

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.htm](#)

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

[Instructions](#)

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

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

+ NetAF.Logic

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

Interface IIOAdapter

Represents any object that provides an adapter for input.

Filter by title

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

Assemblies

(NetAF.Adapters.html)

```
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

Declaration
(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

Parameters
(NetAF.Assets.Locations.html)

Type

+ NetAF.Commands

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Commands.html)

Name	Description
frame	The frame to render.

+ NetAF.Conversations

(NetAF.Conversations.html)

Setup(Game)

+ NetAF.Conversations.

Setup for a game.

Instructions

Declaration
(NetAF.Conversations.Instruct

+ NetAF.Extensions

void Setup(Game game)

(NetAF.Extensions.html)

+ NetAF.Interpretation

Parameters
(NetAF.Interpretation.html)

Type

+ NetAF.Logic

Game (NetAF.Logic.Game.html)

(NetAF.Logic.html)

Name	Description
game	The game to set up for.

+ NetAF.Rendering

(NetAF.Rendering.html)

WaitForAcknowledge

Wait for acknowledgment.

Declaration

```
bool WaitForAcknowledge()
```

>Returns

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

+ [NetAF.Assets](#)

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

Wait for input.

+ [NetAF.Assets.Attributes](#)

Declaration

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

+ [NetAF.Assets.Characters](#)

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

Returns

+ [NetAF.Assets.Interaction](#)

Type

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

+ [NetAF.Assets.Locations](#)

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

+ [NetAF.Commands](#)

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

+ [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.Rendering](#)

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

Description

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](https://learn.microsoft.com/dotnet/api/system.consoleadapter))
↳ II0Adapter
([NetAF.Adapters.II0Adapter.html](https://learn.microsoft.com/dotnet/api/system.consoleadapter))

Inherited Members

↳ ([NetAF.Adapters.SystemConsoleA](https://learn.microsoft.com/dotnet/api/system.consoleadapter)

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](https://learn.microsoft.com/dotnet/api/system.consoleadapter)).Adapters ([NetAF.Adapters.html](https://learn.microsoft.com/dotnet/api/system.consoleadapter))

+ NetAF.Assets.Interaction

Assembly: [NetAF.dll](https://learn.microsoft.com/dotnet/api/system.consoleadapter)
(NetAF.Assets.Interaction.html)

Syntax

↳ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

public sealed class SystemConsoleAdapter : II0Adapter

↳ **NetAF.Commands**

(NetAF.Commands.html)

↳ **NetAF.Conversations**

(NetAF.Conversations.html)

↳ **NetAF.Conversations.RenderFrame(IFrame)**

Instructions

(NetAF.Conversations.Instruct

↳ **NetAF.Extensions**

(NetAF.Extensions.html)

public void RenderFrame(IFrame frame)

↳ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Parameters

↳ **NetAF.Logic**

Type

(NetAF.Logic.html)

IFrame ([NetAF.Rendering.Frames.IFrame.html](https://learn.microsoft.com/dotnet/api/system.consoleadapter))

↳ **NetAF.Rendering**

(NetAF.Rendering.html)

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

Setup(Game)

Setup for a game.

Declaration

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

Particulars

+ NetAF.Adapters

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

+ NetAF.Assets

+ WaitForAcknowledge()

+ NetAF.Assets.html

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

```
public bool WaitForAcknowledge()
```

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Returns

+ NetAF.Assets.Interaction

Type (NetAF.Assets.Interaction.html)

bool

+ NetAF.Assets.Locations

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

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

WaitForInput

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

