Description
+ NetAF.Commands (NetAF.Commands.html)	examiner	The character who is examining the object. (NetAF.Assets.Characters.Character.html)
+ NetAF.Commands. Room (NetAF.Assets.Locations.Room.html) Persistence (NetAF.Commands.Persistence.html)	room	The room the examinable is being examined from.

+ NetAF.Conversations

ExaminationScene(Game)

Initializes a new instance of the ExaminationScene class.

Declaration

```
public ExaminationScene(Game game)
```

 ↳ Conditional description

Parameters

Type	Description	Name	Description
Game (NetAF.Logic.Game.html) (NetAF.Assets.ExaminableObject.html)	ExaminationObject	game	The executing game.

Properties

Examiner

Get the EXAMINER.

Declaration

 ↳ (NetAF.Assets.IExaminable.html)

 ↳ IItemContainer

```
public Character Examiner { get; }
```

 ↳ (NetAF.Assets.IPlayerVisible.html)

Property Value

Identifier

Type	Description
NetAF.Assets.Identifier.html	
Item (NetAF.Assets.Item.html) Character (NetAF.Assets.Characters.Character.html) Size (NetAF.Assets.Size.html)	

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

Get a default value for when there is no scene.

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

```
public static ExaminationScene NoScene { get; }
```

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

 ↳ ExaminationScene (NetAF.Assets.ExaminationScene.html)

+ NetAF.Commands.

Persistence

Room

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

Get the room the examinable is being examined from.

Declaration

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

Property Value	
Type	Description
NetAF.Assets.ConditionalDescriptor	Room (NetAF.Assets.Locations.Room.html) (NetAF.Assets.Description.html)

ExaminableObject
(NetAF.Assets.ExaminableObject.html)
ExaminationCallback
(NetAF.Assets.ExaminationCallback.html)
ExaminationRequest
(NetAF.Assets.ExaminationRequest.html)
ExaminationResult
(NetAF.Assets.ExaminationResult.html)
ExaminationScene
(NetAF.Assets.ExaminationScene.html)
IExaminable
(NetAF.Assets.IExaminable.html)
IItemContainer
(NetAF.Assets.IItemContainer.html)
IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)
Identifier
(NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.html)
Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

Interface IExaminable

Represents any object that is examinable.

Filter by title

Inherited Members

Description
IPlayerVisible.IsPlayerVisible (NetAF.Assets.IPlayerVisible.html#NetAF_Assets_IPlayerVisible_IsPlayerVisible)
(NetAF.Assets.Description.html)
IRestoreFromObject<ExaminableSerialization>.RestoreFrom(ExaminableSerialization)
ExaminableObject (NetAF.Serialization.IRestoreFromObjectSerialization- (NetAF.Assets.ExaminableObject.html))
1.html#NetAF_Serialization_IRestoreFromObjectSerialization_1_RestoreFrom__0_)
ExaminationCallback
Namespace NetAF (NetAF.html) Assets (NetAF.Assets.html)
Assembly NetAF
Syntax
NetAF.Assets.ExaminationRequest

ExaminationResult

```
public interface IExaminable : IPlayerVisible, IRestoreFromObjectSerialization<ExaminationScene>
{
    (NetAF.Assets.ExaminationScene.html)
}
```

IExaminable

(NetAF.Assets.IExaminable.html)

IItemContainer

Properties

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Attributes

(NetAF.Assets.Identifier.html)

Get the attribute manager for this object.

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Declaration

+ NetAF.Assets.Attributes

AttributeManager Attributes [get;]

+ NetAF.Assets.Characters

Property Value

(NetAF.Assets.Characters.html)

Type

+ NetAF.Assets.Interaction

AttributeManager (NetAF.Assets.Attributes.AttributeManager.html)

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Commands

+ NetAF.Commands

Get or set this objects commands.

(NetAF.Commands.html)

Declaration

+ NetAF.Commands.

Persistence

CUSTOMCommand[] Commands { get; set; }

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

Property Value

NetAF.Conversation (NetAF.html)

Type	Description
CustomCommand (NetAF.Commands.CustomCommand.html)	

Description

Get or set a description of this object.

Description

Declaration
(NetAF.Assets.Description.html)

ExaminableObject

DeclarativeNetAFAssetsExaminableObject { get; set; }

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

Property Value

ExaminationRequest

Type
NetAF.Assets.ExaminationRequest

Description

ExaminationResult

Description (NetAF.Assets.Description.html)

(NetAF.Assets.ExaminationResult.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

Identifier

IExaminable

(NetAF.Assets.IExaminable.html)

Get the object's identifier.

Identifier

Declaration
(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier Identifier { get; }

(NetAF.Assets.Identifier.html)

Property Value

Item (NetAF.Assets.Item.html)

Type
Size (NetAF.Assets.Size.html)

Description

+ NetAF.Assets.Attributes

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Methods

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Examine(ExaminationScene)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

- NetAF.Commands

(NetAF.Commands.html)

ExaminationResult Examine(ExaminationScene scene)

+ NetAF.Commands.

Persistence

Parameters

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Type	Name	Description
ExaminationScene (NetAF.Assets.ExaminationScene.html)	scene	The scene this object is being examined from.

Returns

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

ExaminableObject
(NetAF.Assets.ExaminableObject.html)
ExaminationCallback
(NetAF.Assets.ExaminationCallback.html)
ExaminationRequest
(NetAF.Assets.ExaminationRequest.html)
ExaminationResult
(NetAF.Assets.ExaminationResult.html)
ExaminationScene
(NetAF.Assets.ExaminationScene.html)
IExaminable
(NetAF.Assets.IExaminable.html)
IItemContainer
(NetAF.Assets.IItemContainer.html)
IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)
Identifier
(NetAF.Assets.Identifier.html)
Item (NetAF.Assets.Item.html)
Size (NetAF.Assets.Size.html)

+ **NetAF.Assets.Attributes**
(NetAF.Assets.Attributes.html)

+ **NetAF.Assets.Characters**
(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**
(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**
(NetAF.Assets.Locations.html)

+ **NetAF.Commands**
(NetAF.Commands.html)

+ **NetAF.Commands.Persistence**
(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

Interface IItemContainer

Represents any object that is a container of items.

▼ Filter by title

Inherited Members

(NetAF.Assets.Description.html)
IExaminable.Identifier (NetAF.Assets.IExaminable.html#NetAF_Assets_IExaminable_Identifier)
ExaminableObject
IExaminable.Description (NetAF.Assets.IExaminable.html#NetAF_Assets_IExaminable_Description)
(NetAF.Assets.ExaminableObject.r)
IExaminable.Commands (NetAF.Assets.IExaminable.html#NetAF_Assets_IExaminable_Commands)
ExaminationCallback
IExaminable.Attributes (NetAF.Assets.IExaminable.html#NetAF_Assets_IExaminable_Attributes)
(NetAF.Assets.ExaminationCallback)
IExaminable.Examine (ExaminationScene)
ExaminationRequest
(NetAF.Assets.IExaminable.html#NetAF_Assets_IExaminable_Examine_NetAF_Assets_ExaminationScene_)
(NetAF.Assets.ExaminationRequest)
IPlayerVisible.IsPlayerVisible (NetAF.Assets.IPlayerVisible.html#NetAF_Assets_IPlayerVisible_IsPlayerVisible)
ExaminationResult
IRestoreFromObjectSerialization<ExaminableSerialization>.RestoreFrom(ExaminableSerialization)
(NetAF.Assets.ExaminationResult.)
(NetAF.Serialization.IRestoreFromObjectSerialization-
ExaminationScene
1.html#NetAF_Serialization_IRestoreFromObjectSerialization_1_RestoreFrom__0_)
(NetAF.Assets.ExaminationScene.)
Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html)

Assemblies (NetAF.html).Assets (NetAF.Assets.html)

ItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

public interface IItemContainer : IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Properties

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Items

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Get the items.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Property Value

+ NetAF.Commands

Type (NetAF.Commands.html)

Item (NetAF.Assets.Item.html)[]

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Methods

+ NetAF.Conversations

(NetAF.Conversations.html)

Description

AddItem(Item)

Add an item.

Declaration

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

 Description

Parameters
Type (NetAF.Assets.Description.html)

Type	Name	Description
ExaminableObject (NetAF.Assets.ExaminableObject.html)	<i>item</i>	The item to add.

RemoveItem(Item)

Remove an item.
Parameters

Declaration
NetAF.Assets.ExaminationScene.IExaminable
void RemoveItem(Item item)

Parameters
Type (NetAF.Assets.IPlayerVisible.html)
Identifier
Item (NetAF.Assets.Item.html)
(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)
Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

Namespace: NetAF.(NetAF.html).Assets.(NetAF.Assets.html)

Assembly: NetAF.dll

Syntax (NetAF.Assets.ExaminableObject.h)

ExaminationCallback

(NetAF.Assets.ExaminationCallback.h)
public interface IPlayerVisible
ExaminationRequest

(NetAF.Assets.ExaminationRequest.h)

ExaminationResult

(NetAF.Assets.ExaminationResult.h)

ExaminationScene

(NetAF.Assets.ExaminationScene.h)

IExaminable

(NetAF.Assets.IExaminable.html)

ItemContainer

Get (NetAF.Assets.ItemContainer.html)

IPlayerVisible

Declaration (NetAF.Assets.IPlayerVisible.html)

Identifier

bool IsPlayerVisible { get; set; }

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Property Value

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

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

Description

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance

(NetAF.Assets.ExaminableObject.html)
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ ExaminationCallback
↳ Identifier
(NetAF.Assets.ExaminationCallback.html)

Implements

ExaminationRequest
(NetAF.Assets.ExaminationRequest.html)

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

IEquatable<ExaminationResult>
(NetAF.Assets.ExaminationResult.html)

Inherited Members

(NetAF.Assets.ExaminationScene.html)

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)))
(NetAF.Assets.IExaminable.html)

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)))
(NetAF.Assets.Identifier.html)

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>)

(NetAF.Assets.Identifier.html)

Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html)

Assembly: NetAF.dll

Size (NetAF.Assets.Size.html)

Syntax

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html) : IEquatable<string>, IEquatable<Identifier>

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Constructors

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Identifier(string)

+ NetAF.Assets.Locations

Provides a class that can be used as a location identifier.

(NetAF.Assets.Locations.html)

Declarations

NetAF.Commands

(NetAF.Commands.html)

 public Identifier(string name)

+ NetAF.Commands.

Persistence

Parameters

(NetAF.Commands.Persistence.html)

Type

+ NetAF.Conversations

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

(NetAFConversations.html)

+ NetAF.Conversations.

Instructions

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

Properties

Empty

Get an empty identifier.

Declaration

```
(NetAF.Assets.ExaminableObject.h  
public static Identifier Empty { get; }  
ExaminationCallback  
(NetAF.Assets.ExaminationCallback  
ExaminationRequest
```

Property Value

(NetAF.Assets.ExaminationRequest)

Type ExaminationResult

(NetAF.Assets.ExaminationResult)

Identifier (NetAF.Assets.Identifier.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.I

IExaminable

IdentifiableName

(NetAF.Assets.Examinable.html)

IItemContainer

Get the name as a case insensitive identifier.

(NetAF.Assets.ItemContainer.html)

Declaration

(NetAF.Assets.IPlayerVisible.html)

Type Identifier

public string IdentifiableName { get; }

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Property Value

Size (NetAF.Assets.Size.html)

Type	Description
+ NetAF.Assets.Attributes	

(NetAF.Assets.Attributes.html)

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Name

+ NetAF.Assets.Interaction

Get the name

(NetAF.Assets.Interaction.html)

Declaration

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

public string Name { get; }

+ NetAF.Commands

(NetAF.Commands.html)

Property Value

Type	Description
+ NetAF.Commands.Persistence	

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

(NetAF.Commands.Persistence)

+ NetAF.Conversations

(NetAF.Conversations.html)

Methods

+ NetAF.Conversations.

Instructions

Equals(Identifier)

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

Declaration

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

Parameters
`(NetAF.Assets.ExaminableObject.html)`

Type	Name	Description
<code>ExaminationCallback (NetAF.Assets.ExaminationCallback.html)</code>	<code>other</code>	An object to compare with this object.

Returns
`ExaminationResult (NetAF.Assets.ExaminationResult.html)`

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

`IExaminable (NetAF.Assets.IExaminable.html)`

`IItemContainer (NetAF.Assets.IItemContainer.html)`

`IPlayerVisible (NetAF.Assets.IPlayerVisible.html)`

`Identifier (NetAF.Assets.Identifier.html)`

`Item (NetAF.Assets.Item.html)`

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

`Size (NetAF.Assets.Size.html)`

Declaration

+ **NetAF.Assets.Attributes**

`(NetAF.Assets.Attributes.html)`
public bool Equals(string other)

+ **NetAF.Assets.Characters**

`(NetAF.Assets.Characters.html)`
Parameters

Type	Name	Description
<code>(NetAF.Assets.Interaction.html)</code> string (https://learn.microsoft.com/dotnet/api/system.string)	<code>other</code>	An object to compare with this object.

+ **NetAF.Assets.Locations**

`(NetAF.Assets.Locations.html)`

+ **NetAF.Commands**

`(NetAF.Commands.html)`
bool 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>).
+ **NetAF.Commands.Persistence**

`(NetAF.Commands.Persistence.html)`

+ **NetAF.Conversations**

`(NetAF.Conversations.html)`

`ToString()`

+ **NetAF.Conversations**.

`Instructions`

Returns a string that represents the current object.

Declaration

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

>Returns

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

Overrides

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

[ExaminationResult](#)
(NetAF.Assets.ExaminationResult.I

Implements

[ExaminationScene](#)
(NetAF.Assets.ExaminationScene.I
[IEquatable<T>](#) (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)
[IEquatable<T>](#) (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)
[IItemContainer](#)
(NetAF.Assets.IItemContainer.html)
[IPlayerVisible](#)
(NetAF.Assets.IPlayerVisible.html)
[Identifier](#)
(NetAF.Assets.Identifier.html)
[Item](#) (NetAF.Assets.Item.html)
[Size](#) (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

[\(NetAF.Assets.Attributes.html\)](#)

+ NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)

+ NetAF.Assets.Interaction

[\(NetAF.Assets.Interaction.html\)](#)

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

+ NetAF.Commands.

[Persistence](#)

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

[Instructions](#)

Class Item

Represents an item that can be used within the game.

Filter by title

Inheritance [System.Object](#)

- ↳ [ExaminationCallback](#)
- ↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Assets.ExaminationCallback)
- ↳ [ExaminableObject](#) ([NetAF.Assets.ExaminableObject.html](#))
↳ [ExaminationRequest](#)
↳ [Item](#)
(NetAF.Assets.ExaminationRequest)
- Implementation
 - [ExaminationResult](#)
 - [IExaminationResult](#) ([NetAF.Assets.ExaminationResult.html](#))
 - [IPlayerVisible](#) ([NetAF.Assets.IPlayerVisible.html](#))
 - [IRestoreFromObjectSerialization](#) ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<ExaminableExaminable>
(NetAF.Assets.ExaminableObject)
 - [IInteractWithItem](#) ([NetAF.Assets.IInteractWithItem.html](#))
 - [IRestoreFromObjectSerialization](#) ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<ItemSerialization>
(NetAF.Assets.ItemSerialization)
- Inherited Members
 - [IPlayerVisible](#)
(NetAF.Assets.IPlayerVisible.html)
- ExaminableObject.Examination
[\(NetAF_Assets_ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination\)](#)
- ExaminableObject.ToString()
[\(NetAF_Assets_ExaminableObject.html#NetAF_Assets_ExaminableObject_ToString\)](#)
- ExaminableObject.Identifier
[\(NetAF_Assets_ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier\)](#)
- ExaminableObject.Description
[\(NetAF_Assets_ExaminableObject.html#NetAF_Assets_ExaminableObject_Description\)](#)
- + [NetAF.Assets.Attributes](#)
[\(NetAF_Assets.Attributes.html\)](#)
- ExaminableObject.Commands
[\(NetAF_Assets_ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands\)](#)
- + [NetAF.Assets.Characters](#)
[\(NetAF_Assets.Characters.html\)](#)
- ExaminableObject.Examine(ExaminationScene)
[\(NetAF_Assets_ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene_\)](#)
- + [NetAF.Assets.Interaction](#)
[\(NetAF_Assets.Interaction.html\)](#)
- ExaminableObject.IsChecked
[\(NetAF_Assets_ExaminableObject.html#NetAF_Assets_ExaminableObject_IsChecked\)](#)
- ExaminableObject.IsPlayerVisible
[\(NetAF_Assets_ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible\)](#)
- ExaminableObject.RestoreFrom(ExaminableSerialization)
[\(NetAF_Assets_ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_Asset\)](#)
- + [NetAF.Commands](#)
[\(NetAF_Commands.html\)](#)
- 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)))
- + [NetAF.Commands.Persistence](#)
[\(NetAF_Commands.Persistence.html\)](#)
- 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>)
- + [NetAF.Conversations](#)
[\(NetAF_Conversations.html\)](#)
- Assets ([NetAF.Assets.html](#))
- + [NetAF.Instructions](#)
[\(NetAF_Instructions.html\)](#)

Syntax

```
public sealed class Item : ExaminableObject, IExaminable, IPlayerVisible, IRotateFor  
omObjectSerialization<ExaminableSerialization>, IInteractWithItem, IRotateFromObjec  
tSerialization<ItemSerialization>
```



Constructors

ExaminationCallback

(NetAF.Assets.ExaminationCallbac

ExaminationRequest

Item(Identifier, Description, bool)

(NetAF.Assets.ExaminationReques

ExaminationResult

Initializes a new instance of the Item class.

(NetAF.Assets.ExaminationResult.I

Declaration

ExaminationScene

(NetAF.Assets.ExaminationScene.I

plExaminable(Identifier identifier, Description description, bool isTakeable = false)

(NetAF.Assets.IExaminable.html)

ItemContainer

Parameters

(NetAF.Assets.IItemContainer.html)

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Item(String, string, bool)

+ NetAF.Assets.Characters

Initializes a new instance of the Item class.

(NetAF.Assets.Characters.htm

Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

+ NetAF.Conversations

(NetAF.Conversations.html)

Properties

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

Interaction

Get or set the interaction.

Declaration

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

Property Value

Type	Description
(NetAF.Assets.ExaminationCallback)	

IsTakeable

Get or set if this is takeable.

(NetAF.Assets.IExaminable.html)

Declaration

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

```
(NetAF.Assets.IPlayerVisible.html)
```

Identifier

Property Value

(NetAF.Assets.Identifier.html)

Type	Description
Item (NetAF.Assets.Item.html)	
Size (NetAF.Assets.Size.html)	

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Interact(item)

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Declaration

+ NetAF.Commands

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

+ NetAF.Commands.

Parameters

Persistence

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

+ NetAF.Conversations

(NetAF.Conversations.html)

Returns

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.html)

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

RestoreFrom(ItemSerialization)

Restore this object from a serialization:

ExaminationCallback

Declaration
NetAF.Assets.ExaminationCallback

ExaminationRequest

(NetAF.Assets.ExaminationRequest.Serialization serialization)

ExaminationResult

(NetAF.Assets.ExaminationResult.I

Parameters

ExaminationScene

Type	Name	Description
NetAF.Assets.ExaminationScene.I IExaminable ItemSerialization (NetAF.Assets.IExaminable.html) (NetAF.Serialization.Assets.ItemSerialization.html)	serialization	The serialization to restore from.

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

Implementation
NetAF.Assets.IPlayerVisible.html

Identifier

IExaminable (NetAF.Assets.IExaminable.html)
(NetAF.Assets.Identifier.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

Item (NetAF.Assets.Item.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

Size (NetAF.Assets.Size.html)

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

Struct Size

Represents a size.

Filter by title

Inherited Members

(NetAF.Assets.ExaminationCallback)
ValueType.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.valuetype.equals>)
ExaminationRequest
ValueType.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.valuetype.gethashcode>)
(NetAF.Assets.ExaminationRequest)
ValueType.ToString() (<https://learn.microsoft.com/dotnet/api/system.valuetype.tostring>)
ExaminationResult
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)))
(NetAF.Assets.ExaminationResult)
equals(system-object-system-object)
ExaminationScene
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
(NetAF.Assets.ExaminationScene)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
Examinable
Namespace: NetAF (NetAF.html) Assets (NetAF.Assets.html)

Assembly Container

Syntax

```
(NetAF.Assets.IItemContainer.html)  
IPlayerVisible  
(NetAF.Assets.IPlayerVisible.html)  
public readonly struct Size  
Identifier  
(NetAF.Assets.Identifier.html)  
Item (NetAF.Assets.Item.html)
```

Constructors

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)
Size(int, int)

+ NetAF.Assets.Characters

Represents a size.
(NetAF.Assets.Characters.html)
Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)
height)

+ NetAF.Assets.Locations

Parameters

(NetAF.Assets.Locations.html)

+ NetAF.Commands

in (NetAF.Commands.html) dotnet/api/system.int32)

in (NetAF.Commands.html) dotnet/api/system.int32)

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

Properties
(NetAF.Conversations.html)

+ NetAF.Conversations.

Height

Instructions

Get (NetAF.Conversations.Instruct

Type	Name	Description
int (NetAF.Commands.html) dotnet/api/system.int32)	width	The width.
int (NetAF.Commands.html) dotnet/api/system.int32)	height	The height.

Declaration

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

Property Value

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

Width

Declaration
ExaminationRequest
(NetAF.Assets.ExaminationRequest)

ExaminationResult
(NetAF.Assets.ExaminationResult)

GetExaminationScene
(NetAF.Assets.ExaminationScene)

Declaration
IExaminable

(NetAF.Assets.IExaminable.html)
public int Width { get; }

ItemContainer
(NetAF.Assets.IItemContainer.html)

IPlayerVisible

Property Value
(NetAF.Assets.IPlayerVisible.html)

Type
Identifier

(NetAF.Assets.Identifier.html)

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Namespace NetAF.Assets.Attributes

Classes

Filter by title

+ NetAF.Adapters

Attribute ([NetAF.Assets.Attributes.Attribute.html](#))

([NetAF.Adapters.html](#))

Provides a description of an attribute.

+ NetAF.Assets

([NetAF.Assets.html](#))

AttributeManager ([NetAF.Assets.Attributes.AttributeManager.html](#))

- NetAF.Assets.Attributes

Provides a class for managing attributes.

([NetAF.Assets.Attributes.html](#))

Attribute

([NetAF.Assets.Attributes.Attribute.html](#))

AttributeManager

([NetAF.Assets.Attributes.AttributeManager.html](#))

+ NetAF.Assets.Characters

([NetAF.Assets.Characters.html](#))

+ NetAF.Assets.Interaction

([NetAF.Assets.Interaction.html](#))

+ NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))

+ NetAF.Commands

([NetAF.Commands.html](#))

+ NetAF.Commands.

Persistence

([NetAF.Commands.Persistence.html](#))

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

Instructions

([NetAF.Conversations.Instructions.html](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

Class Attribute

Provides a description of an attribute.

Filter by title

Inheritance

([NetAF.Attributes.html](#))

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

+ **NetAFAssets**

L: Attribute

([NetAF.Assets.html](#))

Implements

- **NetAFAssets.Attributes**

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Attribute

([NetAF.Assets.Attributes.html](#))

Serialization ([NetAF.Serialization.Assets.AttributeSerialization.html](#))>

Attribute

Inherited Members

([NetAF.Assets.Attributes.Attribute.html](#))

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)))

AttributeManager

([NetAF.Assets.Attributes.AttributeManager.html](#))

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)))

+ **NetAFAssets.Characters**

equals([System.Object](#), [System.Object](#))

([NetAF.Assets.Characters.html](#))

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

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

+ **NetAFAssets.Interaction**

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

([NetAF.Assets.Interaction.html](#))

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

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

+ **NetAFAssets.Locations**

([NetAF.Assets.Locations.html](#))

NameSpace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Attributes ([NetAF.Assets.Attributes.html](#))

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

([NetAF.Commands.html](#))

+ **NetAF.Commands**: IRestoreFromObjectSerialization<AttributeSerialization>

Persistence

([NetAF.Commands.Persistence.html](#))

Constructors

NetAF.Conversations

([NetAF.Conversations.html](#))

Attribute(string, string, int, int)

Instructions

Provides a description of an attribute.

([NetAF.Conversations.Instruct.html](#))

Declaration

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

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

+ **NetAF.Interpretation**

Parameters

([NetAF.Interpretation.html](#))

Type

+ **NetAF.Logic**

([NetAF.Logic.html](#))

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

+ **NetAF.Persistence**

Type		Name	Description
+ NetAF.Logic	(NetAF.Logic.html)	name	Specify the name of the attribute.


```
public int Minimum { get; }
```

Property Value

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

+ NetAF.Assets

[\(NetAF.Assets.html\)](#)

- NetAF.Assets.Attributes

Get the name of the attribute.

[\(NetAF.Assets.Attributes.html\)](#)

Declaration
Attribute

```
(NetAF.Assets.Attributes.Attribute)  
public string Name { get; }
```

AttributeManager

(NetAF.Assets.Attributes.AttributeM

Property Value

+ NetAF.Assets.Characters

Type [\(NetAF.Assets.Characters.html\)](#)

Description

+ NetAF.Assets.Interaction
[\(NetAF.Assets.Interaction.html\)](#)

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

Methods

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

FromSerialization(AttributeSerialization)

+ NetAF.Commands.

Create a new Attribute from a serialization.

Persistence

Declaration

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Conversations

```
public static Attribute FromSerialization(AttributeSerialization serialization)
```

[\(NetAF.Conversations.html\)](#)

Partial Type Instructions

Type	Name	Description
(NetAF.Conversations.Instruction.html)	serialization	The serialization to create the Attribute from.

Returns

+ NetAF.Interpretation

Type [\(NetAF.Interpretation.html\)](#)

Description

+ NetAF.Logic
[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

RestoreFrom(AttributeSerialization)

Restore this object from a serialization.

Declaration

```
public void RestoreFrom(AttributeSerialization serialization)
```

(NetAF.Adapters.html)

Parameters

+ **NetAF.Assets**

Type
(NetAF.Assets.html)

AttributeSerialization

- **NetAF.Assets.Attributes**

(NetAF.Serialization.Assets.AttributeSerialization.html)

(NetAF.Assets.Attributes.html)

Name

Description

serialization

The serialization to restore from.

Attribute

Implements
(NetAF.Assets.Attributes.Attribute.html)

AttributeManager

IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Persistence**

Class AttributeManager

Provides a class for managing attributes.

Filter by title

Inheritance

+ NetAF.Assets

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

NetAF.Assets.Attributes

Implements

(NetAF.Assets.Attributes.html)

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<AttributeManager

Serialization ([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))>

(NetAF.Assets.Attributes.Attribute.html)

Inherited Members

AttributeManager

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)))

+ NetAF.Assets.Characters

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)))

(NetAF.Assets.Characters.html)

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

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

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

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

+ NetAF.Assets.Locations

NameSpace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#)).Attributes ([NetAF.Assets.Attributes.html](#))

Assembly: NetAF.dll

+ NetAF.Commands

Syntax

(NetAF.Commands.html)

+ NetAF.Commands

public sealed class AttributeManager : IRestoreFromObjectSerialization<AttributeManager>

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Properties

+ NetAF.Conversations.

Instructions

Count

(NetAF.Conversations.Instruct.html)

Get the number of attributes this manager has.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

public int Count { get; }

(NetAF.Interpretation.html)

+ NetAF.Logic

Property Value

(NetAF.Logic.html)

Type

Description

+ NetAF.Persistence

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

(NetAF.Persistence.html)

Methods

Add(Attribute, int)

Add a value to an attribute.

Declaration

+ NetAF.Assets

public void Add(Attribute attribute, int value)
[\(NetAF.Assets.html\)](#)

- NetAF.Assets.Attributes

Parameters

[\(NetAF.Assets.Attributes.html\)](#)

Type Attribute

Attribute ([NetAF.Assets.Attributes.Attribute.html](#))

AttributeManager

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

[\(NetAF.Assets.Attributes.html\)](#)

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

+ NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)

Add(String, int)

+ NetAF.Assets.Interaction

Add a value to an attribute.

[\(NetAF.Assets.Interaction.html\)](#)

Declaration

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

public void Add(string attributeName, int value)

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

+NetAF.Commands.

Persistence

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

[\(NetAF.Commands.Persistence.html\)](#)

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

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

GetAsDictionary()

Instructions

Get all attributes as a dictionary.

[\(NetAF.Conversations.Instruct.html\)](#)

Declaration

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

public Dictionary<Attribute, int> GetAsDictionary()

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Type	Description
Dictionary (https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2) <Attribute (NetAF.Assets.Attributes.Attribute.html), int (https://learn.microsoft.com/dotnet/api/system.int32)>	A dictionary where the key are the attributes and the values are the values.

+ NetAF.Assets

[\(NetAF.Assets.html\)](#)
GetAttributes()

- NetAF.Assets.Attributes

Get all attributes.
[\(NetAF.Assets.Attributes.html\)](#)

Declaration

```
Attribute
  (NetAF.Assets.Attributes.Attribute.html)
public Attribute[] GetAttributes()
  (NetAF.Assets.Attributes.AttributeV
```

R NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)
Type

+ NetAF.Assets.Interaction

Attribute ([NetAF.Assets.Attributes.Attribute.html](#))[]

Description

An array of attributes.

[\(NetAF.Assets.Interaction.html\)](#)

+ NetAF.Assets.Locations

GetValue(Attribute)
[\(NetAF.Assets.Locations.html\)](#)

Get the value of an attribute.

[\(NetAF.Commands.html\)](#)

+ NetAF.Commands.

Persistence
public int GetValue(Attribute attribute)

[\(NetAF.Commands.Persistence.html\)](#)

Parameters

+ NetAF.Conversations

Type
[\(NetAF.Conversations.html\)](#)

Attribute ([NetAF.Assets.Attributes.Attribute.html](#))

Name

Description

attribute

The attribute.

+ NetAF.Conversations.

Instructions

Returns

[\(NetAF.Conversations.Instruct.html\)](#)

Type

+ NetAF.Extensions

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

Description

The value.

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

GetValue(String)

+ NetAF.Logic

Get the value of an attribute.

[\(NetAF.Logic.html\)](#)

Declaration

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

```
public int GetValue(string attributeName)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	attributeName	The name of the attribute.

+ NetAF.Assets

Reference ([NetAF.Assets.html](#))

Type	Description
NetAF.Assets.Attributes (NetAF.Assets.Attributes.html)	

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

Attribute
(NetAF.Assets.Attributes.Attribute.html)

Remove(Attribute)

AttributeManager ([NetAF.Assets.Attributes.Attribute.html](#))

Remove an attribute.

+ NetAF.Assets.Characters

Declaration ([NetAF.Assets.Characters.html](#))

+ NetAF.Assets.Interaction

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

([NetAF.Assets.Interaction.html](#))

+ NetAF.Assets.Locations

Parameters ([NetAF.Assets.Locations.html](#))

Type	Name	Description
Attribute (NetAF.Assets.Attributes.Attribute.html)	attribute	The attribute.

+ NetAF.Commands.

Remove(string)

([NetAF.Commands.Persistence.html](#))

Remove an attribute.

+ NetAF.Conversations

Declaration

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

Instructions

([NetAF.Conversations.Instruct.html](#))

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	attributeName	The name of the attribute.

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Persistence

([NetAF.Persistence.html](#))

```
public void RemoveAll()
```

RestoreFrom(AttributeManagerSerialization)

Restore this object from a serialization.

+ NetAF.Assets

Declaration

[\(NetAF.Assets.html\)](#)

- NetAF.Assets.Attributes

[\(NetAF.Assets.Attributes.html\)](#)

Parameters

Type [\(NetAF.Assets.Attributes.Attribute.html\)](#)

AttributeManager [\(NetAF.Assets.Attributes.AttributeManager.html\)](#)

AttributeValue [\(NetAF.Assets.Attributes.AttributeValue.html\)](#)

[\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#)

+ NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)

Subtract(Attribute, int)

[\(NetAF.Assets.Interaction.html\)](#)

Subtract a value from an attribute.

+ NetAF.Assets.Locations

Declaration

[\(NetAF.Assets.Locations.html\)](#)

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

Parameters

+ NetAF.Commands.

Type [\(NetAF.Commands.Persistence.html\)](#)

Attribute [\(NetAF.Assets.Attributes.Attribute.html\)](#)

+ NetAF.Conversations

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

+ NetAF.Conversations.

Subtract(string, int)

[\(NetAF.Conversations.Instruct.html\)](#)

Subtract a value from an attribute.

+ NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Parameters

+ NetAF.Logic

Type [\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Type	Name	Description
(NetAF.Persistence.html)	attributeName	The name of the attribute.

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

Implements

[IRestoreFromObjectSerialization<T>](#) ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))

+ **NetAF.Assets**

[\(NetAF.Assets.html\)](#)

- **NetAF.Assets.Attributes**

[\(NetAF.Assets.Attributes.html\)](#)

Attribute

[\(NetAF.Assets.Attributes.Attribute.html\)](#)

AttributeManager

[\(NetAF.Assets.Attributes.AttributeManager.html\)](#)

+ **NetAF.Assets.Characters**

[\(NetAF.Assets.Characters.html\)](#)

+ **NetAF.Assets.Interaction**

[\(NetAF.Assets.Interaction.html\)](#)

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

Namespace NetAF.Assets.Characters

Classes

Filter by title

Character ([NetAF.Assets.Characters.Character.html](#))

+ **NetAF.Assets**

Represents a generic in game character.
[\(NetAF.Assets.html\)](#)

+ **NetAF.Assets.Attributes**

NonPlayableCharacter ([NetAF.Assets.Characters.NonPlayableCharacter.html](#))

([NetAF.Assets.Attributes.html](#))
Represents a non-playable character.

- **NetAF.Assets.Characters**

[\(NetAF.Assets.Characters.html\)](#)

PlayableCharacter ([NetAF.Assets.Characters.PlayableCharacter.html](#))

Character
Represents a playable character.
[\(NetAF.Assets.Characters.Character.html\)](#)

IConverser

Interfaces

IConverser ([NetAF.Assets.Characters.IConverser.html](#))

PlayableCharacter
Represents an object that can converse.

+ **NetAF.Assets.Interaction**

[\(NetAF.Assets.Interaction.html\)](#)

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

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: NetAF (NetAF.html).Assets (NetAF.Assets.html).Characters (NetAF.Assets.Characters.html)

Assembly: NetAF.dll

Syntax



+ **NetAF.Assets**
+ **NetAF.Assets.Attributes**
+ **NetAF.Assets.Characters**
+ **NetAF.Assets.Locations**
+ **NetAF.Assets.Interaction**
+ **NetAF.Assets.Conversations**
+ **NetAF.Extensions**
+ **NetAF.Logic**

Properties

(NetAF.Assets.Characters.html)
Character
(NetAF.Assets.Characters.Character)
IConverser
Get (NetAF.Assets.Characters.IConverser)
NonPlayableCharacter
Declaration
(NetAF.Assets.Characters.NonPlayableCharacter)
PlayableCharacter
public InteractionCallback Interaction { get; set; }
(NetAF.Assets.Characters.PlayableCharacter)

+ **NetAF.Assets.Interaction**

Property Value
(NetAF.Assets.Interaction.html)

Type

+ **NetAF.Assets.Locations**

InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)

+ **NetAF.Commands**

(NetAF.Commands.html)
IsAlive

+ **NetAF.Commands.**

Get if this character is alive.

Persistence

Declaration
(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

public bool IsAlive { get; protected set; }
(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Property Value
Instructions
(NetAF.Conversations.Instructions.html)

Type

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

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Item

NetAF.Interpretation

(NetAF.Interpretation.html)

Get the items.

+ **NetAF.Logic**

Declaration
(NetAF.Logic.html)

Description

Description

Declaration

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

Property Value

Type	Description
Item (NetAF.Assets.Item.html) (NetAF.Assets.html)	

+ NetAF.Assets.Attributes

[\(NetAF.Assets.Attributes.html\)](#)

Methods

- NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)

AddItem(Item)

Character
(NetAF.Assets.Characters.Character)
Add an item.
IConverser

Declaration
NetAF.Assets.Characters.IConverser

NonPlayableCharacter

[public abstract class NonPlayableCharacter : IConverser](#)

PlayableCharacter

[\(NetAF.Assets.Characters.PlayableCharacter\)](#)

Parameters

+ NetAF.Assets.Interaction

Type
[\(NetAF.Assets.Interaction.html\)](#)

Item (NetAF.Assets.Item.html)

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

FIndItem(string, out Item, bool)

[\(NetAF.Commands.html\)](#)

Find an item.

+ NetAF.Commands.

Declaration

Persistence

[\(NetAF.Commands.Persistence\)](#)

[public virtual bool FindItem\(string itemName, out Item item, bool includeInvisibleItems, bool ignoreCase\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Parameters

+ NetAF.Conversations.

Type
[Instructions](#)

[\(NetAF.Conversations.Instruction\)](#)

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

Name

Description

The items name.

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

[Item \(NetAF.Assets.Item.html\)](#)

item

The item.

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

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

>Returns

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

GiveItemToCharacter

(NetAF.Assets.Characters.html)

Give an item to another in game Character.

Character

Declaration
`(NetAF.Assets.Characters.Character)`

IConverser

`public void GiveItemToCharacter(Item item, Character character)`

NonPlayableCharacter

Parameters
`(NetAF.Assets.Characters.NonPlayableCharacter)`

PlayableCharacter

Type
`(NetAF.Assets.Characters.PlayableCharacter)`

Name

Description

+ NetAF.Assets.Interaction

item

The item to give.

(NetAF.Assets.Interaction.html)

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

character

The Character to give the item to.

+ NetAF.Assets.Locations

Returns

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Description

b (NetAF.Commands.html)

True if the transaction completed OK, else false.

+ NetAF.Commands.

Persistence

HasItem(item, bool)

(NetAF.Commands.Persistence.html)

Determine if this PlayableCharacter has an item.

+ NetAF.Conversations

Declaration
`(NetAF.Conversations.html)`

+ NetAF.Conversations.

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

Instructions

(NetAF.Conversations.Instruct.html)

Parameters

+ NetAF.Extensions

Type (NetAF.Extensions.html)

Name

Description

Item (NetAF.Assets.Item.html)

item

The item.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

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

>Returns

Type	Description
(NetAF.Assets.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the item is found, else false.

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Interact(\$item).Characters

(NetAF.Assets.Characters.html)

Interact with an item.

Character

Declaration:

[\(NetAF.Assets.Characters.Character.html\)](#)

IConverser

[\(NetAF.Assets.Characters.Result.Conversation.html\)](#)

NonPlayableCharacter

[\(NetAF.Assets.Characters.NonPlayableCharacter.html\)](#)

Parameters:

PlayableCharacter

Type: [\(NetAF.Assets.Characters.PlayableCharacter.html\)](#)

Name

Description

+ NetAF.Assets.Interaction

item

The item to interact with.

(NetAF.Assets.Interaction.html)

Returns

+ NetAF.Assets.Locations

Type: [\(NetAF.Assets.Locations.html\)](#)

Description

InteractionResult ([\(NetAF.Assets.Interaction.InteractionResult.html\)](#))

The result of the interaction.

+ NetAF.Commands

(NetAF.Commands.html)

Persistence

Interact with a specified item.

(NetAF.Commands.Persistence.html)

Declaration:

+ NetAF.Conversations

(NetAF.Conversations.html)

protected virtual InteractionResult [InteractWithItem\(Item item\)](#)

+ NetAF.Conversations.

Instructions

Parameters:

(NetAF.Conversations.Instruction.html)

Name

Description

+ NetAF.Extensions

Item ([\(NetAF.Assets.Item.html\)](#))

(NetAF.Extensions.html)

item

The item to interact with.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)
IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)



+ **NetAF.Assets**

(NetAF.Assets.html)

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

- **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

Character

(NetAF.Assets.Characters.Character.html)

IConverser

(NetAF.Assets.Characters.IConverser.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Interface IConverser

Represents an object that can converse.

Filter by title

Inherited Members

([NetAF.Assets.html](#))

IExaminable.Identifier ([NetAF.Assets.IExaminable.html](#)#NetAF_Assets_IExaminable_Identifier)

+ **NetAF.Assets.Attributes**

IExaminable.Description ([NetAF.Assets.IExaminable.html](#)#NetAF_Assets_IExaminable_Description)

IExaminable.Commands ([NetAF.Assets.IExaminable.html](#)#NetAF_Assets_IExaminable_Commands)

IExaminable.Attributes ([NetAF.Assets.IExaminable.html](#)#NetAF_Assets_IExaminable_Attributes)

([NetAF.Assets.Characters.html](#))

IExaminable.Examine ([ExaminationScene.html](#))

([NetAF.Assets.IExaminable.html](#)#NetAF_Assets_IExaminable_Examine_NetAF_Assets_ExaminationScene_)

Character

IPlayerVisible.IsPlayerVisible ([IPlayerVisible.html](#)#NetAF_Assets_IPlayerVisible_IsPlayerVisible)

IRestoreFromObjectSerialization<ExaminableSerialization>.RestoreFrom(ExaminableSerialization)

([NetAF.Serialization.IRestoreFromObjectSerialization.html](#))

1.html#NetAF_Serialization_IRestoreFromObjectSerialization_1_RestoreFrom__0_

NonPlayableCharacter

Namespace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#)).Characters ([NetAF.Assets.Characters.html](#))

([NetAF.Assets.Characters.NonPlay](#)

Assembly: NetAF.dll

PlayableCharacter

Syntax: [NetAF.Assets.Characters.Playable](#)

+ **NetAF.Assets.Interaction**

public interface IConverser : IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>

+ **NetAF.Assets.Locations**

([NetAF.Assets.Locations.html](#))

+ **NetAF.Commands**

Properties

([NetAF.Commands.html](#))

+ **NetAF.Commands.**

Conversation

Persistence

([NetAF.Commands.Persistence.html](#))

Get or set the conversation.

Declaration:

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

Conversation Conversation { get; set; }

+ **NetAF.Conversations.**

Instructions

Property Value

([NetAF.Conversations.Instruct](#))

Type

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

([NetAF.Extensions.Conversations.Conversation.html](#))

Description

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

▼

(NetAF.Assets.html)

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

- **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

Character

(NetAF.Assets.Characters.Character.html)

IConverser

(NetAF.Assets.Characters.IConverser.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

+ **NetAF.Assets.Attributes**

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

- **NetAF.Assets.Characters**

↳ Character ([NetAF.Assets.Characters.Character.html](#))

([NetAF.Assets.Characters.htm](#))

Implements

Character

IInteractWithItem ([NetAF.Assets.Interaction.IInteractWithItem.html](#))

IItemContainer ([NetAF.Assets.IItemContainer.html](#))

IConverser

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Character

Serialization ([NetAF.Serialization.Assets.CharacterSerialization.html](#))>

NonPlayableCharacter

IConverser ([NetAF.Assets.Characters.IConverser.html](#))

IExaminable ([NetAF.Assets.IExaminable.html](#))

PlayableCharacter

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable

+ **NetAF.Assets.Interaction**

([NetAF.Assets.Interaction.htm](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<NonPlayable

CharacterSerialization ([NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html](#))>

+ **NetAF.Assets.Locations**

Inherited Members

([NetAF.Assets.Locations.htm](#))

Character.IsAlive ([NetAF.Assets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_IsAlive)

+ **NetAF.Commands**

Character.Interaction

([NetAF.Commands.html](#))

([NetAF.Assets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Interaction)

Character.Kill () ([NetAF.Assets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Kill)

Character.AddItem (Item, bool)

Persistence

([NetAF.Assets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Persistence)

System.Boolean_

Character.FindItem (string, out Item, bool)

([NetAF.Assets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_FindItem_System_String_NetA

([NetAF.Commands.html](#))

F_Assets_Item_System.Boolean_

+ **NetAF.Conversations**

([NetAF.Conversations.htm](#))

([NetAF.Assets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Give_NetAF_Assets_Item_Net

AF_Assets_Characters_Character_)

([NetAF.Conversations.Instruct](#))

Character.Interact (Item)

+ **NetAF.Extensions**

Characters.Character ([NetAF.Assets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Interact_NetAF_Assets_Item_)

Character.AddItem (Item) ([NetAF.Extensions.html](#))

Character.AddItem (Item)

+ **NetAF.Interpretation**

([NetAF.Assets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_AddItem_NetAF_Assets_Item_)

([NetAF.Interpretation.html](#))

Character.RemoveItem (Item)

([NetAF.Assets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_RemoveItem_NetAF_Assets_I

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

Character.RestoreFrom(CharacterSerialization)
(NetAF.Assets.Characters.Character.html#NetAF_Assets_Characters_Character_RestoreFrom_NetAF_Serialization_on_Assets_CharacterSerialization_)

ExaminableObject.Examination
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)

ExaminableObject.ToString() (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_ToString)
ExaminableObject.Identifier (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier)

ExaminableObject.Description
+ **NetAF.Assets.Attributes**
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

+ **NetAF.Assets.Attributes.html**

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

- **NetAF.Assets.Characters**
(NetAF.Assets.Characters.html)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

ExaminableObject.Examine(ExaminationScene)
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene_Converser)

ExaminableObject.IsPlayerVisible
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

ExaminableObject.RestoreFrom(ExaminableSerialization)
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_Assets_ExaminableSerialization)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
+ **NetAF.Assets.Interaction**
(NetAF.Assets.Interaction.html)

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

+ **NetAF.Assets.Locations**
(NetAF.Assets.Locations.html)

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)

Na(NetAF.Commands.html)

Assembly: NetAF.dll
+ **NetAF.Commands.**

Syntax
Persistence
(NetAF.Commands.Persistence)
public sealed class NonPlayableCharacter : Character, IInteractWithItem, IItemContainer, IObjectSerialization<CharacterSerialization>, IConverser, IExaminable, IPlayerVisible, IRotate, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<NonPlayableCharacterSerialization>

+ **NetAF.Conversations.**

Instructions
(NetAF.Conversations.Instruct)

CONSTRUCTORS

+ **NetAF.Extensions**
(NetAF.Extensions.html)

NonPlayableCharacter(Identifier, Description, Conversation)

+ **.NetAF.Interpretation**
Initializes a new instance of the NonPlayableCharacter class.
(NetAF.Interpretation.html)

Declaration
+ **NetAF.Logic**
(NetAF.Logic.html)

+ **NetAF.Persistence**

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

Parameters

Type	Name	Description
Identifier (NetAF.Assets.Identifier.html)	identifier	This NonPlayableCharacter's identifier.
Description (NetAF.Assets.Description.html)	description	The description of this NonPlayableCharacter.
Conversation (NetAF.Conversations.Conversation.html)	conversation	The conversation.

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

(NetAF.Assets.Characters.NonPlayableCharacter)

Initializes a new instance of the NonPlayableCharacter class.

(NetAF.Assets.Characters.Playable)

Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

public NonPlayableCharacter(Identifier identifier, Description description, Conversation

conversation, bool isAlive, InteractionCallback interaction)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

Type	Name	Description
Identifier (NetAF.Assets.Identifier.html)	identifier	This NonPlayableCharacter's identifier.
Description (NetAF.Assets.Description.html)	description	The description of this NonPlayableCharacter.
Conversation (NetAF.Conversations.Conversation.html)	conversation	The conversation.
bool	isAlive	Set if this NonPlayableCharacter is alive.
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	interaction	Set this NonPlayableCharacter's interaction.

(NetAF.Extensions.html)

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

+ NetAF.Logic

Initializes a new instance of the NonPlayableCharacter class.

(NetAF.Logic.html)

Declaration

+ NetAF.Persistence

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

Parameters

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

+ NetAF.Assets.Locations

NonPlayableCharacter(string, string, Conversation)

+ NetAF.Commands

Initializes a new instance of the NonPlayableCharacter class.

(NetAF.Commands.html)

Declaration

+ NetAF.Commands.

Persistence PlayableCharacter(string identifier, string description, Conversation conv
ersion = null)

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

string

(NetAF.Extensions.html)

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

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Conversation
(NetAF.Conversations.Conversation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Properties

Conversation

Get or set the conversation.

Declaration

+ **NetAF.Assets.Attributes**

public Conversation Conversation { get; set; }

([NetAF.Assets.Attributes.html](#))

- **NetAF.Assets.Characters**

Property Value

([NetAF.Assets.Characters.html](#))

Type

Character

Description

Conversation<T> Conversation<T> ([Conversation.html](#))

IConverser

([NetAF.Assets.Characters.IConverser.html](#))

NonPlayableCharacter

([NetAF.Assets.Characters.NonPlayableCharacter.html](#))

PlayableCharacter

([NetAF.Assets.Characters.PlayableCharacter.html](#))

Methods

+ **RestoreFrom(NonPlayableCharacterSerialization)**

([NetAF.Assets.Interaction.html](#))

Restore this object from a serialization.

+ **NetAF.Assets.Locations**

Declaration

([NetAF.Assets.Locations.html](#))

+ **NetAF.Commands**

([NetAF.Commands.html](#))

Parameters

+ **NetAF.Commands.**

Type

Persistence

Name

Description

([NetAF.Commands.Persistence.html](#))

serialization

The serialization to restore from.

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

Implements

+ **NetAF.Conversations.**

Instructions

IInteractWithItem ([NetAF.Assets.Interaction.IInteractWithItem.html](#))

([NetAF.Conversations.Instruction.html](#))

IRestoreFromObjectSerialization<T> ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))

+ **NetAF.Extensions**

IConverser ([NetAF.Assets.Characters.IConverser.html](#))

([NetAF.Extensions.html](#))

IExaminable ([NetAF.Assets.IExaminable.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

IRestoreFromObjectSerialization<T> ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))

IRestoreFromObjectSerialization<T> ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

▼

+ **NetAF.Assets.Attributes**
[\(NetAF.Assets.Attributes.html\)](#)

- **NetAF.Assets.Characters**
[\(NetAF.Assets.Characters.html\)](#)

 Character
[\(NetAF.Assets.Characters.Character.html\)](#)
 IConverser
[\(NetAF.Assets.Characters.IConverser.html\)](#)
 NonPlayableCharacter
[\(NetAF.Assets.Characters.NonPlayableCharacter.html\)](#)
 PlayableCharacter
[\(NetAF.Assets.Characters.PlayableCharacter.html\)](#)

+ **NetAF.Assets.Interaction**
[\(NetAF.Assets.Interaction.html\)](#)

+ **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**
[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands.**
 Persistence
[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**
 Instructions
[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

([NetAFAssets.Attributes.html](#))

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

- **NetAFAssets.Characters**

↳ Character ([NetAFAssets.Characters.Character.html](#))

([NetAFAssets.Characters.html](#))

↳ PlayableCharacter

Character

Implements

([NetAFAssets.Characters.Character.html](#))

IInteractWithItem ([NetAFAssets.Interaction.IInteractWithItem.html](#))

ItemContainer ([NetAFAssets.ItemContainer.html](#))

([NetAFAssets.Characters.IConver.html](#))

IExaminable ([NetAFAssets.IExaminable.html](#))

NonPlayCharacter

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

([NetAFAssets.Characters.NonPlayCharacter.html](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable

Serialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Character

Serialization ([NetAF.Serialization.Assets.CharacterSerialization.html](#))>

([NetAFAssets.Interaction.html](#))

Inherited Members

+ **NetAFAssets.Locations**

Character.IsAlive ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_IsAlive)

([NetAFAssets.Locations.html](#))

Character.Interaction

([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Interaction)

+ **NetAFCommands**

Character.Kill () ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Kill)

Character.HasItem(item, bool)

([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_HasItem_NetAF_Assets_Item_

System.Boolean_)

Character.FindItem(string, out Item, bool)

([NetAFCommands.Persistence.html](#))

([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_FindItem_System_String_NetA

F_Assets_Item_System.Boolean_)

+ **NetAFConversations**

Character.Give(item, Character)

([NetAFConversations.html](#))

([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Give_NetAF_Assets_Item_Net

A_F_Assets_Conversations_Character_)

Character.AddItem(Item)

([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Interact_NetAF_Assets_Item_

Character.Items ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Items)

+ **NetAFExtensions**

([NetAFExtensions.html](#))

Character.AddItem([NetAF_Assets_Characters_Character_AddItem_NetAF_Assets_Item_](#))

Character.RemoveItem(Item)

([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_RemoveItem_NetAF_Assets_I

tem)

([NetAFInterpretation.html](#))

Character.RestoreFrom(CharacterSerialization)

([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_RestoreFrom_NetAF_Serializati

on_Assets_CharacterSerialization_)

+ **NetAFPersistence**

([NetAFPersistence.html](#))

ExaminableObject.Examination
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)
ExaminableObject.ToString() (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_ToString)
ExaminableObject.Identifier (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier)
ExaminableObject.Description
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)
ExaminableObject.Commands
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)
ExaminableObject.Attributes.html
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)
- NetAF.Assets.Characters
ExaminableObject.Examine(ExaminationScene)
(NetAF.Assets.Characters.html)
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination)
SceneCharacter
ExaminableObject.IsPlayerVisible
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)
ExaminableObject.RestoreFromExaminableSerialization
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_ExaminableSerialization)
NonPlayableExaminableObject (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_NonPlayable)
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object))
NetAF.Assets.Characters.Playable
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-system-object))
+ NetAF.Assets.Interaction
(NetAF.Assets.Interaction.html)
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)
(NetAF.Assets.Locations.html)
Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Characters (NetAF.Assets.Characters.html)
+ NetAF.Commands
Assembly: NetAF.dll
(NetAF.Commands.html)
+ NetAF.Commands.
public sealed class PlayableCharacter : Character, IInteractWithItem, IItemContainer, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization<Identifier>, IRestoreFromObjectSerialization<CharacterSerialization>>
+ NetAF.Conversations
(NetAF.Conversations.html)
Constructors
+ NetAF.Conversations.
Instructions
PlayablesCharacter(Identifier identifier, Description description, params Item[])
+ NetAF.Extensions
Initializes a new instance of the PlayableCharacter class.
(NetAF.Extensions.html)
Declaration
+ NetAF.Interpretation
(NetAF.Interpretation.html) Identifier identifier, Description description, params Item[] items
+ NetAF.Logic
(NetAF.Logic.html)
Parameters
+ NetAF.Persistence
(NetAF.Persistence.html)

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

(NetAF.Assets.Attributes.html) PlayableCharacter(Identifier, Description, bool, params Item[])

- NetAF.Assets.Characters

Initializes a new instance of the PlayableCharacter class.

(NetAF.Assets.Characters.html)

Declaration

```
Character
  (NetAF.Assets.Characters.Character)
public PlayableCharacter(Identifier identifier, Description description, bool canCon
verser, params Item[] items)
  (NetAF.Assets.Characters.IConverser)
  NonPlayableCharacter
```

Parameters

PlayableCharacter

Type	Name	Description
NetAF.Assets.PlayableCharacter		
Identifier (NetAF.Assets.Identifier.html)	<i>identifier</i>	This PlayableCharacter's identifier.
Description (NetAF.Assets.Description.html)	<i>description</i>	The description of the player.
bool	<i>canConverser</i>	If this PlayableCharacter can converse with an IConverser.
Item (NetAF.Assets.Item.html)[]	<i>items</i>	The players items.

+ NetAF.Commands.

Persistence

PlayableCharacter(string, string, params Item[])

(NetAF.Commands.Persistence.html)

Initializes a new instance of the PlayableCharacter class.

+ NetAF.Conversations

Declaration

(NetAF.Conversations.html)

+ NetAF.Conversations.

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

(NetAF.Conversations.Instruct.html)

Parameters

Type	Name	Description
NetAF.Extensions		
Identifier (NetAF.Extensions.html)	<i>identifier</i>	This PlayableCharacter's identifier.
Description (NetAF.Extensions.html)	<i>description</i>	The description of the player.

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

PlayableCharacter(string, string, bool, params Item[])

(NetAF.Persistence.html)

Initializes a new instance of the PlayableCharacter class.

Declaration

```
public PlayableCharacter(string identifier, string description, bool canConverse, pa  
rarms Item[] items)
```



Parameters

Type	Name	Description
- NetAF.Assets.Characters string (NetAF.Assets.Characters.html) https://learn.microsoft.com/dotnet/api/system.string	<i>identifier</i>	This PlayableCharacter's identifier.
- NetAF.Assets.Characters string (NetAF.Assets.Characters.html) https://learn.microsoft.com/dotnet/api/system.NetAF.Assets.Characters.Character	<i>description</i>	The description of the player.
- NetAF.Assets.Characters bool (NetAF.Assets.Characters.html) https://learn.microsoft.com/dotnet/api/system.NetAF.Assets.Characters.PlayableCharacter	<i>canConverse</i>	If this PlayableCharacter can converse with an IConverser.
+ NetAF.Assets.Interaction Item (NetAF.Assets.Item.html) (NetAF.Assets.Interaction.html)	<i>items</i>	The players items.

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

Properties

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

CanConverse

+ NetAF.Commands.

Get if this playable character can converse with an IConverser.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Conversations

public bool CanConverse { get; }

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Property Value

Instructions

Type
[\(NetAF.Conversations.Instruct.html\)](#)

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

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[UserItem](#)(Item, Item) InteractWithItem)

+ NetAF.Persistence

Use an item.

[\(NetAF.Persistence.html\)](#)

Description

Declaration

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

Parameters

Type	Name	Description
Item (NetAF.Assets.Item.html) (NetAF.Assets.Attributes.html)	item	The item to use.
IInteractWithItem NetAF.Assets.Characters (NetAF.Assets.Interaction.IInteractWithItem.html) (NetAF.Assets.Characters.htm	targetObject	A target object to use the item on.

Returns

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

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlay

PlayableCharacter

(NetAF.Assets.Characters.Playable

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

+ NetAF.Assets.Interaction
ItemContainer (NetAF.Assets.ItemContainer.html)
(NetAF.Assets.Interaction.html)

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

Namespace NetAF.Assets.Interaction

Classes

Filter by title

InteractionResult (NetAF.Assets.Interaction.InteractionResult.html)

Represents a result of an interaction.
+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Reaction (NetAF.Assets.Interaction.Reaction.html)

+ NetAF.Assets.Characters

Represents a reaction.
(NetAF.Assets.Characters.html)

- NetAF.Assets.Interaction

Result (NetAF.Assets.Interaction.Result.html)

(NetAF.Assets.Interaction.html)

Represents a result.
Condition

(NetAF.Assets.Interaction.Condition)

InteractWithItem

(NetAF.Assets.Interaction.IInteractWithItem)

InteractionCallback

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

Represents any object that can interact with an item.

(NetAF.Assets.Interaction.IInteractWithItem)

Enums

InteractionEffect

(NetAF.Assets.Interaction.InteractionEffect)

Reaction

(NetAF.Assets.Interaction.Reaction)

ReactionResult

(NetAF.Assets.Interaction.ReactionResult)

Enumeration of interaction effects.

(NetAF.Assets.Interaction.ReactionResult)

Result

(NetAF.Assets.Interaction.Result)

InteractionEffect (NetAF.Assets.Interaction.InteractionEffect.html)

ReactionResult (NetAF.Assets.Interaction.ReactionResult.html)

+ NetAF.Assets.Locations

Enumeration of reaction results.

(NetAF.Assets.Locations.html)

Delegates

NetAF.Commands

(NetAF.Commands.html)

Condition (NetAF.Assets.Interaction.Condition.html)

Persistence

Represents a callback for conditions.

(NetAF.Commands.Persistence)

InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)

(NetAF.Conversations.html)

Represents the callback for interacting with objects.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

▼

(NetAF.Assets.html)

+ NetAF.Assets.Attributes

[\(NetAF.Assets.Attributes.html\)](#)

+ NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)

- NetAF.Assets.Interaction

[\(NetAF.Assets.Interaction.html\)](#)

Condition

[\(NetAF.Assets.Interaction.Condition.html\)](#)

IInteractWithItem

[\(NetAF.Assets.Interaction.IInteractWithItem.html\)](#)

InteractionCallback

[\(NetAF.Assets.Interaction.InteractionCallback.html\)](#)

InteractionEffect

[\(NetAF.Assets.Interaction.InteractionEffect.html\)](#)

InteractionResult

[\(NetAF.Assets.Interaction.InteractionResult.html\)](#)

Reaction

[\(NetAF.Assets.Interaction.Reaction.html\)](#)

ReactionResult

[\(NetAF.Assets.Interaction.ReactionResult.html\)](#)

Result

[\(NetAF.Assets.Interaction.Result.html\)](#)

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

Delegate Condition

Represents a callback for conditions.

Filter by title

Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Interaction (NetAF.Assets.Interaction.html)

Assembly: NetAF.dll

+ NetAF.Assets.Attributes

Syntax
[\(NetAF.Assets.Attributes.html\)](#)

+ NetAF.Assets.Characters

public delegate bool Condition()
[\(NetAF.Assets.Characters.html\)](#)

+ NetAF.Assets.Interaction

Returns
[\(NetAF.Assets.Interaction.html\)](#)

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

IInteractWithItem
(NetAF.Assets.Interaction.IInteract)
InteractionCallback
(NetAF.Assets.Interaction.Interaction)
InteractionEffect
(NetAF.Assets.Interaction.Interaction)
InteractionResult
(NetAF.Assets.Interaction.Interaction)
Reaction
(NetAF.Assets.Interaction.Reaction)
ReactionResult
(NetAF.Assets.Interaction.Reaction)
Result
(NetAF.Assets.Interaction.Result.ht

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

+ **NetAF.Assets.Attributes**
([NetAF.Assets.Attributes.html](#))

Assembly: NetAF.dll

Syntax
+ **NetAF.Assets.Characters**
([NetAF.Assets.Characters.html](#))

public interface IInteractWithItem

- **NetAF.Assets.Interaction**

([NetAF.Assets.Interaction.html](#))

Condition

Methods

([NetAF.Assets.Interaction.Condition.html](#))

IInteractWithItem

([NetAF.Assets.Interaction.IInteractWithItem.html](#))

Interact(Item)

InteractionCallback

([NetAF.Assets.Interaction.InteractionCallback.html](#))

Interact with an item.

InteractionEffect

([NetAF.Assets.Interaction.InteractionEffect.html](#))

InteractionResult

([NetAF.Assets.Interaction.InteractionResult.html](#))

InteractionResult

([NetAF.Assets.Interaction.InteractionResult.html](#))

Reaction

([NetAF.Assets.Interaction.Reaction.html](#))

Parameters

ReactionResult

Type	Name	Description
NetAF.Assets.Interaction.ReactionResult		
Item (NetAF.Assets.Item.html)	item	The item to interact with.

+ **NetAF.Assets.Locations**

Returns
([NetAF.Assets.Locations.html](#))

Type

Description

+ **NetAF.Commands**

InteractionResult ([NetAF.Assets.Interaction.InteractionResult.html](#))

The result of the interaction.

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Delegate InteractionCallback

Represents the callback for interacting with objects.

Filter by title

Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Interaction (NetAF.Assets.Interaction.html)
(NetAF.Assets.Attributes.html)

Assembly: NetAF.dll

+ **NetAF.Assets.Characters**

Syntax
(NetAF.Assets.Characters.html)

- **NetAFAssetsInteraction**

(NetAF.Assets.Interaction.html)

Parameters

Condition

Type	Name	Description
Interaction.Condition (NetAF.Assets.Interaction.Condition.html)	item	The item to interact with.

InteractionCallback

Returns **NetAF.Assets.Interaction.InteractionEffect**

Type	Description
InteractionEffect (NetAF.Assets.Interaction.InteractionEffect.html)	The result of the interaction.

InteractionResult (NetAF.Assets.Interaction.InteractionResult.html)

Interaction (NetAF.Assets.Interaction.Interaction.html)

Reaction

Interaction.Reaction (NetAF.Assets.Interaction.Reaction.html)

ReactionResult

Interaction.ReactionResult (NetAF.Assets.Interaction.ReactionResult.html)

Result

Interaction.Result (NetAF.Assets.Interaction.Result.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Interaction (NetAF.Assets.Interaction.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

- NetAF.Assets.Interaction

public enum InteractionEffect
(NetAF.Assets.Interaction.html)

Condition

(NetAF.Assets.Interaction.Condition)

IInteractWithItem

(NetAF.Assets.Interaction.IInteract)

InteractionCallback

Name	Description
FatalEffect	A fatal effect to the interaction. (NetAF.Assets.Interaction.InteractionEffect)
ItemUsedUp	Item was used up. (NetAF.Assets.Interaction.InteractionEffect)
NoEffect	No effect to the interaction on either the item or the target. Reaction
SelfContained	The item contained effect. (NetAF.Assets.Interaction.InteractionEffect)
TargetUsedUp	The target was used up. (NetAF.Assets.Interaction.Reaction)

Result

(NetAF.Assets.Interaction.Result)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

[NETAF Assets.Characters](#)

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

↳ Result ([NetAF Assets.Interaction.Result.html](#))

- NetAF Assets.Interaction

↳ InteractionResult

[\(NetAF Assets.Interaction.html\)](#)

Inherited Members

Condition

Result ([\(NetAF Assets.Characters.html#NetAF_Assets_Interaction_Result_Description\)](#))

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)))

object.Equals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-system-object>)

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

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

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

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

Reaction

Namespace: [NetAF \(NetAF.html\).Assets \(NetAF.Assets.html\).Interaction \(NetAF.Assets.Interaction.html\)](#)

(NetAF.Assets.Interaction.Reaction)

Assembly: [NetAF.dll](#)

ReactionResult

Syntax

[\(NetAF.Assets.Interaction.Reaction\)](#)

Result

public sealed class InteractionResult : Result

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

Constructors

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

InteractionResult(InteractionEffect, Item)

+ NetAF.Commands.

Initializes a new instance of the InteractionResult class.

Persistence

[\(NetAF.Commands.Persistence\)](#)

+ NetAF.Conversations

public InteractionResult(InteractionEffect effect, Item item)

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Parameters

Instructions

Type

[\(NetAF.Conversations.Instruct\)](#)

InteractionEffect ([\(NetAF.Assets.Interaction.InteractionEffect.html\)](#))

+ NetAF.Extensions

Item

[\(NetAF.Extensions.html\)](#)

Type	Name	Description
InteractionEffect ((NetAF.Assets.Interaction.InteractionEffect.html))	effect	The effect of this interaction.
Item ((NetAF.Extensions.html))	item	The item used in this interaction.

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

InteractionResult(InteractionEffect, Item, string)

Initializes a new instance of the InteractionResult class.

Declaration

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

(NetAF.Assets.Characters.html)

Parameters

- **NetAF.Assets.Interaction**

Type
(NetAF.Assets.Interaction.html)

InteractionEffect

Condition
(NetAF.Assets.Interaction.InteractionEffect.html)
(NetAF.Assets.Interaction.IInteractionEffect.Condition)

InteractWithItem

Item
(NetAF.Assets.Item.html)
(NetAF.Assets.Interaction.IInteract)

InteractionCallback

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

(NetAF.Assets.Interaction.InteractionResult)

InteractionEffect

(NetAF.Assets.Interaction.InteractionEffect)

InteractionResult

(NetAF.Assets.Interaction.InteractionResult)

Reaction

(NetAF.Assets.Interaction.Reaction)

InteractionResult

(NetAF.Assets.Interaction.Reaction)

Get the effect.

Result

(NetAF.Assets.Interaction.Result.html)

Declaration

+ **NetAF.Assets.Locations**

Type
(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

Property Value
(NetAF.Commands.html)

Type

+ **NetAF.Commands**.

InteractionEffect (NetAF.Assets.Interaction.InteractionEffect.html)

Persistence

(NetAF.Commands.Persistence)

+ **NetAF.Conversations**

Item
(NetAF.Conversations.html)

Get the item used in the interaction.

+ **NetAF.Conversations**.

Instructions

(NetAF.Conversations.Instruct)

public Item Item { get; }

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Property Value

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Type	Description
Item (NetAF.Assets.Item.html)	

▼

- **NetAF.Assets.Characters**
[\(NetAF.Assets.Characters.html\)](#)
- **NetAF.Assets.Interaction**
[\(NetAF.Assets.Interaction.html\)](#)
 - Condition
[\(NetAF.Assets.Interaction.Condition.html\)](#)
 - IInteractWithItem
[\(NetAF.Assets.Interaction.IInteractWithItem.html\)](#)
 - InteractionCallback
[\(NetAF.Assets.Interaction.InteractionCallback.html\)](#)
 - InteractionEffect
[\(NetAF.Assets.Interaction.InteractionEffect.html\)](#)
 - InteractionResult
[\(NetAF.Assets.Interaction.InteractionResult.html\)](#)
 - Reaction
[\(NetAF.Assets.Interaction.Reaction.html\)](#)
 - ReactionResult
[\(NetAF.Assets.Interaction.ReactionResult.html\)](#)
 - ReactionResult
[\(NetAF.Assets.Interaction.ReactionResult.html\)](#)
 - Result
[\(NetAF.Assets.Interaction.Result.html\)](#)
- + **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**
Persistence
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instructions.html\)](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

Class Reaction

Represents a reaction.

Filter by title

Inheritance ([NetAF.Assets.Characters.html](#))

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

- **NetAF.Assets.Interaction**

↳ Reaction

([NetAF.Assets.Interaction.html](#))

Inherited Members

Condition

object ([NetAF.Assets.Interaction.Condition](#)) ([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 ([NetAF.Assets.Interaction.InteractWithItem](#))

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

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

object ([NetAF.Assets.Interaction.Equals](#)) ([object](#)) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

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

([NetAF.Assets.Interaction.Interaction](#))

Namespace: [NetAF](#) ([NetAF.html](#)).[Assets](#) ([NetAF.Assets.html](#)).Interaction ([NetAF.Assets.Interaction.html](#))

Reaction

Assembly: [NetAF.dll](#)

([NetAF.Assets.Interaction.Reaction](#))

Syntax

ReactionResult

([NetAF.Assets.Interaction.Reaction](#))

public sealed class Reaction

([NetAF.Assets.Interaction.Result](#))

+ **NetAF.Assets.Locations**

Constructors

([NetAF.Assets.Locations.html](#))

+ **NetAF.Commands**

Reaction(ReactionResult, string)

([NetAF.Commands.html](#))

Persistence

Declaration

([NetAF.Commands.Persistence](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

Parameters

+ **NetAF.Conversations**.

Type Instructions

([NetAF.Conversations.Instruction](#))

ReactionResult ([NetAF.Assets.Interaction.ReactionResult.html](#))

Name

Description

result

The result.

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

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

name

description

Description

A description of the result.

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Properties

Description

Get a description of the result.

Declaration

(NetAF.Assets.Characters.num)

- **NetAF.Assets.Interaction**
(NetAF.Assets.Interaction.html)

Property Value

Type	Description
<code>(NetAF.Assets.Interaction.Condition.IInteractWithItem)</code> string (https://learn.microsoft.com/dotnet/api/system.string)	

InteractionCallback

`(NetAF.Assets.Interaction.InteractionCallback)`

InteractionEffect

`(NetAF.Assets.Interaction.InteractionEffect)`

Result

Get the result.

`(NetAF.Assets.Interaction.InteractionResult)`

Declaration

Reaction

`(NetAF.Assets.Interaction.Reaction)`

`public ReactionResult Result { get; }`

`(NetAF.Assets.Interaction.ReactionResult)`

Result

Property Value

`(NetAF.Assets.Interaction.Result)`

Type

+ NetAF.Assets.Locations

`ReactionResult (NetAF.Assets.Interaction.ReactionResult.html)`

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Enum ReactionResult

Enumeration of reaction results.

Filter by title

Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Interaction (NetAF.Assets.Interaction.html)

Assembly: NetAF.dll

(NetAF.Assets.Interaction.html)

Syntax

```
Condition  
public enum ReactionResult : IInteractWithItem  
{  
    InteractionCallback  
    InteractionEffect  
}
```

Fields

Name	Description
Error	(NetAF.Assets.Interaction.InteractionResult) An error reaction.
Fatal	(NetAF.Assets.Interaction.InteractionResult) A fatal effect on the player.
Internal	ReactionResult An internal reaction.
OK Result	OK. (NetAF.Assets.Interaction.Result.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Class Result

Represents a result.

Filter by title

Inheritance

([NetAF.Assets.Interaction.html](#))

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

↳ Condition

([NetAF.Assets.Interaction.Condition.html](#))

↳ InteractionWithItem

([NetAF.Assets.Interaction.InteractionResult.html](#))

([NetAF.Assets.Interaction.IInteractionResult](#))

Inherited Members

InteractionCallback

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

InteractionEffect

object ([NetAF.Object.html](#)) ([<code>object.Equals\(object, object\)</code>](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

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

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

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

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

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

Result
Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Interaction (NetAF.Assets.Interaction.html)
([NetAF.Assets.Interaction.Result.html](#))

Assembly: NetAF.dll

NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))

public abstract class Result

+ NetAF.Commands

([NetAF.Commands.html](#))

NetAF.Commands.

Persistence

([NetAF.Commands.Persistence.html](#))

Result()

+ NetAF.Conversations

Initializes a new instance of the Result class.

([NetAF.Conversations.html](#))

NetAF.Conversations.

Instructions

protected Result ()

([NetAF.Conversations.Instruct.html](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Properties

([NetAF.Interpretation.html](#))

NetAF.Logic

([NetAF.Logic.html](#))

Get the description.

Declaration

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

Property Value

Type	Description
(NetAF.Assets.Interaction.html) string <small>Condition /learn.microsoft.com/dotnet/api/system.string)</small> (NetAF.Assets.Interaction.Condition IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem InteractionCallback (NetAF.Assets.Interaction.InteractionCallback InteractionEffect (NetAF.Assets.Interaction.InteractionEffect InteractionResult (NetAF.Assets.Interaction.InteractionResult Reaction (NetAF.Assets.Interaction.Reaction ReactionResult (NetAF.Assets.Interaction.ReactionResult Result (NetAF.Assets.Interaction.Result.html)	

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Namespace NetAF.Assets.Locations

Classes

Filter by title

Exit (NetAF.Assets.Locations.Exit.html)

(NetAF.Assets.Attributes.html)
Represents an exit from a location.

+ NetAF.Assets.Characters

Matrix (NetAF.Assets.CharacterLocations.Matrix.html)

Provides a 3D matrix of rooms.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Overworld (NetAF.Assets.Locations.Overworld.html)

- NetAF.Assets.Locations

Represents an entire overworld.

(NetAF.Assets.Locations.html)

Direction

Region (NetAF.Assets.Locations.Region.html)

Exit

Represents a region.
(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.CharacterLocations.Matrix.html)

Overworld

Represents a room
(NetAF.Assets.Locations.Overworld)

Region

(NetAF.Assets.Locations.Region.html)

Room

Represents a room position.
(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

Represents a view point from a room.
(NetAF.Assets.Locations.ViewPoint.html)

Enums

(NetAF.Commands.html)

+ NetAF.Commands

Direction (NetAF.Assets.Locations.Direction.html)

Persistence

Enumeration of directions.
(NetAF.Commands.Persistence)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Enum Direction

Enumeration of directions.

Filter by title

Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Locations (NetAF.Assets.Locations.html)

([NetAF_Assets_Attributes.html](#))

Assembly: NetAF.dll

Syntax

([NetAF_Assets_Characters.html](#))

public enum Direction

+ NetAF.Assets.Interaction

([NetAF_Assets_Interaction.html](#))

- NetAF.Assets.Locations

([NetAF_Assets_Locations.html](#))

Fields

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

Extension Methods

DirectionExtensions_Inverse (Direction)

([NetAF_Extensions_DirectionExtensions_Inverse_NetAF_Assets_Locations_Direction.html](#))

([NetAF_Commands.html](#))

+ NetAF.Commands.

Persistence

([NetAF_Commands_Persistence.html](#))

+ NetAF.Conversations

([NetAF_Conversations.html](#))

+ NetAF.Conversations.

Instructions

([NetAF_Conversations_Instructions.html](#))

+ NetAF.Extensions

([NetAF_Extensions.html](#))

Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

+ **NetAF.Assets.Characters** ([https://learn.microsoft.com/dotnet/api/system.object](#))
(NetAF.Assets.Characters.html)

↳ Exit

+ **NetAF.Assets.Interaction**

Implements

(NetAF.Assets.Interaction.html)

IExaminable ([NetAF.Assets.IExaminable.html](#))

+ **NetAF.Assets.Locations** ([NetAF.Assets.Locations.html](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable

Direction

IIInteractWithItem ([NetAF.Assets.Interaction.IIInteractWithItem.html](#))

([NetAF.Assets.Locations.Direction.html](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<ExitSerialization

Exit

([NetAF.Serialization.Assets.ExitSerialization.html](#))>

([NetAF.Assets.Locations.Exit.html](#))

Inherited Members

([NetAF.Assets.Locations.Matrix.html](#))

ExaminableObject.Examination

Overworld

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Examination)

([NetAF.Assets.Locations.Overworld.html](#))

ExaminableObject.ToString() ([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_ToString)

Region

ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Identifier)

([NetAF.Assets.Locations.Region.html](#))

ExaminableObject.Description

Room

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Description)

([NetAF.Assets.Locations.Room.html](#))

ExaminableObject.Commands

RoomPosition

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Commands)

([NetAF.Assets.Locations.RoomPosition.html](#))

ExaminableObject.Attributes

ViewPoint

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Attributes)

([NetAF.Assets.Locations.ViewPoint.html](#))

ExaminableObject.Examine(ExaminationScene)

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene)

+ **NetAF.Commands**

ExaminableObject.IsPlayerVisible

(NetAF.Commands.html) ([NetAF.Commands.html](#))

ExaminableObject.RestoreFrom(ExaminableSerialization)

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_Assets_ExaminableSerialization_)

+ **NetAF.Conversations**

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

(NetAF.Conversations.html) ([NetAF.Conversations.html](#))

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

+ **NetAF.Extensions**

Namespace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#)).Locations ([NetAF.Assets.Locations.html](#))

(NetAF.Extensions.html) ([NetAF.Extensions.html](#))

Assembly: NetAF.dll

+ **NetAF Interpretation**

Syntax

```
public sealed class Exit : ExaminableObject, IExaminable, IPlayerVisible, IRotateFor  
omObjectSerialization<ExaminableSerialization>, IInteractWithItem, IRotateFromObjec  
tSerialization<ExitSerialization>
```

▼

Constructors

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Exit(Direction, bool, Identifier, Description)

+ NetAF.Assets.Interaction

Initializes a new instance of the Exit class.

(NetAF.Assets.Interaction.html)

Declaration

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

```
public Exit(Direction direction, bool isLocked = false, Identifier identifier = nul  
lDirection  
lDescription description = null)  
(NetAF.Assets.Locations.Direction.  
Exit
```

Parameters

(NetAF.Assets.Locations.Exit.html)

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

RoomPosition

(NetAF.Assets.Locations.RoomPos

ViewPoint

Properties

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands

Get the direction of the exit.

Persistence

Declaration

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

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

(NetAF.Conversations.html)

Properties

TypeInstructions

(NetAF.Conversations.Instruct

Direction (NetAF.Assets.Locations.Direction.html)

Description

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Interaction

Get or set the interaction.

Declaration

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

Property Value

+ NetAF.Assets.Characters

Type [NetAF.Assets.Characters.html](#)

Description

+ [InteractionCallback \(NetAF.Assets.Interaction.InteractionCallback.html\)](#)

([NetAF.Assets.Interaction.html](#))

- NetAF.Assets.Locations

IsLocked

([NetAF.Assets.Locations.html](#))

Get if this [Exit](#) is locked.

Declaration
 [Direction](#)
 [Exit](#)

([NetAF.Assets.Locations.Direction.Exit.html](#))
 public bool IsLocked { get; }

([NetAF.Assets.Locations.Matrix.html](#))

Property Value

Type [NetAF.Assets.Locations.Overworld.html](#)

Description

Region

bool (<https://teamviewer.com/api/system.boolean>)

Room

([NetAF.Assets.Locations.Room.html](#))

RoomPosition

([NetAF.Assets.Locations.RoomPosition.html](#))

ViewPoint

([NetAF.Assets.Locations.ViewPoint.html](#))

Methods

Interact(item)ands

([NetAF.Commands.html](#))

Interact with an item.

+ NetAF.Commands.

Declaration

Persistence

([NetAF.Commands.Persistence.html](#))

public InteractionResult Interact(Item item)

+ NetAF.Conversations

Part [NetAF.Conversations.html](#)

+ Type [NetAF.Conversations.](#)

Instructions

Item ([NetAF.Assets.Item.html](#))

([NetAF.Conversations.Instruct.html](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF Interpretation

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

Lock()

Lock this exit.

+ NetAF.Assets.Characters

Declaration

(NetAF.Assets.Characters.htm)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

RestoreFrom(ExitSerialization)

Direction

Restore this object from a serialization.

(NetAF.Assets.Locations.Direction.htm)

Declaration

Exit

(NetAF.Assets.Locations.Exit.html)

public void RestoreFrom(ExitSerialization serialization)

(NetAF.Assets.Locations.Matrix.htm)

Overworld

Parameters

(NetAF.Assets.Locations.Overworld.htm)

Type

Region

(NetAF.Assets.Locations.Region.htm)

ExitSerialization

Room

(NetAF.Serialization.Assets.ExitSerialization.html)

(NetAF.Assets.Locations.Room.htm)

RoomPosition

(NetAF.Assets.Locations.RoomPos.htm)

Unlock()

Point

(NetAF.Assets.Locations.ViewPoint.htm)

Unlock this exit.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

+ NetAF.Commands

lock()

Persistence

(NetAF.Commands.Persistence.htm)

Implements

NetAF.Conversations

(NetAF.Conversations.html)

IExamitable (NetAF.Assets.IExamitable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ NetAF.Conversations

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

Instructions

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

(NetAF.Conversations.Instruct.htm)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF Interpretation

▼

- + **NetAF.Assets.Characters**
[\(NetAF.Assets.Characters.html\)](#)
- + **NetAF.Assets.Interaction**
[\(NetAF.Assets.Interaction.html\)](#)
- **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)

 Direction
[\(NetAF.Assets.Locations.Direction.html\)](#)

 Exit
[\(NetAF.Assets.Locations.Exit.html\)](#)

 Matrix
[\(NetAF.Assets.Locations.Matrix.html\)](#)

 Overworld
[\(NetAF.Assets.Locations.Overworld.html\)](#)

 Region
[\(NetAF.Assets.Locations.Region.html\)](#)

 Room
[\(NetAF.Assets.Locations.Room.html\)](#)

 RoomPosition
[\(NetAF.Assets.Locations.RoomPosition.html\)](#)

 ViewPoint
[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**
 Persistence
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
 Instructions
[\(NetAF.Conversations.Instructions.html\)](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF Interpretation**

Class Matrix

Provides a 3D matrix of rooms.

Filter by title

Inheritance

+ NetAF.Assets.Characters

↳ [\(NetAF.Assets.Characters.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Matrix

+ NetAF.Assets.Interaction

Inherited Members

(NetAF.Assets.Interaction.html)

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

- NetAF.Assets.Locations

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

↳ Direction

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

↳ Exit

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

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

↳ Matrix

NameSpace: NetAF.Assets.Locations.Matrix (NetAF.Assets.html).Locations (NetAF.Assets.Locations.html)

Overworld

Assembly: NetAF.dll

(NetAF.Assets.Locations.Overworld)

Syntax

Region

(NetAF.Assets.Locations.Region.html)
public sealed class Matrix

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Constructors

Matrix(RoomPosition[])

(NetAF.Commands.html)

Provides a 3D matrix of rooms.

↳ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

RoomPositions (NetAF.Assets.Locations.RoomPosition.html)[]

roomPositions

The rooms to be represented.

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

(NetAF.Extensions.html)

Properties

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Depth

Get the depth of the matrix.

Declaration

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

+ NetAF.Assets.Characters

Property Value

(NetAF.Assets.Characters.html)

Type

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Height

Direction

Get the height of the matrix.

(NetAF.Assets.Locations.Direction.html)

Exit

Declaration

(NetAF.Assets.Locations.Exit.html)

Matrix

public int Height { get; }

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

Type

(NetAF.Assets.Locations.Region.html)

Room

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

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos.html)

this[int, int, int]

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Get a room in this matrix.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

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

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

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

Name

Description

x

The x position.

+ NetAF.Conversations

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

y

The y position.

Instructions

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

z

The z position.

NetAF.Extensions

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

Room ([NetAF.Assets.Locations.Room.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Room.html))

(NetAF.Interpretation.html)

Description

The room.

Width

Get the width of the matrix.

Declaration

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

+ NetAF.Assets.Characters

Property Value

(NetAF.Assets.Characters.html)

Type

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Methods

(NetAF.Assets.Locations.Direction.

Exit

ToRooms()

(NetAF.Assets.Locations.Exit.html)

Matrix

Return this matrix as a one dimensional array of rooms.

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.

Region

public Room[] ToRooms()

(NetAF.Assets.Locations.Region.html)

Room

Returns a Room

(NetAF.Assets.Locations.Room.html)

Type

Description

(NetAF.Assets.Locations.RoomPos

RoomPosition

The rooms, as a one dimensional array.

(NetAF.Assets.Locations.Room.html[])

(NetAF.Assets.Locations.ViewPoint

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Class Overworld

Represents an entire overworld.

Filter by title

Inheritance

([NetAF.Assets.Characters.html](#))

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

+ **NetAF Assets Interaction**

↳ ExaminableObject ([NetAF.Assets.ExaminableObject.html](#))

([NetAF.Assets.Interaction.html](#))

Implementation

([NetAF.Assets.Locations.html](#))

IExaminable ([NetAF.Assets.Examinable.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

Direction

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable

([NetAF.Assets.Direction.html](#))

Serialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>

Exit

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Overworld

([NetAF.Assets.Direction.Exit.html](#))

Serialization ([NetAF.Serialization.Assets.OverworldSerialization.html](#))>

Matrix

Inherited Members

([NetAF.Assets.Locations.Matrix.html](#))

Overworld

ExaminableObject.Examination

([NetAF.Assets.Locations.Overworld.html](#)#NetAF_Assets_ExaminableObject_Examination)

Region

ExaminableObject.ToString() ([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_ToString)

([NetAF.Assets.Locations.Region.html](#))

ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Identifier)

Room

ExaminableObject.Description

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Description)

RoomPosition

ExaminableObject.Commands

([NetAF.Assets.Locations.RoomPosition.html](#)#NetAF_Assets_ExaminableObject_Commands)

ViewPoint

ExaminableObject.Attributes

([NetAF.Assets.Locations.ViewPoint.html](#)#NetAF_Assets_ExaminableObject_Attributes)

ExaminableObject.IsPlayerVisible

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_IsPlayerVisible)

ExaminableObject.RestoreFrom(ExaminableSerialization)

↳ ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_As

set_ExaminableSerialization_

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)))

+ **NetAF Conversations**

([NetAF.Conversations.html](#))

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

+ **NetAF Conversations**

([NetAF.Conversations.html](#))

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

+ **NetAF Conversations.Instruct**

([NetAF.Conversations.Instruct.html](#))

Assembly: NetAF.dll

Syntax ([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

```
public sealed class Overworld : ExaminableObject, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<OverworldSerialization>
```

▼ Constructors

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction.OverWorld(Identifier, Description)

(NetAF.Assets.Interaction.html)

Initializes a new instance of the overworld class.

- NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

```
    Direction
public Overworld(Identifier identifier, Description description)
(NetAF.Assets.Locations.Direction.
```

Exit

Parameters (NetAF.Assets.Locations.Exit.html)

Type	Name	Description
Matrix (NetAF.Assets.Locations.Matrix.html)		
Identifier (NetAF.Assets.Identifier.html)	identifier	The identifier for this overworld.
Overworld (NetAF.Assets.Locations.Overworld.html)		
Description (NetAF.Assets.Description.html)	description	A description of this overworld.
Region (NetAF.Assets.Locations.Region.html)		

Room

+ NetAF.Locations.Room.OverWorld(string, string)

RoomPosition

Initializes a new instance of the overworld class.

ViewPoint

Declaration
(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

(string identifier, string description)

(NetAF.Commands.html)

Parameters

+ NetAF.Commands.

Type	Name	Description
Persistence (NetAF.Commands.Persistence.html)		
string (https://learn.microsoft.com/dotnet/api/system.string)	identifier	The identifier for this overworld.

+ NetAF.Conversations

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

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

+ NetAF.Conversations.Instructions

+ NetAF.Extensions

+ NetAF.Extensions.CurrentRegion

(NetAF.Extensions.CurrentRegion.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Declaration

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

Property Value

Type	Description
Region (NetAF.Assets.Locations.Region.html) (NetAF.Assets.Characters.html)	

+ NetAF.Assets.Interaction

Regions(NetAF.Assets.Interaction.html)

GetNetAFAssetsLocations

(NetAF.Assets.Locations.html)

Declaration

Direction

```
public Region[] Regions { get; }
```

Exit

(NetAF.Assets.Locations.Exit.html)

Property Value

Matrix

Type	Description
Region (NetAF.Assets.Locations.Region.html)[0] (NetAF.Assets.Locations.Overworld)	

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition)

Methods

AddRegion(Region)

(NetAF.Assets.Locations.ViewPoint)

Add a region to this overworld.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

+ NetAF.Commands

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

Persistence

(NetAF.Commands.Persistence)

Parameters

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)	region	The region to add.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruction)

Examine(ExaminationScene)

+ NetAF.Extensions

Examine this object.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

```
public override ExaminationResult Examine(ExaminationScene scene)
```

Parameters

Type	Name	Description
ExaminationScene (NetAF.Assets.ExaminationScene.html)	scene	The scene this object is being examined from.

+ NetAF.Assets.Interaction

Returns

[\(NetAF.Assets.Interaction.html\)](#)

Type	Description
- NetAF.Assets.Locations	A ExaminationResult detailing the examination of this object.

Overrides

Exit

ExaminableObject Examine(ExaminationScene)

[\(NetAF.Assets.Locations.Exit.html\)](#)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene_)

[\(NetAF.Assets.Locations.Matrix.htm](#)

Direction

(NetAF.Assets.Locations.Direction.

Overworld

[\(NetAF.Assets.Locations.Overworld.htm](#)

Region

[FindRegion\(string, out Region\)](#)

Find a region.

Room

Declaration

[\(NetAF.Assets.Locations.Room.htm](#)

RoomPosition

[public Room FindRegion\(string regionName, out Region region\)](#)

ViewPoint

[\(NetAF.Assets.Locations.ViewPoint.htm](#)

Parameters

+ NetAF.Commands

Type

[\(NetAF.Commands.html\)](#)

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

+ NetAF.Commands.

Region. ([NetAF.Assets.Locations.Region.html](#))

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

Returns

+ NetAF.Conversations

Type

[\(NetAF.Conversations.html\)](#)

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

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

+ NetAF.Extensions

Move to a region.

[\(NetAF.Extensions.html\)](#)

Declaration

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

```
public bool Move(Region region)
```

Parameters

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html) (NetAF.Assets.Characters.html)	region	The region to move to.

Returns

+ [NetAF.Assets.Interaction](#)

Type	Description
- boolean (dotnet://api/system.boolean) (NetAF.Assets.Locations.html)	True if the region could be moved to, else false.

Direction

+ [RemoveRegion\(Region\)](#)

Remove a region from this overworld.
Exit
(NetAF.Assets.Locations.Exit.html)

Declaration

(NetAF.Assets.Locations.Matrix.htm

Overworld
public void RemoveRegion(Region region)
(NetAF.Assets.Locations.Overworld

Region

Parameters
(NetAF.Assets.Locations.Region.htm

Type	Name	Description
Room (NetAF.Assets.Locations.Room.htm		

Region (NetAF.Assets.Locations.Region.html)
(NetAF.Assets.Locations.RoomPos

ViewPoint

(NetAF.Assets.Locations.ViewPoint

+ [RestoreFrom\(OverworldSerialization\)](#)

+ [NetAF.Commands](#)

Restore this object from a serialization.
(NetAF.Commands.html)

Declaration

+ [NetAF.Commands](#).

Persistence

public void RestoreFrom(OverworldSerialization serialization)
(NetAF.Commands.Persistence

+ [NetAF.Conversations](#)

Parameters
(NetAF.Conversations.html)

Type

+ [NetAF.Conversations](#).

OverworldSerialization

Instructions

(NetAF.Serialization.Assets.OverworldSerialization.html)

(NetAF.Conversations.Instruct

+ [NetAF.Extensions](#)

Implements

(NetAF.Extensions.html)

IExaminable (NetAF.Assets.IExaminable.html)

+ [NetAF.Interpretation](#)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

(NetAF.Interpretation.html)

[IRestoreFromObjectSerialization<T> \(NetAF.Serialization.IRestoreFromObjectSerialization-1.html\)](#)

[IRestoreFromObjectSerialization<T> \(NetAF.Serialization.IRestoreFromObjectSerialization-1.html\)](#)

▼

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction

[\(NetAF.Assets.Interaction.html\)](#)

- NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

 Direction

[\(NetAF.Assets.Locations.Direction.html\)](#)

 Exit

[\(NetAF.Assets.Locations.Exit.html\)](#)

 Matrix

[\(NetAF.Assets.Locations.Matrix.html\)](#)

 Overworld

[\(NetAF.Assets.Locations.Overworld.html\)](#)

 Region

[\(NetAF.Assets.Locations.Region.html\)](#)

 Room

[\(NetAF.Assets.Locations.Room.html\)](#)

 RoomPosition

[\(NetAF.Assets.Locations.RoomPosition.html\)](#)

 ViewPoint

[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Class Region

Represents a region.

Filter by title

Inheritance

+ NetAF.Assets.Interaction

(<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Assets.Interaction.html\)](#)

↳ Region

- NetAF.Assets.Locations

Implements

[\(NetAF.Assets.Locations.html\)](#)

IExaminable (NetAF.Assets.IExaminable.html)

↳ Direction

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

↳ NetAF.Assets.Locations.Direction

IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html) < Examinable

↳ Exit

Serialization (NetAF.Serialization.Assets.ExaminableSerialization.html) >

↳ NetAF.Assets.Locations.Exit

IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html) < Region

↳ Matrix

Serialization (NetAF.Serialization.Assets.RegionSerialization.html) >

↳ NetAF.Assets.Locations.Matrix

Inherited Members

↳ Overview

ExaminableObject.Examination

↳ Region

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)

↳ NetAF.Assets.Locations.Region

ExaminableObject.ToString() (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_ToString)

↳ Room

ExaminableObject.Identifier (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier)

↳ NetAF.Assets.Locations.Room

ExaminableObject.Description

↳ RoomPosition

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

↳ NetAF.Assets.Locations.RoomPos

↳ ViewPoint

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

↳ NetAF.Assets.Locations.ViewPoin

ExaminableObject.Attributes

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

+ NetAF.Commands

([\(NetAF.Commands.html\)](#))

ExaminableObject.IsPlayerVisible

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

- NetAF.Commands

Persistence

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)))

([\(NetAF.Commands.Persistence.html\)](#))

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)))

+ NetAF.Conversations

([\(NetAF.Conversations.html\)](#))

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)))

+ NetAF.Conversations

([\(NetAF.Conversations.html\)](#))

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

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

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

Namespace: NetAF (NetAE.html).Assets (NetAF.Assets.html).Locations (NetAF.Assets.Locations.html)

+ NetAF.Extensions

([\(NetAF.Extensions.html\)](#))

Syntax

+ NetAF.Interpretation

([\(NetAF.Interpretation.html\)](#))

+ NetAF.Logic

```
public sealed class Region : ExaminableObject, IExaminable, IPlayerVisible, IRotateFromObjectSerialization<ExaminableSerialization>, IRotateFromObjectSerialization<RegionSerialization>
```

▼ Constructors

+ NetAF.Assets.Interaction

Region(Identifier, Description)

NetAF.Assets.Locations

Initializes a new instance of the Region class.

[\(NetAF.Assets.Locations.html\)](#)

Declaration

Direction

```
(NetAF.Assets.Locations.Direction
public Region(Identifier identifier, Description description)
    Exit
```

[\(NetAF.Assets.Locations.Exit.html\)](#)

Parameters

Type	Name	Description
Overworld		
Identifier (NetAF.Assets.Locations.Identifier.html)	identifier	This Regions identifier.
Region Description (NetAF.Assets.Description.html) (NetAF.Assets.Locations.Region.html)	description	The description of this Region.

Room

[\(NetAF.Assets.Locations.Room.html\)](#)

Region(String, string)

[\(NetAF.Assets.Locations.RoomPos.html\)](#)

Initializes a new instance of the Region class.

[ViewPoint](#)

Declaration

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

+ NetAF.Commands.

Parameters

Persistence

Type	Name	Description
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.

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

Properties

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

CurrentRoom

+ NetAF.Interpretation

Get the current room

[\(NetAF.Interpretation.html\)](#)

Declaration

+ NetAF.Logic

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

Property Value

Type	Description
Room (NetAF.Assets.Locations.Room.html)	

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

this[int, int, int]

- NetAF.Assets.Locations

Get (NetAF.Assets.Locations.html)

Declaration

(NetAF.Assets.Locations.Direction.html)

Exit

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

(NetAF.Assets.Locations.Exit.html)

Matrix

Parameters

(NetAF.Assets.Locations.Matrix.html)

Type	Name	Description
Overworld		
(NetAF.Assets.Locations.Overworld.html)	x	The x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position.
Region		
(NetAF.Assets.Locations.Region.html)	z	The z position.
Room		
int (https://learn.microsoft.com/dotnet/api/system.int32)		

RoomPosition

Properties

(NetAF.Assets.Locations.RoomPos.html)

Type	Description
ViewPoint	
(NetAF.Assets.Locations.ViewPoint.html)	

Room (NetAF.Assets.Locations.Room.html)

+ NetAF.Commands

(NetAF.Commands.html)

NetAF.Commands.

Persistence

Get the number of rooms region contains.

(NetAF.Commands.Persistence.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

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

+ NetAF.Conversations.

Instructions

Property Value

(NetAF.Conversations.Instruct.html)

Type

+ NetAF.Extensions

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

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

VisibleWithoutDiscovery

+ NetAF.Logic

Get if the current region is visible without discovery.

Declaration

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



Property Value

Type	Description
+ NetAF.Assets.Interaction b (NetAF.Assets.Interaction.html)	(https://learn.microsoft.com/dotnet/api/system.boolean)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Methods

(NetAF.Assets.Direction.html)

Direction

Exit

(NetAF.Assets.Direction.Exit.html)

Matrix

Add (NetAF.Assets.Locations.Matrix.html)

Overworld

Declaration

(NetAF.Assets.Locations.Overworld.html)

Region

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

Room

(NetAF.Assets.Locations.Room.html)

Parameters

RoomPosition

Type (NetAF.Assets.Locations.RoomPos.html)

Name

Description

Room (NetAF.Assets.Locations.Room.html)

room

The room to add.

(NetAF.Assets.Locations.ViewPoint.html)

x

The x position within the region.

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

y

The y position within the region.

+ NetAF.Commands

(NetAF.Commands.html)

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

z

The z position within the region.

+ NetAF.Commands.

Persistence

Returns

(NetAF.Commands.Persistence.html)

Type

Description

+ NetAF.Conversations

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

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

Examine(ExaminationScene)

(NetAF.Conversations.Instruct.html)

Examine this object.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

+ NetAF.Interpretation

public override ExaminationResult Examine(ExaminationScene scene)

(NetAF.Interpretation.html)

+ NetAF.Logic

Parameters

Type	Name	Description
ExaminationScene (NetAF.Assets.ExaminationScene.html)	scene	The scene this object is being examined from.

Returns

Type	Description
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html) (NetAF.Assets.ExaminationResult.html)	A ExaminationResult detailing the examination of this object.

- NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

Overloads

ExamineObject.Examine(ExaminationScene)

(NetAF.Assets.ExaminationObject.Examine#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationSceneEx)

(NetAF.Assets.Locations.Exit.html)

Matrix

[GetAdjoiningRoom\(Direction\)](#)

(NetAF.Assets.Locations.Matrix.html)

Overworld

Get an adjoining room to the Region.CurrentRoom property.

(NetAF.Assets.Locations.Overworld)

Region

(NetAF.Assets.Locations.Region.html)

public Room GetAdjoiningRoom(Direction direction)

(NetAF.Assets.Locations.Room.html)

RoomPosition

Parameters

(NetAF.Assets.Locations.RoomPos)

Type	Name	Description
(NetAF.Assets.Locations.ViewPoint)		

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

Returns

Type	Description
Persistence Room (NetAF.Assets.Locations.Room.html) (NetAF.Commands.Persistence.html)	The adjoining Room.

+ NetAF.Conversations

[GetAdjoiningRoom\(Direction, Room\)](#)

+ NetAF.Conversations

Get an adjoining room to a room.

Instructions

Declaration

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Parameters

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	direction	The direction of the adjoining room.
Room (NetAF.Assets.Locations.Room.html)	room	The room to use as the reference.

Returns

Type	Description
+ NetAF.Assets.Interaction Room (NetAF.Assets.Locations.Room.html) (NetAF.Assets.Interaction.html)	The adjoining room.

- NetAF.Assets.Locations

GetPositionOfRoom(Room)

Direction

Get the position of a room.
(NetAF.Assets.Locations.Direction.html)

Declaration

(NetAF.Assets.Locations.Exit.html)

Matrix
public RoomPosition GetPositionOfRoom(Room room)
(NetAF.Assets.Locations.Matrix.html)

Overworld

Parameters
(NetAF.Assets.Locations.Overworld.html)

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)		

Room
(NetAF.Assets.Locations.Room.html)

room

The room.

Returns

RoomPosition

Type	Description
ViewPoint (NetAF.Assets.ViewPoint.html)	

RoomPosition (NetAF.Assets.ViewPoint.html)

The position of the room.

+ NetAF.Commands

(NetAF.Commands.html)

JumpToRoom(int, int, int)

+ NetAF.Commands.

Jump to a room

(NetAF.Commands.Persistence.html)

Declaration

+ NetAF.Conversations

public bool JumpToRoom(int x, int y, int z)
(NetAF.Conversations.html)

+ NetAF.Conversations.

Parameters

Instructions

Type	Name	Description
(NetAF.Conversations.Instruct.html)	x	The x location of the room.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y location of the room.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z location of the room.

(NetAF.Interpretation.html)

Returns

+ NetAF.Logic

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the room could be jumped to, else false.

Move(Direction)

Move in a direction.

+ NetAF.Assets.Interaction

Declaration

([NetAF.Assets.Interaction.html](#))

- NetAF.Assets.Locations.Move(*Room* direction)

([NetAF.Assets.Locations.html](#))

Parameters

Type	Name	Description
NetAF.Assets.Direction.Exit		
NetAF.Assets.Locations.ExitDirection.html	<i>direction</i>	The direction to move in.

Returns

Overworld

Type [NetAF.Assets.Locations.Overworld.html](#)

Region

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

([NetAF.Assets.Locations.Region.html](#))

Room

([NetAF.Assets.Room.html](#))

RestoreFrom(RegionSerialization)

Parameters

ViewPoint

Declaration

([NetAF.Assets.Locations.ViewPoint.html](#))

+ NetAF.Commands

public void RestoreFrom(*RegionSerialization* serialization)

([NetAF.Commands.html](#))

+ NetAF.Commands.

Persistence

Type [NetAF.Commands.Persistence.html](#)

RegionSerialization

+ NetAF.Conversations

([NetAF.Serialization.Assets.RegionSerialization.html](#))

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

SetStartRoom(Room)

([NetAF.Conversations.Instruct.html](#))

Set the room to start in.

+ NetAF.Extensions

Declaration

([NetAF.Extensions.html](#))

+ NetAF.Interpretation.

Room(*Room* room)

([NetAF.Interpretation.html](#))

Parameters

FNetAF.Logic

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

SetStartRoom(int, int, int)

Set the room to start in.

+ NetAF.Assets.Interaction

Declaration

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations.Room(int x, int y, int z)

(NetAF.Assets.Locations.html)

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.Exit)	x	The x position.
Matrix (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position.
Overwork (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z position.

Region

(NetAF.Assets.Locations.Region.html)

ToMatrix()

(NetAF.Assets.Locations.Room.html)
Get this region as a 3D matrix of rooms.

RoomPosition

Declaration

NetAF.Assets.Locations.RoomPosition
ViewPoint
(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

Reference

(NetAF.Commands.html)

Type	Description
Persistence (NetAF.Assets.Locations.Matrix.html)	This region, as a 3D matrix.

+ NetAF.Conversations

TryFindRoom(string, out Room)

From

NetAF.Conversations

Instructions

Declaration

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	name	The rooms name.
Room (NetAF.Assets.Locations.Room.html)	room	The room, if found, else null.

Returns

Type	Description
+ NetAF.Assets.Interaction bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Interaction.html)	True if the room could be found, else false.

- NetAF.Assets.Locations

UnlockDoorPair(Direction)

Direction
Unlock a pair of doors in a specified direction in the CurrentRoom.
(NetAF.Assets.Locations.Direction.html)

Declaration

(NetAF.Assets.Locations.Exit.html)

Matrix
public bool UnlockDoorPair(Direction direction)
(NetAF.Assets.Locations.Matrix.html)

Overworld

Parameters
(NetAF.Assets.Locations.Overworld)

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)		

Direction (NetAF.Assets.Locations.Direction.html)

direction

The direction to unlock in.

Room
(NetAF.Assets.Locations.Room.html)

RoomPosition

Type	Description
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>) True if the door pair could be unlocked, else false.

+ NetAF.Commands

(NetAFCommands.html)

Implements

+ NetAF.Commands.

IExaminable (NetAF.Assets.IExaminable.html)

Persistence

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

(NetAFCommands.Persistence) (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ NetAF.Conversations

(NetAFConversations.html)

+ NetAF.Conversations.

Instructions

(NetAFConversations.Instruct

+ NetAF.Extensions

(NetAFExtensions.html)

+ NetAF.Interpretation

(NetAFInterpretation.html)

+ NetAF.Logic

Class Room

Represents a room

Filter by title

Inheritance

+ **NetAF.Assets.Interaction**

- **(NetAF.Assets.Interaction.html)**

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

↳ ExaminableObject ([NetAF.Assets.ExaminableObject.html](#))

- **NetAF.Assets.Locations**

↳ Room

- **(NetAF.Assets.Locations.html)**

Implements

Direction

IInteractWithItem ([NetAF.Assets.Interaction.IInteractWithItem.html](#))

↳ (NetAF.Assets.Locations.Direction)

IItemContainer ([NetAF.Assets.IItemContainer.html](#))

↳ Exit

IExaminable ([NetAF.Assets.IExaminable.html](#))

↳ (NetAF.Assets.Locations.Exit.html)

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

↳ Matrix

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable

↳ (NetAF.Assets.Locations.Matrix.html)

Serialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>

Overworld

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<RoomSerialization

↳ (NetAF.Assets.Locations.Overworld.html)

↳ (NetAF.Serialization.Assets.RoomSerialization.html)>

Region

Inherited Members

↳ (NetAF.Assets.Locations.Region.html)

Room

ExaminableObject.Examination

↳ (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)

RoomPosition

ExaminableObject.ToString() ([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_ToString](#))

↳ (NetAF.Assets.Locations.RoomPos)

ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier](#))

ViewPoint

ExaminableObject.Description

↳ (NetAF.Assets.Locations.ViewPoin

↳ (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

ExaminableObject.Commands

↳ (NetAF.Commands.html)

ExaminableObject.Attributes

↳ (NetAF.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

ExaminableObject.IsPlayerVisible

↳ (NetAF.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

ExaminableObject.RestoreFrom(ExaminableSerialization)

↳ (NetAF.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_As

se) ([NetAF.Conversations.html](#))

object.Equals(object) ()

+ **NetAF.Conversations**

Instructions

object.Equals(object, object) ()

↳ (NetAF.Conversations.html)

object.GetHashCode() ()

object.GetType() ()

object.ReferenceEquals(object, object) ()

+ **NetAF.Interpretation**

↳ (NetAF.Interpretation.html)

Syntax

+ **NetAF.Logic**

↳ (NetAF.Logic.html)

```
public sealed class Room : ExaminableObject, IInteractWithItem, IItemContainer, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<RoomSerialization>
```

▼ Constructors

+ NetAF.Assets.Interaction

[\(NetAF.Assets.Interaction.html\)](#)

Room(Identifier, Description, params Exit[])

- NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

Initializes a new instance of the Room class.

Declaration

(NetAF.Assets.Locations.Direction.

Exit

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

Matrix

Parameters

(NetAF.Assets.Locations.Matrix.html)

Type	Name	Description
OverworldRegion	identifier	This rooms identifier.
Identifier	description	This rooms description.
Exit	exits	The exits from this room.

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

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

(NetAF.Assets.Locations.ViewPoint.html)

Initializes a new instance of the Room class.

[\(NetAFCommands.html\)](#)

Declaration

+ NetAF.Commands.
Persistence

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

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Conversations

Parameters

[\(NetAF.Conversations.html\)](#)

Type

+ NetAF.Conversations.

Identifier

[\(NetAF.Assets.Identifier.html\)](#)

Name

Description

identifier

This rooms identifier.

Instructions

description

This rooms description.

Description

[\(NetAF.Assets.Description.html\)](#)

[\(NetAF.Conversations.Instruction.html\)](#)

Exit

[\(NetAF.Assets.Locations.Exit.html\)](#)

exits

The exits from this room.

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

items

The items in this room.

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Room(string, string, params Exit[])

+ NetAF.Logic

[\(NetAFLogic.html\)](#)

Initializes a new instance of the Room class.

Declaration

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

Parameters

+ **NetAF.Assets.Interaction**

Type
[\(NetAF.Assets.Interaction.html\)](#)

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

- **NetAF.Assets.Locations**

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

- **NetAF.Assets.Locations.Exit**

Exit ([\(NetAF.Assets.Locations.Exit.html\)](#))

(NetAF.Assets.Locations.Direction.

Exit

([\(NetAF.Assets.Locations.Exit.html\)](#))

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

Matrix

Initializes a new instance of the Room class.

Overworld

Declaration

[\(NetAF.Assets.Locations.Overworld.html\)](#)

Region

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

([\(NetAF.Assets.Locations.Room.html\)](#))

RoomPosition

Parameters

([\(NetAF.Assets.Locations.RoomPos.html\)](#))

Type

[ViewPoint](#)

([\(NetAF.Assets.Locations.ViewPoint.html\)](#))

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

+ **NetAF.Commands**

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

[\(NetAF.Commands.html\)](#)

Exit ([\(NetAF.Assets.Locations.Exit.html\)](#))

+ **NetAF.Commands.**

[Item](#) ([\(NetAF.Assets.Item.html\)](#))

Persistence

([\(NetAF.Commands.Persistence.html\)](#))

+ **NetAF.Conversations**

[Properties](#)

+ **NetAF.Conversations.**

Instruct

[\(NetAF.Conversations.Instruct.html\)](#)

Get the characters in this Room.

+ **NetAF.Extensions**

Declaration

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

public readonly Character[] Characters { get; }

[\(NetAF.Interpretation.html\)](#)

Properties

[NetAFLogic](#)

([\(NetAFLogic.html\)](#))

Type	Description
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)[]	

EnteredFrom

Get which direction this Room was entered from.

(NetAF.Assets.Interaction.html)

Declaration

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html) public Direction EnteredFrom { get; }

Direction

Property Value

Type	Description
Exit (NetAF.Assets.Locations.Exit.html)	

Matrix (NetAF.Assets.Locations.Direction.html)?	
(NetAF.Assets.Locations.Matrix.html)	

Overworld

Region (NetAF.Assets.Locations.Overworld.html)	
(NetAF.Assets.Locations.Overworld.html)	

Exits

Region

(NetAF.Assets.Locations.Region.html)

Get the exits.

Room

Declaration

(NetAF.Assets.Locations.Room.html)

RoomPosition

RoomPosition (NetAF.Assets.Locations.RoomPosition.html)	
(NetAF.Assets.Locations.RoomPosition.html)	

ViewPoint

ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	
(NetAF.Assets.Locations.ViewPoint.html)	

Property Value

+ NetAF.Commands

Type

(NetAF.Commands.html)

Exit (NetAF.Assets.Locations.Exit.html)[]	
(NetAF.Assets.Locations.Exit.html)[]	

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

HasBeenVisited

+ NetAF.Conversations

Get if this location has been visited.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

public bool HasBeenVisited { get; }

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Property Value

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

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

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

Description

Interaction

Get or set the interaction.

Declaration

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

+ NetAF.Assets.Interaction

Property Value

(NetAF.Assets.Interaction.html)

- Type

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Description

Direction

(NetAF.Assets.Locations.Direction.

this[Direction]

(NetAF.Assets.Locations.Exit.html)

Get an exit.

(NetAF.Assets.Locations.Matrix.htm

Declaration

Overworld

(NetAF.Assets.Locations.Overwo

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

Region

(NetAF.Assets.Locations.Region.h

Parameters

(NetAF.Assets.Locations.Room.htm

Type

RoomPosition

Name

Description

Direction (NetAF.Assets.Locations.Direction.html)

direction

The direction of an exit.

ViewPoint

(NetAF.Assets.Locations.ViewPoin

Property Value

+ NetAF.Commands

- Type

(NetAF.Commands.html)

Exit (NetAF.Assets.Locations.Exit.html)

Description

The exit.

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence

+ NetAF.Conversations

Get the items.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

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

(NetAF.Conversations.Instruct

Properties

+ NetAF.Extensions

Type

(NetAF.Extensions.html)

Description

+ NetAF.Interpretation

Item[] (NetAF.Assets.Item.html)

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

UnlockedExits

Get all unlocked exits.

Declaration

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

+ NetAF.Assets.Interaction

Property Value

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

E (NetAF.Assets.Locations.html)

Description

Direction

(NetAF.Assets.Locations.Direction.html)

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Methods

AddCharacter(NonPlayableCharacter)

(NetAF.Assets.Locations.Overworld.html)

Add a character to this room.

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

public void AddCharacter(NonPlayableCharacter character)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

Parameters

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Type

Description

+ NetAF.Commands

NonPlayableCharacter

(NetAF.Commands.html)

Name

Description

character

The character to add.

+ NetAF.Commands.

Persistence

AddItem(Item)

(NetAF.Commands.Persistence.html)

NetAF.Conversations

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

public void AddItem(Item item)

Instructions

(NetAF.Conversations.Instruct.html)

Parameters

+ NetAF.Extensions

(NetAF.Extensions.html)

Name

Description

Item (NetAF.Assets.Item.html)

item

The item to add.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

CanMove(Direction)

(NetAF.Logic.html)

Test if a move is possible.

Declaration

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



Parameters

+ **NetAF.Assets.Interaction**

Type
[\(NetAF.Assets.Interaction.html\)](#)

Direction (NetAF.Assets.Locations.Direction.html)

- **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

Returns

Type	Description
Direction (NetAF.Assets.Locations.Direction.html)	Direction (NetAF.Assets.Locations.Direction.html)

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

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

ContainsCharacter(NonPlayableCharacter, bool)

Overload

[\(NetAF.Assets.Locations.Overworld.html\)](#)

Get if this Room contains a character.

Region

Declaration
[NetAF.Assets.Locations.Region.html](#)

Room

[\(NetAF.Assets.Locations.Room.html\)](#) (NonPlayableCharacter character, bool includeInvisibleCharacters=false)

(NetAF.Assets.Locations.RoomPosition)

ViewPoint

Parameters
[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

Type	Name	Description
+ NetAF.Commands		
(NetAF.Commands.html)	character	The character.
(NetAF.Assets.Characters.NonPlayableCharacter)		

+ **NetAF.Commands**

Persistence

bool [\(NetAF.Commands.Persistence.html\)](#)

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

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

Returns

+ **NetAF.Conversations.**

Instructions

bool [\(NetAF.Conversations.Instruction.html\)](#)

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

Description

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

ContainsCharacter(string, bool)

+ **NetAF.Interpretation**

Get if this Room contains a character.

[\(NetAF.Interpretation.html\)](#)

Declaration

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

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

Parameters

Type	Name	Description
+ NetAF.Assets.Interaction string (https://learn.microsoft.com/dotnet/api/system.string)	characterName	The character name to check for.
- NetAF.Assets.Locations bool (NetAF.Assets.Locations.html) (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.Direction.html)	includeInvisibleCharacters	Specify if invisible characters should be included.

Exit

Returns [\(NetAF.Assets.Locations.Exit.html\)](#)

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

([NetAF.Assets.Locations.Overworld.html](#))

Region

ContainsExit(Direction, bool)
Room

Get if this Room contains an exit.

RoomPosition

Declaration
([NetAF.Assets.Locations.RoomPosition.html](#))

ViewPoint

public bool ContainsExit(Direction direction, bool includeInvisibleExits = false)

+ NetAF.Commands

Parameters

[\(NetAF.Commands.html\)](#)

Type	Name	Description
+ NetAF.Commands.Persistence Direction (NetAF.Assets.Locations.Direction.html)	direction	The direction of the exit to check for.
+ NetAF.Commands.Persistence bool (https://learn.microsoft.com/dotnet/api/system.boolean)	includeInvisibleExits	Specify if invisible exits should be included.

+ NetAF.Conversations

Related

[Instructions](#)

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

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

ContainsExit(bool)

[\(NetAF.Interpretation.html\)](#)

Get if this Room contains an exit.

+ NetAF.Logic

Declaration
([NetAF.Logic.html](#))

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

Parameters

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

- NetAF.Assets.Locations

Returns
[\(NetAF.Assets.Locations.html\)](#)

Type	Description
Direction bool + NetAF.Assets.Locations.Direction (https://learn.microsoft.com/dotnet/api/system.boolean) Exit (NetAF.Assets.Locations.Exit.html) Matrix	True if the exit exists, else false.

ContainsInteractionTarget(string)

Overworld
Get if this Room contains an interaction target.
([NetAF.Assets.Locations.Overworld.html](#))

Declaration

([NetAF.Assets.Locations.Region.html](#))

Room
public bool ContainsInteractionTarget(string targetName)
([NetAF.Assets.Locations.Room.html](#))

RoomPosition

Parameters
([NetAF.Assets.Locations.RoomPos.html](#))

Type	Name	Description
ViewPoint string + NetAF.Commands (NetAF.Commands.html)	<i>targetName</i>	The name of the target to check for.

+ NetAF.Commands

Returns
[\(NetAF.Commands.html\)](#)

Type	Description
Persistence bool + NetAF.Commands.Persistence (NetAF.Commands.Persistence.html)	True if the target is in this room, else false.

+ NetAF.Conversations

([NetAF.Conversations.html](#))

ContainsItem(Item)

+ NetAF.Conversations

Get if this Room contains an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false.
Instructions

([NetAF.Conversations.Instruct.html](#))

Declaration

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

Parameters
[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

([NetAF.Logic.html](#))

Type	Name	Description
Item (NetAF.Assets.Item.html)	<i>item</i>	The item to check for.

Returns

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

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations ContainsItem(string, bool) (NetAF.Assets.Locations.html)

Get if this Room contains an item.

Declaration
Exit

(NetAF.Assets.Locations.Exit.html)

```
public bool ContainsItem(string itemName, bool includeInvisibleItems = false)
```

(NetAF.Assets.Locations.Matrix.htm

Overworld

Parameters

Type	Name	Description
Region	<i>itemName</i>	The item name to check for.
Room	<i>includeInvisibleItems</i>	Specify if invisible items should be included.

+ NetAF.Commands

Returns

(NetAF.Commands.html)

Type

+ NetAF.Commands.

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

Persistence

(NetAF.Commands.Persistence.html)

NetAF.Conversations

Examine(ExaminationScene)

(NetAF.Conversations.html)

Handle examination this Room.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct.html)

```
public override ExaminationResult Examine(ExaminationScene scene)
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

Type	Name	Description
ExaminationScene	<i>scene</i>	The scene this object is being examined from.
(NetAF.Logic.ExaminationScene.html)		

(NetAF.Logic.html)

Returns

Type	Description
ExaminationResult (NetAF.Assets.ExaminationResult.html)	The result of this examination.

Overrides

ExaminableObject.Examine(ExaminationScene)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination

Scene) (NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

FindCharacter(string, out NonPlayableCharacter)

Direction

Find a character. This will not include characters whose ExaminableObject.IsPlayerVisible property is set to false. (NetAF.Assets.Locations.Direction.)

Declaration

(NetAF.Assets.Locations.Exit.html)

public bool FindCharacter(string characterName, out NonPlayableCharacter character)

(NetAF.Assets.Locations.Matrix.html)

Overworld

Parameters

(NetAF.Assets.Locations.Overworld.html)

Type	Name	Description
Region	characterName	The character name.
(NetAF.Assets.Locations.Region.html)	character	The character name.

Returns

(NetAF.Assets.Locations.ViewPoint.html)

Type

+ NetAF.Commands

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

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

FindCharacter(string, out NonPlayableCharacter, bool)

(NetAF.Commands.Persistence.html)

Find a character.

+ NetAF.Conversations

Declaration

(NetAF.Conversations.html)

+ NetAF.Conversations.

public bool FindCharacter(string characterName, out NonPlayableCharacter character, Instructions hideInvisibleCharacters)

(NetAF.Conversations.Instruct

Parameters

NetAF.Extensions

Type	Name	Description
+ NetAF.Interpretation	characterName	The character name.
(NetAF.Interpretation.html)	ring	

+ NetAF.Logic

(NetAF.Logic.html)

Type	Name	Description
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)	<i>character</i>	The character.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) + NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)	<i>includeInvisibleCharacters</i>	Specify if invisible characters should be included.

Returns **NetAF.Assets.Locations**

Type	Description
Direction (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Directions.Direction.html)	True if the character was found.

Exit
(NetAF.Assets.Locations.Exit.html)

FindExit(Direction, bool, out Exit)

Find an exit.
Overworld

Declaration
NetAF.Assets.Locations.Overworld

Region

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

Room
(NetAF.Assets.Locations.Room.html)

Parameters

RoomPosition

Type	Name	Description
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	<i>direction</i>	The exits direction.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) + NetAF.Commands (NetAF.Commands.html)	<i>includeInvisibleExits</i>	Specify if invisible exists should be included.
Exit (NetAF.Assets.Locations.Exit.html)	<i>exit</i>	The exit.

Persistence
(NetAF.Commands.Persistence.html)

Returns

Type	Description
(NetAF.Commands.Persistence.html)	True if the exit was found.

+ NetAF.Conversations.

Instructions

FindInteractionTarget(string, out IInteractWithItem)

+ NetAF.Extensions.

Find an interaction target.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

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

+ NetAF.Logic

(NetAF.Logic.html)

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	targetName	The targets name.
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)	target	The target.

▼

Returns

+ NetAF.Assets.Interaction

Type	Description
(NetAF.Assets.Interaction.html)	

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Direction

FindItem(string, out Item)

(NetAF.Assets.Locations.Direction.html)

Exit

Find an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false
(NetAF.Assets.Locations.Exit.html)

Declaration

(NetAF.Assets.Locations.Matrix.html)

Overworld

```
public bool FindItem(string itemName, out Item item)
(NetAF.Assets.Locations.Overworld)
```

Region

Parameters

(NetAF.Assets.Locations.Region.html)

Type	Name	Description
Room		
(NetAF.Assets.Locations.Room.html)		
string	itemName	The items name. This is case insensitive
RoomPosition		
(https://learn.microsoft.com/dotnet/api/system.string)		
ViewPoint	item	The item
Item ((NetAF.Assets.Item.html))		
(NetAF.Assets.Locations.ViewPoint)		

Related

+ NetAF.Commands

Type	Description
(NetAF.Commands.html)	

+ NetAF.Commands

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

Persistence

(NetAF.Commands.Persistence.html)

FindItem(string, out Item, bool)

(NetAF.Conversations.html)

Find an item.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>itemName</i>	The items name.
Item (NetAF.Assets.Item.html)	<i>item</i>	The item.
bool + NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)	<i>includeInvisibleItems</i>	Specify is invisible items should be included.

- NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))

Type	Direction	Description
bool bool + NetAF.Assets.Locations.Exit (NetAF.Assets.Locations.Exit.html)	NetAF.Assets.Locations.Direction.html	True if the item was found.

([NetAF.Assets.Locations.Exit.html](#))

Matrix

([NetAF.Assets.Locations.Matrix.html](#))

Overworld

HasLockedExitInDirection(Direction, bool)

Get if ([NetAF.Assets.Locations.LockedExit](#)) in a specified direction.

Region

Declaration ([NetAF.Assets.Locations.Region.html](#))

Room

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

```
= false
```

([NetAF.Assets.Locations.RoomPos.html](#))

ViewPoint

([NetAF.Assets.Locations.ViewPoint.html](#))

Type

+ NetAF.Commands

Direction ([NetAF.Assets.Locations.Direction.html](#))

([NetAF.Commands.html](#))

Name

Description

direction

The direction to check.

bool

+ NetAF.Commands.

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

Persistence

includeInvisibleExits

Specify if invisible exits should be included.

([NetAF.Commands.Persistence.html](#))

Returns

+ NetAF.Conversations

([NetAF.Conversations.html](#))

Description

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

If there is a locked exit in the specified direction.

Instructions

([NetAF.Conversations.Instruct.html](#))

HasUnlockedExitInDirection(Direction, bool)

+ NetAF.Extensions

([NetAF.Extensions.html](#))

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

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

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

Parameters

Type	Name	Description
+ NetAF.Assets.Interaction Direction (NetAF.Assets.Locations.Direction.html) (NetAF.Assets.Interaction.html)	<i>direction</i>	The direction to check.
- NetAF.Assets.Locations (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.html)	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

Direction

Returns [\(NetAF.Assets.Locations.Direction.html\)](#)

Type	Description
+ NetAF.Assets.Locations.Exit (NetAF.Assets.Locations.Exit.html)	If there is a unlocked exit in the specified direction.

Overworld

(NetAF.Assets.Locations.Overworld)

Interact(Item)

(NetAF.Assets.Locations.Region.html)

Interact with an item.

(NetAF.Assets.Locations.Room.html)

Declaration

ROOMPosition

(NetAF.Assets.Locations.RoomPos)

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

(NetAF.Assets.Locations.ViewPoint)

NetAF.Commands

Type	Name	Description
+ NetAF.Commands (NetAF.Commands.html)	<i>item</i>	The item to interact with.

Persistence

Returns [\(NetAF.Commands.Persistence.html\)](#)

Type	Description
+ NetAF.Conversations (NetAF.Conversations.html)	The result of the interaction.

+ NetAF.Conversations.

Instructions

MovedInto(Direction?)

Handles movement into this GameLocation.

+ NetAF.Extensions

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

```
public void MovedInto(Direction? fromDirection)
```

+ NetAF.Logic

Parameters
[\(NetAF.Logic.html\)](#)

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.h tml) ?	<i>fromDirection</i>	The direction movement into this Room is from. Use null if there is no direction.

+ **NetAF.Assets.Interaction**

RemoveCharacter(NonPlayableCharacter)

NetAF.Assets.Locations

Remove a character from the room.

(NetAF.Assets.Locations.html)

Declaration

Direction

```
(NetAF.Assets.Locations.Direction.  
public void RemoveCharacter(NonPlayableCharacter character)  
Exit  
(NetAF.Assets.Locations.Exit.html)
```

Parameters

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

(NetAF.Assets.Locations.Region.ht

Room

(NetAF.Assets.Locations.Room.htm

RemoveInteractionTarget(IInteractWithItem)

Remove an interaction target from the room.

ViewPoint

Declaration

(NetAF.Assets.ViewPoin

+ **NetAF.Commands**

```
public IInteractWithItem RemoveInteractionTarget(IInteractWithItem target)  
(NetAF.Commands.html)
```

+ **NetAF.Commands.**

Parameters

Persistence	Name	Description
(NetAF.Commands.Persistence		

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Returns

Type	Description
Instructions	

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

(NetAF.Conversations.Instruct

The target removed from this room.

+ **NetAF.Extensions**

(NetAF.Extensions.html)

RemoveItem(item)

+ **NetAF.Interpretation**

Remove an item.

(NetAF.Interpretation.html)

Declaration

+ **NetAF.Logic**

(NetAF.Logic.html)

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

Parameters

Type	Name	Description
Item (NetAF.Assets.Item.html) + NetAF.Assets.Interaction	item	The item to remove.

(NetAF.Assets.Interaction.html)

NetAF.Assets.Locations

RestoreFrom(RoomSerialization)

(NetAF.Assets.Locations.html)

Restore this object from a serialization.

Direction

Declaration: NetAF.Assets.Locations.Direction.

Exit

public void RestoreFrom(RoomSerialization serialization)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Parameters

Overworld

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html) + NetAF.Serialization.Assets.RoomSerialization.html	serialization	The serialization to restore from.

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

SpecifyConditionalDescription(ConditionalDescription)

SpecifyConditionalDescription(ConditionalDescription) in this room.

NetAF.Commands

(NetAF.Commands.html)

public void SpecifyConditionalDescription(ConditionalDescription description)

+ NetAF.Commands.

Persistence

Parameters

(NetAF.Commands.Persistence)

Type	Name	Description
NetAF.Conversations (NetAF.Assets.ConditionalDescription.html)	description	The description of this room.

+ NetAF.Conversations.

Instructions

NetAF.Conversations.Instruct

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

+ NetAF.Extensions

ItemContainer (NetAF.Assets.IContainer.html)

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ NetAF.Interpretation

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)



- + **NetAF.Assets.Interaction**
[\(NetAF.Assets.Interaction.html\)](#)
- **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)

 Direction
 [\(NetAF.Assets.Locations.Direction.html\)](#)
 Exit
 [\(NetAF.Assets.Locations.Exit.html\)](#)
 Matrix
 [\(NetAF.Assets.Locations.Matrix.html\)](#)
 Overworld
 [\(NetAF.Assets.Locations.Overworld.html\)](#)
 Region
 [\(NetAF.Assets.Locations.Region.html\)](#)
 Room
 [\(NetAF.Assets.Locations.Room.html\)](#)
 RoomPosition
 [\(NetAF.Assets.Locations.RoomPosition.html\)](#)
 ViewPoint
 [\(NetAF.Assets.Locations.ViewPoint.html\)](#)

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)

- + **NetAF.Commands.Persistence**
[\(NetAF.Commands.Persistence.html\)](#)

- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

- + **NetAF.Conversations.Instructions**
[\(NetAF.Conversations.Instructions.html\)](#)

- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

Class RoomPosition

Represents a room position.

Filter by title

Inheritance

([NetAF.Assets.Interaction.html](#))

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

- **NetAF.Assets.Locations**

↳ RoomPosition

([NetAF.Assets.Locations.html](#))

Inherited Members

Direction

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)))

Exit

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

Matrix

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

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

object.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: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#)).Locations ([NetAF.Assets.Locations.html](#))

Assembly: NetAF.dll

RoomPosition

Syntax

([NetAF.Assets.Locations.RoomPos](#)

ViewPoint

public class RoomPosition
 ([NetAF.Assets.Locations.ViewPoin](#)

+ **NetAF.Commands**

([NetAF.Commands.html](#))

Constructors

+ **NetAF.Commands.**

Persistence

RoomPosition(Room, int, int, int)

([NetAF.Commands.Persistence.html](#))

Represents a room position.

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

public RoomPosition(Room room, int x, int y, int z)
Instructions

([NetAF.Conversations.Instruct](#)

Parameters

+ **NetAF.Extensions**

Type

([NetAF.Extensions.html](#))

Room ([NetAF.Assets.Locations.Room.html](#))

+ **NetAF.Interpretation**

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

([NetAF.Interpretation.html](#))

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

+ **NetAF.Logic**

([NetAF.Logic.html](#))

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

	Name	Description
room		The room/
x		The x position of the room.
y		The y position of the room.
z		The z position of the room.

Properties

Room

Get the room.

Declaration

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Property Value

Direction

Type	Description
Exit	
Room (NetAF.Assets.Locations.Room.html)	

Matrix

(NetAF.Assets.Locations.Matrix.html)

X Overworld

(NetAF.Assets.Locations.Overworld.html)

Get the X position of the room.

(NetAF.Assets.Locations.Region.html)

Declaration

Room

(NetAF.Assets.Locations.Room.html)

public int X { get; }

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Type	Description
+ NetAF.Commands	

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

(NetAF.Commands.html)

+ NetAF.Commands.

Y Persistence

(NetAF.Commands.Persistence.html)

Get the Y position of the room.

+ NetAF.Conversations

Declaration

(NetAF.Conversations.html)

+ NetAF.Conversations.

public int Y { get; }

Instructions

(NetAF.Conversations.Instructions.html)

Property Value

+ NetAF.Extensions

Type	Description
(NetAF.Extensions.html)	

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

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Z NetAF.Logic

(NetAF.Logic.html)

Get the Z position of the room.

Declaration

```
public int Z { get; }
```

Property Value

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

- NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

Methods

(NetAF.Assets.Locations.Direction.

Exit

[\(NetAF.Assets.Locations.Exit.html\)](#)

IsAtPosition(int, int, int)

(NetAF.Assets.Locations.Matrix.htm

Get if this Room position is at a position.

Overworld

Declaration

[\(NetAF.Assets.Locations.Overworld.html\)](#)

Region

[\(NetAF.Assets.Locations.Region.html\)](#)

Room

[\(NetAF.Assets.Locations.Room.html\)](#)

Parameters

RoomPosition

Type	Name	Description
NetAF.Assets.RoomPos	x	The X position.
ViewPoint int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Assets.ViewPoint.html)	y	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Commands.html)	z	The Z position.

+ NetAF.Commands.

Returns

Persistence

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

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

- NetAFAssets.Locations

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

([NetAFAssets.Locations.html](#))

↳ ViewPoint

Direction

Inherited Members

([NetAFAssets.Direction.html](#))

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)))

([NetAFAssets.Exit.html](#))

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)))

([NetAFAssets.Matrix.html](#))

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

([NetAFAssets.Overwork.html](#))

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

([NetAFAssets.ReferenceEquals.html](#))

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

([NetAFAssets.ToString.html](#))

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

NameSpace: NetAF (NetAF.html).Assets (NetAFAssets.html).Locations (NetAFAssets.Locations.html)

([NetAFAssets.Locations.Room.html](#))

Assembly: NetAF.dll

RoomPosition

Syntax

([NetAFAssets.Direction.html](#))

ViewPoint

public sealed class ViewPoint

([NetAFAssets.ViewPoint.html](#))

+ NetAF.Commands

([NetAFCommands.html](#))

Properties

Persistence

([NetAFCommands.Persistence.html](#))

Any

+ NetAF.Conversations

Get if there is a view in any direction.

([NetAFConversations.html](#))

Declaration

+ NetAF.Conversations.

Instructions

public bool Any { get; }

([NetAFConversations.Instructions.html](#))

NetAF.Extensions

Property Value

([NetAFExtensions.html](#))

Type

+ NetAF.Interpretation

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

([NetAFInterpretation.html](#))

+ NetAF.Logic

([NetAFLogic.html](#))

AnyNotVisited

+ NetAF.Persistence

AnyVisited

+ NetAF.Room

AnyVisible

+ NetAF.State

AnyVisible

+ NetAF.View

AnyVisible

+ NetAF.ViewPoint

AnyVisible

+ NetAF.Window

AnyVisible

Get if there is a view in any direction.

Declaration

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

Property Value

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

Direction
(NetAF.Assets.Locations.Direction.html)

Exit
(NetAF.Assets.Locations.Exit.html)

Matrix
Get if there is a view in any direction.
(NetAF.Assets.Locations.Matrix.html)

Declaration
OverWorld
(NetAF.Assets.Locations.Overworld.html)

```
public bool AnyVisited { get; }
```

Region
(NetAF.Assets.Locations.Region.html)

Room
Property Value
(NetAF.Assets.Locations.Room.html)

Type	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

ViewPoint
(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands
this[Direction]
[\(NetAF.Commands.html\)](#)

Get the room that lies in a specified direction.

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)
public Room this[Direction direction] { get; }

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)
Parameters

Type	Name	Description
Instructions Direction (NetAF.Assets.Locations.Direction.html)	direction	The direction to check.

+ NetAF.Extensions
Property Value

Type	Description
(NetAF.Extensions.html) Room (NetAF.Assets.Locations.Room.html)	The room.

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

Get a view point representing no view.

Declaration

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



Property Value

Type		Description
NetAF.Assets.Locations (NetAF.Assets.Locations.html)		

Direction

Exit
(NtAFAssets.Locations.Exit.html)

Methods

Matrix

(NetAF.Assets.Locations.Matrix.htm)

Create(Region)

(NetAF.Assets.Locations.Overworld)
MainViewPoint

Create a new ViewPoint.

(NetAF.Assets.Locations.Region.htm
lARATION
Room

```
(NetAF.Assets.Locations.Room.htm  
public static ViewPoint Create(Region region)  
RoomPosition
```

(NetAF.Assets.Locations.RoomPos
View Point

Parameters

(NetAF.Assets.Locations.ViewPoint)

Type	Name	Description
+ NetAF.Commands Region (NetAF.Assets.Locations.Region.html) (NetAF.Commands.html)	<i>region</i>	The region to create the view point from.

NetAF Commands

Persistence Type (NetAF.Commands.Persistence)	ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	Description
		The view point.

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAE.Logic

(NetAE.Logic.html)

+ NetAE.Persistence

Namespace NetAF.Commands

Classes

Filter by title

[CustomCommand](#) ([NetAF.Commands.CustomCommand.html](#))

+ [NetAF.Assets.Characters](#)

 ([NetAF.Assets.Characters.html](#))

Interfaces

[NetAF.Assets.Interaction](#)

 ([NetAF.Assets.Interaction.html](#))

[ICommand](#) ([NetAF.Commands.ICommand.html](#))

[NetAF.Assets.Locations](#)

 ([NetAF.Assets.Locations.html](#))

- [NetAF.Commands](#)

Delegates

 ([NetAF.Commands.html](#))

 CustomCommand

[CustomCommandCallback](#) ([NetAF.Commands.CustomCommandCallback.html](#))

 CustomCommandCallback

 Provides a callback for custom commands.

 ([NetAF.Commands.CustomCommandCallback.html](#))

 ICommand

 ([NetAF.Commands.ICommand.html](#))

+ [NetAF.Commands](#).

[Persistence](#)

 ([NetAF.Commands.Persistence.html](#))

+ [NetAF.Conversations](#).

 ([NetAF.Conversations.html](#))

+ [NetAF.Conversations](#).

[Instructions](#)

 ([NetAF.Conversations.Instructions.html](#))

+ [NetAF.Extensions](#)

 ([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

 ([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

 ([NetAF.Logic.html](#))

+ [NetAF.Persistence](#)

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

+ NetAF.Assets.Characters

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Assets.Characters.html)
↳ CustomCommand

+ NetAF.Assets.Interaction

↳ Load (NetAF.Commands.Persistence.Load.html)
↳ Save (NetAF.Commands.Persistence.Save.html)
(NetAF.Assets.Interaction.html)

Implements

+ NetAF.Assets.Locations

ICommand (NetAF.Commands.ICommand.html)
(NetAF.Assets.Locations.html)
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

NetAF Commands

Inherited Members

(NetAF.Commands.html)

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)))
↳ CustomCommand

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)))
↳ CustomCommand (CustomCommandCallback)

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>)

Persistence

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html)

(NetAF.Commands.Persistence)

Assembly: NetAF.dll

+ NetAF.Conversations

Syntax

(NetAF.Conversations.html)

+ public class CustomCommand : ICommand, IPlayerVisible

Instructions

(NetAF.Conversations.Instruct)

Constructors

+ NetAF.Extensions

(NetAF.Extensions.html)

CustomCommand(CommandHelp, bool, CustomCommandCallback)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

NetAF Logic

(NetAF.Logic.html)

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

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Type	Name	Description
CommandHelp (NetAF.Interpretation.CommandHelp.html)	<i>help</i>	The help for this command.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>isPlayerVisible</i>	If this is visible to the player.
+ NetAF.Assets.Characters (NetAF.Assets.Characters.html)	<i>callback</i>	The callback to invoke when this command is invoked.

+ **NetAF.Assets.Interaction**
(NetAF.Assets.Interaction.html)

Properties
Locations
(NetAF.Assets.Locations.html)

Arguments

(NetAF.Commands.html)

Get or set the arguments.

CustomCommand

Declaration
(NetAF.Commands.CustomCommand)

CustomCommandCallback

public System.Collections.Generic.IList<NetAF.Commands.Arguments> Arguments { get; set; }

ICommand

(NetAF.Commands.ICommand.html)

Property Value

+ **NetAF.Commands.**

Type

Persistence

string
(NetAF.Commands.Persistence)

Description

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Help

Get the help for this command.

Instructions

Declaration
(NetAF.Conversations.Instruct)

+ **NetAF.Extensions**

public CommandHelp Help { get; }

(NetAF.Extensions.html)

Description

+ **NetAF.Interpretation**

Property value

(NetAF.Interpretation.html)

Type

+ **NetAF.Logic**

CommandHelp
(NetAF.Interpretation.CommandHelp.html)

(NetAF.Logic.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

IsPlayerVisible

Get or set if this is visible to the player.

(NetAF.Persistence.Json.html)

Declaration

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

Property Value

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

+ NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)

+ NetAF.Assets.Interaction

[\(NetAF.Assets.Interaction.html\)](#)

+ NetAF.Assets.Locations

[Invoke\(Game\)](#)

[\(NetAF.Assets.Locations.html\)](#)

Invoke the command.

- NetAF.Commands

Declared in:

[\(NetAF.Commands.html\)](#)

CustomCommand

public Reaction Invoke(Game game)

[\(NetAF.Commands.CustomCommand.html\)](#)

CustomCommandCallback

[\(NetAF.Commands.CustomCommandCallback.html\)](#)

Parameters

ICommand

Type [\(NetAF.Commands.ICommand.html\)](#)

Name

Description

Game [\(NetAF.Logic.Game.html\)](#)

game

The game to invoke the command on.

+ NetAF.Commands

Persistence

Returns

[\(NetAF.Commands.Persistence.html\)](#)

Type

+ NetAF.Conversations

Reaction [\(NetAF.Assets.Interaction.Reaction.html\)](#)

Description

The reaction.

+ NetAF.Conversations

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

ICommand [\(NetAF.Commands.ICommand.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html)

(NetAF.Assets.Characters.htm)

Assembly: NetAF.dll

Syntax

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

public delegate Reaction CustomCommandCallback(Game game, string[] arguments)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

Type	Name	Description
(NetAF.Commands.html) Game (NetAF.Logic.Game.html) CustomCommand	game	The game to invoke the command on.
string (NetAF.Commands.CustomCommandCallback (https://learn.microsoft.com/dotnet/api/system.string)) ICommand	arguments	The arguments to invoke the command with.

Return Value

NetAF.Commands.ICommand.htm

Type	Description
Persistence (NetAF.Assets.Interaction.Reaction.html)	The reaction to the command.

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Interface ICommand

Represents a command.

Filter by title

Namespace: NetAF (NetAF.html) Commands (NetAF.Commands.html)

Assembly: NetAF.dll

+ NetAF.Assets.Interaction

Syntax
[\(NetAF.Assets.Interaction.html\)](#)

+ NetAF.Assets.Locations

public interface ICommand

[\(NetAF.Assets.Locations.html\)](#)

- NetAF.Commands

[\(NetAF.Commands.html\)](#)

Methods

CustomCommand

[\(NetAF.Commands.CustomCommand.html\)](#)

CustomCommandCallback

[\(NetAF.Commands.CustomCommandCallback.html\)](#)

Invoke(Game)

Invoke the command.

[\(NetAF.Commands.ICommand.html\)](#)

Declaration

+ NetAF.Commands.

Persistence

Reaction Invoke(Game game)

[\(NetAF.Commands.Persistence.html\)](#)

NetAF.Conversations

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to invoke the command on.

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

(NetAF.Extensions.html)

Reaction ([NetAF.Assets.Interaction.Reaction.html](#))

Description

The reaction.

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Namespace NetAF.Commands.Persistence

Classes

Filter by title

Load (NetAF.Commands.Persistence.Load.html)

(NetAF.Assets.Characters.html)

Represents the Save command.

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

Save (NetAF.Commands.Persistence.Save.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

- **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

Load

(NetAF.Commands.Persistence.Lo

Save

(NetAF.Commands.Persistence.Sa

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

Class Load

Represents the Save command.

Filter by title

Inheritance

+ NetAF.Assets.Interaction

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Assets.Interaction.html)
↳ CustomCommand ([NetAF.Commands.CustomCommand.html](#))

+ NetAF.Assets.Locations

Implements

ICommand ([NetAF.Commands.ICommand.html](#))

+ NetAF.Commands

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

(NetAF.Commands.html)

Inherited Members

- NetAF.Commands.

CustomCommand.Arguments

Persistence

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Arguments)

CustomCommand.Help ([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Help)

CustomCommand.Invoke(Game)

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Invoke_NetAF_Logic_Game_

) Save

Cust([NetAF.Commands.IPlayerVisible.Sa](#)

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_IsPlayerVisible)

+ NetAF.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)))
(NetAF.Conversations.html)

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)))

Instructions

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

(NetAF.Conversations.Instruct

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>)

+ NetAF.Interpretation

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Persistence ([NetAF.Commands.Persistence.html](#))

(NetAF.Interpretation.html)

Assembly: NetAF.dll

Syntax

NetAF.Logic

(NetAF.Logic.html)

public class Load : CustomCommand, ICommand, IPlayerVisible

+ NetAF.Persistence

(NetAF.Persistence.html)

NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

NetAF.Rendering

(NetAF.Rendering.html)

Initializes a new instance of the Load class.

+ NetAF.Rendering.Frame

Declaration

Builders

```
public Load()
```

Implements

▀
ICommand (NetAF.Commands.ICommand.html)
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

- NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Load

(NetAF.Commands.Persistence.Load.html)

Save

(NetAF.Commands.Persistence.Save.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

Class Save

Represents the Save command.

Filter by title

Inheritance

([NetAF.Assets.Interaction.html](#))

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

+ [NetAF.Assets.Location](#)s

↳ Save ([NetAF.Assets.Locations.html](#))

Implements

+ [NetAF.Commands](#)

ICommand ([NetAF.Commands.ICommand.html](#))

([NetAF.Commands.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

- [NetAF.Commands](#).

Inherited Members

Persistence

CustomCommand.Arguments

([NetAF.Commands.Persistence.html](#))

CustomCommand.Help ([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Help)

CustomCommand.InvokeGameLogic

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Invoke_NetAF_Logic_Game_)

([NetAF.Commands.Persistence.html](#))

CustomCommand.IsPlayerVisible

+ [NetAF.Conversations](#)

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_IsPlayerVisible)

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

+ [NetAF.Conversations](#).

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)))

([NetAF.Conversations.Instruct](#)ions)

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>)

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

NameSpace: NetAF.Commands

Commands ([NetAF.Commands.html](#)).Persistence ([NetAF.Commands.Persistence.html](#))

Assembly: NetAF.dll

+ [NetAF.Logic](#)

Syntax ([NetAF.Logic.html](#))

+ [NetAF.Persistence](#)

public class Save : CustomCommand, ICommand, IPlayerVisible

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

Constructors ([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

Save ([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Initializes a new instance of the Save class.

Builders

Declaration

([NetAF.Rendering.FrameBuild](#)er)

```
public Save()
```

Implements

▀
ICommand (NetAF.Commands.ICommand.html)
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations
(NetAF.Assets.Locations.html)

+ NetAF.Commands
(NetAF.Commands.html)

- NetAF.Commands.
Persistence
(NetAF.Commands.Persistence)

 Load
(NetAF.Commands.Persistence.Lo
 Save
(NetAF.Commands.Persistence.Sa

+ NetAF.Conversations
(NetAF.Conversations.html)

+ NetAF.Conversations.
Instructions
(NetAF.Conversations.Instruct

+ NetAF.Extensions
(NetAF.Extensions.html)

+ NetAF.Interpretation
(NetAF.Interpretation.html)

+ NetAF.Logic
(NetAF.Logic.html)

+ NetAF.Persistence
(NetAF.Persistence.html)

+ NetAF.Persistence.Json
(NetAF.Persistence.Json.html)

+ NetAF.Rendering
(NetAF.Rendering.html)

+ NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuild

Namespace NetAF.Conversations

Classes

Filter by title

Conversation (NetAF.Conversations.Conversation.html)

(NetAF.Assets.Interaction.html)

Represents a conversation.

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

LogItem (NetAF.Conversations.LogItem.html)

+ NetAF.Commands

Provides log items.

(NetAF.Commands.html)

Paragraph (NetAF.Conversations.Paragraph.html)

Persistence

Represents a paragraph in a Conversation.

(NetAF.Commands.Persistence.html)

Response (NetAF.Conversations.Response.html)

(NetAF.Conversations.html)

Provides a response to a conversation.

Conversation

(NetAF.Conversations.Conversation.html)

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

LogItem

Participant (NetAF.Conversations.Participant.html)

(NetAF.Conversations.LogItem.html)

Enumeration of participants in a conversation.

Paragraph

(NetAF.Conversations.Paragraph.html)

Delegates

Participant

(NetAF.Conversations.Participant.html)

Response

ConversationActionCallback

(NetAF.Conversations.Response.html)

(NetAF.Conversations.ConversationActionCallback.html)

+ NetAF.Conversations

Provides a callback that can be used in conversations invoking actions.

Instructions

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

Class Conversation

Represents a conversation.

Filter by title

Inheritance

([NetAF.Assets.interaction.html](#))

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

+ **NetAF.Assets.Locations**

↳ Conversation

([NetAF.Assets.Locations.html](#))

Implements

+ **NetAF.Commands**

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Conversation

Serialization ([NetAF.Serialization.Assets.ConversationSerialization.html](#))>

Inherited Members

Persistence

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)))

([NetAF.Commands.Persistence.html](#))

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)))

- **NetAF.Conversations**

equals(system-object-system-object))

([NetAF.Conversations.html](#))

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>)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#))

LogItem

Assembly: NetAF.dll

([NetAF.Conversations.LogItem.html](#))

Syntax

Paragraph

([NetAF.Conversations.Paragraph.html](#))

public sealed class Conversation : IRestoreFromObjectSerialization<ConversationSerialization>

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

Constructors

+ **NetAF.Conversations**.

Instructions

([NetAF.Conversations.Instruction.html](#))

Conversation(params Paragraph[])

+ **NetAF.Extensions**

Represents a conversation.

([NetAF.Extensions.html](#))

Declaration

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

public Conversation(params Paragraph[] paragraphs)

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

Name

Description

paragraphs

The paragraphs.

+ **NetAF.Persistence.Json**

Properties

CurrentParagraph

Get the current paragraph in the conversation.

Declaration
Type

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Property Value
+ NetAF.Commands

Type

(NetAF.Commands.html)

Description

Paragraph (NetAF.Conversations.Paragraph.html)

+ NetAF.Commands

Persistence

(NetAF.Commands.Persistence.html)

Log

- NetAF.Conversations

Get the Log

(NetAF.Conversations.html)

Declaration
Conversation

(NetAF.Conversations.Conversation.html)

ConversationActionCallback

public LogItem[] Log { get; }

(NetAF.Conversations.Conversation.html)

LogItem

Property Value

(NetAF.Conversations.LogItem.html)

Type

Paragraph

(NetAF.Conversations.Paragraph.html)

Description

LogItem

(NetAF.Conversations.LogItem.html)

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

Paragraphs

+ NetAF.Conversations.

Get the current paragraph in the conversation.

Instructions

Declaration
(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

public Paragraph[] Paragraphs { get; }

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Description

Type

+ NetAF.Logic

Paragraph (NetAF.Conversations.Paragraph.html)

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

Methods

+ NetAF.Persistence.Json

Next(Game)

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```

(NetAF.Assets.Interaction.html)

Parameters

+ NetAF.Assets.Locations

Type
(NetAF.Assets.Locations.html)

Game (NetAF.Logic.Game.html)

+ NetAF.Commands

(NetAF.Commands.html)

Returns

+ NetAF.Commands.

Persistence

Reaction (NetAF.Assets.Interaction.Reaction.html)

(NetAF.Commands.Persistence.html)

- NetAF.Conversations

(NetAF.Conversations.html)

Respond(Response, Game)

Conversation

Respond to the conversation
(NetAF.Conversations.Conversation.html)

Declaration

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

LogItem

```
public Reaction Respond(Response response, Game game)
```

(NetAF.Conversations.LogItem.html)

Paragraph

Parameters (NetAF.Conversations.Paragraph.html)

Type Participant

(NetAF.Conversations.Participant.html)

Response Response

(NetAF.Conversations.Response.html)

Game Game

(NetAF.Logic.Game.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

Reaction (NetAF.Extensions.Interaction.Reaction.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

RestoreFrom(ConversationSerialization)

Restore this object from a serialization.

NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

public void RestoreFrom(ConversationSerialization serialization)

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Parameters

Type	Name	Description
ConversationSerialization (NetAF.Serialization.Assets.ConversationSerialization.html)	<i>serialization</i>	The serialization to restore from.

▼

Implements

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)
(NetAF.Assets.Locations.html)

- + **NetAF.Commands**
(NetAF.Commands.html)
- + **NetAF.Commands.**
Persistence
(NetAF.Commands.Persistence.html)
- **NetAF.Conversations**
(NetAF.Conversations.html)

Conversation
(NetAF.Conversations.Conversation.html)
ConversationActionCallback
(NetAF.Conversations.ConversationActionCallback.html)
LogItem
(NetAF.Conversations.LogItem.html)
Paragraph
(NetAF.Conversations.Paragraph.html)
Participant
(NetAF.Conversations.Participant.html)
Response
(NetAF.Conversations.Response.html)

- + **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instructions.html)

- + **NetAF.Extensions**
(NetAF.Extensions.html)

- + **NetAF.Interpretation**
(NetAF.Interpretation.html)

- + **NetAF.Logic**
(NetAF.Logic.html)

- + **NetAF.Persistence**
(NetAF.Persistence.html)

- + **NetAF.Persistence.Json**

Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

 Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

Assembly: NetAF.dll

(NetAF.Assets.Locations.html)

+ NetAF.Commands

`public delegate void ConversationActionCallback(Game game)`
(NetAFCommands.html)

+ NetAF.Commands.

Parameters

Persistence

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to invoke the callback on.

- NetAF.Conversations

(NetAF.Conversations.html)

Conversation

(NetAF.Conversations.Conversation.html)

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

(NetAF.Conversations.Paragraph.html)

Participant

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

Class LogItem

Provides a container for log items.

Filter by title

Inheritance

([NetAFAssets.Locations.html](#))

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

+ **NetAF.Commands**

([NetAFCommands.html](#))

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)))

Persistence

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)))

([NetAFCommands.Persistence.html](#))

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>)

Conversation

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

([NetAF.Conversations.Conversation.html](#))

Namespace: NetAF ([NetAF.html](#)) Conversations ([NetAF.Conversations.html](#))

ConversationActionCallback

Assembly: NetAF.dll

([NetAF.Conversations.Conversation.html](#))

Syntax

LogItem

([NetAF.Conversations.LogItem.html](#))

Paragraph

public sealed class LogItem

([NetAF.Conversations.Paragraph.html](#))

Participant

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

Constructors

LogItem(Participant, string)

Instructions

Provides a container for log items.

([NetAF.Conversations.Instruct.html](#))

Declaration

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

public LogItem(Participant participant, string line)

+ **NetAF.Interpretation**

([NetAFInterpretation.html](#))

Parameters

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Participant ([NetAF.Conversations.Participant.html](#))

Name

Description

participant

The participant.

+ **NetAF.Persistence**

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

line

The line.

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

Properties

Line

Get the line.



Declaration

```
(NetAF.Assets.Locations.html)
public string Line { get; }
```

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

+ NetAF.Commands.

Type

Persistence

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

[\(NetAF.Commands.Persistence.html\)](#)

Description

- NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Participant

Conversation

Get the participant.

[\(NetAF.Conversations.Conversation.html\)](#)

Declaration

[\(NetAF.Conversations.ConversationActionCallback.html\)](#)

```
public Participant Participant { get; }
```

[\(NetAF.Conversations.LogItem.html\)](#)

Paragraph

Property Value

[\(NetAF.Conversations.Paragraph.html\)](#)

Type

Participant

[\(NetAF.Conversations.Participant.html\)](#)

Response

[\(NetAF.Conversations.Response.html\)](#)

Description

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

Type	Name	Description
ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)	<i>action</i>	Specify any action to be carried out with this line.
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
+ NetAF.Commands (NetAF.Commands.html) (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	Specify the name of the paragraph.

Persistence

(NetAF.Commands.Persistence)

Paragraph(string, ConversationActionCallback, string)

- NetAF.Conversations

Paragraph() initializes a new instance of the Paragraph class.

Declarative conversation

(NetAE.Conversations.Conversation)

```
public Paragraph(string line, ConversationActionCallback action, string name = "")  
    (NetAF.Conversations.Conversation
```

LogItem

NetAE Conversations | LogItem.htm

Type	Description	Name	
Paragraph (NetAF.Conversations.Paragraph.h) string (https://learn.microsoft.com/dotnet/api/system.string) Participant	Specify the line.	line	
ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html) Response (NetAF.Conversations.Response.h) string (https://learn.microsoft.com/dotnet/api/system.string)	Specify any action to be carried out with this line.	action	
Paragraph (NetAF.Conversations.Paragraph.h) string (https://learn.microsoft.com/dotnet/api/system.string)	Specify the name of the paragraph.	name	

Instructions

(NetAE Conversations Instruct

Paragraph/string. [EndOfParagraphInstruction]

+ NetAE Extensions

ParagraphExtensions
Initializes a new instance of the Paragraph class.
(Public Extension Method)

(NetAF.Extensions.n

NetAF Interpretation

```
NetAF.Interpretation.html) public Paragraph(string line, TEndOfParagraphInstruction instruction, string name =
```

NetAEI logic

(NetAEI logic.html)

Parameters

Parameters + NetAE.Persistence

Type	Name	Description
+ string + NetAF.Persistence.Json (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Persistence.Json.html)	<i>line</i>	Specify the line.

+ NetAF.Rendering

Type	Name	Description
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	Specify the name of the paragraph.

+ NetAF.Commands

(NetAF.Commands.html)

Paragraph(string, string)

+ NetAF.Commands.

Persistence

Initializes a new instance of the Paragraph class.

(NetAF.Commands.Persistence)

Declaration

- NetAF.Conversations

(NetAF.Conversations.html) *line, string name = ""*

Conversation

Parameters

ConversationActionCallback

Type
(NetAF.Conversations.ConversationActionCallback.html)

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

(NetAF.Conversations.LogItem.html)

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

Paragraph

(NetAF.Conversations.Paragraph.html)

Participant

(NetAF.Conversations.Participant.html)

Properties

(NetAF.Conversations.Response.html)

+ NetAF.Conversations.

Action Instructions

Get the AF Conversation type for this line.

+ NetAF.Conversations.Instruction

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

```
public ConversationActionCallback Action { get; set; }
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Property Value

+ NetAF.Logic

Type
(NetAF.Logic.html)

ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

CallResponse.Json

(NetAF.Persistence.Json.html)

Get if a response is possible.

+ NetAF.Rendering

Declaration

Description

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

Property Value

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

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

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

Persistence

Declaration

- NetAF.Conversations

(NetAF.Conversations.html)

Conversation

Property Value

Type	Description
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	

LogItem

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

([NetAF.Conversations.LogItem.html](#))

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Line

Participant

([NetAF.Conversations.Participant.html](#))

Get or set the line.

Response

([NetAF.Conversations.Response.html](#))

+ NetAF.Conversations.

public string Line { get; set; }

Instructions

(NetAF.Conversations.Instruct

Property Value

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Name

(NetAF.Logic.html)

Get the name.

+ NetAF.Persistence

Declaration

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

public string Name { get; }

(NetAF.Persistence.Json.html)

Properties

(NetAF.Properties.html)

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

Responses

Get or set the responses, applicable to the last line.

NetAF Commands

([NetAF.Commands.html](#))

+ **NetAF.Commands.**

Persistence

Property Value

([NetAF.Commands.Persistence.html](#))

- **Type** **NetAF.Conversations**

Description

([NetAF.Conversations.html](#))

Conversation

([NetAF.Conversations.Conversation.html](#))

ConversationActionCallback

([NetAF.Conversations.ConversationActionCallback.html](#))

LogItem

([NetAF.Conversations.LogItem.html](#))

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Participant

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

Enum Participant

Enumeration of participants in a conversation.

Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

+ **NetAF.Commands**

Assembly: NetAF.dll

([NetAF.Commands.html](#))

Syntax

+ **NetAF.Commands.**

`public enum Participant`

([NetAF.Commands.Persistence.html](#))

- **NetAF.Conversations**

([NetAF.Conversations.html](#))

Fields

Conversation

Name	Description
ConversationActionCallback	
Other	Any other participant.
LogItem	
Player	The player. (NetAF.Conversations.LogItem.html)
Paragraph	
(NetAF.Conversations.Paragraph.html)	
Participant	
(NetAF.Conversations.Participant.html)	
Response	
(NetAF.Conversations.Response.html)	

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

Class Response

Provides a response to a conversation.

Filter by title

Inheritance

([NetAF.Commands.html](#))

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

+ [NetAF.Commands](#).

[Persistence](#)

Inherited Members

([NetAF.Commands.Persistence.html](#))

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)))

[NetAF.Conversations](#)

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>)

([NetAF.Conversations.Conversation.html](#))

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

ConversationActionCallback

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

([NetAF.Conversations.Conversation.html](#))

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

LogItem

Namespace: NetAF (NetAF.html), Conversations (NetAF.Conversations.html)

([NetAF.Conversations.LogItem.html](#))

Assembly: NetAF.dll

[Paragraph](#)

Syntax ([NetAF.Conversations.Paragraph.h](#))

Participant

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.h](#))

+ [NetAF.Conversations](#).

[Constructors](#)

[Instructions](#)

([NetAF.Conversations.Instruct.html](#))

Response(string)

+ [NetAF.Extensions](#)

Initializes a new instance of the Response class.

([NetAF.Extensions.html](#))

Declaration

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

public Response(string line)

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

Parameters

+ [NetAF.Persistence](#)

Type

([NetAF.Persistence.html](#))

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

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

Response(string, IEndOfParagraphInstruction)

([NetAF.Rendering.html](#))

Provides a response to a conversation.

+ [NetAF.Rendering.Frame](#)

	Name	Description
	line	The line to trigger this response.

Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

Parameters

Type	Name	Description
string (NetAF.Commands.html) (https://learn.microsoft.com/dotnet/api/system.string) + NetAF.Commands. - NetAF.Conversations	line	The line to trigger this response.
IEndOfParagraphInstruction (NetAF.Commands.Persistence.html) (https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html) - NetAF.Conversations	instruction	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

(NetAF.Conversations.html)

Conversation

Properties

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

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

(NetAF.Conversations.Paragraph.html)

Participant

Declaration

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Type Description

+ NetAF.Extensions.

IEndOfParagraphInstruction (<https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html>)

(NetAF.Extensions.html)

+ NetAF.Interpretation

Line

(NetAF.Interpretation.html)

General Logic

(NetAF.Logic.html)

Declaration

+ NetAF.Persistence

public string Line { get; }

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Property Value

(NetAF.Persistence.Json.html)

Type

+ NetAF.Rendering

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

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame



[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

- **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

Conversation

[\(NetAF.Conversations.Conversation.html\)](#)

ConversationActionCallback

[\(NetAF.Conversations.ConversationActionCallback.html\)](#)

LogItem

[\(NetAF.Conversations.LogItem.html\)](#)

Paragraph

[\(NetAF.Conversations.Paragraph.html\)](#)

Participant

[\(NetAF.Conversations.Participant.html\)](#)

Response

[\(NetAF.Conversations.Response.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Namespace NetAF.Conversations. Instructions

▼ Filter by title

Classes

+ NetAF.Assets.Locations

[ByCallback \(NetAF.Conversations.Instructions.ByCallback.html\)](#)

An end-of-paragraph instruction that shifts paragraphs based on a callback.

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

First ([NetAF.Conversations.Instructions.First.html](#))

+ NetAF.Commands.

An end-of-paragraph instruction that shifts paragraphs to the start.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

GoTo ([NetAF.Conversations.Instructions.GoTo.html](#))

An end-of-paragraph instruction that shifts paragraphs based on an absolute index.

- NetAF.Conversations.

Jump ([NetAF.Conversations.Instructions.Jump.html](#))

An end-of-paragraph instruction that shifts paragraphs based on a delta.

ByCallback

[\(NetAF.Conversations.Instructions.html\)](#)

Last ([NetAF.Conversations.Instructions.Last.html](#))

First

An end-of-paragraph instruction that shifts paragraphs to the end.

[\(NetAF.Conversations.Instructions.html\)](#)

GoTo

[\(NetAF.Conversations.Instructions.html\)](#)

Next ([NetAF.Conversations.Instructions.Next.html](#))

IEndOfParagraphInstruction

An end-of-paragraph instruction that shifts paragraphs to the next paragraph.

[\(NetAF.Conversations.Instructions.html\)](#)

Jump

[\(NetAF.Conversations.Instructions.html\)](#)

Previous ([NetAF.Conversations.Instructions.Previous.html](#))

Last

An end-of-paragraph instruction that shifts paragraphs to the previous paragraph.

[\(NetAF.Conversations.Instructions.html\)](#)

Next

[\(NetAF.Conversations.Instructions.html\)](#)

Repeat ([NetAF.Conversations.Instructions.Repeat.html](#))

Previous

An end-of-paragraph instruction that repeats.

[\(NetAF.Conversations.Instructions.html\)](#)

Repeat

[\(NetAF.Conversations.Instructions.html\)](#)

ToName ([NetAF.Conversations.Instructions.ToName.html](#))

ToName

An end-of-paragraph instruction that shifts paragraphs based on a name.

[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Interfaces

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Represents an instruction to be carried out at the end of a paragraph.

[View All Assets](#) | [View All Instructions](#)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

- NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

ByCallback

(NetAF.Conversations.Instructions.ByCallback.html)

First

(NetAF.Conversations.Instructions.First.html)

GoTo

(NetAF.Conversations.Instructions.GoTo.html)

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Jump

(NetAF.Conversations.Instructions.Jump.html)

Last

(NetAF.Conversations.Instructions.Last.html)

Next

(NetAF.Conversations.Instructions.Next.html)

Previous

(NetAF.Conversations.Instructions.Previous.html)

Repeat

(NetAF.Conversations.Instructions.Repeat.html)

ToName

(NetAF.Conversations.Instructions.ToName.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Class ByCallback

An end of paragraph instruction that shifts paragraphs based on a callback.

Filter by title

Inheritance

([NetAF.Assets.Locations.html](#))

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

+ **NetAF.Commands**

↳ ByCallback

([NetAF.Commands.html](#))

Implements

+ **NetAF.Commands**

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Persistence

Inherited Members

([NetAF.Commands.Persistence.html](#))

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)))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#)) / [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))

- **NetAF Conversations**

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

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

([NetAF.Conversations.Instruction.html](#))

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

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

ByCallback

Name ([NetAF.Conversations.Instructions.html](#)) Instructions ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

First

Assembly: NetAF.dll

([NetAF.Conversations.Instructions.html](#))

Syntax

GoTo

([NetAF.Conversations.Instructions.html](#))

public sealed class ByCallback : IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.html](#))

Jump

([NetAF.Conversations.Instructions.html](#))

Last

([NetAF.Conversations.Instructions.html](#))

ByCallback(Func<IEndOfParagraphInstruction>)

([NetAF.Conversations.Instructions.html](#))

An end of paragraph instruction that shifts paragraphs based on a callback.

Previous

([NetAF.Conversations.Instructions.html](#))

Declaration

Repeat

([NetAF.Conversations.Instructions.html](#))

public ByCallback(Func<IEndOfParagraphInstruction> callback)

ToName

([NetAF.Conversations.Instructions.html](#))

Parameters

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

IEndOfParagraphInstruction

([NetAF.Interpretation.html](#))

([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+>**NetAF.Logic**

([NetAF.Logic.html](#))

	Name	Description
+ NetAF.Extensions		

Properties

Callback

Get the callback that decides the instruction to use.

Declaration
(NetAF.Assets.Locations.html)

+ **NetAF.Commands**
(NetAF.Commands.html)

Property Value
+ **NetAF.Commands**.

Type	Description
(NetAF.Commands.Persistence) Func<TEndOfParagraphInstruction> Callback { get; }	

+ **NetAF.Conversations**
(NetAF.Conversations.html)

- **NetAF.Conversations**.

Methods

+ **NetAF.Conversations.Instruct**

ByCallback
GetIndexOfNext(Paragraph, Paragraph[])
(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

First
(NetAF.Conversations.Instructions.

Declaration
GoTo

(NetAF.Conversations.Instructions.
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Conversations.Instructions.

Jump

Parameters
(NetAF.Conversations.Instructions.

Type	Name	Description
east (NetAF.Conversations.Instructions.		
Paragraph (NetAF.Conversations.Paragraph.html) Next	<i>current</i>	The current paragraph.

Paragraph (NetAF.Conversations.Paragraph.html)]

paragraphs

The collection of paragraphs.

Previous

Return
(NetAF.Conversations.Instructions.

Type	Description
Repeat (NetAF.Conversations.Instructions.	

int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.
--	----------------------------------

+ **NetAF.Extensions**

Implements
(NetAF.Extensions.html)

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ **NetAF.Interpretation**
(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

▼

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

- **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

ByCallback

(NetAF.Conversations.Instructions.ByCallback.html)

First

(NetAF.Conversations.Instructions.First.html)

GoTo

(NetAF.Conversations.Instructions.GoTo.html)

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Jump

(NetAF.Conversations.Instructions.Jump.html)

Last

(NetAF.Conversations.Instructions.Last.html)

Next

(NetAF.Conversations.Instructions.Next.html)

Previous

(NetAF.Conversations.Instructions.Previous.html)

Repeat

(NetAF.Conversations.Instructions.Repeat.html)

ToName

(NetAF.Conversations.Instructions.ToName.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Class First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

Inheritance

+ **NetAF.Commands**

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

+ **NetAF.Commands.**

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

(NetAFCommands.Persistence)

Inherited Members

+ **NetAF.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)))
(NetAF.Conversations.html)

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)))

- **NetAF.Conversations.**

Instructions

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>)

(NetAF.Conversations.Instructions)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly: NetAF.dll

GoTo

Syntax

(NetAF.Conversations.Instructions.

 IEndOfParagraphInstruction

 public sealed class First : IEndOfParagraphInstruction

 (NetAF.Conversations.Instructions.

 Jump

 (NetAF.Conversations.Instructions.

 Last

 (NetAF.Conversations.Instructions.

 Next

 (NetAF.Conversations.Instructions.

Methods

Next

(NetAF.Conversations.Instructions.

GetIndexOfNextParagraph, Paragraph[]

(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

Declaration

ToName

(NetAF.Conversations.Instructions.

 public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Parameters

+ **NetAF.Interpretation**

Type

(NetAF.Interpretation.html)

Paragraph ([NetAF.Conversations.Paragraph.html](#))

Name

Description

+ **NetAF.Logic**

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

parameters

The collection of paragraphs.

(NetAF.Logic.html)

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
(NetAF.Commands.html)

+ **NetAF.Commands.**
 Persistence
 ([NetAF.Commands.Persistence.html](#))

+ **NetAF.Conversations**
 ([NetAF.Conversations.html](#))

- **NetAF.Conversations.**
 Instructions
 ([NetAF.Conversations.Instructions.html](#))

 ByCallback
 ([NetAF.Conversations.Instructions.ByCallback.html](#))
 First
 ([NetAF.Conversations.Instructions.First.html](#))
 GoTo
 ([NetAF.Conversations.Instructions.GoTo.html](#))
 IEndOfParagraphInstruction
 ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
 Jump
 ([NetAF.Conversations.Instructions.Jump.html](#))
 Last
 ([NetAF.Conversations.Instructions.Last.html](#))
 Next
 ([NetAF.Conversations.Instructions.Next.html](#))
 Previous
 ([NetAF.Conversations.Instructions.Previous.html](#))
 Repeat
 ([NetAF.Conversations.Instructions.Repeat.html](#))
 ToName
 ([NetAF.Conversations.Instructions.ToName.html](#))

+ **NetAF.Extensions**
 ([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**
 ([NetAF.Interpretation.html](#))

+ **NetAF.Logic**
 ([NetAF.Logic.html](#))

Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

(NetAFCommands.html)

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

+ **NetAFCommands.**

Implementation

IEndOfParagraphInstruction ([\(NetAFCommands.Persistence.html\)](#))

Inherited Members

+ **NetAF.Conversations**

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

- **NetAF Conversations.** ([Instructions.html](#))

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>)
First

Name ([\(NetAF.Conversations.Instructions.html\)](#))

Assembly: NetAF.dll

Syntax ([\(NetAF.Conversations.Instructions.html\)](#))

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.
public sealed class GoTo : IEndOfParagraphInstruction
Jump

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Next

(NetAF.Conversations.Instructions.

GoTo(int)

(NetAF.Conversations.Instructions.

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Repeat

(NetAF.Conversations.Instructions.

Declaration

ToName

(NetAF.Conversations.Instructions.

public GoTo(int index)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Parameters

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

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

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	index	The index of the next paragraph.

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Persistence**

Properties

Index

Get the index.



Declaration

```
(NetAF.Commands.html)
public int Index { get; }
```

+ NetAF.Commands.

Persistence

Property Value

(NetAF.Commands.Persistence)

Type

+ NetAF.Conversations

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

(NetAF.Conversations.html)

- NetAF.Conversations.

Instructions

Methods

NetAF.Conversations.Instruct

ByCallback

GetIndexOfNext(Paragraph, Paragraph[])

First

Get the index of the next paragraph.

GoTo

Declaration

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Jump

Parameters

Last

Type NetAF.Conversations.Instructions.

Name

Description

Next

Paragraph (NetAF.Conversations.Paragraph.html)

current

The current paragraph.

Previous

Paragraph (NetAF.Conversations.Paragraph.html)[]

paragraphs

The collection of paragraphs.

(NetAF.Conversations.Instructions.

Returns

(NetAF.Conversations.Instructions.

ToName

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

Description

The index of the next paragraph.

+ NetAF.Extensions

(NetAF.Extensions.html)

Implements

+ NetAF.Interpretation

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

▼

[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

ByCallback

[\(NetAF.Conversations.Instructions.ByCallback.html\)](#)

First

[\(NetAF.Conversations.Instructions.First.html\)](#)

GoTo

[\(NetAF.Conversations.Instructions.GoTo.html\)](#)

IEndOfParagraphInstruction

[\(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)

Jump

[\(NetAF.Conversations.Instructions.Jump.html\)](#)

Last

[\(NetAF.Conversations.Instructions.Last.html\)](#)

Next

[\(NetAF.Conversations.Instructions.Next.html\)](#)

Previous

[\(NetAF.Conversations.Instructions.Previous.html\)](#)

Repeat

[\(NetAF.Conversations.Instructions.Repeat.html\)](#)

ToName

[\(NetAF.Conversations.Instructions.ToName.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

Interface IEndOfParagraphInstruction

Represents an instruction to be carried out at the end of a paragraph.

Filter by title

Namespace: NetAF (NetAF.html). Conversations (NetAF.Conversations.html). Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

+ **NetAF.Commands.**

Syntax

Persistence

(**NetAF.Commands.Persistence**)

public interface IEndOfParagraphInstruction

+ **NetAF.Conversations**

(**NetAF.Conversations.html**)

- **NetAF.Conversations.**

Methods

Instructions

(**NetAF.Conversations.Instruct**)

GetIndexOfNext(Paragraph, Paragraph[])

(**NetAF.Conversations.Instructions.**

Get the index of the next paragraph.

First

Declaration

GoTo

(**NetAF.Conversations.Instructions.**

int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

IEndOfParagraphInstruction

(**NetAF.Conversations.Instructions.**

Parameters

Type	Name	Description
(NetAF.Conversations.Instructions.		
Last		
(NetAF.Conversations.Instructions.	current	The current paragraph.
Paragraph (NetAF.Conversations.Paragraph.html)		
(NetAF.Conversations.Instructions.	paragraphs	The collection of paragraphs.
Next		

Previous

Returns

(**NetAF.Conversations.Instructions.**

Type	Description
(NetAF.Conversations.Instructions.	
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

(**NetAF.Conversations.Instructions.**

+ **NetAF.Extensions**

(**NetAF.Extensions.html**)

+ **NetAF.Interpretation**

(**NetAF.Interpretation.html**)

+ **NetAF.Logic**

(**NetAF.Logic.html**)

+ **NetAF.Persistence**

(**NetAF.Persistence.html**)

Class Jump

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

+ NetAF.Commands.

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

Persistence

↳ Jump

(NetAF.Commands.Persistence)

Implements

+ NetAF.Conversations.

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

(NetAF.Conversations.html)

Inherited Members

- NetAF.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)))

Instructions

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

ByCallback

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

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

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

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

Goto

Name [NetAF.Conversations.Instructions](#) ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly [NetAF.dll](#)

Syntax [\(NetAF.Conversations.Instructions.](#)

Jump

[\(NetAF.Conversations.Instructions.](#)

public sealed class Jump : IEndOfParagraphInstruction

Last

[\(NetAF.Conversations.Instructions.](#)

Next

[\(NetAF.Conversations.Instructions.](#)

Previous

[\(NetAF.Conversations.Instructions.](#)

Constructors

Jump([int](#))

[\(NetAF.Conversations.Instructions.](#)

An end of paragraph instruction that shifts paragraphs based on a delta.

ToName

[\(NetAF.Conversations.Instructions.](#)

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Parameters

(NetAF.Interpretation.html)

Type

+ NetAF.Logic

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

(NetAF.Logic.html)

Name	Description
delta	The delta to shift paragraphs by.

+ NetAF.Persistence

(NetAF.Persistence.html)

Properties

Delta

Get the delta.



Declaration

+ NetAF.Commands.

```
public int Delta { get; }
```

(NetAF.Commands.Persistence.html)

Property Value

+ NetAF.Conversations

Type	Description
NetAF.Conversations.html	

- NetAF.Conversations.int32

Instructions

(NetAF.Conversations.Instruct.html)

ByCallback

(NetAF.Conversations.Instructions.html)

First

(NetAF.Conversations.Instructions.html)

GoTo

GetIndexOfNext(Paragraph, Paragraph[])

Get the index of the next paragraph.

IEndOfParagraphInstruction

Declaration

(NetAF.Conversations.Instructions.html)

Jump

(NetAF.Conversations.Instructions.html)

Last

(NetAF.Conversations.Instructions.html)

Parameters

Next

Type	Name	Description
NetAF.Conversations.Instructions.html		

Name

Description

PreviousParagraph (NetAF.Conversations.Paragraph.html)	current	The current paragraph.
--	---------	------------------------

current

Description

Paragraph (NetAF.Conversations.Paragraph.html)[]	paragraphs	The collection of paragraphs.
--	------------	-------------------------------

paragraphs

Description

(NetAF.Conversations.Instructions.html)

Returning

ToName

Type

Type	Description
NetAF.Conversations.Instructions.html	

Description

+ NetAF.Extensions

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

(NetAF.Extensions.html)

The index of the next paragraph.

+ NetAF.Interpretation

Implements

NetAF.Interpretation.html

NetAF.Logic

Instruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

▼

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

- **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instructions.html](#))

ByCallback

([NetAF.Conversations.Instructions.ByCallback.html](#))

First

([NetAF.Conversations.Instructions.First.html](#))

GoTo

([NetAF.Conversations.Instructions.GoTo.html](#))

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Jump

([NetAF.Conversations.Instructions.Jump.html](#))

Last

([NetAF.Conversations.Instructions.Last.html](#))

Next

([NetAF.Conversations.Instructions.Next.html](#))

Previous

([NetAF.Conversations.Instructions.Previous.html](#))

Repeat

([NetAF.Conversations.Instructions.Repeat.html](#))

ToName

([NetAF.Conversations.Instructions.ToName.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

Class Last

An end of paragraph instruction that shifts paragraphs to the end.

Filter by title

Inheritance

Persistence

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

+ NetAF Conversations

Implements

IEndOfParagraphInstruction ([\(NetAF.Conversations.html\)](#))

Implementation

NetAF Conversations.

Instructions

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

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)))
↳ ByCallback

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>)
(NetAF.Conversations.Instructions)

Name EndOfParagraphInstruction ([\(NetAF.Conversations.html\)](#).Instructions ([\(NetAF.Conversations.Instructions.html\)](#))

Assembly NetAF

Jump

Syntax
(NetAF.Conversations.Instructions.

Last

public sealed class Last : IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.

Next

(NetAF.Conversations.Instructions.

Previous

(NetAF.Conversations.Instructions.

Methods

Repeat

(NetAF.Conversations.Instructions.

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

+ NetAF.Extensions

Declaration

([\(NetAF.Extensions.html\)](#))

+ NetAF Interpretation

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
(NetAF.Interpretation.html)

+ NetAF Logic

([\(NetAF.Logic.html\)](#))
Type

Name

Description

+ NetAF Persistence

Paragraph ([\(NetAF.Conversations.Paragraph.html\)](#))
(NetAF.Persistence.html)

current

The current paragraph.

Paragraph ([\(NetAF.Conversations.Paragraph.html\)](#)[])

paragraphs

The collection of paragraphs.

+ NetAF Persistence.Json

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

([NetAF.Commands.Persistence](#))

+ **NetAF.Conversations**
([NetAF.Conversations.html](#))

- **NetAF.Conversations.**
Instructions
([NetAF.Conversations.Instruct](#)

ByCallback
([NetAF.Conversations.Instructions.](#)
First
([NetAF.Conversations.Instructions.](#)
GoTo
([NetAF.Conversations.Instructions.](#)
IEndOfParagraphInstruction
([NetAF.Conversations.Instructions.](#)
Jump
([NetAF.Conversations.Instructions.](#)
Last
([NetAF.Conversations.Instructions.](#)
Next
([NetAF.Conversations.Instructions.](#)
Previous
([NetAF.Conversations.Instructions.](#)
Repeat
([NetAF.Conversations.Instructions.](#)
ToName
([NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**
([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**
([NetAF.Interpretation.html](#))

+ **NetAF.Logic**
([NetAF.Logic.html](#))

+ **NetAF.Persistence**
([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance - - -

(NetAF.Commands.Persistence)

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

+ **NetAF.Conversations**

(NetAF.Conversations.html)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

- **NetAF.Conversations.**

Inherited Members

Instructions

(NetAF.Conversations.Instruct

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

ByCallback

object.Equals(object, 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)))

This

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

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>)

IEndOfParagraphInstruction

Name ([NetAF.Conversations.Instructions](#))

Instructions ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Jump

Assembly NetAF.dll

Syntax

Last

(NetAF.Conversations.Instructions.

public sealed class Next : IEndOfParagraphInstruction

Next

(NetAF.Conversations.Instructions.

Previous

(NetAF.Conversations.Instructions.

Request

(NetAF.Conversations.Instructions.

ToName

GetIndexOfNext(Paragraph, Paragraph[])

+ **NetAF.Extensions**

Get the index of the next paragraph.

(NetAF.Extensions.html)

Declaration

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

+ **NetAF.Logic**

(NetAF.Logic.html)

Type	Name	Description
+ NetAF.Persistence		
(NetAF.Persistence.html)		

Paragraph ([NetAF.Conversations.Paragraph.html](#))

current

The current paragraph.

+ **NetAF.Persistence.Json**

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

paragraphs

The collection of paragraphs.

(NetAF.Persistence.Json.html)

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)

ByCallback
(NetAF.Conversations.Instructions.
First
(NetAF.Conversations.Instructions.
GoTo
(NetAF.Conversations.Instructions.
IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.
Jump
(NetAF.Conversations.Instructions.
Last
(NetAF.Conversations.Instructions.
Next
(NetAF.Conversations.Instructions.
Previous
(NetAF.Conversations.Instructions.
Repeat
(NetAF.Conversations.Instructions.
ToName
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)

Class Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance Commands.cshtml

+ **NetAF Conversations**
↳ Previous
([NetAF.Conversations.html](#))

Implements

- **NetAF Conversations**.
IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

([NetAF.Conversations.Instruct](#)

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

NameSpace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))
([NetAF Conversations.Instructions](#).

Assembly: NetAF

Last

Syntax
([NetAF.Conversations.Instructions](#).

Next

public sealed class Previous : IEndOfParagraphInstruction

Previous

([NetAF.Conversations.Instructions](#).

Repeat

([NetAF.Conversations.Instructions](#).

ToName

([NetAF.Conversations.Instructions](#).

Methods

GetIndexOfNext(Paragraph, Paragraph[])

([NetAF.Extensions.html](#))

Get the index of the next paragraph.

+ **NetAF Interpretation**

Declaration
([NetAF.Interpretation.html](#))

+ **NetAF Logic**
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

([NetAF.Logic.html](#))

Parameters

+ **NetAF Persistence**

Type
([NetAF.Persistence.html](#))

Paragraph ([NetAF Conversations.Paragraph.html](#))

+ **NetAF Persistence.Json**

Paragraph ([NetAF.Persistence.Json.html](#))[]

Name	Description
current	The current paragraph.
paragraphs	The collection of paragraphs.

...

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

[IEndOfParagraphInstruction](#) ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct](#)

ByCallback

[\(NetAF.Conversations.Instructions.](#)

First

[\(NetAF.Conversations.Instructions.](#)

GoTo

[\(NetAF.Conversations.Instructions.](#)

IEndOfParagraphInstruction

[\(NetAF.Conversations.Instructions.](#)

Jump

[\(NetAF.Conversations.Instructions.](#)

Last

[\(NetAF.Conversations.Instructions.](#)

Next

[\(NetAF.Conversations.Instructions.](#)

Previous

[\(NetAF.Conversations.Instructions.](#)

Repeat

[\(NetAF.Conversations.Instructions.](#)

ToName

[\(NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

...

Class Repeat

An end of paragraph instruction that repeats.

Filter by title

Inheritance

+ NetAF.Conversations

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

↳ Repeat

- NetAF.Conversations.

Implements

Instructions

IEndOfParagraphInstruction (<NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html>)

(NetAF.Conversations.Instruct

Inherited Members

ByCallback

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)))

First

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)))

GoTo

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

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

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

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

Jump

Name <NetAF.Conversations.Instructions> (<NetAF.Conversations.html>).Instructions (<NetAF.Conversations.Instructions.html>)

Last

Assembly: NetAF.dll

Syntax

Next

(NetAF.Conversations.Instructions.

public sealed class Repeat : IEndOfParagraphInstruction

Previous

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

Methods

To Name

(NetAF.Conversations.Instructions.

+ NetAF.Extensions

GetIndexOfNext(Paragraph, Paragraph[])

(<NetAF.Extensions.html>)

Get the index of the next paragraph.

+ NetAF.Interpretation

(<NetAF.Interpretation.html>)

+ NetAF.Logic

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(<NetAF.Logic.html>)

+ NetAF.Persistence

Parameters

(<NetAF.Persistence.html>)

Type

+ NetAF.Persistence.Json

Paragraph (<NetAF.Conversations.Paragraph.html>)

(<NetAF.Persistence.Json.html>)

Paragraph (<NetAF.Conversations.Paragraph.html>)[]

+ NetAF.Rendering

Type	Name	Description
Paragraph (NetAF.Conversations.Paragraph.html)	current	The current paragraph.
Paragraph (NetAF.Conversations.Paragraph.html)[]	paragraphs	The collection of paragraphs.

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

- + **NetAF.Conversations**
[\(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)
(NetAF.Conversations.html)
- **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct

ByCallback
(NetAF.Conversations.Instructions.
First
(NetAF.Conversations.Instructions.
GoTo
(NetAF.Conversations.Instructions.
IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.
Jump
(NetAF.Conversations.Instructions.
Last
(NetAF.Conversations.Instructions.
Next
(NetAF.Conversations.Instructions.
Previous
(NetAF.Conversations.Instructions.
Repeat
(NetAF.Conversations.Instructions.
ToName
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**
(NetAF.Extensions.html)
- + **NetAF.Interpretation**
(NetAF.Interpretation.html)
- + **NetAF.Logic**
(NetAF.Logic.html)
- + **NetAF.Persistence**
(NetAF.Persistence.html)
- + **NetAF.Persistence.Json**
(NetAF.Persistence.Json.html)
- + **NetAF.Rendering**

Class ToName

An end of paragraph instruction that shifts paragraphs based on a name.

Filter by title

Inheritance

+ NetAF.Conversations

↳ [\(NetAF.Conversations.html\)](#)

↳ ToName

- NetAF.Conversations.

Implements

Instructions

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

(NetAF.Conversations.Instruct

Inherited Members

ByCallback

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

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

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

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

object [\(NetAF.ReferenceEquals.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

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

(NetAF.Conversations.Instructions Namespace: [NetAF \(NetAF.html\)](#).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#)))

Last

Assembly: NetAF.dll

(NetAF.Conversations.Instructions.

Syntax

Next

(NetAF.Conversations.Instructions.

public sealed class ToName : IEndOfParagraphInstruction

Previous

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

ToName(string)

+ NetAF.Extensions

(NetAF.Extensions.html)

An end of paragraph instruction that shifts paragraphs based on a name.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

public ToName(string name)

+ NetAF.Logic

(NetAF.Logic.html)

Parameters

+ NetAF.Persistence

Type

(NetAF.Persistence.html)

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

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Name	Description
name	The name of the paragraph to jump to.

Properties

Name

Get the name of the paragraph to jump to.

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

- NetAF.Conversations.

Property Value

Instructions

Type	Description
ByCallback string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.Instructions.	

First

(NetAF.Conversations.Instructions.

GoTo

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

GetIndexOfNext(Paragraph, Paragraph[])

Jump

(NetAF.Conversations.Instructions.

Last

Declaration

(NetAF.Conversations.Instructions.

Next

param NetAF.ConversationsExtensionsParagraph current, Paragraph[] paragraphs)

Previous

(NetAF.Conversations.Instructions.

Parameters

Repeat

Type	Name	Description
NetAF.Conversations.Instructions.		
ToName Paragraph (NetAF.Conversations.Paragraph.html) (NetAF.Conversations.Instructions.	current	The current paragraph.

+ NetAF.Extensions

(NetAF.Extensions.html)

Returns

+ NetAF.Interpretation

Type

(NetAF.Interpretation.html)

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

Description

The index of the next paragraph.

+ NetAF.Logic

(NetAF.Logic.html)

Implements

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

▼

- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)

ByCallback
(NetAF.Conversations.Instructions.
First
(NetAF.Conversations.Instructions.
GoTo
(NetAF.Conversations.Instructions.
IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.
Jump
(NetAF.Conversations.Instructions.
Last
(NetAF.Conversations.Instructions.
Next
(NetAF.Conversations.Instructions.
Previous
(NetAF.Conversations.Instructions.
Repeat
(NetAF.Conversations.Instructions.
ToName
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)
- + **NetAF.Rendering**
-- -- -- -- --

Namespace NetAF.Extensions

Classes

Filter by title

DirectionExtensions (NetAF.Extensions.DirectionExtensions.html)

+ NetAF.Commands

Provides extension versions for Directions.
(NetAF.Commands.html)

+ NetAF.Commands.

StringBuilderExtensions (NetAF.Extensions.StringBuilderExtensions.html)

Persistence

Provides extension methods for StringBuilder.
(NetAF.Commands.Persistence)

+ NetAF.Conversations

StringExtensions (NetAF.Extensions.StringExtensions.html)

(NetAF.Conversations.html)

Provides extension methods for strings.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

- NetAF.Extensions

(NetAF.Extensions.html)

 DirectionExtensions

 (NetAF.Extensions.DirectionExtens

 StringBuilderExtensions

 (NetAF.Extensions.StringBuilderEx

 StringExtensions

 (NetAF.Extensions.StringExtension

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

Inheritance

+ NetAF.Commands

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Commands.html\)](#)
↳ DirectionExtensions

+ NetAF.Commands.

Inherited Members

Persistence

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)))
[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Conversations

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)))
[\(NetAF.Conversations.html\)](#)

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

+ NetAF.Conversations.

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
[\(NetAF.Conversations.Instruct.html\)](#)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- NetAF.Extensions

Namespace: NetAF ([NetAF.html](#)).Extensions ([NetAF.Extensions.html](#))

(NetAF.Extensions.html)

Assembly: NetAF.dll

DirectionExtensions

(NetAF.Extensions.DirectionExtens
StringBuilderExtensions
public static class DirectionExtensions
(NetAF.Extensions.StringBuilderEx
StringExtensions
(NetAF.Extensions.StringExtension

+ NetAF.Interpretation

Methods

(NetAF.Interpretation.html)

+ NetAF.Logic

Inverse(Direction)

(NetAF.Logic.html)

Get an inverse direction

+ NetAF.Persistence

(NetAF.Persistence.html)

Declaration

+ NetAF.Persistence.Json

public static Direction Inverse(this Direction value)

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Parameters

(NetAF.Rendering.html)

Type

+ NetAF.Rendering.Frame

Direction ([NetAF.Assets.Locations.Direction.html](#))

Builders

(NetAF.Rendering.FrameBuilder.html)

Returns

+ NetAF.Rendering.Frame

Builders Color

	Name	Description
value	The direction.	

Type	Description
Direction (NetAF.Assets.Locations.Direction.html)	The inverse direction.

▼

- + NetAF.Commands
[\(NetAF.Commands.html\)](#)
- + NetAF.Commands.
Persistence
[\(NetAF.Commands.Persistence.html\)](#)
- + NetAF.Conversations
[\(NetAF.Conversations.html\)](#)
- + NetAF.Conversations.
Instructions
[\(NetAF.Conversations.Instructions.html\)](#)
- NetAF.Extensions
[\(NetAF.Extensions.html\)](#)
 - DirectionExtensions
[\(NetAF.Extensions.DirectionExtensions.html\)](#)
 - StringBuilderExtensions
[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)
 - StringExtensions
[\(NetAF.Extensions.StringExtensions.html\)](#)
- + NetAF.Interpretation
[\(NetAF.Interpretation.html\)](#)
- + NetAF.Logic
[\(NetAF.Logic.html\)](#)
- + NetAF.Persistence
[\(NetAF.Persistence.html\)](#)
- + NetAF.Persistence.Json
[\(NetAF.Persistence.Json.html\)](#)
- + NetAF.Rendering
[\(NetAF.Rendering.html\)](#)
- + NetAF.Rendering.Frame
Builders
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + NetAF.Rendering.Frame
Builders Color
[\(NetAF.Rendering.FrameBuildersColor.html\)](#)

▼

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**
 Persistence
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
 Instructions
[\(NetAF.Conversations.Instructions.html\)](#)
- **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
 - DirectionExtensions
[\(NetAF.Extensions.DirectionExtensions.html\)](#)
 - StringBuilderExtensions
[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)
 - StringExtensions
[\(NetAF.Extensions.StringExtensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders Color
[\(NetAF.Rendering.FrameBuildersColor.html\)](#)

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.

▼

EnsureFinishedSentence(string)

[\(NetAF.Commands.html\)](#)

Ensures this string is a finished sentence, ending in either ?, ! or .

+ NetAF.Commands.

Declaration

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Conversations

Parameters

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

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

[\(NetAF.Conversations.Instruct.html\)](#)

Returns

- NetAF.Extensions

Type

[\(NetAF.Extensions.html\)](#)

Name

Description

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

The finished string.

(NetAF.Extensions.DirectionExtensions)

StringBuilderExtensions

(NetAF.Extensions.StringBuilderExtensions)

StringExtensions

EqualsExaminable(string, IExaminable)

[\(NetAF.Extensions.StringExtension.html\)](#)

Determines if this string equals an IExaminable.

+ NetAF.Interpretation

Declaration

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

Type

[\(NetAF.Logic.html\)](#)

Parameters

+ NetAF.Persistence

Type

[\(NetAF.Persistence.html\)](#)

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

Name

Description

+ NetAF.Persistence.Json

Type

[\(NetAF.Persistence.Json.html\)](#)

IExaminable ([\(NetAF.Persistence.Examifiable.html\)](#))

Name

Description

+ NetAF.Rendering

Returns

Type

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

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

Description

True if this string equals the identifier, else false.

Type

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

Builders

Identifier ([\(NetAF.Rendering.Identifier.html\)](#))

Color

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

Parameters

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

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

Name

Description

value

The value.

+ **NetAF.Commands**

[Identifier \(NetAF.Assets.Identifier.html\)](#)

Persistence

identifier

The identifier.

Returns

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

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

Description

True if this string equals the identifier, else false.

+ **NetAF.Conversations.**

Instructions

[GetObjectIdentifier\(string\)](#)

NetAF.Extensions

Get an objectifier to a word.

[\(NetAF.Extensions.html\)](#)

Declaration

DirectionExtensions

```
public static string GetObjectIdentifier(this string word)
```

StringBuilderExtensions

(NetAF.Extensions.StringBuilderEx

Parameters

StringExtensions

[\(NetAF.Extensions.StringExtension](#)

Type

Name

Description

+ **NetAF.Interpretation**

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

[\(NetAF.Interpretation.html\)](#)

word

The word.

Returns

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Description

+ **NetAF.Persistence**

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

The objectifier.

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

IsPlural(string)

[\(NetAF.Persistence.Json.html\)](#)

Get if a word is plural.

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

Declaration

+ **NetAF.Rendering.Frame**

```
public static bool IsPlural(this string word)
```

Builders

[\(NetAF.Rendering.FrameBuilder](#)

Parameters

+ **NetAF.Rendering.Frame**

[Builders Color](#)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	word	The word to check.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the word is plural.

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

IsVowel(string)

Persistence

Get if a character is a vowel.

[\(NetAF.Commands.Persistence.html\)](#)

Declaration

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

public static bool IsVowel(this string value)

+ **NetAF.Conversations.**

Instructions

Parameters

[\(NetAF.Conversations.Instruct.html\)](#)

Type

- **NetAF.Extensions**

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

[\(NetAF.Extensions.html\)](#)

Returns

DirectionExtensions

[\(NetAF.Extensions.DirectionExtensions.html\)](#)

Type

StringBuilderExtensions

[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)

StringExtensions

[\(NetAF.Extensions.StringExtension.html\)](#)

LineCount(string)

[\(NetAF.Interpretation.html\)](#)

Determine the number of lines in this string.

+ **NetAF.Logic**

Declaration

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

LineCount(this string value)

[\(NetAF.Persistence.html\)](#)

Parameters

NetAF.Persistence.Json

Type

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

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

[\(NetAF.Rendering.html\)](#)

Returns

+ **NetAF.Rendering.Frame**

Type

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

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

The number of lines in the string.

+ **NetAF.Rendering.Frame**

Builders Color

RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

+ NetAF.Commands

Parameters

(NetAF.Commands.html)

Type

+ NetAF.Commands.

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

Persistence

(NetAF.Commands.Persistence.html)

Returns

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

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

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

ToDescription(string)

Returns this string as a Description.

(NetAF.Extensions.html)

Declaration

DirectionExtensions

(NetAF.Extensions.DirectionExtensions.html)

```
public static Description ToDescription(this string value)
```

StringBuilderExtensions

(NetAF.Extensions.StringBuilderExtensions.html)

StringExtensions

Parameters

(NetAF.Extensions.StringExtension.html)

Type

+ NetAF.Interpretation

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

(NetAF.Interpretation.html)

NetAF.Logic

(NetAF.Logic.html)

Type

+ NetAF.Persistence

Description (NetAF.Assets.Description.html)

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

ToIdentifier(string) (NetAF.Persistence.Json.html)

Returns the string as an Identifier.

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

```
public static Identifier ToIdentifier(this string value)
```

Builders

(NetAF.Rendering.FrameBuilder.html)

Parameters

+ NetAF.Rendering.Frame

Builders Color

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

Returns

Type	Description
Identifier (NetAF.Assets.Identifier.html)	This string as an identifier.

+ NetAF.Commands

([NetAF.Commands.html](#))

ToSentenceCase(string)

Persistence

Convert a string to sentence case.

([NetAF.Commands.Persistence.html](#))

Declaration

+ NetAF.Conversations

([NetAF.Conversations.html](#))

```
public static string ToSentenceCase(this string value)
```

+ NetAF.Conversations.

Instructions

Parameters

([NetAF.Conversations.Instruct.html](#))

Type

- NetAF.Extensions

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

([NetAF.Extensions.html](#))

Returns

DirectionExtensions

([NetAF.Extensions.DirectionExtensions.html](#))

Type

StringBuilderExtensions

([NetAF.Extensions.StringBuilderExtensions.html](#))

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

StringExtensions

([NetAF.Extensions.StringExtension.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

Convert a string to speech.

+ NetAF.Logic

Declaration

([NetAF.Logic.html](#))

+ NetAF.Persistence

([NetAF.Persistence.html](#))

Parameters

([NetAF.Persistence.Json.html](#))

Type

([NetAF.Persistence.Json.html](#))

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

([NetAF.Rendering.html](#))

Returns

+ NetAF.Rendering.Frame

Type

Builders

([NetAF.Rendering.FrameBuilder.html](#))

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

Description

+ NetAF.Rendering.Frame

Builders Color

The value in sentence case.

▼

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**
 Persistence
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
 Instructions
[\(NetAF.Conversations.Instructions.html\)](#)
- **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
 - DirectionExtensions
[\(NetAF.Extensions.DirectionExtensions.html\)](#)
 - StringBuilderExtensions
[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)
 - StringExtensions
[\(NetAF.Extensions.StringExtensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders Color
[\(NetAF.Rendering.FrameBuildersColor.html\)](#)

Namespace NetAF.Interpretation

Classes

Filter by title

+ ~~NetAF.Commands~~

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#)) ([NetAF.Commands.html](#))

Provides help for a command.

+ **NetAF.Commands**.

Persistence

~~CustomCommandInterpreter~~

CustomCommandInterpreter ([NetAF.Interpretation.CustomCommandInterpreter.html](#)) ([NetAF.Commands.Persistence.html](#))

+ **NetAF.Conversations**.

Provides an object that can be used for interpreting custom commands.

([NetAF.Conversations.html](#))

+ ~~NetAF.Conversations~~

InterpretationResult ([NetAF.Interpretation.InterpretationResult.html](#)) ([NetAF.Conversations.html](#))

Instructions

Represents the result of an interpretation.

([NetAF.Conversations.Instruct.html](#))

+ ~~NetAF.Extensions~~

Extensions ([NetAF.Extensions.html](#))

+ ~~NetAF.Interpretation~~

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#)) ([NetAF.Interpretation.html](#))

Represents any object that can act as an interpreter for input.

CommandHelp

([NetAF.Interpretation.CommandHelp.html](#))

CustomCommandInterpreter

([NetAF.Interpretation.CustomCommandInterpreter.html](#))

IInterpreter

([NetAF.Interpretation.IInterpreter.html](#))

InterpretationResult

([NetAF.Interpretation.InterpretationResult.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ ~~NetAF.Rendering.Frame~~

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

([NetAF.Commands.html](#))

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

+ [NetAF.Commands](#).

Implements

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

([NetAF.Interpretation.CommandHelp.html](#))

+ [NetAF.Conversations](#)

Inherited Members

([NetAF.Conversations.html](#))

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)))

+ [NetAF.Conversations](#).

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)))

([NetAF.Conversations.Instruct.html](#))

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

+ [NetAF.Extensions](#)

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

([NetAF.Extensions.html](#))

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

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

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

Assembly: NetAF.dll

Syntax

NetAF.Interpretation.CommandHe

CustomCommandInterpreter

public sealed class CommandHelp : IEquatable<CommandHelp>

IInterpreter

([NetAF.Interpretation.IInterpreter.html](#))

InterpretationResult

([NetAF.Interpretation.Interpretation.html](#))

Constructors

+ [NetAF.Logic](#)

CommandHelp(string, string)

+ [NetAF.Persistence](#)

CommandHelp(string, string)

Declaration

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

Parameters

([NetAF.Rendering.html](#))

Type

+ [NetAF.Rendering.Frame](#)

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

Name

Description

command

The command.

+ [NetAF.Rendering.FrameBuilder](#)

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

description

The help.

+ [NetAF.Renderina.Frame](#)

Properties

Command

Get the command.

Declaration

([NetAF.Commands.html](#))
public string Command { get; }

+ NetAF.Commands.

Persistence
Property Value

([NetAFCommands.Persistence.html](#))

Type

+ NetAF.Conversations

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

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

Instructions

Description
([NetAF.Conversations.Instruct.html](#))

Get the description of the command.

+ NetAF.Extensions

Declaration

([NetAF.Extensions.html](#))

- NetAF.Interpretation

public string Description { get; }

([NetAF.Interpretation.html](#))

CommandHelp

Property Value
([NetAF.Interpretation.CommandHelp.html](#))

Type

CustomCommandInterpreter

([NetAF.Interpretation.CustomCommandInterpreter.html](#))

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

IInterpreter

([NetAF.Interpretation.IInterpreter.html](#))

InterpretationResult

([NetAF.Interpretation.InterpretationResult.html](#))

Methods

+ NetAF.Logic

([NetAF.Logic.html](#))

Equals(CommandHelp)

+ NetAF.Persistence

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

([NetAF.Persistence.html](#))

Declaration

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

public bool Equals(CommandHelp other)

+ NetAF.Rendering

([NetAF.Rendering.html](#))

Parameters

+ NetAF.Rendering.Frame

Type

Builders

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#))

([NetAF.Rendering.FrameBuilder.html](#))

Name	Description
other	An object to compare with this object.

+ NetAF.Renderina.Frame

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	true (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool) if the current object is equal to the other parameter; otherwise, false (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool). (NetAF.Commands.html)

+ NetAF.Commands. Persistence

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

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

[Instructions](#)

[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

- NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

CommandHelp

[\(NetAF.Interpretation.CommandHe](#)

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomComr](#)

IInterpreter

[\(NetAF.Interpretation.IInterprete](#)

InterpretationResult

[\(NetAF.Interpretation.Interpretation](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

[Builders](#)

[\(NetAF.Rendering.FrameBuild](#)

+ NetAF.Renderina.Frame

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

[\(NetAF.Commands.html\)](#)

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

+ NetAF.Commands.

Persistence

Parameters

[\(NetAF.Commands.Persistence.html\)](#)

Type

+ NetAF.Conversations

Game ([NetAF.Logic.Game.html](#))

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Returns

Instructions

Type

[\(NetAF.Conversations.Instruct.html\)](#)

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#))

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Interpret(string, Game)

[\(NetAF.Interpretation.html\)](#)

Interpret a string.

CommandHelp

Declaration

[\(NetAF.Interpretation.CommandHe.html\)](#)

CustomCommandInterpreter

```
public InterpretCustomCommandInterpreter Interpret(string input, Game game)
```

IInterpreter

([NetAF.Interpretation.IInterpreter.html](#))

Parameters

InterpretationResult

Type

[\(NetAF.Interpretation.Interpretation.html\)](#)

Name

Description

Type	Name	Description
(NetAF.Interpretation.Interpretation.html)	input	The string to interpret.

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Game ([NetAF.Logic.Game.html](#))

Name

Description

game

The game.

+ NetAF.Persistence

Returns

[\(NetAF.Persistence.html\)](#)

Type

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

Description

The result of the interpretation.

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Implements

+ NetAF.Rendering.Frame

Interpreter ([NetAF.Interpretation.IInterpreter.html](#))

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

▼

(NetAF.Commands.html)

- + **NetAF.Commands.**
 Persistence
 (**NetAF.Commands.Persistence.html**)
- + **NetAF.Conversations**
 (**NetAF.Conversations.html**)
- + **NetAF.Conversations.**
 Instructions
 (**NetAF.Conversations.Instructions.html**)
- + **NetAF.Extensions**
 (**NetAF.Extensions.html**)
- **NetAF.Interpretation**
 (**NetAF.Interpretation.html**)
 - CommandHelp
 (**NetAF.Interpretation.CommandHelp.html**)
 - CustomCommandInterpreter
 (**NetAF.Interpretation.CustomCommandInterpreter.html**)
 - IInterpreter
 (**NetAF.Interpretation.IInterpreter.html**)
 - InterpretationResult
 (**NetAF.Interpretation.InterpretationResult.html**)
- + **NetAF.Logic**
 (**NetAF.Logic.html**)
- + **NetAF.Persistence**
 (**NetAF.Persistence.html**)
- + **NetAF.Persistence.Json**
 (**NetAF.Persistence.Json.html**)
- + **NetAF.Rendering**
 (**NetAF.Rendering.html**)
- + **NetAF.Rendering.Frame**
 Builders
 (**NetAF.Rendering.FrameBuilders.html**)
- + **NetAF.Renderina.Frame**

Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

(NetAF.Commands.html)

Syntax

+ **NetAF.Commands.**

Persistence

public interface IInterpreter

(NetAF.Commands.Persistence)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Properties

Instructions

(NetAF.Conversations.Instruct)

SupportedCommands

+ **NetAF.Extensions**

Get an array of all supported commands.

(NetAF.Extensions.html)

Declaration

- **NetAF.Interpretation**

(NetAF.Interpretation.html)

CommandHelp[] SupportedCommands { get; }

CommandHelp

(NetAF.Interpretation.CommandHe

Property Value

CustomCommandInterpreter

Type (NetAF.Interpretation.CustomComr

Description

IInterpreter

CommandHelp (NetAF.Interpretation.CommandHelp.html)

(NetAF.Interpretation.IInterpreter.h

InterpretationResult

(NetAF.Interpretation.Interpretation

Methods

(NetAF.Logic.html)

+ **NetAF.Persistence**

GetContextualCommandHelp(Game)

(NetAF.Persistence.html)

Get contextual command help for a game, based on its current state.

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

CommandHelp[] GetContextualCommandHelp(Game game)

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilder)

Game (NetAF.Logic.Game.html)

+ **NetAF.Rendering.Frame**

Game (NetAF.Logic.Game.html)

Name

Description

game

The game.

Returns

Type	Description
CommandHelp (NetAF.Interpretation.CommandHelp.html)	The contextual help.

▼ Interpret(string, Game)

(NetAF.Commands.html)
Interpret a string.

+ NetAF.Commands. Declaration Persistence

(NetAF.Commands.Persistence)
Interpret a string into a game.

+ NetAF.Conversations

(NetAF.Conversations.html)

Type	Name	Description
String (https://learn.microsoft.com/dotnet/api/system.string)	input	The string to interpret.
Game (NetAF.Logic.Game.html)	game	The game.

+ NetAF.Extensions

(NetAF.Extensions.html)

Type	Description
NetAF.Interpretation	

(NetAF.Interpretation.html)

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

CommandHelp
(NetAF.Interpretation.CommandHe
CustomCommandInterpreter
(NetAF.Interpretation.CustomComr
IInterpreter
(NetAF.Interpretation.IInterpreter.ht
InterpretationResult
(NetAF.Interpretation.Interpretation

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

+ NetAF.Renderina.Frame

Properties

Command

Get the command.

Declaration

(NetAF.Commands.html)

```
public ICommand Command { get; }
```

+ NetAF.Commands.

Persistence

Property Value

(NetAFCommands.Persistence)

Type

+ NetAF.Conversations

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

Fail

(NetAF.Conversations.Instruct)

Get a default result for failure.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

- NetAF.Interpretation

```
public static InterpretationResult Fail { get; }
```

(NetAF.Interpretation.html)

Property Value

(NetAF.Interpretation.CommandHelp)

Type

CustomCommandInterpreter

(NetAF.Interpretation.CustomCom

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

Interpreter

(NetAF.Interpretation.IInterpreter.ht

InterpretationResult

WasInterpretedSuccessfully

(NetAF.Interpretation.Interpretation

NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Property Value

(NetAF.Persistence.Json.html)

Type

+ NetAF.Rendering

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

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Renderina.Frame

Description

Type	Description
ICommand (NetAF.Commands.ICommand.html)	

Type	Description
CustomCommandInterpreter (NetAF.Interpretation.CustomCom	

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

▼

(NetAF.Commands.html)

- + **NetAF.Commands.**
 Persistence
 (**NetAF.Commands.Persistence.html**)
- + **NetAF.Conversations**
 (**NetAF.Conversations.html**)
- + **NetAF.Conversations.**
 Instructions
 (**NetAF.Conversations.Instructions.html**)
- + **NetAF.Extensions**
 (**NetAF.Extensions.html**)
- **NetAF.Interpretation**
 (**NetAF.Interpretation.html**)
 - CommandHelp
 (**NetAF.Interpretation.CommandHelp.html**)
 - CustomCommandInterpreter
 (**NetAF.Interpretation.CustomCommandInterpreter.html**)
 - IInterpreter
 (**NetAF.Interpretation.IInterpreter.html**)
 - InterpretationResult
 (**NetAF.Interpretation.InterpretationResult.html**)
- + **NetAF.Logic**
 (**NetAF.Logic.html**)
- + **NetAF.Persistence**
 (**NetAF.Persistence.html**)
- + **NetAF.Persistence.Json**
 (**NetAF.Persistence.Json.html**)
- + **NetAF.Rendering**
 (**NetAF.Rendering.html**)
- + **NetAF.Rendering.Frame**
 Builders
 (**NetAF.Rendering.FrameBuilders.html**)
- + **NetAF.Renderina.Frame**

Namespace NetAF.Logic

Classes

Filter by title

AssetCatalog (NetAF.Logic.AssetCatalog.html)

+ NetAF.Commands.

Persistence
Provides a catalog of all assets in a game.

(NetAF.Commands.Persistence)

AssetGenerator (NetAF.Logic.AssetGenerator.html)

+ NetAF.Commands.

(NetAF.Commands.AssetGenerator.html) assets.

+ NetAF.Conversations.

EndCheckResult (NetAF.Logic.EndCheckResult.html)

(NetAF.Conversations.Instruction)

+ NetAF.Extensions

Game (NetAF.Logic.Game.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

GameConfiguration (NetAF.Logic.GameConfiguration.html)

- NetAF.Logic

Represents a configuration for a game.

(NetAF.Logic.html)

AssetCatalog

GameEndConditions (NetAF.Logic.GameEndConditions.html)

AssetGenerator

Provides a container for game end conditions.

(NetAF.Logic.AssetGenerator.html)

EndCheck

GameInfo (NetAF.Logic.GameInfo.html)

EndCheckResult

Provides information about a game.

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html)

Game (NetAF.Logic.Game.html)

Provides a record of the location of a playable character.

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

Ents

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

GameEndConditions

ExitMode (NetAF.Logic.ExitMode.html)

GameInfo

Enumeration of exit modes.

(NetAF.Logic.GameInfo.html)

GameSetupCallback

GameState (NetAF.Logic.GameState.html)

(NetAF.Logic.GameSetupCallback)

GameState

Enumeration of game states.

(NetAF.Logic.GameState.html)

Delegates

EndCheck (NetAF.Logic.EndCheck.html)

Represents the callback used for end checks.

▼

GameCreationCallback (NetAF.Logic.GameCreationCallback.html)

+ NetAF.Commands

Represents the callback used for Game creation.

Persistence

(NetAF.Commands.Persistence.html)

GameSetupCallback (NetAF.Logic.GameSetupCallback.html)

+ NetAF.Conversations

Represents the callback used for Game setup.

(NetAF.Conversations.html)

+ NetAF.Conversations

OverworldCreationCallback (NetAF.Logic.OverworldCreationCallback.html)

Instructions

Represents a callback for Overworld creation.

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html)

(NetAF.Extensions.html)

Represents a callback for Player creation.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

GameState

(NetAF.Logic.GameState.html)

Class AssetCatalog

Provides a catalog of all assets in a game.

Filter by title

Inheritance

Persistence

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

(NetAF.Commands.Persistence)

↳ AssetCatalog

+ **NetAF Conversations**

Inherited Members

(NetAF.Conversations.html)

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)))

+ **NetAF.Conversations.**

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)))

(NetAF.Conversations.Instruct

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>)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

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

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Namespace: NetAF (NetAF.html), Logic (NetAF.Logic.html)

Assembly: NetAF.dll

Syntax

(NetAF.Logic.html)

AssetCatalog

public class AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

GetGame([Game](#))

[\(NetAF.Logic.Game.html\)](#)

GameConfiguration

Declaration

[\(NetAF.Logic.GameConfiguration.h\)](#)

GameCreationCallback

public NonPlayableCharacter[] Characters { get; }

[\(NetAF.Logic.GameCreationCallback\)](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

PropertyValue

[\(NetAF.Logic.PropertyValue.html\)](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[NonPlayableCharacter \(NetAF.Assets.Characters.NonPlayableCharacter.html\)\[\]](#)

[\(NetAF.Logic.GameSetupCallback\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

+ **Examinables**

[\(NetAF.Logic.ExaminableCreationCallback\)](#)

Type	Description
(NetAF.Logic.GameSetupCallback)	

Get the examinables.

Declaration

```
public IExaminable[] Examinables { get; }
```

Property Value

Type	Description
(NetAFCommands.Persistence.IExaminable (NetAF.Assets.IExaminable.html))	

+ NetAF.Conversations

(NetAF.Conversations.html)

ItemContainers

+ NetAF.Conversations.

Get the item containers.

(NetAF.Conversations.Instruct

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Property Value

(NetAF.Interpretation.html)

Type

- NetAF.Logic

ItemContainer (NetAF.Assets.IItemContainer.html))

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

Items

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

Get the items

EndCheck

(NetAF.Logic.EndCheck.html)

Declaration

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Property Value

(NetAF.Logic.Game.html)

Type

GameConfiguration

(NetAF.Logic.GameConfiguration.h

Item

(NetAF.Logic.GameCreationCallback.html))

(NetAF.Logic.GameCreationCallback)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

Players

GameInfo

(NetAF.Logic.GameInfo.html)

Get the players

GameSetupCallback

Declaration

(NetAF.Logic.GameSetupCallback.html)

GameState

(NetAF.Logic.GameState.html)

Players

{ get; }

OverworldCreationCallback

Description

Type	Description
(NetAF.Logic.GameCreationCallback.html)	

Property Value

Type	Description
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	

Rooms

Persistence

Get the rooms.

(NetAF.Commands.Persistence.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.Rooms.html) }

+ NetAF.Conversations.

Property Value

InSTRUCTIONS

(NetAF.Conversations.Instruct.html)

Description

+ NetAF.Extensions

(NetAF.Extensions.AssetLocations.Room.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Methods

- NetAF.Logic

(NetAF.Logic.html)

FromGame(Game)

AssetCatalog

Create a new AssetCatalog from a game.

AssetGenerator

Declaration (NetAF.Logic.AssetGenerator.html)

EndCheck

public static AssetCatalog FromGame(Game game)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Parameters

ExitMode

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to create the catalog from.

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

Returns GameCreationCallback

Type NetAF.Logic.GameCreationCallba

GameEndConditions

AssetCatalog (NetAF.Logic.AssetCatalog.html)

(NetAF.Logic.GameEndConditions.html)

Description

The populate asset catalog.

GameState

(NetAF.Logic.GameState.html)

Registers(params IExaminable[])

(NetAF.Logic.GameSetupCallback.html)

Registers a collection of examinables.

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

```
public void Register(params IExaminable[] examinables)
```

Parameters

Type	Name	Description
IExaminable (NetAF.Assets.IExaminable.html)[]	examinables	The examinables to register.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Conversations
Register a conversation template.

Registers a conversation template.

- NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions)

+ NetAF.Extensions

Parameters
(NetAF.Extensions.html)

Type
+ NetAF.Interpretation

IAssetTemplate<NetAF.Utility.IAssetTemplate<IExaminable>[]> templates
IExaminable (NetAF.Assets.IExaminable.html)<>

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

Type	Name	Description
IAssetTemplate<NetAF.Utility.IAssetTemplate<IExaminable>[]> templates IExaminable (NetAF.Assets.IExaminable.html)<>	templates	The templates to register.

Class AssetGenerator

Represents a generator for game assets.

Filter by title

Inheritance.....

([NetAF.Commands.Persistence](#))

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

+ [NetAF.Conversations](#)

Inheritance.....

([NetAF.Conversations.html](#))

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)))

Instructions

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

([NetAF.Conversations.Instruct](#))

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>)

([NetAF.Interpretation.html](#))

Namespace: NetAF ([NetAF.html](#)), [NetAF.Logic.html](#)

Assembly: NetAF.dll

- [NetAF.Logic](#)

Syntax

([NetAF.Logic.html](#))

AssetCatalog

public sealed class AssetGenerator

([NetAF.Logic.AssetCatalog.html](#))

AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

Custom(OverworldCreationCallback, PlayerCreationCallback)

([NetAF.Logic.ExitMode.html](#))

CreateGameSetupCallback creates custom values. Callbacks determine the overworld and player that will be

returned from GetOverworld and GetPlayer.

([NetAF.Logic.GameConfiguration.h](#))

Declaration

GameCreationCallback

([NetAF.Logic.GameCreationCallba](#))

public static AssetGenerator Custom(OverworldCreationCallback overworldCreationCallb

ack, PlayerCreationCallback playerCreationCallback)

([NetAF.Logic.GameEndConditions](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

Parameters

GameSetupCallback

Type

([NetAF.Logic.GameSetupCallback](#))

GameState

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCa](#))

Type	Name	Description
OverworldCreationCallback	overworldCreationCallback	The overworld creation callback.

Type	Name	Description
PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html)	<i>playerCreationCallback</i>	The player creation callback.

Returns

Type	Description
AssetGeneration (NetAF.Commands.Persistence.html) + NetAF.Conversations	Asset generation that will always return an overworld and a player as defined by the callbacks.

(NetAF.Conversations.html)

GetOverworld

Instructions

Get the overworld.

(NetAF.Conversations.Instruct

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

public Overworld GetOverworld()

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Returns

- Type

(NetAF.Logic.html)

Overworld (NetAF.Assets.Locations.Overworld.html)

Description

The overworld.

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

Get the player.

(NetAF.Logic.EndCheck.html)

Declaration

+ EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

public PlayableCharacter GetPlayer()

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

Returns

GameConfiguration

Type **(NetAF.Logic.GameConfiguration.h)**

GameCreationCallback

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

Description

The player.

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

New(IAssetTemplate<Overworld>, IAssetTemplate<PlayableCharacter>)

(NetAF.Logic.GameInfo.html)

Create a GameStepGenerator that creates new values. Different instances of overworld and player will be returned on each call.

(NetAF.Logic.GameStepGenerator.html)

GameState

Declaration

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

```
public static AssetGenerator New(IAssetTemplate<Overworld> overworldTemplate, IAssetTemplate<PlayableCharacter> playerTemplate)
```

Parameters

Type	Name	Description
IAssetTemplate (NetAF.Utilities.IAssetTemplate-1.html)< (NetAF.Commands.Persistence) Overworld (NetAF.Assets.Locations.Overworld.html)>	overworldTemplate	The overworld template.
+ NetAF.Conversations IAssetTemplate (NetAF.Utilities.IAssetTemplate-1.html)< (NetAFConversations.html) PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html) > NetAF.Conversations.	playerTemplate	The player template.

Instructions

Returns

(NetAF.Conversations.Instruct)

Type	Description
+ NetAF.Extensions AssetGenerator (NetAF.Extensions.html) (NetAF.Logic.AssetGenerator.html)	Asset generation that will always return a new overworld and a new player.
+ NetAF.Interpretation (NetAF.Interpretation.html)	

New(OverworldMaker, IAssetTemplate<PlayableCharacter>)

(NetAF.Logic.html)

Create an asset generator that creates new values. Different instances of overworld and player will be returned on each call to Overworld and GetPlayer.

Asset Catalog

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

```
public static AssetGenerator New(OverworldMaker overworldMaker, IAssetTemplate<PlayableCharacter> playerTemplate)
```

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Parameters

ExitMode

Type	Name	Description
(NetAF.Logic.ExitMode.html)		
Game (NetAF.Logic.Game.html)	overworldMaker	The overworld maker.

OverworldMaker (NetAF.Utilities.OverworldMaker.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

IAssetTemplate<NetAF.Utilities.IAssetTemplate-1.html><

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)>

NetAF.Logic.GameCreationCallback

GameEndConditions

Return (NetAF.Logic.GameEndConditions)

Type	Description
(NetAF.Logic.GameInfo.html)	

AssetCreationCallback

(NetAF.Logic.AssetCreationCallback)

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback)

Retained(Overworld, PlayableCharacter)

(NetAF.Logic.OverworldCreationCallback)

Create an asset generator that uses retained value. The same instance of overworld and player will be returned on each call to GetOverworld and GetPlayer.

Declaration

```
public static AssetGenerator Retained(Overworld overworld, PlayableCharacter player)
```

Parameters

(NetAF.Commands.Persistence.html)

Type

+ NetAF.Conversations

Overworld (NetAF.Assets.Locations.Overworld.html)

(NetAF.Conversations.html)

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

+ NetAF.Conversations.

Instructions

Returns

(NetAF.Conversations.Instruct.html)

Type

+ NetAF.Extensions

AssetGenerator

(NetAF.Extensions.html)

(NetAF.Logic.AssetGenerator.html)

Description

Asset generation that will always return the same instance overworld and the same instance of the player.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

Delegate EndCheck

Represents the callback used for end checks.

Filter by title

Namespace: NetAF (NetAF.html) | Logic (NetAF.Logic.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax
[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations](#).EndCheckResult EndCheck(Game game)

Instructions

[\(NetAF.Conversations.Instruct](#)

Parameters

+ NetAF.Extensions	Name	Description
(NetAF.Extensions.html) Game (NetAF.Logic.Game.html)	game	The game to check for end.

+ [NetAF.Interpretation](#)

Returns
[\(NetAF.Interpretation.html\)](#)

- Type NetAF.Logic	Description
(NetAF.Logic.html) .Logic.EndCheckResult.html	Returns a result from the check.

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

+ **NetAF.Conversations**

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

+ **NetAF Conversations.**

Inherited Members

Instructions

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

↳ NetAF.Extensions

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)))
(NetAF.Extensions.html)

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

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

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

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

- **NetAF Logic**
(NetAF.Logic.html)

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

AssetCatalog

Assembly: NetAF.dll

[\(NetAF.Logic.AssetCatalog.html\)](#)

Syntax

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)
public class EndCheckResult

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

EndCheckResult(bool, string, string)

GameConfiguration

Represents the result of an end check.
[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

public EndCheckResult(bool hasEnded, string title, string description)
[\(NetAF.Logic.GameEndConditions.html\)](#)

GamelInfo

[\(NetAF.Logic.GamelInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

GameState

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

Name

Description

hasEnded

If the game has ended.

OverworldCreationCallback

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

title

A title to describe the end.

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

description

A description of the end.

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLo](#)

...

Properties

Description

Get a description of the end.

▼

Declaration

+ NetAF.Conversations

public string Description { get; }

+ NetAF.Conversations.

Property Value

Instructions

Type	Description
NetAF.Conversations.Instruct	

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

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

HasEnded

(NetAF.Interpretation.html)

Get if the game has come to an end.

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

public bool HasEnded { get; }

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

Property Value

EndCheck

Type	Description
(NetAF.Logic.EndCheck.html)	

EndCheckResult

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

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

NotEnded

Game (NetAF.Logic.Game.html)

GameConfiguration

Get a default result for not ended.

(NetAF.Logic.GameConfiguration.html)

Declaration

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

public static EndCheckResult NotEnded { get; }

(NetAF.Logic.GameEndConditions.html)

GameInfo

Property Value

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

EndCheckResult (NetAF.Logic.EndCheckResult.html)

Type	Description
GameSetupCallback	

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

Get a list of playable character lo

(NetAF.Logic.PlayableCharacte

Declaration

```
public string Title { get; }
```

Property Value

Type	Description
+ NetAF.Conversations (https://docs.microsoft.com/dotnet/api/system.string)	
(NetAF.Conversations.html)	
+ NetAF.Conversations.	
Instructions	
(NetAF.Conversations.Instruct	
+ NetAF.Extensions	
(NetAF.Extensions.html)	
+ NetAF.Interpretation	
(NetAF.Interpretation.html)	
- NetAF.Logic	
(NetAF.Logic.html)	
AssetCatalog	
(NetAF.Logic.AssetCatalog.html)	
AssetGenerator	
(NetAF.Logic.AssetGenerator.html)	
EndCheck	
(NetAF.Logic.EndCheck.html)	
EndCheckResult	
(NetAF.Logic.EndCheckResult.htm	
ExitMode	
(NetAF.Logic.ExitMode.html)	
Game	
(NetAF.Logic.Game.html)	
GameConfiguration	
(NetAF.Logic.GameConfiguration.h	
GameCreationCallback	
(NetAF.Logic.GameCreationCallba	
GameEndConditions	
(NetAF.Logic.GameEndConditions.	
GameInfo	
(NetAF.Logic.GameInfo.html)	
GameSetupCallback	
(NetAF.Logic.GameSetupCallback.	
GameState	
(NetAF.Logic.GameState.html)	
OverworldCreationCallback	
(NetAF.Logic.OverworldCreationCa	
PlayableCharacterLocation	
(NetAF.Logic.PlayableCharacterLo	
...	

Enum ExitMode

Enumeration of exit modes.

 Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

(NetAF.Conversations.html)

Assembly: NetAF.dll

Syntax

public enum ExitMode
(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Fields

Interpretation
(NetAF.Interpretation.html)

Name	Description
ExitApplication (NetAF.Logic.html)	Exit the application.
ReturnToTitleScreen AssetCatalog (NetAF.Logic.AssetCatalog.html) AssetGenerator (NetAF.Logic.AssetGenerator.html) EndCheck (NetAF.Logic.EndCheck.html) EndCheckResult (NetAF.Logic.EndCheckResult.htm ExitMode (NetAF.Logic.ExitMode.html) Game (NetAF.Logic.Game.html) GameConfiguration (NetAF.Logic.GameConfiguration.h GameCreationCallback (NetAF.Logic.GameCreationCallba GameEndConditions (NetAF.Logic.GameEndConditions. GameInfo (NetAF.Logic.GameInfo.html) GameSetupCallback (NetAF.Logic.GameSetupCallback. GameState (NetAF.Logic.GameState.html) OverworldCreationCallback (NetAF.Logic.OverworldCreationCa	Return to the title screen.

Class Game

Represents a game.

Filter by title

Inheritance

+ [NetAF.Conversations](#)([soft.com/dotnet/api/system.object](https://learn.microsoft.com/dotnet/api/system.object))

Instructions

Implementations

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Game

+ [NetAF.Extensions](#)

Serialization ([NetAF.Serialization.GameSerialization.html](#))>

([NetAF.Extensions.html](#))

Inherited Members

+ [NetAF.Interpretation](#)

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

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

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

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

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

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

([NetAF.Logic.AssetGenerator.html](#))

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

EndCheck

Assembly: NetAF.dll

([NetAF.Logic.EndCheck.html](#))

Syntax

[EndCheckResult](#)

([NetAF.Logic.EndCheckResult.html](#))

public sealed class Game : IRestoreFromObjectSerialization<GameSerialization>

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

Properties

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

ActiveConverser ([NetAF.Logic.ActiveConverser.html](#))

GameInfo

Get the active converser.

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState

public IConverser ActiveConverser { get; }

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

Property Value ([NetAF.Logic.OverworldCreationCallback.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

IConverser ([NetAF.Assets.Characters.IConverser.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Type	Description
PlayableCharacterLocation	(NetAF.Logic.PlayableCharacterLocation.html)
IConverser (NetAF.Assets.Characters.IConverser.html)	(NetAF.Logic.PlayerCreationCallback.html)

Catalog

Get the catalog of assets for this game.

Declaration

```
public AssetCatalog Catalog { get; }
```

Property Value

+ **NetAF.Conversations.**

Type Instructions

([NetAF.Conversations.Instruct](#))

Description

[AssetCatalog \(NetAF.Logic.AssetCatalog.html\)](#)

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Configuration

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Declaration

NetAF.Logic

([NetAF.Logic.html](#))

```
public GameConfiguration Configuration { get; }
```

AssetCatalog

([NetAF.Logic.AssetCatalog.html](#))

Property Value

Type

EndCheck

Description

Game (NetAF.Logic.EndCheck.html)

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

EndConditions

([NetAF.Logic.ExitMode.html](#))

Game (NetAF.Logic.Game.html)

Get the end conditions.

GameConfiguration

Declaration

[NetAF.Logic.GameConfiguration.h](#)

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

Property Value

GameInfo

Type

Description

GameSetupCallback

GameEndConditions ([NetAF.Logic.GameEndConditions.html](#))

([NetAF.Logic.GameSetupCallback.html](#))

GameState

([NetAF.Logic.GameState.html](#))

Info

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

Get **PlayableCharacterLocation**

([NetAF.Logic.PlayableCharacterLocation.html](#))

Declaration

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

```
public GameInfo Info { get; }
```

Property Value

Type	Description
GameInfo (NetAF.Logic.GameInfo.html)	

+ NetAF.Conversations.

Instructions Introduction (NetAF.Conversations.Instruct

Get the introduction.

+ NetAF.Extensions

Declaration
(NetAF.Extensions.html)

+ NetAF.Interpretation

```
public string Introduction { get; }
```

(NetAF.Interpretation.html)

NetAF.Logic

Property Value

Type	Description
AssetCatalog string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Logic.AssetCatalog.html)	

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

Get iEndCheckResult.

(NetAF.Logic.EndCheckResult.html)

Declaration

ExitMode

(NetAF.Logic.ExitMode.html)

```
public bool IsExecuting { get; }
```

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

Property Value

GameCreationCallback

Type

(NetAF.Logic.GameCreationCallba

GameEndConditions

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

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

Overworld

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

Get the overworld.

GameState

Declaration
(NetAF.Logic.GameState.html)

OverworldCreationCallback

```
public OverworldId Overworld { get; }
```

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

Property Value

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

Type	Description
Overworld (NetAF.Assets.Locations.Overworld.html)	

Player

Get the player.

+ NetAF Conversations.

Declaration

Instructions

(NetAF Conversations.Instruction)

```
public PlayableCharacter Player { get; }
```

+ NetAF.Extensions

Properties (NetAF.Extensions.html)

+ Type NetAF.Interpretation

(NetAF Interpretation.html)

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

- NetAF.Logic

(NetAF.Logic.html)

Methods

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ChangePlayer(PlayableCharacter, bool)

EndCheck

Character (NetAF.SpecifiedPlayer.html)

EndCheckResult

Declaration
(NetAF.Logic.EndCheckResult.html)

ExitMode

public void ChangePlayer(PlayableCharacter player, bool jumpToLastLocation = true)

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h)

Type GameCreationCallback

Name

Description

PlayableCharacter (NetAF.Logic.GameCreationCallback.html)

The player to change to.

GameEndConditions (NetAF.Assets.Characters.GameEndConditions.html)

PlayableCharacter (NetAF.Logic.GameEndConditions.html)

GamelInfo (NetAF.Logic.GamelInfo.html)

bool (NetAF.Logic.GamelInfo.html) jumpToLastLocation (https://learn.microsoft.com/microsoft/universal-hololens/api/system.boolean)

Jump to the last location, if it is known. Then true the player will be added at the last location, when false the current location will be used. By default this is true.

GameSetupCallback (NetAF.Logic.GameSetupCallback.html)

GameState (NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback.html)

PlayableCharacter (NetAF.Logic.PlayableCharacterLocation.html)

PlayCreationCallback (NetAF.Logic.PlayCreationCallback.html)

Create new callback for generating instances of a game.

(NetAF.Logic.PlayerCreationCallback.html)

Create(GameInfo, string, AssetGenerator, GameEndConditions, GameConfiguration, GameSetupCallback)

PlayableCharacter (NetAF.Logic.PlayableCharacterLocation.html)

PlayCreationCallback (NetAF.Logic.PlayCreationCallback.html)

Create new callback for generating instances of a game.

(NetAF.Logic.PlayerCreationCallback.html)

Declaration

```
public static GameCreationCallback Create(GameInfo info, string introduction, AssetGenerator assetGenerator, GameEndConditions conditions, GameConfiguration configuration, GameSetupCallback setup = null)
```



Parameters

Type	Name	Description
+ NetAF.Conversations.Instructions (NetAF.Conversations.Instruction.html)	<i>info</i>	Information about the game.
+ NetAF.Extensions (NetAF.Extensions.html) string (https://learn.microsoft.com/dotnet/api/system.string)	<i>introduction</i>	An introduction to the game.
+ NetAF.Interpretation (NetAF.Logic.AssetGenerator.html) (NetAF.Interpretation.html) AssetGenerator (NetAF.Logic.AssetGenerator.html)	<i>assetGenerator</i>	The generator to use to create game assets.
- NetAF.Logic (NetAF.Logic.html) GameEndConditions (NetAF.Logic.GameEndConditions.html)	<i>conditions</i>	The game conditions.
+ NetAF.Logic (NetAF.Logic.html) GameConfiguration (NetAF.Logic.GameConfiguration.html) (NetAF.Logic.AssetCatalog.html)	<i>configuration</i>	The configuration for the game.
+ NetAF.Logic (NetAF.Logic.AssetGenerator.html) AssetGenerator (NetAF.Logic.AssetGenerator.html)	<i>setup</i>	A setup function to run on the created game after it has been created.

EndCheck

Returns [\(NetAF.Logic.EndCheck.html\)](#)

Type	Description
EndCheckResult (NetAF.Logic.EndCheckResult.html)	
GameCreationCallback (NetAF.Logic.GameCreationCallback.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.

DisplayAbout()

Display the about frame.
GameCreationCallback
([NetAF.Logic.GameCreationCallback.html](#))
GameEndConditions
Declaration
([NetAF.Logic.GameEndConditions.html](#))

GameInfo

[p\(NetAF.Logic.GameInfo.html\) \(\)](#)

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState

DisplayHelp()

Display the help frame.
OverworldCreationCallback
([NetAF.Logic.OverworldCreationCallback.html](#))

PlayableCharacterLocation
Declaration
([NetAF.Logic.PlayableCharacterLocation.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

```
public void DisplayHelp()
```

DisplayMap()

Display the map frame.

Declaration

+ **NetAF.Conversations**.

Instructions

public void DisplayMap()

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

DisplayTransition(string, string)

+ **NetAF.Interpretation**

Display transition frame.

([NetAF.Interpretation.html](#))

Declaration

- **NetAF.Logic**

([NetAF.Logic.html](#))

```
public void DisplayTransition(string title, string message)
    AssetCatalog
```

([NetAF.Logic.AssetCatalog.html](#))

Parameters

AssetGenerator

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

EndCheckResult

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

message

The message.

([NetAF.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Execute(GameCreationCallback)

GameConfiguration

Execute a game.

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

public static void Execute(GameCreationCallback creator)

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

Type	Name	Description
GameSetupCallback		
(NetAF.Logic.GameSetupCallback.html)	creator	The creator to use to create the game.

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

FindInteractionTarget(string)

([NetAF.Logic.FindInteractionTarget.html](#))

PlayerCreationCallback

Find an interaction target within the current scope for this Game.

([NetAF.Logic.PlayerCreationCallback.html](#))

Declaration

```
public IIInteractWithItem FindInteractionTarget(string name)
```

Parameters

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

+ NetAF.Conversations.

Instructions

Returns

Type	Description
(NetAF.Conversations.Instruct.html)	
+ NetAF.Extensions	

IInteractWithItem

(NetAF.Extensions.html)

[\(NetAF.Assets.Interaction.IInteractWithItem.html\)](#)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

NetAF.Logic

GetAllPlayerVisibleExaminables()

(NetAF.Logic.html)

Get all examinables that are currently visible to the player.

AssetCatalog

Declaration

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

Returns

EndCheckResult

Type	Description
ExitMode	
IExaminable (NetAF.Assets.Examinable.html)	An array of all examinables that are currently visible to the player.

GameConfiguration

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

Get an array of inactive player locations.

[\(NetAF.Logic.GameEndConditions.html\)](#)

Declaration

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

GameState

Returns

[\(NetAF.Logic.GameState.html\)](#)

Type	Description
OverworldCreationCallback	
(NetAF.Logic.OverworldCreationCallback.html)	An array containing all locations of inactive platers.

RestoreFrom(GameSerialization)

Restore this object from a serialization.

Declaration

```
public void RestoreFrom(GameSerialization serialization)
```

Parameters

+ [NetAF.Conversations](#).

Type	Instructions	Name	Description
	(NetAF.Conversations.Instruct GameSerialization (NetAF.Serialization.GameSerialization.html)	serialization	The serialization to restore from.

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

Implements

+ [NetAF.Interpretation](#)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

[\(NetAF.Interpretation.html\)](#)

- [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

[\(NetAF.Logic.GameConfiguration.h](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCa](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLo](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

Class GameConfiguration

Represents a configuration for a game.

Filter by title

Inheritance

+ **NetAF.Conversations.**

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

↳ GameConfiguration

(**NetAF.Conversations.Instruct**

Inherited Members

+ **NetAF.Extensions**

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

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>)

AssetCatalog

Name ([NetAF.Logic \(NetAF.Logic.html\)](#))

Assembly: NetAF

([NetAF.Logic.AssetGenerator.html](#))

Syntax

EndCheck

([NetAF.Logic.EndCheck.html](#))

public sealed class GameConfiguration

 EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

GameConfiguration(Size, ExitMode, IIOAdapter)

GameCreationCallback

Represents a configuration for a game.

([NetAF.Logic.GameCreationCallback](#))

GameEndConditions

Declaration ([NetAF.Logic.GameEndConditions](#).)

GameState

Type ([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback](#))

ExitMode ([NetAF.Logic.ExitMode.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation](#))

IIOAdapter ([NetAF.Adapters.IIOAdapter.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback](#))

+ **NetAF.Persistence**

Properties

Adapter

Get the I/O adapter.



Declaration

+ NetAF.Conversations.

Instructions Adapter Adapter { get; }

(NetAF.Conversations.Instruct)

Property value

+ NetAF.Extensions

Type (NetAF.Extensions.html)

Description

+ NetAF.Interpretation (NetAF.Interpretation.IIOAdapter.html)

(NetAF.Interpretation.html)

- NetAF.Logic

Default (NetAF.Logic.html)

Get the default game configuration.

(NetAF.Logic.AssetCatalog.html)

Declaration

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

public static GameConfiguration Default { get; }

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Description

Type ExitMode

(NetAF.Logic.ExitMode.html)

GameConfiguration (NetAF.Logic.GameConfiguration.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h)

DisplayCommandListInSceneFrames

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

Get or set if the command list is displayed in scene frames.

GameEndConditions

Declaration (NetAF.Logic.GameEndConditions)

GameInfo

(NetAF.Logic.GameInfo.html)

public bool DisplayCommandListInSceneFrames { get; set; }

GameSetupCallback

(NetAF.Logic.GameSetupCallback)

Property Value

GameState

Type (NetAF.Logic.GameState.html)

Description

OverworldCreationCallback

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

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

Get the display size.

+ NetAF.Persistence

Declaration

```
public Size DisplaySize { get; }
```

Property Value

Type	Description
+ NetAF.Conversations Size (NetAF.Assets.Size.html)	

Instructions

[\(NetAF.Conversations.Instruct\)](#)

ErrorPrefix

NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Get or set the prefix to use when displaying errors.

+ NetAF.Interpretation

Declaration

[\(NetAF.Interpretation.html\)](#)

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

Property Value

AssetCatalog

Type	Description
+ NetAF.Logic.AssetCatalog.html AssetGenerator string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Logic.AssetGenerator.html)	

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Declaration

[Game \(NetAF.Logic.Game.html\)](#)

GameConfiguration

public [ExitMode](#) ExitMode { get; }

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

Property Value

GameEndConditions

Type	Description
+ NetAF.Logic.GameEndConditions.html GameInfo ExitMode (NetAF.Logic.ExitMode.html) (NetAF.Logic.GameInfo.html)	

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

FrameBuilders

[\(NetAF.Logic.GameState.html\)](#)

Get or set the collection of frame builders to use to render the game.

OverworldCreationCallback

[Declaration](#) [\(NetAF.Logic.OverworldCreationCa](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLoc](#)

public [FrameBuilderCollection](#) FrameBuilders { get; set; }

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

Property Value

+ NetAF.Persistence

Type	Description
FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)	

Interpreter

Get or set the interpreter used for interpreting input.

NetAF.Conversations.

Declaration

(NetAF.Conversations.Instruct

```
public IInterpreter Interpreter { get; set; }
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation

Type (NetAF.Interpretation.html)

IInterpreter (NetAF.Interpretation.IInterpreter.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

Get or set the type of key to use on the scene map.

(NetAF.Logic.AssetGenerator.html)

Declaration

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

SceneMapKeyType { get; set; }

(NetAF.Logic.EndCheckResult.htm

ExitMode

Property Value

(NetAF.Logic.ExitMode.html)

TypeGame

(NetAF.Logic.Game.html)

Description

Type	Description
GameConfiguration	
KeyType (NetAF.Rendering.KeyType.html)	
(NetAF.Logic.GameConfiguration.h	
GameCreationCallback	
(NetAF.Logic.GameCreationCallba	
GameEndConditions	
(NetAF.Logic.GameEndConditions.	
GameInfo	
(NetAF.Logic.GameInfo.html)	
GameSetupCallback	
(NetAF.Logic.GameSetupCallback.	
GameState	
(NetAF.Logic.GameState.html)	
OverworldCreationCallback	
(NetAF.Logic.OverworldCreationCa	
PlayableCharacterLocation	
(NetAF.Logic.PlayableCharacterLo	
PlayerCreationCallback	
(NetAF.Logic.PlayerCreationCallba	

+ NetAF.Persistence

Delegate GameCreationCallback

Represents the callback used for Game creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ **NetAF.Extensions**

(NetAF.Extensions.html) GameCreationCallback()

+ **NetAF.Interpretation**

Returns **(NetAF.Interpretation.html)**

Type

- **NetAF.Logic**

Game (NetAF.Logic.Game.html)

(NetAF.Logic.html)

Description

A game created by the callback.

AssetCatalog
(NetAF.Logic.AssetCatalog.html)
AssetGenerator
(NetAF.Logic.AssetGenerator.html)
EndCheck
(NetAF.Logic.EndCheck.html)
EndCheckResult
(NetAF.Logic.EndCheckResult.html)
ExitMode
(NetAF.Logic.ExitMode.html)
Game (NetAF.Logic.Game.html)
GameConfiguration
(NetAF.Logic.GameConfiguration.h)
GameCreationCallback
(NetAF.Logic.GameCreationCallba
GameEndConditions
(NetAF.Logic.GameEndConditions.
GameInfo
(NetAF.Logic.GameInfo.html)
GameSetupCallback
(NetAF.Logic.GameSetupCallback.
GameState
(NetAF.Logic.GameState.html)
OverworldCreationCallback
(NetAF.Logic.OverworldCreationCa
PlayableCharacterLocation
(NetAF.Logic.PlayableCharacterLo
PlaverCreationCallback

Class GameEndConditions

Provides a container for game end conditions.

Filter by title

Inheritance

([NetAF.Conversations.Instruct](#))

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

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

Inherited Members

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)))

([NetAF.Interpretation.html](#))

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)))

- [NetAF.Logic](#)

([NetAF.Logic.html](#))

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>)

AssetGenerator

Name ([NetAF.Logic.AssetGenerator.html](#))

EndCheck

Assembly: NetAF.dll

([NetAF.Logic.EndCheck.html](#))

Syntax

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

public sealed class GameEndConditions

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

Constructors

[GameEndConditions\(EndCheck, EndCheck\)](#)

GameEndConditions

Provides a container for game end conditions.

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

Declaration

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

public GameEndConditions(EndCheck completionCondition, EndCheck gameOverCondition)

([NetAF.Logic.GameSetupCallback.html](#))

GameState

([NetAF.Logic.GameState.html](#))

Parameters

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

Type

Name

Description

EndCheck

completionCondition

The condition that determines if the game was completed.

([NetAF.Logic.EndCheck.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

gameOverCondition

The condition that determines if the game has ended.

([NetAF.Logic.EndCheck.html](#))

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

Properties

CompletionCondition

Get the condition that determines if the game was completed.

Declaration

(NetAF.Conversations.Instruct

```
public EndCheck CompletionCondition { get; }
```

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Property Value

+ **NetAF.Interpretation**

Type

(NetAF.Interpretation.html)

EndCheck (NetAF.Logic.EndCheck.html)

- **NetAF.Logic**

(NetAF.Logic.html)

GameOverCondition

(NetAF.Logic.AssetCatalog.html)

Get the condition that determines if the game has ended.

Declaration

EndCheck

(NetAF.Logic.EndCheck.html)

```
public EndCheck GameOverCondition { get; }
```

(NetAF.Logic.EndCheckResult.html)

Property Value

(NetAF.Logic.ExitMode.html)

Type

Game (NetAF.Logic.Game.html)

GameConfiguration

EndCheck (NetAF.Logic.EndCheck.html)

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

NoEnd

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

Get a value for no end.

GameInfo

Declaration

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback)

```
public static GameEndConditions NoEnd { get; }
```

GameState

(NetAF.Logic.GameState.html)

Property Value

OverworldCreationCallback

Type

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

GameEndConditions (NetAF.Logic.GameEndConditions.html)

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

NotEndedPersistence

(NetAF.Persistence.html)

Get an end check that returns EndCheckResult.NotEnded.

Description

Declaration

```
public static EndCheck NotEnded { get; }
```

Property Value

Type	Description
E< EndCheck > (NetAF.Logic.EndCheck.html)	

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Class GameInfo

Provides information about a game.

Filter by title

Inheritance

([NetAF.Conversations.Instruct](#))

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

+ [NetAF.Extensions](#)

↳ GameInfo

([NetAF.Extensions.html](#))

Inherited Members

+ [NetAF.Interpretation](#)

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)))

([NetAF.Interpretation.html](#))

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)))

([NetAF.Logic.html](#))

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

object.ToString() (<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>)

([NetAF.Logic.AssetGenerator.html](#))

Namespace: [NetAF](#) ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

EndCheck

Assembly: [NetAF.dll](#)

([NetAF.Logic.EndCheck.html](#))

Syntax

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

public sealed class GameInfo

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

Constructors

GameInfo(string, string, string)

GameEndConditions

Provides information about game end conditions.

GameInfo

Declaration

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

public GameInfo(string name, string description, string author)

GameState

([NetAF.Logic.GameState.html](#))

Parameters

OverworldCreationCallback

Type

([NetAF.Logic.OverworldCreationCallback.html](#))

Name

Description

PlayableCharacterLocation

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

name

The name of the game.

([NetAF.Logic.PlayableCharacterLocation.html](#))

PlayerCreationCallback

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

description

A description of the game.

([NetAF.Logic.PlayerCreationCallback.html](#))

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

author

A author of the game.

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

Properties

Author

Get the author.



Declaration

(NetAF.Conversations.Instruct

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

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Property Value

+ **NetAF.Interpretation**

Type

(NetAF.Interpretation.html)

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

- **NetAF.Logic**

(NetAF.Logic.html)

AssetCatalog

Description

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

Get the description of the game.

[\(NetAF.Logic.AssetGenerator.html\)](#)

Declaration

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

```
public EndCheckResult Description { get; }
```

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

Property Value

[\(NetAF.Logic.ExitMode.html\)](#)

Type

Game ([NetAF.Logic.Game.html](#))

Description

GameConfiguration

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

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

Name EndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

Get the name of the game.

[GameInfo](#)

Declaration

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

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

GameState

[\(NetAF.Logic.GameState.html\)](#)

Property Value

OverworldCreationCallback

Description

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

PlayableCharacterLocation

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

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

▼

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game [\(NetAF.Logic.Game.html\)](#)

GameConfiguration

[\(NetAF.Logic.GameConfiguration.h](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCa](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLo](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

+ NetAF.Persistence

(NetAF.Persistence.html)

Delegate GameSetupCallback

Represents the callback used for Game setup.

 Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

+ **NetAF.Extensions**

Assembly: NetAF.dll

([NetAF.Extensions.html](#))

Syntax

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

- **NetAF.Logic**

Parameters

([NetAF.Logic.html](#))

Type	Name	Description
AssetCatalog (NetAF.Logic.AssetCatalog.html) Game (NetAF.Logic.Game.html) AssetGenerator (NetAF.Logic.AssetGenerator.html) EndCheck (NetAF.Logic.EndCheck.html) EndCheckResult (NetAF.Logic.EndCheckResult.html) ExitMode (NetAF.Logic.ExitMode.html) Game (NetAF.Logic.Game.html) GameConfiguration (NetAF.Logic.GameConfiguration.h) GameCreationCallback (NetAF.Logic.GameCreationCallba GameEndConditions (NetAF.Logic.GameEndConditions. GameInfo (NetAF.Logic.GameInfo.html) GameSetupCallback (NetAF.Logic.GameSetupCallback. GameState (NetAF.Logic.GameState.html) OverworldCreationCallback (NetAF.Logic.OverworldCreationCa PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLo PlayerCreationCallback (NetAF.Logic.PlayerCreationCallba	game	The game to setup.

+ **NetAF.Persistence**

Enum GameState

Enumeration of game states.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
(NetAF.Conversations.Instruct
Assembly: NetAF.dll

↳ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

- **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Fields

AssetCatalog		Description
Name	(NetAF.Logic.AssetCatalog.html)	
AssetGenerator	(NetAF.Logic.AssetGenerator.html)	Active.
Active	(NetAF.Logic.AssetGenerator.html)	
EndCheck	(NetAF.Logic.EndCheck.html)	Finished.
NotStarted	(NetAF.Logic.EndCheck.html)	
EndCheckResult	(NetAF.Logic.EndCheckResult.html)	Not started.

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game [\(NetAF.Logic.Game.html\)](#)

GameConfiguration

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

+ NetAF.Interpretation

Syntax
[\(NetAF.Interpretation.html\)](#)

- NetAF.Logic

public delegate Overworld OverworldCreationCallback()
[\(NetAF.Logic.html\)](#)

Returns

AssetCatalog
[\(NetAF.Logic.AssetCatalog.html\)](#)

Type

AssetGenerator

Description

Overworld ([NetAF.Assets.Locations.Overworld.html](#))

A generated Overworld.

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.h](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.h](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.h](#))

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCa](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLo](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallba](#))

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Class PlayableCharacterLocation

Provides a record of the location of a playable character.

Filter by title

Inheritance

([NetAF.Conversations.Instruct](#))

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

+ [NetAF.Extensions](#)

↳ PlayableCharacterLocation

([NetAF.Extensions.html](#))

Implements

- [IRestoreFromObjectSerialization](#)

↳ [\(NetAF.Interpretation.html\)](#) (NetAF.Serialization.IRestoreFromObjectSerialization-1.html) <Playables>

CharacterLocationSerialization ([NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html](#))>

Inherited Members

- [NetAF.Logic](#)

object.Equals(object, 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)))

AssetCatalog

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)))

AssetGenerator

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

([NetAF.Logic.AssetGenerator.html](#))

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

EndCheck

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

([NetAF.Logic.EndCheck.html](#))

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

EndCheckResult

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

([NetAF.Logic.EndCheckResult.html](#))

Namespace: [NetAF](#) ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

AssetCreationCallback ([NetAF.Logic.ExitMode.html](#))

Syntax

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

```
(NetAF.Logic.GameConfiguration.h
public class PlayableCharacterLocation : IRestoreFromObjectSerialization<PlayableCharacterLocation>
    GameCreationCallback
        (NetAF.Logic.GameCreationCallback)
    GameEndConditions
        (NetAF.Logic.GameEndConditions.
```

Constructors

GameInfo ([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

PlayableCharacterLocation(string, string, string) ([NetAF.Logic.GameSetupCallback.html](#))

GameState

Provides a record of the location of a playable character.

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback)

PlayableCharacterLocation

```
public PlayableCharacterLocation(string playerIdentifier, string regionIdentifier, string type)
    (NetAF.Logic.PlayableCharacterLocation)
```

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback)

Parameters

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>playerIdentifier</i>	The player identifier.
string (https://learn.microsoft.com/dotnet/api/system.string) NetAF.Conversations.Instruct	<i>regionIdentifier</i>	The identifier for the region that the player is in.
+ NetAF.Extensions (https://learn.microsoft.com/dotnet/api/system.string)	<i>roomIdentifier</i>	The identifier for the room that the player is in.

+ NetAF.Interpretation ([NetAF.Interpretation.html](#))

- NetAF.Logic Properties ([NetAF.Logic.html](#))

AssetCatalog

PlayerIdentifier ([AssetCatalog.html](#))

AssetGenerator

Get the player ([NetAF.Logic.AssetGenerator.html](#))

EndCheck

Declaration ([NetAF.Logic.EndCheck.html](#))

EndCheckResult

```
public string PlayerIdentifier { get; }
```

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

Property ([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

Type GameConfiguration

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

Description

RegionIdentifier

Get the identifier for the region that the player is in.

([NetAF.Logic.GameInfo.html](#))

Declaration

GameSetupCallback

([NetAF.Logic.GameSetupCallback](#))

```
public GameState RegionIdentifier { get; }
```

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

Property Value ([NetAF.Logic.OverworldCreationCa](#)

Type PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLo](#)

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

Description

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallba](#)

+ NetAF.Persistence RoomIdentifier ([NetAF.Persistence.html](#))

Get the identifier for room that the player is in.

Declaration

```
public string RoomIdentifier { get; }
```



Property Value

Type
[\(NetAF.Conversations.Instruct.html\)](#)

Description

+ [NetAF.Extensions](#)
String (<https://learn.microsoft.com/dotnet/api/system.string>)
[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Methods

- [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

FromSerialization(PlayableCharacterLocationSerialization)

AssetCatalog

Create a new instance of PlayableCharacterLocation from a serialization.

AssetGenerator

Declaration
[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

```
public static PlayableCharacterLocation FromSerialization(PlayableCharacterLocations serialization, EndCheckResult result)
```

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Type Game ([NetAF.Logic.Game.html](#))

Name

Description

GameConfiguration

PlayableCharacterLocationSerialization

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

Returns GameEndConditions

Type [NetAF.Logic.GameEndConditions](#).

Description

GameInfo

PlayableCharacterLocation ([NetAF.Logic.PlayableCharacterLocation.html](#))

[\(NetAF.Logic.GameInfo.html\)](#)

The location.

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

RestoreFrom(PlayableCharacterLocationSerialization)

[\(NetAF.Logic.GameState.html\)](#)

Restore this object from a serialization.

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

```
public void RestoreFrom(PlayableCharacterLocationSerialization serialization, PlayerCreationCallback callback)
```

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

Parameters

+ [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

Type	Name	Description
PlayableCharacterLocationSerialization (NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.h ml)	serialization	The serialization to restore from.

▼

Implements

(NetAF.Conversations.Instruct

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

+ NetAF.Persistence

(NetAF.Persistence.html)

-- -- -- - - -

Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

+ NetAF.Interpretation

Syntax
[\(NetAF.Interpretation.html\)](#)

- [NetAF.Logic](#)
public delegate PlayableCharacter PlayerCreationCallback()
[\(NetAF.Logic.html\)](#)

Returns

AssetCatalog
[\(NetAF.Logic.AssetCatalog.html\)](#)

Type

AssetGenerator
[\(NetAF.Logic.AssetGenerator.html\)](#)

Type	Description
AssetGenerator (NetAF.Logic.AssetGenerator.html)	A generated Player.

PlayableCharacter ([NetAF.Assets.Characters.PlayableCharacter.html](#))

EndCheck
[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult
[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode
[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameConfiguration
[\(NetAF.Logic.GameConfiguration.h](#)

GameCreationCallback
[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions
[\(NetAF.Logic.GameEndConditions.](#)

GameInfo
[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback
[\(NetAF.Logic.GameSetupCallback.](#)

GameState
[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback
[\(NetAF.Logic.OverworldCreationCa](#)

PlayableCharacterLocation
[\(NetAF.Logic.PlayableCharacterLo](#)

PlayerCreationCallback
[\(NetAF.Logic.PlayerCreationCallba](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Namespace NetAF.Persistence

Classes

Filter by title

+ [NetAF.Commands](#)
[RestorePoint](#) ([NetAF.Persistence.RestorePoint.html](#))

+ [NetAF.Commands](#)
Creates a restore point for a Game.

[Persistence](#)

[\(NetAF.Commands.Persistence.html\)](#)

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations](#).

[Instructions](#)

[\(NetAF.Conversations.Instructions.html\)](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

- [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

[RestorePoint](#)

[\(NetAF.Persistence.RestorePoint.html\)](#)

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders](#)

[\(NetAF.Rendering.FrameBuilders.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

Class RestorePoint

Represents a restore point for a Game.

Filter by title

Inheritance  [System.Object](#)

(NetAF.Assets.Locations.html)

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

+ **NetAF.Commands**

Inheritance  [System.Object](#)

(NetAF.Commands.html)

[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)))

Persistence

[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)))

(NetAF.Commands.Persistence.html)

[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>)

+ **NetAF.Conversations**

Inheritance  [System.Object](#)

(NetAF.Conversations.html)

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

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

Instructions

[NetAF.Conversations.Instruct](#) ([NetAF.Persistence.html](#))

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax  [\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[public class RestorePoint](#)

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Properties

- [NetAF.Persistence](#)

(NetAF.Persistence.html)

CreationTime

[RestorePoint](#)

[\(NetAF.Persistence.RestorePoint.h\)](#)
Get or set the creation time of this save.

+ **NetAF.Persistence.Json**

Declaration

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

[CreationTime](#) CreationTime { get; set; }

(NetAF.Rendering.html)

Property Value

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder.html)

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

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder.html)

Type	Description
FrameBuilder	

Get or set the serialized game.

Declaration

```
public GameSerialization Game { get; set; }
```



Property Value

Type	Description
(NetAF.Assets.Locations.html)	GameSerialization (NetAF.Serialization.GameSerialization.html)

+ NetAF.Commands

(NetAF.Commands.html)

Name

Persistence

Gets or sets the name of this game.

(NetAF.Commands.Persistence.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

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

+ NetAF.Conversations.

Instructions

Property Value

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

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

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Methods

+ NetAF.Logic

(NetAF.Logic.html)

Create(string Game)

(NetAF.Persistence.html)

Create a new restore point.

RestorePoint

Declaration

(NetAF.Persistence.RestorePoint.h)

+ NetAF.Persistence.Json

public static RestorePoint Create(string name, Game game)

(NetAF.Persistence.Json.html)

Parameters

+ NetAF.Rendering

(NetAF.Rendering.html)

Name	Description
------	-------------

+ NetAF.Rendering.Frame

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

name	The name of the restore point.
------	--------------------------------

Builders

Game ([NetAF.Logic.Game.html](#))

game	The game to create the restore point for.
------	---

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder.html)

Type	Description
RestorePoint (NetAF.Persistence.RestorePoint.html)	The restore point.

▼

- **NetAF.Assets**
Locations
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**
Persistence
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instructions.html\)](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
 - RestorePoint
[\(NetAF.Persistence.RestorePoint.html\)](#)
 - + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)
 - + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
 - + **NetAF.Rendering.Frame**
Builders
[\(NetAF.Rendering.FrameBuilders.html\)](#)
 - + **NetAF.Rendering.Frame**
Builders.Color
[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

Namespace NetAF.Persistence.Json

Classes

Filter by title ▾

+ **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
JsonSave [\(NetAF.Persistence.Json.JsonSave.html\)](#)

+ **NetAF.Commands** or a save in the Json format.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

- **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

JsonSave

[\(NetAF.Persistence.Json.JsonSave.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

+ **NetAF.Rendering.Frame**

Builders.Color

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

Class JsonSave

Provides persistence for a save in the Json format.

Filter by title

Inheritance (NetAF.Persistence)

+ **NetAF.Commands**

Inheritance (NetAF.Commands.html)

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

Persistence

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

+ **NetAF.Conversations**

Inheritance (NetAF.Conversations.html)

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)

Name (NetAF.Conversations.Instruct) (NetAF.Persistence.html).Json (NetAF.Persistence.Json.html)

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax (NetAF.Extensions.html)

+ **NetAF.Interpretation**

public static class JsonSave

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Methods

+ **NetAF.Persistence**

(NetAF.Persistence.html)

FromFile(string, out RestorePoint, out string)

- **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

Declaration

(NetAF.Persistence.Json.JsonSave)

+ **NetAF.Rendering**

public static void FromFile(string path, out RestorePoint restorePoint, out string message)

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilder)

Name

Description

string

+ **NetAF.Rendering.Frame**
(https://learn.microsoft.com/dotnet/api/system.string)

path

The file path.

Builders.Color
net/api/system.string)

(NetAF.Rendering.FrameBuilder)

Type	Name	Description
RestorePoint (NetAF.Persistence.RestorePoint.html)	<i>restorePoint</i>	The restore point.
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.Locations.html)	<i>message</i>	A message detailing the result of the load, if the load was unsuccessful. If the load was successful this will be empty.

NetAF.Commands

Type	Description
+ NetAF.Commands (NetAF.Commands.html)	True if the load was successful else false.

Persistence

(NetAF.Commands.Persistence.html)

FromJson(string)

NetAF.Conversations

(NetAF.Conversations.html)

Create a restore point from Json.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

Parameters

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

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

Name

Description

+ NetAF.Logic

Returns

(NetAF.Logic.html)

Type

+ NetAF.Persistence

RestorePoint (NetAF.Persistence.RestorePoint.html)

(NetAF.Persistence.html)

Description

The restore point created from the Json.

- NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

ToFile(string, RestorePoint, out string)

JsonSave

Persists a restore point to a file. JsonSave

NetAF.Rendering

(NetAF.Rendering.html)

public static bool ToFile(string path, RestorePoint restorePoint, out string message)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

Parameters

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder.html)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>path</i>	The file path.
RestorePoint (NetAF.Persistence.RestorePoint.html) (NetAF.Assets.Locations.html)	<i>restorePoint</i>	The restore point to persist.
string + NetAF.Commands (NetAF.Commands.html)	<i>message</i>	A message detailing the result of the save, if the save was unsuccessful. If the save was successful this will be empty.

+ NetAF.Commands.

Returns:

Persistence

Type	Description
NetAF.Commands.Persistence	

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

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ NetAF.Conversations

ToJson(RestorePoint) Instructions

Code: [NetAF.Conversations.Instruct](#)

NetAF.Extensions

([NetAF.Extensions.html](#))

public static string ToJson(RestorePoint restorePoint)

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

Parameters

Type	Name	Description
NetAF.Logic.html	<i>restorePoint</i>	The restore point.

+ NetAF.Persistence

([NetAF.Persistence.html](#))

Returns:

Type	Description
NetAF.Persistence.Json	

([NetAF.Persistence.Json.html](#))

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

The Json reatore point.

JsonSave

(NetAF.Persistence.Json.JsonSave)

+ NetAF.Rendering

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ NetAF.Rendering.Frame

Builders.Color

([NetAF.Rendering.FrameBuilder.html](#))

Namespace NetAF.Rendering

Enums

Filter by title

KeyType (NetAF.Rendering.KeyType.html)

Persistence of key types.

(NetAF.Commands.Persistence.html)

RegionMapMode (NetAF.Rendering.RegionMapMode.html)

(NetAF.Commands.Persistence.html).

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

- NetAF.Rendering

(NetAF.Rendering.html)

KeyType

(NetAF.Rendering.KeyType.html)

RegionMapMode

(NetAF.Rendering.RegionMapMode.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder.html)

Enum KeyType

Enumeration of key types.

 Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html)

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands.KeyType**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Conversations**

Fields

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations**

Description

Instructions

Dynamic Dynamic key, only show relevant key items.

[\(NetAF.Conversations.Instruct.html\)](#)

Full Full key.

+ **NetAF.Extensions**

None No key.

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

- **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

KeyType

[\(NetAF.Rendering.KeyType.html\)](#)

RegionMapMode

[\(NetAF.Rendering.RegionMapMode.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

Builders.Color

[\(NetAF.Rendering.FrameBuilder.Color.html\)](#)

Enum RegionMapMode

Enumeration of region map modes.

 Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html)

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands** RegionMapMode

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Conversations**

Fields

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations**.

Instructions

Detailed Shows rooms at a detailed level.

[\(NetAF.Conversations.Instruct.html\)](#)

Dynamic Dynamic region map - uses detailed if there is room, else map will be undetailed.

+ **NetAF.Extensions**

Undetailed Shows rooms as one character, which allows larger maps to be displayed in a limited area.

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

- **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

KeyType

[\(NetAF.Rendering.KeyType.html\)](#)

RegionMapMode

[\(NetAF.Rendering.RegionMapMode.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

Builders.Color

[\(NetAF.Rendering.FrameBuilder.Color.html\)](#)

Namespace NetAF.Rendering.FrameBuilders

▼ Filter by title

Classes

+ [NetAF.Conversations.](#)

[Instructions](#)

[FrameBuilderCollection](#)

[\(NetAF.Conversations.Instructions.FrameBuilderCollection.html\)](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

[FrameBuilderCollections](#)

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html\)](#)

[\(NetAF.Interpretation.html\)](#)

 Provides a container from frame builder collections.

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

[GridStringBuilder](#) ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

+ [NetAF.Persistence](#)

 Provides a class for building strings as part of a grid.

[\(NetAF.Persistence.html\)](#)

[Interfaces](#)

[\(NetAF.Persistence.Json.html\)](#)

[NetAF.Rendering](#)

[IAboutFrameBuilder](#) ([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

[\(NetAF.Rendering.html\)](#)

 Represents any object that can build about frames.

- [NetAF.Rendering.FrameBuilders](#)

[ICompletionFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

 Represents any object that can build completion frames.

[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

 FrameBuilderCollection

 FrameBuilderCollections

[IConversationFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

 Represents any object that can build conversation frames.

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

 IAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

[IGameOverFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#)

 Represents any object that can build game over frames.

[\(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#)

 IConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

[IHelpFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

 Represents any object that can build help frames.

[\(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

 IRegionMapBuilder

IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

Represents any object that can build region maps.

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

Represents any object that can build region map frames.

+ NetAF.Conversations.

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)

Instructions

Represents any object that can build room maps.

+ NetAF.Extensions

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

Represents any object that can build scene frames.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

+ NetAF.Logic

Represents any object that can build title frames.

(NetAF.Logic.html)

+ NetAF.Persistence

ITransitionFrameBuilder

(NetAF.Persistence.html)

(NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

+ NetAF.Persistence.Json

Represents any object that can build transition frames.

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

Type	Name	Description
ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)	<i>titleFrameBuilder</i>	The builder to use for building title frames.
ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
+ NetAF.Extensions.Instructions IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)	<i>regionMapFrameBuilder</i>	The builder to use for building region map frames.
+ NetAF.Interpretation IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)	<i>helpFrameBuilder</i>	The builder to use for building help frames.
+ NetAF.Logic ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)	<i>completionFrameBuilder</i>	The builder to use for building completion frames.
+ NetAF.Persistence (NetAF.Persistence.html) (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html) + NetAF.Persistence.Json (NetAF.Persistence.Json.html) IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)	<i>gameOverFrameBuilder</i> <i>aboutFrameBuilder</i>	The builder to use for building game over frames. The builder to use for building about frames.
- NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilders.html) IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)	<i>transitionFrameBuilder</i> <i>conversationFrameBuilder</i>	The builder to use for building transition frames. The builder to use for building conversation frames.

Properties

AboutFrameBuilder
Get the builder to use for about frames.
Declaration

```
public IAboutFrameBuilder AboutFrameBuilder { get; }
```

Property Value

```
IRegionMapFrameBuilder
```

Type	Description
IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

CompletionFrameBuilder

Get the builder to use for completion frames.

+ NetAF.Conversations.Instruction

Type

public ICompletionFrameBuilder CompletionFrameBuilder { get; }

+ NetAF.Interpretation

Property Value

(NetAF.Interpretation.html)

Type	Description
ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)	

+ NetAF.Persistence

(NetAF.Persistence.html)

ConversationFrameBuilder

+ NetAF.Persistence.Json

Get the builder to use for conversation frames.

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

public IConversationFrameBuilder ConversationFrameBuilder { get; }

- NetAF.Rendering.Frame

Builders

Type

Type	Description
FrameBuilderCollection IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html) (NetAF.Rendering.FrameBuilders.F	

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Get the builder to use for game over frames.

(NetAF.Rendering.FrameBuilders.I

Declaration

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

public IGameOverFrameBuilder GameOverFrameBuilder { get; }

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

Property Value

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

...

Type	Description
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	

HelpFrameBuilder

Get the builder to use for help frames.

Declaration

```
public IHelpFrameBuilder HelpFrameBuilder { get; }
```

Instructions

Property Value

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

Description

+ NetAF.Interpretation

(NetAF.Interpretation.html)

RegionMapFrameBuilder

+ NetAF.Logic

Get the builder to use for region map frames.

(NetAF.Logic.html)

Declaration

+ NetAF.Persistence

(NetAF.Persistence.html)

```
public IRegionMapFrameBuilder RegionMapFrameBuilder { get; }
```

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Description

(NetAF.Rendering.html)

IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

- NetAF.Rendering.Frame

Builders

SceneFrameBuilderFrameBuilder

FrameBuilderCollection

Get the builder to use for scene frames.

(NetAF.Rendering.FrameBuilders.F

Declaration

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

frameBuilder SceneFrameBuilder { get; }

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

Property Value

(NetAF.Rendering.FrameBuilders.I

CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.I

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

TitleFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

Get the builder to use for title frames.

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

Declaration

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

```
public ITitleFrameBuilder TitleFrameBuilder { get; }
```

Property Value

Type	Description
ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html) Instructions	

(NetAF.Conversations.Instruct)

TransitionFrameBuilder

(NetAF.Extensions.html)

Get the builder to use for transition frames.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic TransitionFrameBuilder TransitionFrameBuilder { get; }

(NetAF.Logic.html)

Property Value

+ NetAF.Persistence

T(NetAF.Persistence.html)

+ NetAF.PersistenceBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

Class FrameBuilderCollections

Provides a container from frame builder collections.

Filter by title

Inheritance

Instructions

↳ [\(NetAF.Conversations.html\)](#) ↳ [\(NetAF.System.Object.html\)](#)

↳ FrameBuilderCollections

+ NetAF.Extensions

Inherited Members

[\(NetAF.Extensions.html\)](#)

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)))

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#) 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>)

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: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

[\(NetAF.Persistence.Json.html\)](#)
Assembly: NetAF.dll

Syntax

NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

public static class FrameBuilderCollections

- NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

FrameBuilderCollections

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html\)](#)

Default

GridStringBuilder

Get the default frame builder collection

[\(NetAF.Rendering.FrameBuilders.Default.html\)](#)

IAboutFrameBuilder

Declaration
[\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#)

ICompletionFrameBuilder

public static FrameBuilderCollection Default { get; }
[\(NetAF.Rendering.FrameBuilders.Default.html\)](#)

IConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

IGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#)

Type

[\(NetAF.Rendering.FrameBuilders.IType.html\)](#)

Description

IHelpFrameBuilder

FrameBuilderCollection ([\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#))

[\(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

IRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html\)](#)

IRegionMapFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html\)](#)



Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

... .

Class GridStringBuilder

Provides a class for building strings as part of a grid.

Filter by title

Inheritance

Instructions

↳ [\(NetAF.Conversations.html\)](#) ↳ [\(NetAF.System.Object.html\)](#)

↳ GridStringBuilder

+ NetAF.Extensions

Inherited Members

[\(NetAF.Extensions.html\)](#)

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)))

+ NetAF.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)))

+ NetAF.Logic

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>)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

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

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

[\(NetAF.Persistence.Json.html\)](#)

Assembly: NetAF.dll

Syntax

NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

public class GridStringBuilder

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.F...\)](#)

GridStringBuilder(char, char, char)

[\(NetAF.Rendering.FrameBuilders.G...\)](#)

Provides a class for building strings as part of a grid.

[GridStringBuilder](#)

(NetAF.Rendering.FrameBuilders.G...)

Declaration

IAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I...\)](#)

public GridStringBuilder(char leftBoundaryCharacter = '|', char rightBoundaryCharacter = '|', char horizontalDividerCharacter = '-')

[\(NetAF.Rendering.FrameBuilders.I...\)](#)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I...)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I...)

charHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I...)

IClusterFrameBuilder

(NetAF.Rendering.FrameBuilders.I...)

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I...)

...
..

Type	Name	Description
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.I...)	leftBoundaryCharacter	The character to use for left boundaries.

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>rightBoundaryCharacter</i>	The character to use for right boundaries.
char (https://learn.microsoft.com/dotnet/api/system.char) Instructions	<i>horizontalDividerCharacter</i>	The character to use for horizontal dividers.

(NetAF.Conversations.Instruct

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Properties

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

DisplaySize

+ NetAF.Logic

Get the display size.

([NetAF.Logic.html](#))

Declaration

+ NetAF.Persistence

([NetAF.Persistence.html](#))

```
public Size DisplaySize { get; }
```

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

Size ([NetAF.Assets.Size.html](#))

- NetAF.Rendering.Frame

Builders

HorizontalDividerCharacter

FrameBuilderCollection

Get or set the character used for horizontal dividers.

([NetAF.Rendering.FrameBuilders.F](#))

Declaration

([NetAF.Rendering.FrameBuilders.F](#))

GridStringBuilder

```
public char HorizontalDividerCharacter { get; set; }
```

([NetAF.Rendering.FrameBuilders.C](#))

IAboutFrameBuilder

Property Value

([NetAF.Rendering.FrameBuilders.I](#))

Type

([NetAF.Rendering.FrameBuilders.I](#))

Description

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

([NetAF.Rendering.FrameBuilders.I](#))

IGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

Get or set the character used for boundary.

IRegionMapBuilder

Declaration

([NetAF.Rendering.FrameBuilders.I](#))

IRegionMapFrameBuilder

... (1 more)

```
public char LeftBoundaryCharacter { get; set; }
```

Property Value

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

Instructions

(NetAF.Conversations.Instruct)

LineTerminator

(NetAF.Extensions.html)

Get or set the line terminator.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic LineTerminator { get; set; }

(NetAF.Logic.html)

Property Value

+ NetAF.Persistence

T(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

RightBoundaryCharacter

(NetAF.Rendering.html)

Get or set the character used for right boundary.

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

```
public char RightBoundaryCharacter { get; set; }
```

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

Property Value

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

Type

GridStringBuilder

char

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

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

DrawBoundary(AnsiColor)

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Declaration

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

```
public void DrawBoundary(AnsiColor color)
```

Parameters

Type	Name	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) Instructions	color	The color to draw the boundary.

(NetAF.Conversations.Instruct

DrawCentralisedWrapped(string, int, int, AnsiColor, out int, out int)

(NetAF.Extensions.html)

Draw a wrapped string.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic DrawCentralisedWrapped(string value, int startY, int maxWidth, AnsiColor color, out int endX, out int endY)
(NetAF.Logic.html)

+ NetAF.Persistence

Parameters

(NetAF.Persistence.html)

Type	Name	Description
+ NetAF.Persistence.Json		
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
+ NetAF.Rendering		
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.
- NetAF.Rendering.FrameBuilder		
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	color	The color to draw the text.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end y position.

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

DrawHorizontalDivider(int, AnsiColor)

GridStringBuilder

Draw a horizontal divider.

(NetAF.Rendering.FrameBuilders.C

IApplicationBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

```
public void DrawHorizontalDivider(int y, AnsiColor color)
```

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

Parameters

(NetAF.Rendering.FrameBuilders.I

Type	Name	Description
IGameOverFrameBuilder		
(NetAF.Rendering.FrameBuilders.I		
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the divider.
AnsiColor (NetAF.Rendering.FrameBuilders.I	color	The color to draw the boundary.
IRegionMapBuilder		
(NetAF.Rendering.FrameBuilders.I		
IRegionMapFrameBuilder		

DrawUnderline(int, int, int, AnsiColor)

Draw an underline.

Declaration

```
public void DrawUnderline(int x, int y, int length, AnsiColor color)
```

Instructions

Parameters

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

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

Name

Description

(NetAF.Extensions.html)

x

The position of the underline, in x.

+ NetAF.Interpretation

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

y

The position of the underline, in y.

(NetAF.Interpretation.html)

length

The length of the underline.

+ NetAF.Logic

NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

color

The color of the underline.

(NetAF.Logic.html)

+ NetAF.Persistence

DrawWrapped(string, int, int, int, AnsiColor, out int, out int)

(NetAF.Persistence.html)

Draw a wrapped string.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Declaration

- NetAF.Rendering.Frame

Builders

Parameters

(NetAF.Rendering.FrameBuilders

Type

FrameBuilderCollection

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

Name

Description

(NetAF.Rendering.FrameBuilders.F

value

The string.

FrameBuilderCollections

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

startX

The start x position.

(NetAF.Rendering.FrameBuilders.F

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

startY

The start y position.

(NetAF.Rendering.FrameBuilders.C

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

maxWidth

The max width of the string.

IAboutFrameBuilder

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

color

The color to draw the text.

ICompletionFrameBuilder

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

endX

The end x position.

(NetAF.Rendering.FrameBuilders.I

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

endY

The end y position.

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Flush()

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Flush the buffer.

IRegionMapBuilder

Declaration

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

```
public void Flush()
```

GetCellColor(int, int)

Get a color for a cell.

Instructions

Declaration

([NetAF.Conversations.Instruct](#))

+ NetAF.Extensions

public ANSIColor GetCellColor(int x, int y)
([NetAF.Extensions.html](#))

+ NetAF.Interpretation

Type ([NetAF.Interpretation.html](#))

+ NetAF.Logic

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

([NetAF.Logic.html](#))

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

Name

Description

x

The x position of the cell.

y

The y position of the cell.

+ NetAF.Persistence

([NetAF.Persistence.html](#))

Returns

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Description

The cell color.

+ NetAF.Rendering

([NetAF.Rendering.html](#))

GetCharacter(int, int)

- NetAF.Rendering.Frame

Gets a character from the buffer.

([NetAF.Rendering.FrameBuilder](#))

Declaration

FrameBuilderCollection

public char GetCharacter(int x, int y)

FrameBuilderCollections

([NetAF.Rendering.FrameBuilders.F](#))

Parameters

StringBuilder

Type ([NetAF.Rendering.FrameBuilders.C](#))

Name

Description

IAboutFrameBuilder

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

x

The x position of the character.

ICompletionFrameBuilder

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

y

The y position of the character.

IConversationFrameBuilder

Returns

([NetAF.Rendering.FrameBuilders.I](#))

Type GameOverFrameBuilder

Description

([NetAF.Rendering.FrameBuilders.I](#))

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

The character.

([NetAF.Rendering.FrameBuilders.I](#))

IRegionMapBuilder

GetNumberOfLines(string, int, int)

([NetAF.Rendering.FrameBuilders.I](#))

IRegionMapFrameBuilder

Get the number of lines a string will take up.

Declaration

```
public static int GetNumberOfLines(string value, int startY, int maxWidth)
```

Parameters

Instructions	Name	Description
Type (NetAF.Conversations.Instruct.html) string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
+ NetAF.Extensions (NetAF.Extensions.html) int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start y position.
+ NetAF.Interpretation (NetAF.Interpretation.html) int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The max width of the string.

[\(NetAF.Interpretation.html\)](#)

Returns

Type	Description
(NetAF.Logic.html) int (https://learn.microsoft.com/dotnet/api/system.int32)	The number of lines the string will take up.

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

Resize(Size)istence.Json

[\(NetAF.Persistence.Json.html\)](#)

Resize this builder.

+ **NetAF.Rendering**

Declaration

[\(NetAF.Rendering.html\)](#)

- **NetAF.Rendering.Frame**

Builders

Parameters

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Type	Name	Description
(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html) FrameBuilderCollection	displaySize	The new size.

[\(NetAF.Rendering.FrameBuilders.FrameBuilder.html\)](#)

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

IAboutFrameBuilder

Set a [\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#).

ICompletionFrameBuilder

Declaration [\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

IConversationFrameBuilder

public void SetCell(int x, int y, char character, AnsiColor color)

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

IGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#)

IHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

Type	Name	Description
(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html) int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the cell.
(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html) int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the cell.

Type		Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)		<i>character</i>	The character.
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)		<i>color</i>	The color of the character.

▼

Instructions

([NetAF.Conversations.Instruct](#))

- + **NetAF.Extensions**
([NetAF.Extensions.html](#))
- + **NetAF.Interpretation**
([NetAF.Interpretation.html](#))
- + **NetAF.Logic**
([NetAF.Logic.html](#))
- + **NetAF.Persistence**
([NetAF.Persistence.html](#))
- + **NetAF.Persistence.Json**
([NetAF.Persistence.Json.html](#))
- + **NetAF.Rendering**
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- **NetAF.Rendering.Frame Builders**
([NetAF.Rendering.FrameBuilders](#))
 - FrameBuilderCollection
([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))
 - FrameBuilderCollections
([NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html](#))
 - GridStringBuilder
([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))
 - IAboutFrameBuilder
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 - ICompletionFrameBuilder
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 - IConversationFrameBuilder
([NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html](#))
 - IGameOverFrameBuilder
([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))
 - IHelpFrameBuilder
([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))
 - IRegionMapBuilder
([NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html](#))
 - IRegionMapFrameBuilder
([NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))
 - ...

Interface IAboutFrameBuilder

Represents any object that can build about frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface IAboutFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, Game, int, int)
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string title, Game game, int width, int height)
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilders.I

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

Name

Description

title

The title.

FrameBuilderCollection

Game (NetAF.Logic.Game.html)

game

The game.

FrameBuilderCollections

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

width

The width of the frame.

StringBuilder

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

height

The height of the frame.

IAboutFrameBuilder

Returns

(NetAF.Rendering.FrameBuilders.I

Type CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.I

IFrame (NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface ICompletionFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, int, int)
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string message, string reason, int width, int height)
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilders.I

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

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

FrameBuilderCollections

Int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.I

GridStringBuilder) (NetAF.Rendering.FrameBuilders.I

IFrame (NetAF.Rendering.Frames.IFrame.html) (NetAF.Rendering.FrameBuilders.I

IAboutFrameBuilder

Returns

(NetAF.Rendering.FrameBuilders.I

Type

CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.I

IFrame (NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

 Public Interface IConversationFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, IConverser, CommandHelp[], int, int)
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.I

Type	Name	Description
FrameBuilderCollection string (NetAF.Rendering.FrameBuilders.F (https://learn.microsoft.com/dotnet/api/system.string FrameBuilderCollections) (NetAF.Rendering.FrameBuilders.F	<i>title</i>	The title to display to the user.
IConverser StringBuilder (NetAF.Rendering.FrameBuilders.I	<i>converser</i>	The converser.
IAboutFrameBuilder CommandHelp (NetAF.Rendering.FrameBuilders.I (NetAF.Interpretation.CommandHelp.html ICompletionFrameBuilder [] (NetAF.Rendering.FrameBuilders.I	<i>contextualCommands</i>	The contextual commands to display.
int IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I (https://learn.microsoft.com/dotnet/api/system.int32) IGameOverFrameBuilder int (NetAF.Rendering.FrameBuilders.I (https://learn.microsoft.com/dotnet/api/system.int32) IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.I	<i>width</i>	The width of the frame.
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.I IRegionMapFrameBuilder ...	<i>height</i>	The height of the frame.

Return **IRegionMapBuilder**

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

▼

Instructions

(NetAF.Conversations.Instruct

- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
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- + NetAF.Persistence
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- + NetAF.Persistence.Json
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IConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder
...

Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public Interface IGameOverFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, int, int)
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string message, string reason, int width, int height)
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders	Name	Description
Type (NetAF.Rendering.FrameBuilders.IFrameBuilderCollection)	message	The message to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
string (https://learn.microsoft.com/dotnet/api/system.string)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

IAboutFrameBuilder

Returns

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

Type CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)	
IConversationFrameBuilder	

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

Interface IHelpFrameBuilder

Represents any object that can build help frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

 Public Interface IHelpFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, CommandHelp[], int, int)
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

 IFrame Build(string title, string description, CommandHelp[] commandHelp, int width,
(NetAF.Rendering.html)
 int height)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.I

Type	Name	Description
FrameBuilderCollection string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.FrameBuilders.F	title	The title.
FrameBuilderCollection string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.FrameBuilders.F	description	The description.
CommandHelp (NetAF.Interpretation.CommandHelp.html)[] GhoStringBuilder	commandHelp	The command help.
int (https://learn.microsoft.com/dotnet/api/system.int32) IAboutFrameBuilder	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.I	height	The height of the frame.

ICompletionFrameBuilder

Return (NetAF.Rendering.FrameBuilders.I

Type IConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.I

IFrame ([NetAF.Rendering.Frames.IFrame.html](https://learn.microsoft.com/dotnet/api/system.frames.iframe.html))

Description

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

...



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+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

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- NetAF.Rendering.Frame

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FrameBuilderCollection

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FrameBuilderCollections

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GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

... .

Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface IRegionMapBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

(NetAF.Persistence.html)

Build a map of a region.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)

- NetAF.Rendering.Frame

Builders

Type	Name	Description
FrameBuilderCollection<GridStringBuilder> (NetAF.Rendering.FrameBuilders.FrameBuilderCollections.GridStringBuilderCollection.html)	gridStringBuilder	The string builder to use.
Region (NetAF.Assets.Locations.Region.html)	region	The region.
int IAaboutFrameBuilder (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)	x	The x position to start building at.
int ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)	y	The y position to start building at.
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	maxWidth	The maximum horizontal space available in which to build the map.
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)		
IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)		

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.

▼

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(NetAF.Conversations.Instruct

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IHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder
...

Interface IRegionMapFrameBuilder

Represents any object that can build region map frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public Interface IRegionMapFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(Region, int, int)

(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(Region region, int width, int height)

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Type	Name	Description
IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)	region	The region.
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.

GridStringBuilder

Returns

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)

Type	Description
IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)	

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Rendering.FrameBuilders.IFrame)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)

... (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)

Interface IRoomMapBuilder

Represents any object that can build room maps.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface IRoomMapBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Build a map for a room.

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

Void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoin

t, KeyType key, int startX, int startY, out int endX, out int endY)

- NetAF.Rendering.Frame

Builders

Parameters

(NetAF.Rendering.FrameBuilders.html)

Type	Name	Description
frameBuilderCollection	gridStringBuilder	The string builder to use.
(NetAF.Rendering.FrameBuilders.GridStringBuilder)	room	The room.
FrameBuilderCollections	viewPoint	The viewpoint from the room.
(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	key	The key type.
(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)	startX	The start position, x.
KeyType (NetAF.Rendering.KeyType.html)	startY	The start position, x.
(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)	endX	The end position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end position, x.
(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)	IHelpFrameBuilder	
int (https://learn.microsoft.com/dotnet/api/system.int32)	IRRegionFrameBuilder	
(NetAF.Rendering.FrameBuilders.IRegionFrameBuilder)	IRRegionMapFrameBuilder	
	...	



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FrameBuilderCollections

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IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

... .

Interface ISceneFrameBuilder

Represents any object that can build scene frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

 Public Interface ISceneFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)

(NetAF.Persistence.html)

Build a frame.

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

 IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

- NetAF.Rendering.Frame

Builders

Parameters

(NetAF.Rendering.FrameBuilder)

Type	Name	Description
frameBuilderCollection	room	Specify the Room.
(NetAF.Rendering.FrameBuilders.IRoom (NetAF.Assets.Locations.Room.html))	viewPoint	Specify the viewpoint from the room.
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	player	Specify the player.
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	message	Any additional message.
string (https://learn.microsoft.com/dotnet/api/system.string)	contextualCommands	The contextual commands to display.
IConversationFrameBuilder	keyType	The type of key to use.
CommandHelp (NetAF.Rendering.FrameBuilders.ICommandHelp (NetAF.Interpretation.CommandHelp.html))	width	The width of the frame.
IGameOverFrameBuilder	height	The height of the frame.
ILevelFrameBuilder		
KeyType (NetAF.Rendering.KeyType.html)		
(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)		
int (https://learn.microsoft.com/dotnet/api/system.int32)		
int (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)		

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

▼

Instructions

(NetAF.Conversations.Instruct

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IGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder
...

Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface ITitleFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, int, int)
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string title, string description, int width, int height)
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders

Type
(NetAF.Rendering.FrameBuilders.I

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

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

int (https://learn.microsoft.com/dotnet/api/system.int32)
(NetAF.Rendering.FrameBuilders.I

int (https://learn.microsoft.com/dotnet/api/system.int32)
(NetAF.Rendering.FrameBuilders.I

IAboutFrameBuilder

Returns
(NetAF.Rendering.FrameBuilders.I

Type CompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IFrame (NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

...

Name

Description

title

The title.

description

The description.

width

The width of the frame.

height

The height of the frame.

Type CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.I

IFrame (NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

...

Interface ITransitionFrameBuilder

Represents any object that can build transition frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface ITransitionFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, int, int)
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string title, string message, int width, int height)
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders	Name	Description
Type (NetAF.Rendering.FrameBuilders.IFrameBuilderCollection)	title	The title to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string) FrameBuilderCollection	message	The message to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string) FrameBuilderCollections	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) NetAF.Rendering.FrameBuilders.IFrameBuilder	height	The height of the frame.

IAboutFrameBuilder

Returns
(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

Type	Description
CompletionFrameBuilder	
(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)	
IFrame (NetAF.Rendering.Frames.IFrame.html)	
IConversationFrameBuilder	
(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)	
IGameOverFrameBuilder	
(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)	
IHelpFrameBuilder	
(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)	
IRegionMapBuilder	
(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)	
IRegionMapFrameBuilder	
(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)	
...	

Enum AnsiColor

Enumeration of ANSI colors.



Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color (NetAF.Rendering.FrameBuilders.Color.html)

+ NetAF.Conversations.

Assembly: NetAF.dll

Instructions

Syntax

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+ NetAEExtensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

NETAP.
Fields

+ NetAF.Logic

NetAF.Logic.html	Description
Black + NetAF.Persistence (NetAF.Persistence.html) Blue	Black (30).
BrightBlack + NetAF.Persistence.Json (NetAF.Persistence.Json.html) BrightBlue	Bright black (90).
BrightCyan + NetAF.Rendering (NetAF.Rendering.html) BrightGreen	Bright cyan (96).
BrightMagenta + NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilders.html) BrightRed	Bright green (92).
BrightWhite - NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilders.Color.html) Cyan AnsiColor	Bright magenta (95).
Green + NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder (NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html) Magenta + NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html) Red + NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html) Reset + NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html) White + NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html) Yellow + NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)	Bright red (91).
	Bright white (97).
	Bright yellow (93).
	Cyan (36).
	Green (32).
	Magenta (35).
	Red (31).
	Reset (0).
	White (37).
	Yellow (33).



- + **NetAF.Conversations.**
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 - ColorGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.C
 - ColorHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.C
 - ColorRegionMapBuilder
(NetAF.Rendering.FrameBuilders.C

Properties

AuthorColor

Get or set the author color.

Declaration
Type
[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

`public AnsiColor AuthorColor { get; set; }`

Instructions

[\(NetAF.Conversations.Instruct\)](#)
Property Value

+ NetAF.Extensions

Type
[\(NetAF.Extensions.html\)](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Description

BackgroundColor

(NetAF.Logic.html)

Get or set the background color.

+ NetAF.Persistence

Declaration
[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

Property Value

+ NetAF.Rendering

Type
[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders\)](#)

BorderColor

- NetAF.Rendering.Frame

Builders Color

Get or set border color.

(NetAF.Rendering.FrameBuilders)

Declaration
Type
[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

AnsiColor

`public AnsiColor BorderColor { get; set; }`

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

Property Value
ColorCompletionFrameBuilder

Type
[\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html\)](#)

ColorConversationFrameBuilder

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Description

DescriptionColor

[\(NetAF.Rendering.FrameBuilders.ColorDescriptionColor.html\)](#)

Get or set description color.

Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Conversations.	

Instructions

(NetAF.Conversations.Instruct
NameColor)

+ NetAF.Extensions

Get or set the name color.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

```
public AnsiColor NameColor { get; set; }
```

+ NetAF.Logic

(NetAF.Logic.html)

Property Value

Type	Description
(NetAF.Persistence.html)	

Ahsicolor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

TitleColor

NetAF.Rendering

(NetAF.Rendering.html)

Get or set the title color.

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Property Value

Builders.Color

Type	Description
AnsiColor AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) (NetAF.Rendering.FrameBuilders.Color.html)	

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

Build a frame.

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

Methods

Build(string Game, int int)

Build a frame.

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Conversations.	

Instructions

(NetAF.Conversations.Instruct)

Methods

(NetAF.Extensions.html)

Build(string, string, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Persistence Build(string message, string reason, int width, int height)

(NetAF.Persistence.html)

Parameters

+ NetAF.Persistence.Json

Type (NetAF.Persistence.Json.html)

Name

Description

+ string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.html)	message	The message to display to the user.
+ string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
+ int (https://learn.microsoft.com/dotnet/api/system.int32) Builders int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
(NetAF.Rendering.FrameBuilders)	height	The height of the frame.

Return Value

Type

Description

(NetAF.Rendering.FrameBuilder)

IFrame (NetAF.Rendering.Frames.IFrame.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder)

Implements

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder)

Properties

BackgroundColor

Get or set the background color.

Declaration

+ NetAF.Conversations.

```
public AnsiColor BackgroundColor { get; set; }
```

Instructions

(NetAF.Conversations.Instruct
Property Value

+ NetAF.Extensions

Type
(NetAF.Extensions.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

BorderColor

(NetAF.Logic.html)

Get or set the border color.

+ NetAF.Persistence

Declaration

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Property Value

+ NetAF.Rendering

Type
(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

InputColor

- NetAF.Rendering.Frame

Builders Color

Get or set the color.

(NetAF.Rendering.FrameBuilders)

Declaration

AnsiColor

```
public AnsiColor InputBuilder { get; set; }
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C)

Property Value

ColorCompletionFrameBuilder

Type
(NetAF.Rendering.FrameBuilders.C)

ColorConversationFrameBuilder

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C)

NonPlayerMessageColor

(NetAF.Rendering.FrameBuilders.C)

Get or set the non-player message color.

ColorRegionMapBuilder

Description

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

Methods

+ NetAF.Conversations.

Build(string, IConverser, CommandHelp[], int, int)

(NetAF.Conversations.Instruct)

+ NetAF Extensions

Declaration **(NetAF.Extensions.html)**

+ **NetAF.Interpretation** Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)
(NetAF.Interpretation.html)

+ NetAF.Logic

Parameters (NetAE)

(NetAF.Logic.html)

(NetAF.Logic.html)	Type	Name	Description
+ NetAF.Persistence	string	<i>title</i>	The title to display to the user.
(NetAF.Persistence.html) (https://learn.microsoft.com/dotnet/api/system.string)			
+ NetAF.Persistence.Json	IConverser	<i>converser</i>	The converser.
(NetAF.Persistence.Json.html) (NetAF.Assets.Characters.IConverser.html)			
+ NetAF.Rendering	ContextualCommands	<i>contextualCommands</i>	The contextual commands to display.
(NetAF.Rendering.html) (NetAF.Interpretation.CommandHelp.html)			
+ NetAF.Rendering.Frame	Builders		
int	<i>width</i>	The width of the frame.	
(NetAF.Rendering.FrameBuilder.html) (https://learn.microsoft.com/dotnet/api/system.int32)			
- NetAF.Rendering.Frame	Builders.Color	<i>height</i>	The height of the frame.
int			
(NetAF.Rendering.FrameBuilder.html) (https://learn.microsoft.com/dotnet/api/system.int32)			

Return AnsiColor

Type	(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder)	Description
IFrame	(NetAF.Rendering.FrameBuilders.Frame.html)	

Implementing Solar Conversations (NABER Rating)



- + **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct)
 - + **NetAF.Extensions**
(NetAF.Extensions.html)
 - + **NetAF.Interpretation**
(NetAF.Interpretation.html)
 - + **NetAF.Logic**
(NetAFLogic.html)
 - + **NetAF.Persistence**
(NetAF.Persistence.html)
 - + **NetAF.Persistence.Json**
(NetAF.Persistence.Json.html)
 - + **NetAF.Rendering**
(NetAF.Rendering.html)
 - + **NetAF.Rendering.Frame**
Builders
(NetAF.Rendering.FrameBuilders)
 - **NetAF.Rendering.Frame**
Builders.Color
(NetAF.Rendering.FrameBuilders.Color)
 - AnsiColor
(NetAF.Rendering.FrameBuilders.Color.AnsiColor)
 - ColorAboutFrameBuilder
(NetAF.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder)
 - ColorCompletionFrameBuilder
(NetAF.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder)
 - ColorConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder)
 - ColorGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder)
 - ColorHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder)
 - ColorRegionMapBuilder
(NetAF.Rendering.FrameBuilders.Color.ColorRegionMapBuilder)

Properties

BackgroundColor

Get or set the background color.



Declaration

+ NetAF.Conversations.

```
public AnsiColor BackgroundColor { get; set; }
```

Instructions

(NetAF.Conversations.Instruct
Property Value

+ NetAF.Extensions

Type

(NetAF.Extensions.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

BorderColor

(NetAF.Logic.html)

Get or set the border color.

+ NetAF.Persistence

Declaration

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Property Value

+ NetAF.Rendering

Type (NetAF.Rendering.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

Builders

(NetAF.Rendering.FrameBuilders)

CommandColor

- NetAF.Rendering.Frame

Builders Color

Get or set the command color.

(NetAF.Rendering.FrameBuilders)

Declaration

AnsiColor

```
public AnsiColor CommandColor { get; set; }
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C)

Property Value

ColorCompletionFrameBuilder

Type (NetAF.Rendering.FrameBuilders.C)

ColorConversationFrameBuilder

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C)

CommandDescriptionColor

(NetAF.Rendering.FrameBuilders.C)

Get or set the command description color.

ColorRegionMapBuilder

Description

Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

Property Value	
Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

Instructions

(NetAF.Conversations.Instruct
DescriptionColor

Description

Color + NetAE Extensions

+ **NetAF.EXTENSIONS**
Get or set the description color.
(NetAF.Extensions.html)

Declaration

(NetAE Interpretation.html)

```
public AnsiColor DescriptionColor { get; set; }
```

+ NetAE.Logic

(NetAFI.Logic.html)

Property-value

Type	Description
(NetAF.Persistence.html) AhsIColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

TitleColor

© NetAE, Rendering

Set or set the title color.

The Declaration

Builders

卷之三

- NetAF.Render

Type	Description
AnsiColor AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

ColorComp **Methods**

ColorConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.C
Build(string, string, CommandHelp[], int, int)

Com.GameOverFlappyBuilder
(NUAE Development Engine Building)

(NetAE.Rendering.Frame)
d a frame.

ColorHelpFrameBuilder

Lecture 11: Rendering Frameworks

ColorRegionMapBuilder

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) + NetAF.Conversations. Instructions	<i>title</i>	The title.
string (https://learn.microsoft.com/dotnet/api/system.string) CommandHelp (https://learn.microsoft.com/dotnet/api/system.array) + NetAF.Extensions. Int32	<i>description</i>	The description.
CommandHelp[] (https://learn.microsoft.com/dotnet/api/system.array) + NetAF.Extensions. Int32	<i>commandHelp</i>	The command help.
int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Extensions. Int32	<i>width</i>	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Interpretation	<i>height</i>	The height of the frame.

Return
([NetAF.Interpretation.html](#))

Type	Description
+ NetAF.Logic	

IHelpFrameBuilder ([NetAF.Logic.html](#))
+ **NetAF.Logic.**
Frames.IFrame.html

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))
Implements

+ **NetAF.Persistence.Json**

IHelpFrameBuilder ([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))
+ **NetAF.Persistence.Json.**
Json.html

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders.html](#))

- **NetAF.Rendering.Frame**

Builders.Color

([NetAF.Rendering.FrameBuilders.Color.html](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html](#))

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html](#))

ColorConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html](#))

ColorHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html](#))

ColorRegionMapBuilder

([NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html](#))

Class ColorRegionMapBuilder

Provides a color builder for region maps.

Filter by title

Inheritance

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

↳ **Instructions** [ColorRegionMapBuilder](#)

Implements

+ **IRegionMapBuilder** ([NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html](#))

Inherited from

+ **NetAF.Extensions** [\(NetAF.Extensions.html\)](#)

+ **NetAF Interpretation** ([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)))

↳ **NetAF Interpretation** [\(NetAF.Interpretation.html\)](#)

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))

+ **NetAF Logic** [\(NetAF.Logic.html\)](#)

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

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

+ **NetAF Persistence** [\(NetAF.Persistence.html\)](#)

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

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

Name: **NetAF.Persistence.Json** ([NetAF.Persistence.Json.html](#)) [Rendering](#) ([NetAF.Rendering.html](#)) [FrameBuilders](#) ([NetAF.Rendering.FrameBuilders.html](#)) [Color](#) ([NetAF.Rendering.FrameBuilders.Color.html](#))

↳ **NetAF Persistence Json** [\(NetAF.Persistence.Json.html\)](#)

Assembly: NetAF.dll

+ **NetAF Rendering**

↳ **NetAF Rendering** [\(NetAF.Rendering.html\)](#)

public sealed class ColorRegionMapBuilder : IRegionMapBuilder

+ **NetAF Rendering Frame**

↳ **Builders**

↳ **NetAF Rendering FrameBuilder**

+ **Properties**

↳ **Builders** [Color](#)

↳ **NetAF Rendering FrameBuilder**

+ **CurrentFloorIndicator**

↳ **AnsiColor**

Get or set the character to use for the current floor.

↳ **ColorAboutFrameBuilder**

Declaration:

↳ [\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder\)](#)

↳ **ColorCompletionFrameBuilder**

↳ [\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder\)](#)

↳ **ColorConversationFrameBuilder**

↳ [\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder\)](#)

Property Value:

↳ **ColorGameOverFrameBuilder**

Type: [NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder](#)

Description

↳ **ColorHelpFrameBuilder**
char (<https://learn.microsoft.com/dotnet/api/system.char>)

↳ [\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder\)](#)

↳ **ColorRegionMapBuilder**

↳ [\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder\)](#)


```
public AnsiColor LockedExitColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ NetAF.Conversations.

Instructions

LowerLevel (NetAF.Conversations.Instruct)

Get or set the character to use for lower levels.

NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

```
public char LowerLevel { get; set; }
```

(NetAF.Interpretation.html)

+ NetAF.Logic

Property Value

(NetAF.Logic.html)

Type

+ NetAF.Persistence

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

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

LowerLevelColor

+ NetAF.Rendering

Get or set the lower level color.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

Builders

```
public AnsiColor LowerLevelColor { get; set; }
```

(NetAF.Rendering.FrameBuilder)

Property Value

Builders.Color

Type

(NetAF.Rendering.FrameBuilder)

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.ColorBuilder)

ColorAboutFrameBuilder

Player

(NetAF.Rendering.FrameBuilders.ColorBuilder)

ColorCompletionFrameBuilder

Get or set the character to use for indicating the player.

(NetAF.Rendering.FrameBuilders.ColorBuilder)

Declaration

(NetAF.Rendering.FrameBuilders.ColorBuilder)

ColorGameOverFrameBuilder

```
public char Player { get; set; }
```

(NetAF.Rendering.FrameBuilders.ColorBuilder)

ColorHelpFrameBuilder

Property Value

(NetAF.Rendering.FrameBuilders.ColorBuilder)

ColorRegionMapBuilder

ColorRegionMapBuilder

ColorRegionMapBuilder

ColorRegionMapBuilder

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

PlayerColor

Get or set the player color.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct)

```
public AnsiColor Playercolor { get; set; }
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation

(NetAF.Interpretation.html)

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ NetAF.Logic

(NetAF.Logic.html)

ShowLowerFloors

+ NetAF.Persistence

(NetAF.Persistence.html)

Get or set if lower floors should be shown.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

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

+ NetAF.Rendering

(NetAF.Rendering.html)

Property Value

+ NetAF.Rendering.Frame

Type

Builders

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

- NetAF.Rendering.Frame

Builders.Color

UnLockedExit

(NetAF.Rendering.FrameBuilder)

Get or set the character used for representing an unlocked exit.

AnsiChar

Declaration

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

```
public char UnLockedExit { get; set; }
```

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C

```
public char UnLockedExit { get; set; }
```

ColorGameOverFrameBuilder

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

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

... -- - . . - - - - -

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

Build a map of a region.

Declaration

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)
```



Parameters

Type	Name	Description
+ NetAF.Conversations Instructions GridStringBuilder (NetAF.Conversations.Instruct) (NetAF.Rendering.FrameBuilders.GridStringB + NetAF.Extensions (NetAF.Extensions.html) Region (NetAF.Assets.Locations.Region.html)	<i>gridStringBuilder</i>	The string builder to use.
+ NetAF.Interpretation int (NetAF.Interpretation.html) (https://learn.microsoft.com/dotnet/api/system. int32)	<i>x</i>	The x position to start building at.
+ NetAF.Logic int (NetAF.Logic.html) (https://learn.microsoft.com/dotnet/api/system. int32)	<i>y</i>	The y position to start building at.
+ NetAF.Persistence (NetAF.Persistence.html) int (NetAF.Persistence.Json) (https://learn.microsoft.com/dotnet/api/system. int32)	<i>maxWidth</i>	The maximum horizontal space available in which to build the map.
+ NetAF.Rendering (NetAF.Rendering.html) int + NetAF.Rendering (NetAF.Rendering.html) int	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

+ NetAF.Rendering.Frame

Builders

Implementations

[IRegionMapBuilder](#) ([NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html](#))

Builders.Color

(NetAF.Rendering.FrameBuilder)

AnsiColor

(NetAF.Rendering.FrameBuilders.C

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Type	Name	Description
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)	regionMapBuilder	A builder for region maps.

▼

Properties

+ NetAF.Conversations.

Instructions

BackgroundColor

(NetAF.Conversations.Instruct

Get or set the background color.

NetAF.Extensions

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

public AnsiColor BackgroundColor { get; set; }

(NetAF.Interpretation.html)

Property Value

(NetAF.Logic.html)

Type

+ NetAF.Persistence

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

BorderColor

+ NetAF.Rendering

Get or set the border color.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

Builders

public AnsiColor BorderColor { get; set; }

(NetAF.Rendering.FrameBuild

Property Value

NetAF.Rendering.Frame

Builders.Color

Type

(NetAF.Rendering.FrameBuild

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

AnsiColor

(NetAF.Rendering.FrameBuild

ColorAboutFrameBuilder

TitleColor

(NetAF.Rendering.FrameBuild

ColorCompletionFrameBuilder

Get or set the title color.

(NetAF.Rendering.FrameBuild

ColorConversationFrameBuilder

Declaration

(NetAF.Rendering.FrameBuild

ColorGameOverFrameBuilder

public ANSI_COLOR TitleColor { get; set; }

(NetAF.Rendering.FrameBuild

ColorHelpFrameBuilder

Property Value

(NetAF.Rendering.FrameBuild

ColorRegionMapBuilder

... - - - . . - - - .. . -

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

Methods

- + **NetAF.Conversations.Build(Region, int, int)**
(NetAF.Conversations.Instruction.html)
 Build a frame.
- + **NetAF.Extensions**
Declaration
(NetAF.Extensions.html)
- + **NetAF.Interpretation**
public IFrame Build(Region region, int width, int height)
(NetAF.Interpretation.html)

Parameters

- + **NetAF.Logic**
Type
(NetAF.Logic.html)
- + **NetAF.Persistence**
Region (NetAF.Assets.Locations.Region.html)
(NetAF.Persistence.html)
int (https://learn.microsoft.com/dotnet/api/system.int32)
(NetAF.Persistence.Json.html)

Returns

- + **NetAF.Rendering**
Type
(NetAF.Rendering.html)
- + **NetAF.Rendering.Frame**
IFrame (NetAF.Rendering.Frames.IFrame.html)

Builders

- NetAF.Rendering.FrameBuilder**
- Implements**

- **NetAF.Rendering.Frame**
IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

- Builders**

- AnsiColor**
(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
- ColorAboutFrameBuilder**
(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)
- ColorCompletionFrameBuilder**
(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)
- ColorConversationFrameBuilder**
(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)
- ColorGameOverFrameBuilder**
(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)
- ColorHelpFrameBuilder**
(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)
- ColorRegionMapBuilder**
(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

Class ColorRoomMapBuilder

Provides a color room map builder.

 Filter by title

Inheritance

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

Instructions MapBuilder

Implements

+ **IRoomMapBuilder** ([NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

Inherited From

+ **NetAFExtensions** ([NetAFExtensions.html](#))

+ **NetAFInterpretation** ([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)))

(**NetAF.Interpretation.html**)

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))

+ **NetAFLogic** ([NetAF.Logic.html](#))

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

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

+ **NetAFPersistence** ([NetAF.Persistence.html](#))

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

(**NetAF.Persistence.html**)

NameSpace: NetAF ([NetAF.html](#)) Rendering ([NetAF.Rendering.html](#)) FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)) Color ([NetAF.Rendering.FrameBuilders.Color.html](#))

(**NetAF.Persistence.Json.html**)

Assembly: NetAF.dll

+ **NetAF.Rendering**

(**NetAF.Rendering.html**)

public sealed class ColorRoomMapBuilder : IRoomMapBuilder

+ **NetAF.Rendering.Frame**

Builders

(**NetAF.Rendering.FrameBuilders**)

Properties

Builders.Color

(**NetAF.Rendering.FrameBuilders.Color**)

BoundaryColor

AnsiColor

([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Get or set the frame boundary color.

ColorAboutFrameBuilder

Declaration

([NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html](#))

ColorCompletionFrameBuilder

public [NetAF.Rendering.FrameBuilders.Color](#) BoundaryColor { get; set; }

ColorConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html](#))

Property Value

ColorGameOverFrameBuilder

Type [NetAF.Rendering.FrameBuilders.Color](#)

Description

ColorHelpFrameBuilder

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorRegionMapBuilder

... . . . - - - - -

VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

Property Value

+ NetAF.Conversations.

Type

[Instruct](#)

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

Description

+ NetAF.Extensions

[html](#)

VisitedExitColor

Type

[html](#)

Get or set the visited exit color.

Declaration

[html](#)

```
public AnsiColor VisitedExitColor { get; set; }
```

+ NetAF.Persistence

[html](#)

Property Value

+ NetAF.Persistence.Json

Type

[html](#)

Description

+ NetAF.Rendering

[html](#)

+ NetAF.Rendering.Frame

Methods

[html](#)

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

[html](#)

Build a map for a room.

AnsiColor

Declaration

[html](#)

ColorAboutFrameBuilder

```
public void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint v
```

```
iewPoint, KeyType key, int startX, int startY, out int endX, out int endY)
```

[html](#)

ColorConversationFrameBuilder

Parameters

[html](#)

Type

[ColorGameOverFrameBuilder](#)

[GridStringBuilder](#)

[ColorHelpFrameBuilder](#)

[GridStringBuilder.html](#)

[ColorFrameBuilder.html](#)

Room

[Room.html](#)

Name

Description

gridStringBuilder

The string builder to use.

room

The room.

Type	Name	Description
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	<i>viewPoint</i>	The viewpoint from the room.
KeyType (NetAF.Rendering.KeyType.html)	<i>key</i>	The key type.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>startX</i>	The start position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Conversations. Instructions	<i>startY</i>	The start position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>endX</i>	The end position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>endY</i>	The end position, x.

+ NetAF.Extensions

(NetAF.Extensions.html)
Implements

+ NetAF.Interpretation

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)
(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilders.Color.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

Implements

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilders.Color.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.AboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.CompletionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.GameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.HelpFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.Color.RegionMapBuilder.html)

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **NetAF.Conversations.**

```
public AnsiColor BackgroundColor { get; set; }
```

Instructions

([NetAF.Conversations.Instruct](#)
Property Value)

+ **NetAF.Extensions.**

Type

([NetAF.Extensions.html](#))

Description

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ **NetAF.Interpretation.**

([NetAF.Interpretation.html](#))

BorderColor

([NetAF.Logic.html](#))

Get or set the border color.

+ **NetAF.Persistence.**

Declaration

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json.**

([NetAF.Persistence.Json.html](#))

Property Value

+ **NetAF.Rendering.**

([NetAF.Rendering.html](#))

Description

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

RenderingFrame

Builders

([NetAF.Rendering.FrameBuilders.](#)

DescriptionColor

- **NetAF.Rendering.Frame.**

Builders Color

Get or set the description color.

([NetAF.Rendering.FrameBuilders.](#)

Declaration

AnsiColor

```
public AnsiColor DescriptionColor { get; set; }
```

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.](#)

Property Value

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.](#)

Description

Type

([NetAF.Rendering.FrameBuilders.](#)

ColorConversationFrameBuilder

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.](#)

ColorHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.](#)

Get or set the title color.

ColorRegionMapBuilder

ColorTextBuilder

ColorTextBuilder

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Conversations.	

Instructions

(NetAF.Conversations.Instruct)

Methods

(NetAF.Extensions.html)

Build(string, string, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Persistence Build(string title, string description, int width, int height)

(NetAF.Persistence.html)

Parameters

+ NetAF.Persistence.Json

Type (NetAF.Persistence.Json.html)

Name

Description

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

title

The title.

(NetAF.Rendering.html)

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

description

The description.

+ NetAF.Rendering.Frame

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

width

The width of the frame.

Builders

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

height

The height of the frame.

(NetAF.Rendering.FrameBuilder)

Reference

NetAF.Rendering.Frame

Type Builders.Color

Description

(NetAF.Rendering.FrameBuilder)

IFrame (NetAF.Rendering.Frames.IFrame.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder)

Implements

ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.ITitleFrameBuilder)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder)

Class ColorTransitionFrameBuilder

Provides a builder of color transition frames.

 Filter by title

Inheritance

+ **t NetAF Conversations**.
Object (<https://learn.microsoft.com/dotnet/api/system.object>)

Instructions.FrameBuilder

Implements

+ **t NetAF Extensions**.
TransitionFrameBuilder ([NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html](#))

Inherited from [NetAF.Extensions.html](#)

+ **t NetAF Interpretations**.
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)))

(NetAF.Interpretation.html)

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)))

+ **t NetAF Logic**.
Object ([NetAF.Logic.html](#))

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

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

+ **t NetAF Persistence**.

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

(NetAF.Persistence.html)

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

NameSpace: NetAF ([NetAF.html](#)) Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Color ([NetAF.Rendering.FrameBuilders.Color.html](#))

(NetAF.Persistence.Json.html)

Assembly: NetAF.dll

s NetAF.Rendering

(NetAF.Rendering.html)

public sealed class ColorTransitionFrameBuilder : ITransitionFrameBuilder
+ **t NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder)

Constructors

- **t NetAF.Rendering.Frame**

Builders.Color

ColorTransitionFrameBuilder(GridStringBuilder)

Provides a builder of color transition frames.

(NetAF.Rendering.FrameBuilders.C

Declaration

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

public ColorTransitionFrameBuilder(GridStringBuilder gridStringBuilder)

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Type

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

GridStringBuilder

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

... -- - . . - -

Type	Name	Description
ColorGameOverFrameBuilder	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.



Declaration

+ NetAF.Conversations.

```
public AnsiColor BackgroundColor { get; set; }
```

Instructions

(NetAF.Conversations.Instruct Property Value

+ NetAF.Extensions Type (NetAF.Extensions.html)	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	
+ NetAF.Interpretation (NetAF.Interpretation.html)	

Banda FCBolívar

(NetAF.Logic.html)

+ NetAF.Persistence

Declaration **(NetApp)**

(NetAF.Persistence.html)

+ NetAF.Persistence.Json	<code>public Nullable<Color> BorderColor { get; set; }</code>	
	(NetAF.Persistence.Json.html)	
Property Value		
+ NetAF.Rendering		
T(NetAF.Rendering.html)		Description
+ NetAF.Rendering.Frame		
	(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

MessageColor

- **NetAP.Rendering.Frame**

Builders' Circular

(NetAE-Rendering-Frau)

Declaration

AnsICo

(NetAF.Re

ColorAboutFrameBuilder

Section 4: Rendering

(NetFx.Rendering.FrameBuilders.C
ntryValueRelationFrameBuilder

Type	Description
(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder)	
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	
ColorGameOverFrameBuilder	
(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)	
ColorRegionMapBuilder	
Get or set the title color.	

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Conversations.	

Instructions

(NetAF.Conversations.Instruct)

Methods

(NetAF.Extensions.html)

Build(string, string, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Persistence Build(string title, string message, int width, int height)

(NetAF.Persistence.html)

Parameters

+ NetAF.Persistence.Json

Type	Name	Description
(NetAF.Persistence.Json.html)		
+ NetAF.Rendering	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.
+ NetAF.Rendering.Frame	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.
+ NetAF.Rendering.FrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)		

Reference

NetAF.Rendering.Frame

Type	Description
(NetAF.Rendering.FrameBuilder)	

IFrame (NetAF.Rendering.Frames.IFrame.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

Implements

ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

Namespace NetAF.Rendering.Frames

Classes

Filter by title ▾

GridTextFrame (NetAF.Rendering.Frames.GridTextFrame.html)

Persistence Persistence based frame for displaying a command based interface.

(NetAF.Commands.Persistence)

Interfaces

NetAF.Conversations

(NetAF.Conversations.html)

IFrame (NetAF.Rendering.Frames.IFrame.html)

Instructions Represents any object that is a frame that can display a command based interface.

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

- NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

GridTextFrame

Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

(NetAF.Assets.Locations.html)

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

↳ GridTextFrame

([NetAF.Commands.html](#))

Implements

+ **NetAF.Commands**,

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

Persistence

Inherited Members

([NetAF.Commands.Persistence](#))

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)))

+ **NetAF.Conversations**

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)))

+ **NetAF.Conversations**.

Instructions

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

([NetAF.Conversations.Instruction](#))

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

+ **NetAF.Extensions**

As ([NetAF.Extensions.html](#))

Syntax

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

public sealed class GridTextFrame : IFrame

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Constructors

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

([NetAF.Persistence.Json.html](#))

Provides a grid based frame for displaying a command based interface.

+ **NetAF.Rendering**

Declaration

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**
public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiColor
color, backgroundColor)

Builders

([NetAF.Rendering.FrameBuilder](#))

GridTextFrame(GridStringBuilder builder)

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

- **NetAF.Rendering.Frames**

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

([NetAF.Rendering.Frames.html](#))

Type	Name	Description
Builders.Color	builder	The builder that creates the frame.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorTop</i>	The cursor top position.
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	<i>backgroundColor</i>	The background color.

▼

[\(NetAF.Assets.Locations.html\)](#)

Properties

[\(NetAF.Commands.html\)](#)

+ NetAF.Commands. AcceptsInput

Persistence

Get or set if this Frame accepts input.
[\(NetAF.Commands.Persistence.html\)](#)

Declaration

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

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

+ NetAF.Conversations.

Instructions

Property Value

[\(NetAF.Conversations.Instruct.html\)](#)

Type

+ NetAF.Extensions

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)
[\(NetAF.Extensions.html\)](#)

Description

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Background Color

+ NetAF.Logic

Get the background color.

[\(NetAF.Logic.html\)](#)

Declaration

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

```
public stringBackgroundColor { get; }
```

+ NetAF.Persistence.Json

Property Value

[\(NetAF.Persistence.Json.html\)](#)

Type

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

AnsiColor ([\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#))

Description

+ NetAF.Rendering.Frame

Builders

CursorLeft

[\(NetAF.Rendering.FrameBuilders.html\)](#)

+ NetAF.Rendering.FrameBuilders

Color

Builders.Color

Declaration

[\(NetAF.Rendering.FrameBuilders.html\)](#)

```
public int CursorLeft { get; }
```

- NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

GridTextFrame

Property Value

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

CursorTop ([NetAF.Assets.Location.html](#))

Get the cursor top position.

+ NetAF.Commands

Declaration
([NetAF.Commands.html](#))

+ NetAF.Commands

```
public int CursorTop { get; }
```

Persistence

([NetAF.Commands.Persistence.html](#))

Property Value

+ NetAF.Conversations

Type
([NetAF.Conversations.html](#))

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

+ NetAF.Conversations.

Instructions

([NetAF.Conversations.Instruct.html](#))
ShowCursor

+ NetAF.Extensions

Get or set if the cursor should be shown.
([NetAF.Extensions.html](#))

Declaration

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

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

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Persistence

([NetAF.Persistence.html](#))

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

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

NetAF.Rendering

Methods

+ NetAF.Rendering.Frame

Render(IFramePresenter)

Builders

Return type
([NetAF.Rendering.FrameBuilder.html](#))

- NetAF.Rendering.Frame

Builders.Color

```
public void Render(IFramePresenter presenter)
```

- NetAF.Rendering.Frames

Parameters
([NetAF.Rendering.Frames.html](#))

GridTextFrame

Type	Name	Description
IFramePresenter (NetAF.Rendering.Presenters.IFramePresenter.html)	presenter	The presenter.

ToString()

Returns a string that represents the current object.

+ NetAF.Commands

(NetAF.Commands.html)

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

+ NetAF.Commands.

Persistence

Returns

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

Overrides

Instructions

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

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

IFrame (NetAF.Rendering.Frames.IFrame.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder.Color.html)

- NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).Frames (NetAF.Rendering.Frames.html)

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

(NetAF.Commands.html)

+ **NetAF.Commands.IFrame**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

Properties

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

AcceptsInput
Instructions

(NetAF.Conversations.Instruct

Get or set if this Frame accepts input.

+ **NetAF.Extensions**

Declaration

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Property Value

+ **NetAF.Logic**

Type

(NetAF.Logic.html)

Description

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

CURSORLeft

(NetAF.Persistence.Json.html)

Get the cursor left position.

+ **NetAF.Rendering**

Declaration

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder.html)

Property Value

+ **NetAF.Rendering.Frame**

Type

Builders.Color

Description

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

(NetAF.Rendering.FrameBuilder.html)

- **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

CURSORTop

GridTextFrame

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```



Property Value

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

+ NetAF.Commands.

[Persistence](#)

[ShowCursor](#)

(NetAF.Commands.Persistence.html)

Get or set if the cursor should be shown.

+ NetAF.Conversations

Declaration

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

[ShouldShowCursor](#)

Instructions

(NetAF.Conversations.Instruct.html)

Property Value

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

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[Methods](#)

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

[Render\(IFramePresenter\)](#)

[\(NetAF.Persistence.html\)](#)

Render this frame on a presenter.

+ NetAF.Persistence.Json

[Declaration](#)

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

[void Render\(IFramePresenter presenter\)](#)

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Parameters

[Builders](#)

Type

[\(NetAF.Rendering.FrameBuilder.html\)](#)

IFramePresenter ([NetAF.Rendering.Presenters.IFramePresenter.html](#))

+ NetAF.Rendering.Frame

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

- NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

[GridTextFrame](#)

Name	Description
presenter	The presenter.

▼

(NetAF.Assets.Locations.html)

- + NetAF.Commands
(NetAF.Commands.html)
- + NetAF.Commands.
Persistence
(NetAF.Commands.Persistence)
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
(NetAF.Conversations.Instructions)
- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuilders)
- + NetAF.Rendering.Frame
Builders.Color
(NetAF.Rendering.FrameBuilders.Color)
- NetAF.Rendering.Frames
(NetAF.Rendering.Frames.html)

Namespace NetAF.Rendering.Presenters

Classes

Filter by title

[TextWriterPresenter \(NetAF.Rendering.Presenters.TextWriterPresenter.html\)](#)

Persistence presenter for `TextWriter`.

([NetAF.Commands.Persistence](#))

Interfaces

[NetAF.Conversations](#)

([NetAF.Conversations.html](#))

[IFramePresenter \(NetAF.Rendering.Presenters.IFramePresenter.html\)](#)

Represents an object that can render a frame.

Instructions

([NetAF.Conversations.Instruct](#))

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

([NetAF.Rendering.FrameBuilder](#))

+ [NetAF.Rendering.Frame](#)

Builders.Color

([NetAF.Rendering.FrameBuilder](#))

+ [NetAF.Rendering.Frames](#)

([NetAF.Rendering.Frames.html](#))

Interface IFramePresenter

Represents an object that can render a frame.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).Presenters (NetAF.Rendering.Presenters.html)

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

(NetAF.Commands.html)

+ **NetAF.Commands.IFramePresenter**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

Methods

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Write(char)

Instructions

(NetAF.Conversations.Instruct.html)

Write a character.

Declaration

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Parameters

+ **NetAF.Logic**

Type (NetAF.Logic.html)

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

Name

Description

value

The character to write.

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

Write(string) (NetAF.Persistence.Json.html)

Write a string.

+ **NetAF.Rendering**

Declaration

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Type void Write(string value)

Builders

(NetAF.Rendering.FrameBuilder.html)

Parameters

+ **NetAF.Rendering.Frame**

Type

Builders.Color

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

(NetAF.Rendering.FrameBuilder.html)

Name

Description

value

The string to write.

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

...

▼

(NetAF.Assets.Locations.html)

- + NetAF.Commands
(NetAF.Commands.html)
- + NetAF.Commands.
Persistence
(NetAF.Commands.Persistence)
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
(NetAF.Conversations.Instructions)
- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuilders)
- + NetAF.Rendering.Frame
Builders.Color
(NetAF.Rendering.FrameBuilders.Color)
- + NetAF.Rendering.Frames
(NetAF.Rendering.Frames.html)

... -- . - .

Methods

ToString()

Returns a string that represents the current object.

Declaration
[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Commands**
 string ToString()
 (NetAF.Commands.html)

Returns
+ **NetAF.Commands.**

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

+ **NetAF.Conversations**

Overrides
[\(NetAF.Conversations.html\)](#)

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

+ **NetAF.Conversations.**

Instructions

Write(char)
[\(NetAF.Conversations.Instruct](#)

Writes a character.

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Declaration

+ **NetAF.Interpretation**
 public void Write(char value)
 (NetAF.Interpretation.html)

+ **NetAF.Logic**

Parameters
[\(NetAF.Logic.html\)](#)

Type

+ **NetAF.Persistence**

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

[\(NetAF.Persistence.html\)](#)

Name

Description

value

The character to write.

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)
Write(string)

+ **NetAF.Rendering**

Write a string.

[\(NetAF.Rendering.html\)](#)

Declaration

+ **NetAF.Rendering.Frame**

Builders

 public void Write(string value)

[\(NetAF.Rendering.FrameBuilder](#)

+ **NetAF.Rendering.Frame**

Builders.Color

Type

[\(NetAF.Rendering.FrameBuilder](#)

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

Name

Description

value

The string to write.

+ **NetAF.Rendering.Frames**

[\(NetAF.Rendering.Frames.html\)](#)

... -- - . . -

Implements

IFramePresenter (NetAF.Rendering.Presenters.IFramePresenter.html)

▼

(NetAF.Assets.Locations.html)

- + NetAF.Commands
(NetAF.Commands.html)
- + NetAF.Commands.
Persistence
(NetAF.Commands.Persistence.html)
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
(NetAF.Conversations.Instructions.html)
- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuilders.html)
- + NetAF.Rendering.Frame
Builders.Color
(NetAF.Rendering.FrameBuilders.Color.html)
- + NetAF.Rendering.Frames
(NetAF.Rendering.Frames.html)

... -- . - .

Namespace NetAF.Serialization

Classes

Filter by title

Persistence

GameSerialization (NetAF.Serialization.GameSerialization.html)

(NetAF.Commands.Persistence)

Represents a serialization of a Game.

+ NetAF.Conversations

(NetAF.Conversations.html)

Interfaces

+ NetAF.Conversations.

Instructions

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Conversations.Instruct)

Represents any object that is a serialization of another object.

+ NetAF.Extensions

(NetAF.Extensions.html)

IRestoreFromObjectSerialization<T>

(NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Interpretation.html)

Represents any object that can restore from an IObjectSerialization.

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Class GameSerialization

Represents a serialization of a Game.

Filter by title

Inheritance

([NetAF.Commands.html](#))

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

+ [NetAF.Commands.](#)

Persistence

Implements

[IOBJECTSERIALIZATION](#) ([GameSerialization.Persistence.html](#))

Inherited Members

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

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

+ [NetAF.Conversations.](#)

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

([NetAF.Conversations.Instruct](#))

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

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

+ [NetAF.Extensions](#)

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

([NetAF.Extensions.html](#))

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

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

Assembly: NetAF.dll

+ [NetAF.Logic](#)

Syntax

([NetAF.Logic.html](#))

+ [NetAF.Persistence](#)

public class GameSerialization : IObjectSerialization<Game>

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

GameSerialization(Game)

↳ [NetAF.Rendering.Frame](#).

Builders

Declaration

([NetAF.Rendering.FrameBuilder](#))

+ [NetAF.Rendering.Frame](#)

Builders.Color

([NetAF.Rendering.FrameBuilder](#))

+ [NetAF.Rendering.Frames](#)

([NetAF.Rendering.Frames.html](#))

Game (NetAF.Logic.Game.html)

+ [NetAF.Rendering.Presenters](#)

([NetAF.Rendering.Presenters.html](#))

Type		Name	Description
+ NetAF.Rendering.Frames		game	The game to serialize.

Properties

ActivePlayerIdentifier

Get or set the active player identifier.

Declaration

(NetAF.Commands.html)

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

+ NetAF.Commands.

Persistence

Property Value

(NetAFCommands.Persistence.html)

Type

+ NetAF.Conversations

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

(NetAF.Conversations.html)

Description

+ NetAF.Conversations.

Instructions

InactivePlayerLocations

(NetAF.Conversations.Instruct.html)

Get or set the overworld serialization.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

+ NetAF.Interpretation

```
public PlayableCharacterLocationSerialization[] InactivePlayerLocations { get; set; }
```

(NetAF.Interpretation.html)

+ NetAF.Logic

Property Value

(NetAF.Logic.html)

Type

+ NetAF.Persistence

(NetAF.Persistence.html)

PlayableCharacterLocationSerialization ([NetAF.Persistence.html](#))

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Overworld

Get or set the overworld serialization.

Builders

Declaration

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Color

Property Value

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

OverworldSerialization ([NetAF.Serialization.Assets.OverworldSerialization.html](#))

Description

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Description

Players

Get or set the player serializations.

Declaration

```
public CharacterSerialization[] Players { get; set; }
```

[\(NetAF.Commands.html\)](#)
Property value

+ NetAF.Commands.	Description
Persistence CharacterSerialization (NetAF.Serialization.Assets.CharacterSerialization.html) (NetAF.Commands.Persistence.html)	

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

Methods

+ [NetAF.Conversations.](#)

[Instructions](#)

[Restore\(Game\)](#)

[NetAF.Conversations.Instruct](#)

Restores instances from this serialization.

[\(NetAF.Extensions.html\)](#)

Declaration

+ [NetAF.Interpretation](#)

[public void Restore\(Game game\)](#)

[\(NetAF.Interpretation.html\)](#)

+ [NetAF.Logic](#)

Parameters

[\(NetAF.Logic.html\)](#)

Type

+ [NetAF.Persistence](#)

Game ([NetAF.Logic.Game.html](#))

[\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

[Implements](#)

+ [NetAF.Rendering](#)

[ObjectSerialization \(\[NetAF.Serialization.IObjectSerialization-1.html\]\(#\)\)](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ [NetAF.Rendering.Frames](#)

[\(NetAF.Rendering.Frames.html\)](#)

+ [NetAF.Rendering.Presenters](#)

[\(NetAF.Rendering.Presenters.html\)](#)

Interface IObjectSerialization<T>

Represents any object that is a serialization of another object.

Filter by title

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html)

(NetAF.Commands.html)

Syntax

NetAF.Commands.

Persistence

public interface IObjectSerialization<in T>

(NetAF.Commands.Persistence)

+ **NetAF.Conversations**

Type Parameters

(NetAF.Conversations.html)

Name Description

+ **NetAF.Conversations.**

T Instructions The type of object that this serialization represents.

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Restore(I)

+ **NetAF.Logic**

Restore an instance from this serialization.

(NetAF.Logic.html)

Declaration

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

Parameters

(NetAF.Persistence.Json.html)

Type	Name	Description
NetAF.Rendering		
T(NetAF.Rendering.html)		The obj to restore.

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html

+ **NetAF.Rendering.Presenters**

(NetAF.Rendering.Presenters.html

Interface IRestoreFromObject Serialization<T>

▼ Filter by title

Represents any object that can restore from an IObjectSerialization.

(NetAF.Commands.html)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html)

+ **NetAF.Commands.**

Assembly: NetAF.dll

Persistence

Syntax

(NetAF.Commands.Persistence)

+ **NetAF.Conversations.** RestoreFromObjectSerialization<in T>

(NetAF.Conversations.html)

Type Parameters

+ **NetAF.Conversations.**

Instruct Description

T (NetAF.Conversations.Instruct)

The type of serialization that this object restores from.

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Methods (NetAF.Interpretation.html)

+ **NetAF.Logic**

RestoreFrom(T) (NetAF.Logic.html)

Restore this object from a serialization.

+ **NetAF.Persistence**

Definition

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

Void RestoreFrom(T serialization) (NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

Parameters

(NetAF.Rendering.html)

Type Name

Description

+ **NetAF.Rendering.Frame**

Serialization

The serialization to restore from.

Builders

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

+ **NetAF.Rendering.Presenters**

(NetAF.Rendering.Presenters.html)

Namespace NetAF.Serialization.Assets

Classes

Filter by title

Instructions

AttributeManagerSerialization

(NetAF.Serialization.Instruction)

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

+ **NetAF.Extensions**
Represents a serialization of an AttributeManager.

(NetAF.Extensions.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

(NetAF.Interpretation.html)

Attribute.

+ NetAF.Logic

CharacterSerialization

(NetAF.Serialization.Assets.CharacterSerialization.html)

Represents a serialization of a Character.

+ NetAF.Persistence

(NetAF.Persistence.html)

ConversationSerialization

(NetAF.Persistence.Json)

(NetAF.Serialization.Assets.ConversationSerialization.html)

(NetAF.Persistence.Json.html)

Represents a serialization of a Conversation.

+ NetAF.Rendering

(NetAF.Rendering.html)

ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

+ NetAF.Rendering.Frame

Represents a serialization of an Examinable.

Builders

(NetAF.Rendering.FrameBuilder)

ExitSerialization (NetAF.Serialization.Assets.ExitSerialization.html)

+ NetAF.Rendering.Frame

Represents a serialization of an Exit.

Builders.Color

(NetAF.Rendering.FrameBuilder)

ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)

+ NetAF.Rendering.Frames

Represents a serialization of an Item.

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

NonPlayableCharacterSerialization

(NetAF.Rendering.Presenters.)

(NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html)

+ NetAF.Serialization

Represents a serialization of a NonPlayableCharacter.

(NetAF.Serialization.html)

OverworldSerialization (NetAF.Serialization.Assets.OverworldSerialization.html)

(NetAF.Serialization.Assets.htm)

Represents a serialization of an Overworld.

AttributeManagerSerialization

(NetAF.Serialization.Assets.Attribut

PlayableCharacterLocationSerialization

(NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html)

(NetAF.Serialization.Assets.Attribut

Represents a serialization of a PlayableCharacterLocation.

RegionSerialization (NetAF.Serialization.Assets.RegionSerialization.html)

Represents a serialization of a Region.

▼

RoomSerialization (NetAF.Serialization.Assets.RoomSerialization.html)

Represents a serialization of a Room.
(NetAF.Conversations.Instruct

- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuild
- + NetAF.Rendering.Frame
Builders.Color
(NetAF.Rendering.FrameBuild
- + NetAF.Rendering.Frames
(NetAF.Rendering.Frames.htm
- + NetAF.Rendering.Presenters
(NetAF.Rendering.Presenters.h
- + NetAF.Serialization
(NetAF.Serialization.html)
- NetAF.Serialization.Assets
(NetAF.Serialization.Assets.htr

AttributeManagerSerialization
(NetAF.Serialization.Assets.Attribut
AttributeSerialization
(NetAF.Serialization.Assets.Attribut

Class AttributeManagerSerialization

Represents a serialization of an AttributeManager.

Filter by title

Inheritance

Instructions

↳ [\(NetAF.Conversations.html\)](#) ↳ [\(NetAF.Serialization.IObjectSerialization.html\)](#) ↳ [\(System.Object.html\)](#)

↳ AttributeManagerSerialization

+ NetAF.Extensions

Implements

[\(NetAF.Extensions.html\)](#)

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) <AttributeManager

↳ [\(NetAF.Interpretation.html\)](#)

[\(NetAF.Interpretation.html\)](#)

Inherited Members

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

[\(NetAF.Logic.html\)](#)

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

[\(NetAF.Persistence.html\)](#)

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

[\(NetAF.Persistence.html\)](#)

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

[\(NetAF.Persistence.Json.html\)](#)

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

[\(NetAF.Persistence.Json.html\)](#)

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

↳ [\(NetAF.Rendering.html\)](#) (NetAF.Rendering.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

↳ [\(NetAF.Rendering.html\)](#)

Syntax

+ NetAF.Rendering.Frame

Builders

public sealed class AttributeManagerSerialization : IObjectSerialization<AttributeManager>

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

Builders.Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

[AttributeManagerSerialization\(AttributeManager\)](#)

+ NetAF.Rendering.Presenters

Represents a serialization of an AttributeManager.

[\(NetAF.Rendering.Presenters.html\)](#)

Declaration

+ NetAF.Serialization

[\(NetAF.Serialization.html\)](#)

- NetAF.Serialization.Assets

Parameters

[\(NetAF.Serialization.Assets.html\)](#)

Type	Name	Description
AttributeManagerSerialization ↳ (NetAF.Serialization.Assets.AttributeManager.html) ↳ (NetAF.Serialization.Assets.AttributeSerialization.html) ↳ (NetAF.Assets.Attributes.AttributeManager.html) ↳ (NetAF.Serialization.Assets.AttributeManager.html)	attributeManager	The attribute manager to serialize.

Properties

Values

Get or set the values.



Declaration

Instructions

(NetAF.Conversations.Instruction)

+ NetAF.Extensions

Properties ([\(NetAF.Extensions.html\)](#))

+ Type

(NetAF.Interpretation)

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

AttributeSerialization (NetAF.Serialization.Assets.AttributeSerialization.html),

+ NetAF.Logic

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

(NetAF.Logic.html)

Description

+ NetAF.Persistence

(NetAF.Persistence.html)

Methods

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Restore(AttributeManager)

+ NetAF.Rendering

Restore(AttributeManager, AttributeSerialization).

Builders

public void Restore(AttributeManager attributeManager)

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Parameters

Builders.Color

Type (NetAF.Rendering.FrameBuilder)

Name

Description

AttributeManager

attributeManager

The attribute manager to

(NetAF.Rendering.Frames)

(NetAF.Assets.Attributes.AttributeManager.html)

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

Implementations

+ NetAF.Serialization

(NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

Class AttributeSerialization

Represents a serialization of an Attribute.

Filter by title

Inheritance

Instructions

↳ [\(NetAF.Conversations.html\)](#) ↳ [\(NetAF.Serialization.IObjectSerialization.html\)](#) ↳ [\(NetAF.ObjectSerialization.html\)](#) ↳ [\(NetAF.AttributeSerialization.html\)](#)

↳ [AttributeSerialization](#)

+ NetAF.Extensions

Implements

[\(NetAF.Extensions.html\)](#)

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Attribute

↳ [\(NetAF.Interpretation.html\)](#)

[\(NetAF.Interpretation.html\)](#)

Inherited Members

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

[\(NetAF.Logic.html\)](#)

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

[\(NetAF.Persistence.html\)](#)

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

[\(NetAF.Persistence.html\)](#)

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

[\(NetAF.Persistence.Json.html\)](#)

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

[\(NetAF.Persistence.Json.html\)](#)

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

↳ [\(NetAF.Rendering.html\)](#) ↳ [\(NetAF.Rendering.Serialization.html\)](#) ↳ [\(NetAF.Rendering.html\)](#) ↳ [\(NetAF.Rendering.Assets.html\)](#)

↳ [\(NetAF.Rendering.html\)](#)

Syntax

+ NetAF.Rendering.Frame

Builders

public sealed class AttributeSerialization : IObjectSerialization<Attribute>

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

Builders Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frames

AttributeSerialization(Attribute)

[\(NetAF.Rendering.Frames.html\)](#)

Represents a serialization of an Attribute.

+ NetAF.Rendering.Presenters

Declaration

[\(NetAF.Rendering.Presenters.html\)](#)

+ NetAF.Serialization

public AttributeSerialization(Attribute attribute)

[\(NetAF.Serialization.html\)](#)

Part NetAF.Serialization.Assets

[\(NetAF.Serialization.Assets.html\)](#)

Type	Name	Description
AttributeManagerSerialization Attribute ((NetAF.Assets.Attributes.Attribute.html))	attribute	The asset to serialize.

AttributeSerialization

[\(NetAF.Serialization.Assets.Attribute.html\)](#)

Properties

Description

Get or set the description.

Declaration

Instructions

([NetAF.Conversations.Instruction.html](#))

+ NetAF.Extensions

Property Value

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

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

Description

+ NetAF.Logic

([NetAF.Logic.html](#))

Maximum

+ NetAF.Persistence

Get or set the maximum.

([NetAF.Persistence.html](#))

Declaration

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

public int Maximum { get; set; }

+ NetAF.Rendering

([NetAF.Rendering.html](#))

Property Value

+ NetAF.Rendering.Frame

Type

Builders

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

Description

+ NetAF.Rendering.Frame

Builders.Color

Minimum

([NetAF.Rendering.FrameBuilder.html](#))

Get or set the minimum.

+ NetAF.Rendering.Frames

Declaration

([NetAF.Rendering.Frames.html](#))

+ NetAF.Rendering.Presenters

public int Minimum { get; set; }

([NetAF.Rendering.Presenters.html](#))

NetAF.Serialization

([NetAF.Serialization.html](#))

Type

- NetAF.Serialization.Assets

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

Description

([NetAF.Serialization.Assets.html](#))

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

Name

AttributeSerialization

Get ([NetAF.Serialization.Assets.AttributeSerialization.html](#))

Declaration

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

Property Value

Type	Description
String (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.Instruct	

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Methods

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Restore(Attribute)

+ NetAF.Logic

Restore an instance from this serialization.

[\(NetAF.Logic.html\)](#)

Declaration

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

```
public void Restore(Attribute attribute)
```

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

Parameters

+ NetAF.Rendering

Type

[\(NetAF.Rendering.html\)](#)

Attribute ([NetAF.Assets.Attributes.Attribute.html](#))

Name

Description

attribute

The attribute to restore.

+ NetAF.Rendering.Frame

Builders

Implements

[ObjectRenderingContext](#) ([Serialization.IObjectSerialization-1.html](#))

Builders.Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

+ NetAF.Rendering.Presenters

[\(NetAF.Rendering.Presenters.html\)](#)

+ NetAF.Serialization

[\(NetAF.Serialization.html\)](#)

- NetAF.Serialization.Assets

[\(NetAF.Serialization.Assets.html\)](#)

AttributeManagerSerialization

[\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#)

AttributeSerialization

[\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#)

Class CharacterSerialization

Represents a serialization of a Character.

Filter by title

Inheritance

Instructions

↳ [\(NetAF.CharacterSerialization.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

+ NetAF.Extensions

↳ CharacterSerialization

[\(NetAF.Extensions.html\)](#)

↳ NonPlayableCharacterSerialization ([NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html](#))

Implementation

+ NetAF.Interpretation

↳ [\(NetAF.Interpretation.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.serialization-1.html) < IExaminable

(NetAF.Assets.IExaminable.html) >

+ NetAF.Logic

↳ [ObjectSerialization \(NetAF.Serialization.IObjectSerialization-1.html\)](#) < Character

(NetAF.Assets.Character.html) >

Inherited Members

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

ExaminableSerialization.Identifier

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

+ NetAF.Persistence.Json

Identifier

[\(NetAF.Persistence.Json.html\)](#)

ExaminableSerialization.IsPlayerVisible

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

+ NetAF.Rendering

IsPlayerVisible

[\(NetAF.Rendering.html\)](#)

ExaminableSerialization.AttributeManager

+ NetAF.Rendering.Frame

AttributeManager

[\(NetAF.Rendering.FrameBuilder.html\)](#)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

+ NetAF.Rendering.FrameBuilder

ExaminableSerialization.Restore(IExaminable)

(NetAF.Rendering.FrameBuilder.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

+ NetAF.Rendering.FrameBuilder

object.Equals(object, object)

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

+ NetAF.Rendering.Frames

object.Equals(object, object)

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

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

+ NetAF.Rendering.Presenters

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)

+ NetAF.Serialization

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

Assembly: NetAF.dll

- NetAF.Serialization.Assets

[\(NetAF.Serialization.Assets.html\)](#)

Syntax

[\(NetAF.Serialization.Assets.htr\)](#)

```
public class CharacterSerialization : ExaminableSerialization, IObjectSerialization<
```

```
    IObjectSerialization> {
```

```
    public void Serialize(
```

```
        IExaminableSerialization assets, Attribute
```

```
        AttributeSerialization
```

```
        (NetAF.Serialization.Assets.Attribute
```

Constructors

CharacterSerialization(Character)

Represents a serialization of a Character.

Declaration

Instructions

(NetAF.Conversations.Instruction)(Character character)

+ NetAF.Extensions

Parameters

(NetAF.Extensions.html)

+ Type NetAF.Interpretation

(NetAF.Interpretation.html)

Character (NetAF.Extensions.Characters.Character.html)

Name

Description

character

The character to serialize.

+ NetAF.Logic

(NetAF.Logic.html)

Properties

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Get or set if the character is alive.

+ NetAF.Rendering

Declaration

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame { get; set; }

Builders

(NetAF.Rendering.FrameBuilder)

Property Value

+ Type NetAF.Rendering.Frame

Description

Builders.Color

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

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

Get or Set the item serializations.

(NetAF.Rendering.Presenters.html)

Declaration

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

Property Value

(NetAF.Serialization.Assets.html)

Type AttributeManagerSerialization

Description

(NetAF.Serialization.Assets.AttributeItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html))[]

AttributeSerialization

(NetAF.Serialization.Assets.AttributeItemSerialization.html)

Methods

Restore(Character)

Restore an instance from this serialization.

Declaration
↓

Instructions

(NetAF.Conversations.Instruction.RestoreCharacter character)

+ NetAF.Extensions

Parameters
(NetAF.Extensions.html)

+ Type

NetAF.Interpretation

(NetAF.Interpretation.html)

Character (NetAF.Characters.Character.html)

Name

character

Description

The character to restore.

+ NetAF.Logic

(NetAF.Logic.html)

Implements

+ NetAF.Persistence

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Persistence.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

Class ConversationSerialization

Represents a serialization of a Conversation.

Filter by title

Inheritance

Instructions

↳ [\(NetAF.Conversations.html\)](#) ↳ [\(NetAF.Serialization.IObjectSerialization-1.html\)](#)

↳ ConversationSerialization

+ NetAF.Extensions

Implements

[\(NetAF.Extensions.html\)](#)

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<Conversation

↳ [\(NetAF.Interpretation.html\)](#)

[\(NetAF.Interpretation.html\)](#)

Inherited Members

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

[\(NetAF.Logic.html\)](#)

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

[\(NetAF.Persistence.html\)](#)

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

[\(NetAF.Persistence.Json.html\)](#)

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

[\(NetAF.Persistence.Json.html\)](#)

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

↳ [\(NetAF.Rendering.html\)](#) (https://learn.microsoft.com/dotnet/api/system.reflection.serializationinfo.serializationassets#system-reflection-serializationinfo-assets)

[\(NetAF.Rendering.html\)](#)

Syntax

+ NetAF.Rendering.Frame

Builders

public sealed class ConversationSerialization : IObjectSerialization<Conversation>

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

Builders Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frames

ConversationSerialization(Conversation)

[\(NetAF.Rendering.Frames.html\)](#)

Represents a serialization of a Conversation.

+ NetAF.Rendering.Presenters

Declaration

[\(NetAF.Rendering.Presenters.html\)](#)

+ NetAF.Serialization

public ConversationSerialization(Conversation conversation)

[\(NetAF.Serialization.html\)](#)

Part NetAF.Serialization.Assets

[\(NetAF.Serialization.Assets.html\)](#)

Type	Name	Description
AttributeManagerSerialization Conversation (NetAF.Conversations.Conversation.html) (NetAF.Serialization.Assets.AttributeManagerSerialization.html)	conversation	The conversation to serialize.

AttributeSerialization

[\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#)

Fields

NoCurrentParagraph

Get the value for no current paragraph.

Declaration

Instructions

(NetAF.Conversations.Instruction.html)

+ NetAF.Extensions

Field Value

(NetAF.Extensions.html)

+ Type

NetAF.Interpretation

(NetAF.Interpretation.html)

Description

+ NetAF.Logic

(NetAF.Logic.html)

Properties

(NetAF.Persistence.html)

+ CurrentParagraph

(NetAF.Persistence.Json.html)

Get or set if the index of the current paragraph.

+ NetAF.Rendering

Declaration

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

graph [get; set;]

Builders

(NetAF.Rendering.FrameBuilder.html)

Property Value

+ NetAF.Rendering.Frame

Builders.Color

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

(NetAF.Rendering.FrameBuilder.html)

Description

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Methods

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Restore(Conversation)

+ NetAF.Serialization

(NetAF.Serialization.html)

Restore(Conversation) initialization.

NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

```
public void Restore(Conversation conversation)
```

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

Type	Name	Description
Conversation (NetAF.Conversations.Conversation.html)	<i>conversation</i>	The conversation to restore.

Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.htm

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.h

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.htm

AttributeManagerSerialization

(NetAF.Serialization.Assets.Attribut

AttributeSerialization

(NetAF.Serialization.Assets.Attribut

Class ExaminableSerialization

Represents a serialization of an Examinable.

Filter by title

Inheritance

Instructions

- ↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)
 - ↳ ExaminableSerialization
- + **NetAF.Extensions**
 - ↳ CharacterSerialization ([NetAF.Serialization.Assets.CharacterSerialization.html](#))
 - ↳ ExitSerialization ([NetAF.Serialization.Assets.ExitSerialization.html](#))
- + **NetAF.Interpretation**
 - ↳ ItemSerialization ([NetAF.Serialization.Assets.ItemSerialization.html](#))
 - ↳ OverworldSerialization ([NetAF.Serialization.Assets.OverworldSerialization.html](#))
 - ↳ RegionSerialization ([NetAF.Serialization.Assets.RegionSerialization.html](#))
 - ↳ RoomSerialization ([NetAF.Serialization.Assets.RoomSerialization.html](#))
- + **NetAF.Logic**
 - ↳ [\(NetAF.Logic.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable

- + **NetAF.Persistence**
 - ([NetAF.Assets.IExaminable.html](#))>
 - ↳ [\(NetAF.Persistence.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

Inherited Members

+ NetAF.Persistence.Json

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

+ NetAF.Rendering

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

↳ [\(NetAF.Rendering.html\)](#)

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

↳ [\(NetAF.Rendering.Frame.html\)](#)

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

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

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceeequals](#))

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

+ NetAF.Rendering.Frame

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

Assembly: NetAF.dll

↳ [\(NetAF.Rendering.FrameBuilder.html\)](#)

Syntax

+ NetAF.Rendering.Frames

public class ExaminableSerialization : IObjectSerialization<IExaminable>

+ NetAF.Rendering.Presenters

↳ [\(NetAF.Rendering.Presenters.html\)](#)

Constructors

+ NetAF.Serialization

↳ [\(NetAF.Serialization.html\)](#)

ExaminableSerialization(IExaminable)

- NetAF.Serialization.Assets

Represents a serialization of an Examinable.

↳ [\(NetAF.Serialization.Assets.html\)](#)

Declaration

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

```
public ExaminableSerialization(IExaminable examinable)
```

Parameters

Type	Name	Description
IExaminable (NetAF.Assets.IExaminable.html)	<i>examinable</i>	The examinable.

Instructions

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

Properties

(NetAF.Extensions.html)

+ NetAF.Interpretation

AttributeManager

(NetAF.Interpretation.html)

Get NetAF.AttributeManager serializations.

(NetAF.Logic.html)

Declaration

+ NetAF.Persistence

```
public AttributeManager.Serialization AttributeManager { get; set; }
```

+ NetAF.Persistence.Json

Property Value

(NetAF.Persistence.Json.html)

Type

+ NetAF.Rendering

AttributeManagerSerialization (NetAF.Serialization.Assets.AttributeManagerSerialization.html)

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

Identifier

(NetAF.Rendering.FrameBuilder)

Get or set the identifier.

+ NetAF.Rendering.Frame

Declaration

Builders.Color

(NetAF.Rendering.FrameBuilder)

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

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Property Value

+ NetAF.Rendering.Presenters

Type

(NetAF.Rendering.Presenters.html)

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

+ NetAF.Serialization

(NetAF.Serialization.html)

IsPlayerVisible

(NetAF.Serialization.Assets.html)

Get or set if it is player visible.

AttributeManagerSerialization

Declaration

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

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

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

Property Value

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

Instructions

[\(NetAF.Conversations.Instruct\)](#)

+ NetAF.Extensions

Methods

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

Restore(IExaminable)

[\(NetAF.Interpretation.html\)](#)

Restores logic from this serialization.

[\(NetAF.Logic.html\)](#)

Declaration

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

Parameters

[\(NetAF.Persistence.Json.html\)](#)

Type

+ NetAF.Rendering

[IExaminable \(NetAF.Assets.IExaminable.html\)](#)

[\(NetAF.Rendering.html\)](#)

Type	Name	Description
	<i>examinable</i>	The examinable to restore.

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder\)](#)

[IObjectSerialization<T> \(NetAF.Serialization.IObjectSerialization-1.html\)](#)

+ NetAF.Rendering.Frame

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilder\)](#)

+ NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

+ NetAF.Rendering.Presenters

[\(NetAF.Rendering.Presenters.html\)](#)

+ NetAF.Serialization

[\(NetAF.Serialization.html\)](#)

- NetAF.Serialization.Assets

[\(NetAF.Serialization.Assets.html\)](#)

AttributeManagerSerialization

[\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#)

AttributeSerialization

[\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#)

Class ExitSerialization

Represents a serialization of an Exit.

Filter by title

Inheritance

Instructions

↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

+ NetAF.Extensions

↳ [\(NetAF.Extensions.html\)](#)

Implements

↳ [ObjectSerialization](#) ([ObjectSerialization.html](#)) < IObjectSerialization-1.html < IExaminable

([NetAF.Extensions.html](#))

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#)) < Exit ([NetAF.Assets.Locations.Exit.html](#))

+ NetAF.Logic

Inherited Members

↳ [\(NetAF.Logic.html\)](#)

ExaminableSerialization.Identifier

↳ [\(NetAF.Persistence.html\)](#)
([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_I
definer)

ExaminableSerialization.IsPlayerVisible

↳ [\(NetAF.Persistence.Json.html\)](#)
([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_I
SPlayerVisible)

ExaminableSerialization.AttributeManager

↳ [\(NetAF.Rendering.html\)](#)
([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)

ExaminableSerialization.FrameBuilder(IExaminable)

↳ [\(NetAF.Rendering.FrameBuilder.html\)](#)
([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Restore_NetAF_Assets_IExaminable_)

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

+ NetAF.Rendering.Frame

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

↳ [\(NetAF.Rendering.FrameBuilder.html\)](#)

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

↳ [\(NetAF.Rendering.Presenters.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

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

+ NetAF.Rendering.Presenters

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

↳ [\(NetAF.Rendering.Presenters.html\)](#)

Assembly: NetAF.dll

+ NetAF.Serialization

↳ [\(NetAF.Serialization.html\)](#)

public sealed class ExitSerialization : ExaminableSerialization, IObjectSerialization

- [NetAF.Serialization.Assets](#) n<IExaminable>, IObjectSerialization<Exit>

↳ [\(NetAF.Serialization.Assets.html\)](#)

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

Constructors

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

ExitSerialization(Exit)

Represents a serialization of an Exit.

Declaration

```
public ExitSerialization(Exit exit)
```

Instructions

Parameters
[\(NetAF.Conversations.Instruction.html\)](#)

Type

+ [NetAF.Extensions](#)

Exit ([NetAF.Assets.Locations.Exit.html](#))
[\(NetAF.Extensions.html\)](#)

Name

Description

exit

The exit to serialize.

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Properties

[\(NetAF.Logic.html\)](#)

[\(NetAF.Logic.html\)](#)

[IsLocked](#)

[\(NetAF.Persistence.html\)](#)

Get or set if the exit is locked.

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

Property Value

+ [NetAF.Rendering.Frame](#)

Type

Description

[Builders](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

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

+ [NetAF.Rendering.Frame](#)

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Methods

+ [NetAF.Rendering.Frames](#)

[\(NetAF.Rendering.Frames.html\)](#)

[Restore\(Exit\)](#)

+ [NetAF.Rendering.Presenters](#)

Restore an instance from this serialization.

[\(NetAF.Rendering.Presenters.html\)](#)

Declaration

+ [NetAF.Serialization](#)

[\(NetAF.Serialization.html\)](#)

public void Restore(Exit exit)

- [NetAF.Serialization.Assets](#)

[\(NetAF.Serialization.Assets.html\)](#)

Parameters

Type	Name	Description
AttributeManagerSerialization (NetAF.Serialization.Assets.AttributeManagerSerialization.html)		
Exit (NetAF.Serialization.Exit.html)	exit	The exit to restore.

Implements

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

▼

Instructions

([NetAF.Conversations.Instruct](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Persistence

([NetAF.Persistence.html](#))

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

Builders

([NetAF.Rendering.FrameBuilders.html](#))

+ NetAF.Rendering.Frame

Builders.Color

([NetAF.Rendering.FrameBuilders.Color.html](#))

+ NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))

+ NetAF.Rendering.Presenters

([NetAF.Rendering.Presenters.html](#))

+ NetAF.Serialization

([NetAF.Serialization.html](#))

- NetAF.Serialization.Assets

([NetAF.Serialization.Assets.html](#))

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

Class ItemSerialization

Represents a serialization of an Item.

Filter by title

Inheritance

Instructions

↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

+ NetAF.Extensions

↳ ItemSerialization

([NetAF.Extensions.html](#))

Implements

↳ [ObjectInterpretation](#) ([ObjectInterpretation.html](#)) (https://learn.microsoft.com/dotnet/api/system.serialization.iobjectserialization-1.html) < IExaminable

([ObjectInterpretation.html](#))

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#)) (https://learn.microsoft.com/dotnet/api/system.serialization.iobjectserialization-1.html) < Item ([NetAF.Assets.Item.html](#))

+ NetAF.Logic

Inherited Members

([NetAF.Logic.html](#))

ExaminableSerialization.Identifier

+ **NetAF.Persistence**
([NetAF.Persistence.html](#))
(https://learn.microsoft.com/dotnet/api/system.serialization.assets.examinableserialization.html#NetAF_Serialization_Assets_ExaminableSerialization_IIdentifier)

ExaminableSerialization.IsPlayerVisible

+ **NetAF.Persistence.Json**
([NetAF.Persistence.Json.html](#))
(https://learn.microsoft.com/dotnet/api/system.serialization.assets.examinableserialization.html#NetAF_Serialization_Assets_ExaminableSerialization_IIsPlayerVisible)

ExaminableSerialization.AttributeManager

([NetAF.Rendering.html](#))
(https://learn.microsoft.com/dotnet/api/system.serialization.assets.examinableserialization.attributemanager)

ExaminableAPI.SerializableFrame(IExaminable)

([NetAF.Rendering.FrameBuilder.html](#))
(https://learn.microsoft.com/dotnet/api/system.serialization.assets.examinableserialization.restore_netaf_assets_iexaminable)

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

+ NetAF.Rendering.Frame

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

([NetAF.Rendering.FrameBuilder.html](#))

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](#))

+ NetAF.Rendering.Presenters

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

([NetAF.Rendering.Presenters.html](#))

Assembly: NetAF.dll

+ NetAF.Serialization

([NetAF.Serialization.html](#))

public sealed class ItemSerialization : ExaminableSerialization, IObjectSerialization<Item>
n<IExaminable>, IObjectSerialization<Item>

([NetAF.Serialization.Assets.html](#))

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

Constructors

ItemSerialization(Item)

Represents a serialization of an Item.

Declaration

```
public ItemSerialization(Item item)
```

Instructions

Parameters

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

Item (NetAF.Assets.Item.html)

(NetAF.Extensions.html)

Name

Description

item

The item to serialize.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Methods

NetAF.Logic

(NetAF.Logic.html)

Restore(Item)

NetAF.Persistence

(NetAF.Persistence.html)

Restore an instance from this serialization.

+ NetAF.Persistence.Json

Declaration

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

Parameters

+ NetAF.Rendering.Frame

Type

Builders

(NetAF.Rendering.FrameBuild

Item (NetAF.Assets.Item.html)

Name

Description

item

The item to restore.

+ NetAF.Rendering.Frame

Builders.Color

Implements

(NetAF.Rendering.FrameBuild

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Rendering.Frames

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.Attribute

AttributeSerialization

(NetAF.Serialization.Assets.Attribute

Class NonPlayableCharacterSerialization

Represents a serialization of a NonPlayableCharacter.

Filter by title

Inheritance

Instructions

- ↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)
- ↳ [ExaminableSerialization \(NetAF.Serialization.Assets.ExaminableSerialization.html\)](#)
- + **NetAF.Extensions**
 - ↳ [CharacterSerialization \(NetAF.Serialization.Assets.CharacterSerialization.html\)](#)
- ([NetAF.Extensions.html](#)) ([NonPlayableCharacterSerialization](#))

Implementation

- IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable
- ([NetAF.Assets.IExaminable.html](#))>

- IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Character
- ([NetAF.Logic.html](#))<[Character.html](#)>

- IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<NonPlayableCharacter
- + **NetAF.Persistence**
 - ([NetAF.Assets.Characters.NonPlayableCharacter.html](#))>

- ([NetAF.Persistence.html](#))

Inherited Members

+ NetAF.Persistence.Json

- CharacterSerialization.Items
([NetAF.Persistence.Json.html](#))
([NetAF.Serialization.Assets.CharacterSerialization.html](#)#NetAF_Serialization_Assets_CharacterSerialization_Item)

† NetAF.Rendering

- CharacterSerialization.IsAlive
([NetAF.Rendering.html](#))
([NetAF.Serialization.Assets.CharacterSerialization.html](#)#NetAF_Serialization_Assets_CharacterSerialization_IsAlive)

* NetAF.Rendering.Frame

- CharacterSerialization.Restore(Character)
([NetAF.Rendering.FrameBuilder.html](#))
([NetAF.Serialization.Assets.CharacterSerialization.html](#)#NetAF_Serialization_Assets_CharacterSerialization_Restore_NetAF_Assets_Characters_Character_)

† NetAF.Rendering.FrameBuilder

- CharacterSerialization.Restore(Character)
([NetAF.Rendering.FrameBuilder.html](#))
([NetAF.Serialization.Assets.CharacterSerialization.html](#)#NetAF_Serialization_Assets_CharacterSerialization_Restore_NetAF_Assets_Characters_Character_)

† NetAF.Rendering.Frames

- SPNetAPI.ExaminableSerialization
([NetAF.Rendering.Frames.html](#))
ExaminableSerialization.AttributeManager
+ **NetAF.Rendering.Presenters**
 - ([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)

- ExaminableSerialization.Restore(IExaminable)

+ NetAF.Serialization

([NetAF.Serialization.html](#))
([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Restore_NetAF_Assets_IExaminable_)

- 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)))

([NetAF.Serialization.Assets.html](#))

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>)

([NetAF.Serialization.Assets.AttributeManager.html](#))

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

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

Assembly: NetAF.dll

Syntax



```
public sealed class NonPlayableCharacterSerialization : CharacterSerialization, IObjectSerialization<IExaminable>, IObjectSerialization<Character>, IObjectSerialization<NonPlayableCharacter>
```

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Constructors

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

NonPlayableCharacterSerialization(NonPlayableCharacter)

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Represents a serialization of a NonPlayableCharacter.

- **NetAF.Persistence**

([NetAF.Persistence.html](#))

```
public NonPlayableCharacterSerialization(NonPlayableCharacter character)
```

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

Parameters

+ **NetAF.Rendering**

Type
([NetAF.Rendering.html](#))

NonPlayableCharacter

+ **NetAF.Rendering.Frame**

([NetAF.Assets.Characters.NonPlayableCharacter.html](#))

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frame**

Properties

([NetAF.Rendering.FrameBuilder.html](#))

Conversation.Frames

([NetAF.Rendering.Frames.html](#))

Get or set the conversation serialization.

+ **NetAF.Rendering.Presenters**

Declaration
([NetAF.Rendering.Presenters.html](#))

+ **NetAF.Serialization**

([NetAF.Serialization.html](#))

Property Value

- **NetAF.Serialization.Assets**

Type
([NetAF.Serialization.Assets.html](#))

Conversation.Serialization (NetAF.Serialization.Assets.ConversationSerialization.html)

AttributeSerialization (NetAF.Serialization.Assets.AttributeSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

Description

Methods

Restore(NonPlayableCharacter)

Restore an instance from this serialization.

Declaration
↓

Instructions

(NetAF.Conversations.Instruction<NonPlayableCharacter> character)

+ NetAF.Extensions

Parameters
(NetAF.Extensions.html)

+ Type NetAF.Interpretation

(NetAF.Interpretation.html)

(NetAF.Assets.Characters.NonPlayableCharacter.html)

+ NetAF.Logic

(NetAF.Logic.html)

Implements

NetAF.Persistence

(NetAF.Persistence.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

Class OverworldSerialization

Represents a serialization of an Overworld.

Filter by title

Inheritance

Instructions

↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)
↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

+ NetAF.Extensions

↳ OverworldSerialization
[\(NetAF.Extensions.html\)](#)

Implements

↳ [ObjectInterpretation](#) ([ObjectInterpretation.html](#))<IExaminable

([\(NetAF.Interpretation.html\)](#))

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Overworld

+ NetAF.Logic

([NetAF.Logic.html](#))

Inherited Members

+ NetAF.Persistence

ExaminableSerialization.Identifier

([\(NetAF.Persistence.html\)](#)) ([\(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Identifier\)](#))

+ NetAF.Persistence.Json

ExaminableSerialization.IsPlayerVisible

([\(NetAF.Persistence.Json.html\)](#)) ([\(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible\)](#))

+ NetAF.Rendering

ExaminableSerialization.AttributeManager

([\(NetAF.Rendering.html\)](#))

([\(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager\)](#))

NetAF.Rendering.Frame

ExaminableSerialization.Restore(IExaminable)

([\(NetAF.Rendering.FrameBuilder.html\)](#)) ([\(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Restore_NetAF_Assets_IExaminable_\)](#))

NetAF.Rendering.Frame

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

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

NetAF.Rendering.Frames

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

([\(NetAF.Rendering.Frames.html\)](#)) object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

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

NetAF.Rendering.Presenters

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

NetAF.Rendering.Presenters.I

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

As NetAF.Serialization

Syntax ([NetAF.Serialization.html](#))

- NetAF.Serialization.Assets

public sealed class OverworldSerialization : ExaminableSerialization, IObjectSerialization<IExaminable>, IObjectSerialization<Overworld>

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

Constructors

OverworldSerialization(Overworld)

Represents a serialization of an Overworld.

Declaration

Instructions

([NetAF.Conversations.Instruction](#)) OverworldSerialization(Overworld overworld)

+ NetAF.Extensions

Parameters

([NetAF.Extensions.html](#))

+ Type NetAF.Interpretation

([NetAF.Interpretation.html](#)) Overworld(NetAF.Serialization.Overworld.html)

Name

Description

overworld

The overworld to serialize.

+ NetAF.Logic

([NetAF.Logic.html](#))

Properties

([NetAF.Persistence.html](#))

+ CurrentRegion

([NetAF.Persistence.Json.html](#))

Get or set the current region.

+ NetAF.Rendering

Declaration

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

region { get; set; }

Builders

([NetAF.Rendering.FrameBuilder.html](#))

Property Value

+ Type NetAF.Rendering.Frame

Description

Builders.Color

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

([NetAF.Rendering.FrameBuilder.html](#))

+ NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))

Regions

+ NetAF.Rendering.Presenters

([NetAF.Rendering.Presenters.html](#))

Declaration

+ NetAF.Serialization

([NetAF.Serialization.html](#)) Region[] Regions { get; set; }

- NetAF.Serialization.Assets

Property Value

([NetAF.Serialization.Assets.html](#))

Type AttributeManagerSerialization

Description

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

RegionSerialization (NetAF.Serialization.Assets.RegionSerialization.html)[]

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)[]

Methods

Restore(Overworld)

Restore an instance from this serialization.

Declaration
↓

Instructions

(NetAF.Conversations.Instruction.RestoreOverworld)

+ NetAF.Extensions

Parameters
(NetAF.Extensions.html)

+ Type NetAF.Interpretation

(NetAF.Interpretation.html)

Overworld (NetAF.Extensions.Overworld.html)

Name

Description

overworld

The overworld to restore.

+ NetAF.Logic

(NetAF.Logic.html)

Implements

+ NetAF.Persistence

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManager)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

Class PlayableCharacterLocation Serialization

▼ Filter by title

Represents a serialization of a PlayableCharacterLocation.

Instructions

+ [\(NetAF.Conversations.Instruct\)](#)
Inheritance

+ [t NetAF.Extensions](#)

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

↳ PlayableCharacterLocation.Serialization

Implementation

+ [\(NetAF.Interpretation.html\)](#)

IOBJECTSERIALIZATION (NetAF.Serialization.IObjectSerialization-1.html) <PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLocation.html) >

+ [+ NetAF.Logic](#)

Inherited Members

[\(NetAF.Logic.html\)](#)

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)))

+ [+ NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

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)))

+ [+ NetAF.Persistence.Json](#)

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

[\(NetAF.Persistence.Json.html\)](#)

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>)

[\(NetAF.Rendering.html\)](#)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

+ [+ NetAF.Rendering.Frame](#)

Assembly: NetAF.dll

Builders

Syntax

[\(NetAF.Rendering.FrameBuilder\)](#)

+ [+ NetAF.Rendering.Frame](#) public sealed class PlayableCharacterLocationSerialization : IObjectSerialization<PlayableCharacterLocation>

Builders.Color

[\(NetAF.Rendering.FrameBuilder\)](#)

+ [+ NetAF.Rendering.Frames](#)

Constructors

[\(NetAF.Rendering.Frames.html\)](#)

+ [+ NetAF.Rendering.Presenters](#)

PlayableCharacterLocationSerialization(PlayableCharacterLocation)

[\(NetAF.Rendering.Presenters.html\)](#)

Represents a serialization of a PlayableCharacterLocation.

+ [+ NetAF.Serialization](#)

Declaration

[\(NetAF.Serialization.html\)](#)

- [- NetAF.Serialization.Assets](#)

public PlayableCharacterLocationSerialization(PlayableCharacterLocation location)

[\(NetAF.Serialization.Assets.html\)](#)

AttributeManagerSerialization

Parameters

[\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#)

AttributeSerialization

[\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#)

Type	Name	Description
PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html)	<i>location</i>	The location to serialize.

Properties

Instructions

(NetAF.Conversations.Instruct
PlayerIdentifier

+ NetAF.Extensions

Get or set the player identifier.
(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

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

+ NetAF.Logic

(NetAF.Logic.html)

Property Value

+ NetAF.Persistence

Description

(NetAF.Persistence.html)

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

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

RegionIdentifier

+ NetAF.Rendering

(NetAF.Rendering.html)

Get or set the region identifier.

+ NetAF.Rendering.Frame

Declaration

Builders

(NetAF.Rendering.FrameBuilder { get; set; })

+ NetAF.Rendering.Frame

Property Value

Builders.Color

(NetAF.Rendering.FrameBuilder { get; set; })

Description

+ NetAF.Rendering.Frames

Description

(NetAF.Rendering.Frames.html)

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

RoomIdentifier

(NetAF.Rendering.Presenters.html)

Get or set the room identifier.

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

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

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

Property Value

(NetAF.Serialization.Assets.AttributeManagerSerialization)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

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

Methods

Instructions

[\(NetAF.Conversations.Instruct\)](#)
Restore(PlayableCharacterLocation)

+ **NetAF.Extensions**

Restore an instance from this serialization.

[\(NetAF.Extensions.html\)](#)

Declaration

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

```
public void Restore(PlayableCharacterLocation location)
```

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Parameters

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

PlayableCharacterLocation ([NetAF.Logic.PlayableCharacterLocation.html](#))

Type	Name	Description
PlayableCharacterLocation	<i>location</i>	The attribute to restore.

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

Implements

+ **NetAF.Rendering**

IOBJECTSERIALIZATION ([NetAF.Serialization.IObjectSerialization-1.html](#))

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

Builders.Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frames**

[\(NetAF.Rendering.Frames.html\)](#)

+ **NetAF.Rendering.Presenters**

[\(NetAF.Rendering.Presenters.html\)](#)

+ **NetAF.Serialization**

[\(NetAF.Serialization.html\)](#)

- **NetAF.Serialization.Assets**

[\(NetAF.Serialization.Assets.html\)](#)

AttributeManagerSerialization

[\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#)

AttributeSerialization

[\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#)

Class RegionSerialization

Represents a serialization of a Region.

Filter by title

Inheritance

Instructions

↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

+ NetAF.Extensions

↳ RegionSerialization

([NetAF.Extensions.html](#))

Implements

↳ [ObjectInterpretation](#) ([NetAF.Serialization.IObjectSerialization-1.html](#)) < IExaminable

([NetAF.Interpretation.html](#))

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#)) < Region

+ NetAF.Logic

([NetAF.Logic.html](#))

Inherited Members

+ NetAF.Persistence

ExaminableSerialization.Identifier

([NetAF.Persistence.html](#))

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Identifier)

+ NetAF.Persistence.Json

ExaminableSerialization.IsPlayerVisible

([NetAF.Persistence.Json.html](#))

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible)

+ NetAF.Rendering

ExaminableSerialization.AttributeManager

([NetAF.Rendering.html](#))

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)

NetAF.Rendering.Frame

ExaminableSerialization.Restore(IExaminable)

([NetAF.Rendering.FrameBuilder.html](#))

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Restore_NetAF_Assets_IExaminable_)

NetAF.Rendering.Frame

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)))

NetAF.Rendering.FrameBuilder

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)))

NetAF.Rendering.Frames

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>)

NetAF.Rendering.Presenters

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

([NetAF.Rendering.Presenters.html](#))

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

As NetAF.Serialization

Syntax ([NetAF.Serialization.html](#))

- NetAF.Serialization.Assets

public sealed class RegionSerialization : ExaminableSerialization, IObjectSerialization<Region>

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

Constructors

RegionSerialization(Region)

Represents a serialization of a Region.

Declaration

Instructions

(NetAF.Conversations.Instruction)(Region region)

+ NetAF.Extensions

Parameters

(NetAF.Extensions.html)

+ Type NetAF.Interpretation

(NetAF.Interpretation.html)

Name

Description

Region (NetAF.Persistence.Json.Region.html) region

region

The region to serialize.

+ NetAF.Logic

(NetAF.Logic.html)

Properties

(NetAF.Persistence.html)

+ CurrentRoom

(NetAF.Persistence.Json.html)

Get or set the current room.

+ NetAF.Rendering

Declaration

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

Property Value

+ Type NetAF.Rendering.Frame

Description

Builders.Color

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

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Rooms

+ NetAF.Rendering.Presenters

Get or Set the room serializations.

(NetAF.Rendering.Presenters.html)

Declaration

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

Property Value

(NetAF.Serialization.Assets.html)

Type AttributeManagerSerialization

Description

(NetAF.Serialization.Assets.AttributeManagerSerialization)

RoomSerialization (NetAF.Serialization.Assets.RoomSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

Class RoomSerialization

Represents a serialization of a Room.

Filter by title

Inheritance

Instructions

↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

+ NetAF.Extensions

↳ RoomSerialization

[\(NetAF.Extensions.html\)](#)

Implements

↳ [ObjectInterpretation](#) ([ObjectInterpretation.html](#)) (https://learn.microsoft.com/dotnet/api/system.serialization.iobjectserialization-1.html) < IExaminable

([\(NetAF.Interpretation.html\)](#))

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#)) < Room

+ NetAF.Logic

↳ ([NetAF.Logic.html](#))

Inherited Members

+ NetAF.Persistence

↳ ExaminableSerialization.Identifier

[\(NetAF.Persistence.html\)](#)

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Identifier)

+ NetAF.Persistence.Json

↳ ExaminableSerialization.IsPlayerVisible

[\(NetAF.Persistence.Json.html\)](#)

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible)

+ NetAF.Rendering

↳ ExaminableSerialization.AttributeManager

[\(NetAF.Rendering.html\)](#)

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)

NetAF.Rendering.Frame

↳ ExaminableSerialization.Restore(IExaminable)

([NetAF.Rendering.FrameBuilder.html](#))

↳ Restore ([NetAF_Assets_IExaminable.html](#))

NetAF.Rendering.Frame

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

([NetAF.Rendering.FrameBuilder.html](#))

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

NetAF.Rendering.Frames

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

([NetAF.Rendering.Frames.html](#))

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

NetAF.Rendering.Presenters

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

[\(NetAF.Rendering.Presenters.html\)](#)

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)) ([Assets](#) ([NetAF.Serialization.Assets.html](#)))

As NetAF.Serialization

Syntax ([NetAF.Serialization.html](#))

- NetAF.Serialization.Assets

public sealed class RoomSerialization : ExaminableSerialization, IObjectSerialization<IExaminable>, IObjectSerialization<Room>

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

Constructors

RoomSerialization(Room)

Represents a serialization of a Room.

Declaration

Instructions

(NetAF.Conversations.Instruction.html)

+ NetAF.Extensions

Parameters

(NetAF.Extensions.html)

+ Type NetAF.Interpretation

(NetAF.Interpretation.html)

Name

Description

room

The room to serialize.

+ NetAF.Logic

(NetAF.Logic.html)

Properties

(NetAF.Persistence.html)

+ Type NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Get or set the character serializations.

+ NetAF.Rendering

Declaration

(NetAF.Rendering.html)

+ Type NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

Property Value

+ Type NetAF.Rendering.Frame

Builders.Color

NonPlayableCharacterSerialization

(NetAF.Rendering.FrameBuilder.html)

(NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html)

Description

+ Type NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ Type NetAF.Rendering.Presenters

Exits

(NetAF.Rendering.Presenters.html)

Get or set the exit serializations.

+ Type NetAF.Serialization

Declaration

(NetAF.Serialization.html)

- Type NetAF.Serialization.Assets

public ExitSerialization[] Exits { get; set; }

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

Property Value

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

Type	Description
ExitSerialization (NetAF.Serialization.Assets.ExitSerialization.html)[]	

HasBeenVisited

Gets or sets the room has been visited.

Declaration
+ NetAF.Conversations.Instruct

+ NetAF.Extensions

public bool HasBeenVisited { get; set; }

+ NetAF.Interpretation

Property Value
(NetAF.Interpretation.html)

Type

+ NetAF.Logic

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

+ NetAF.Persistence

(NetAF.Persistence.html)
Items

+ NetAF.Persistence.Json

Get or set the item serializations.

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

public ItemSerialization[] Items { get; set; }

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

Type

+ NetAF.Rendering.Frame

ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)[]

Builders.Color

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frames

Methods
(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

Restore(Room)

(NetAF.Rendering.Presenters.html)

Restore an instance from this serialization.

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

public void Restore(Room room)

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

Parameters

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	<i>room</i>	The room to restore.

Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

Instructions

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.htm

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.h

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.htm

AttributeManagerSerialization

(NetAF.Serialization.Assets.Attribut

AttributeSerialization

(NetAF.Serialization.Assets.Attribut

Namespace NetAF.Utilities

Classes

Filter by title ▾

+ [NetAF.Commands.](#)

OverworldMaker ([NetAF.Utilities.OverworldMaker.html](#))

[Persistence](#)

Provides a class for helping to make Regions.

([NetAF.Commands.Persistence.html](#))

+ [NetAF.Conversations](#)

RegionMaker ([NetAF.Utilities.RegionMaker.html](#))

[RegionMaker](#)

Provides a class for helping to make Regions.

+ [NetAF.Conversations](#).

Instructions

Interfaces

([NetAF.Conversations.Instruct](#))

+ [NetAF.Extensions](#)

IAssetTemplate<T> ([NetAF.Utilities.IAssetTemplate-1.html](#))

[IAssetTemplate<T>](#)

Represents any object that is a template for an asset.

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ [NetAF.Rendering.Frame](#)

Builders.Color

([NetAF.Rendering.FrameBuilderColor.html](#))

+ [NetAF.Rendering.Frames](#)

([NetAF.Rendering.Frames.html](#))

+ [NetAF.Rendering.Presenters](#)

Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

 Filter by title

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

+ **NetAF.Commands**

Assembly: NetAF.dll

(NetAF.Commands.html)

Syntax

+ **NetAF.Commands.**

Persistence public interface IAssetTemplate<out T>

(NetAF.Commands.Persistence)

Type Parameters

+ **NetAF.Conversations**

Name	Description
NetAF.Conversations.html	

+ ^T**NetAF.Conversations.** The type of asset being templated.

Instructions

(NetAF.Conversations.Instruct)

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Instantiate() (NetAF.Interpretation.html)

Instantiate a new instance of the templated asset.

+ **NetAF.Logic**

Declaration (NetAF.Logic.html)

+ **NetAF.Persistence**

Instantiate() (NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

Type	Description
NetAF.Persistence.Json.html	

+ ^T**NetAF.Rendering**

The asset. (NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

+ **NetAF.Rendering.Presenters**

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ NetAF.Commands

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Commands.html\)](#)
↳ OverworldMaker

+ NetAF.Commands.

Inherited Members

Persistence

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)))
[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Conversations

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)))
[\(NetAF.Conversations.html\)](#)

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

+ NetAF.Conversations.

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
[\(NetAF.Conversations.Instruct.html\)](#)

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

+ NetAF.Extensions

Assembly: NetAF.dll

[\(NetAF.Extensions.html\)](#)

Syntax

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)OverworldMaker

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Constructors

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

OverworldMaker(Identifier, Description, params RegionMaker[])

+ NetAF.Persistence.Json

Provides a way to persist regions.

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

public OverworldMaker(Identifier identifier, Description description, params RegionM

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Parameters

+ NetAF.Rendering.Frame

Type

Builders.Color

Identifier ([NetAF.Assets.Identifier.html](#))

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Description ([NetAF.Assets.Description.html](#))

+ NetAF.Rendering.Frames

RegionMaker ([NetAF.Utilities.RegionMaker.html](#))

[\(NetAF.Rendering.Frames.html\)](#)

[]

+ NetAF.Rendering.Presenters

Type	Name	Description
Builders.Color	identifier	An identifier for the region.
Description	description	A description for the region.
RegionMaker	regionMakers	The region makes to use to construct regions.

OverworldMaker(string, string, params RegionMaker[])

Initializes a new instance of the OverworldMaker class.

Declaration

```
public OverworldMaker(string identifier, string description, params RegionMaker[] regionMakers)
```

+ NetAF.Commands

([NetAF.Commands.html](#))

Parameters

+ Type NetAF.Commands.

Persistence

String

([NetAF.Commands.Persistence.html](#))

+ Type NetAF.Conversations

String

([NetAF.Conversations.html](#))

+ RegionMaker[] NetAF.Conversations.

Instructions

([NetAF.Conversations.Instructions.html](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

Make an overworld.

([NetAF.Logic.html](#))

Declaration

+ NetAF.Persistence

([NetAF.Persistence.html](#))

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

+ Type NetAF.Rendering

([NetAF.Rendering.html](#))

Overworld (NewWorldLocations.Overworld.html)

Description

The created overworld.

+ NetAF.Rendering.Frame

Builders

([NetAF.Rendering.FrameBuilders.html](#))

+ NetAF.Rendering.Frame

Builders.Color

([NetAF.Rendering.FrameBuilders.Color.html](#))

+ NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))

+ NetAF.Rendering.Presenters

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ NetAF.Commands

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

+ NetAF.Commands.

Inherited Members

Persistence

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)))
(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

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)))
(NetAF.Conversations.html)

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

+ NetAF.Conversations.

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
(NetAF.Conversations.Instruct.html)

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

+ NetAF.Extensions

Assembly: NetAF.dll

(NetAF.Extensions.html)

Syntax

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

Constructors

+ NetAF.Persistence

(NetAF.Persistence.html)

RegionMaker(Identifier, Description)

+ NetAF.Persistence.Json

Provides methods for creating regions.

+ NetAF.Rendering

(NetAF.Rendering.html)

public RegionMaker(Identifier identifier, Description description)

+ NetAF.Rendering.Frame

Builders

Parameters

(NetAF.Rendering.FrameBuilder.html)

Type

+ NetAF.Rendering.Frame

Identifier ([NetAF Assets.Identifier.html](#))

Builders.Color

(NetAF.Rendering.FrameBuilder.html)

Type	Name	Description
Identifier (NetAF Assets.Identifier.html)	identifier	An identifier for the region.
Description (NetAF Assets.Description.html)	description	A description for the region.

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

RegionMaker(string, string)

+ NetAF.Rendering.Presenters

Initializes a new instance of the RegionMaker class.

Declaration

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

Parameters

+ Type	Name	Description
+ NetAF.Commands (NetAF.Commands.html) string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	An identifier for the region.
+ NetAF.Commands.Persistence (NetAF.Commands.Persistence.html) string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description for the region.

+ **NetAF.Conversations**
Properties

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

this[int, int]
Instruction

[\(NetAF.Conversations.Instruction.html\)](#)

Get or set the room at a location.

+ **NetAF.Extensions**

Declaration

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

Parameters

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

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

+ **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)

int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position.
---	---	-----------------

+ **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)

int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z position.
---	---	-----------------

[\(NetAF.Persistence.Json.html\)](#)

Property Value

+ **NetAF.Rendering**

Type
[\(NetAF.Rendering.html\)](#)

Room ((NetAF.Assets.Locations.Room.html))	Description
---	-------------

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Methods

[\(NetAF.Rendering.Frame.html\)](#)

Builders.Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

CanPlaceRoom(int, int, int)

+ **NetAF.Rendering.Frames**

Determine if a room can be placed at a location

[\(NetAF.Rendering.Frames.html\)](#)

Declaration

+ **NetAF.Rendering.Presenters**

```
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.
+ NetAF.Commands (NetAF.Commands.html)	y	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The Z position.
+ NetAF.Commands.		

Persistence

Returns

Type	Description
+ NetAF.Conversations (NetAF.Conversations.html)	True if the room can be placed, else false.

+ NetAF.Conversations.

GetRoomPositions()

(NetAF.Conversations.Instruct

Get all current room positions.

+ NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation[] GetRoomPositions()

[\(NetAF.Interpretation.html\)](#)

Returns

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence[] RoomPositions([NetAFAssets.Locations.RoomPosition.html](#))[]

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

Make()

[\(NetAF.Persistence.Json.html\)](#)

Makes a region

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

public Region Make()

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Returns

+ NetAF.Rendering.Frame

Type

Builders.Color

[\(NetAF.Rendering.FrameBuilderColor.html\)](#)

Description

The created region.

+ NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

Make(RoomPosition)

+ NetAF.Rendering.Presenters

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```

Parameters

+ **NetAF.Commands**

([NetAF.Commands.html](#))

RoomPosition ([NetAF.Assets.Locations.RoomPosition.html](#))

Name

Description

startPosition

The start position.

+ **NetAF.Commands.**

Returns

Persistence

([NetAF.Commands.Persistence.html](#))

Description

+ [NetAF.Conversations](#)

Region ([NetAF.Assets.Locations.Region.html](#))

The created region.

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Make(int, int, int)

Instructions

([NetAF.Conversations.Instruct.html](#))

Make a region.

+ **NetAF.Extensions**

Declaration

([NetAF.Extensions.html](#))

```
public Region Make(int x, int y, int z)
```

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Parameters

+ **NetAF.Logic**

Type ([NetAF.Logic.html](#))

Name

Description

x

The start x position.

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

y

The start y position.

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

z

The start z position.

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

Returns

+ **NetAF.Rendering**

Type ([NetAF.Rendering.html](#))

Description

Region ([NetAF.Assets.Locations.Region.html](#))

The created region.

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frame**

Builders.Color

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frames**

([NetAF.Rendering.Frames.html](#))

+ **NetAF.Rendering.Presenters**