```
public string WaitForInput()
```

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Returns

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

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

(NetAF.Interpretation.html)

Description

The input.

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

▼

- **NetAF.Adapters**
[\(NetAF.Adapters.html\)](#)
 - IIOAdapter
[\(NetAF.Adapters.IIOAdapter.html\)](#)
 - SystemConsoleAdapter
[\(NetAF.Adapters.SystemConsoleA](#)
- + **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.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.Rendering**
[\(NetAF.Rendering.html\)](#)

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.Description.html)

ConditionalDescription

Description

ExaminableObject (NetAF.Assets.ExaminableObject.html)

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

(NetAF.Assets.ExaminableObject.h)

ExaminationCallback

ExaminationRequest (NetAF.Assets.ExaminationRequest.html)

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

ExaminationRequest

ExaminationResult

ExaminationResult (NetAF.Assets.ExaminationResult.html)

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

(NetAF.Assets.ExaminationScene.I)

IExaminable

ExaminationScene (NetAF.Assets.ExaminationScene.html)

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

(NetAF.Assets.IPlayerVisible.html)

Identifier

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Assets.Identifier.html)
Provides NetAF assets identifiers as an identifier.

Size (NetAF.Assets.Size.html)

Item (NetAF.Assets.Item.html)

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

+ NetAF.Assets.Characters

Characters (NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Interaction (NetAF.Assets.Interaction.html)

Represents a size.

+ NetAF.Assets.Locations

Locations (NetAF.Assets.Locations.html)

+ NetAF.Commands

Commands (NetAF.Commands.html)

Interfaces

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

Represents any object that is examinable.



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

+ **NetAF.Adapters**

Represents any object that is visible to a player.
[\(NetAF.Adapters.html\)](#)

Delegates

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

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

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

Represents the callback for examinations.
[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](#)

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

[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**

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

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)))
 ([NetAF.Assets.ExaminableObject](#))
equals(System.Object System.Object)
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](#)

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

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

public sealed class ConditionalDescription : Description
 ([NetAF.Assets.IExaminable.html](#))

IPlayerVisible

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

Constructors

Identifier

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

Item

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

ConditionalDescription(string, string, Condition)

Size

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

Initializes a new instance of the ConditionalDescription class.

+ NetAF.Assets.Attributes

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

Declaration

+ NetAF.Assets.Characters

public ConditionalDescription(string trueDescription, string falseDescription, Condition condition)
 ([NetAF.Assets.Characters.html](#))

+ NetAF.Assets.Interaction

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

Parameters

+ NetAF.Assets.Locations

Type

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

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

Name

Description

trueDescription

The true description.

falseDescription

The false description.

+ NetAF.Commands

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

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

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.ConditionalDescription)
public Condition Condition { get; set; }
```

(NetAF.Assets.Description.html)

ExaminableObject

(NetAF.Assets.ExaminableObject.h)

Type ExaminationCallback

(NetAF.Assets.ExaminationCallback)

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

ExaminationRequest

(NetAF.Assets.ExaminationRequest)

ExaminationResult

(NetAF.Assets.ExaminationResult.h)

ExaminationScene

(NetAF.Assets.ExaminationScene.h)

IExaminable

(NetAF.Assets.IExaminable.html)

GetDescription()

Get the description.

(NetAF.Assets.IPlayerVisible.html)

Declaration

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html) GetDescription()

Size (NetAF.Assets.Size.html)

Related

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Type

Description

+ NetAF.Assets.Characters

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

The description.

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

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)	

Description

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

ExaminableObject

(NetAF.Assets.ExaminableObject.h)

Empty

ExaminationCallback

(NetAF.Assets.ExaminationCallback)

Get an empty description.

ExaminationRequest

Declaration

(NetAF.Assets.ExaminationRequests)

ExaminationResult

(NetAF.Assets.ExaminationResult)

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

ExaminationScene

(NetAF.Assets.ExaminationScene)

Property Value

IExaminable

Type	Description
(NetAF.Assets.IExaminable.html)	

Description

IPlayerVisible	
----------------	--

Description (NetAF.Assets.IPlayerVisible.html)	
---	--

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Methods

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

GetDescription()

+ NetAF.Assets.Characters

Get the description.

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

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

Description

The description.	
------------------	--

+ NetAF.Conversations

Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

↳ [NetAF.Assets](#)([urn: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](#))
- ↳ Locations ([NetAF.Assets.Locations.html](#))
- ↳ Exit ([NetAF.Assets.Locations.Exit.html](#))
- ↳ Description ([NetAF.Assets.Description.html](#))
- ↳ Overworld ([NetAF.Assets.Locations.Overworld.html](#))
- ↳ Region ([NetAF.Assets.Locations.Region.html](#))
- ↳ Room ([NetAF.Assets.Locations.Room.html](#))
- ↳ ExaminableObject ([NetAF.Assets.ExaminableObject.html](#))

Implements

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

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

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

Inherited Members

ExaminationResult

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

ExaminationScene

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

ExaminationScene

object ([NetAF.Object](#)) ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object ([NetAF.Object](#)) ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object ([NetAF.Object](#)) ([https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone](#))

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](#))

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

Assembly: NetAF.dll

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

Syntax

+ **NetAF.Assets.Attributes**

([NetAF.Assets.Attributes.html](#)): : IExaminable, IPlayerVisible

+ **NetAF.Assets.Characters**

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

NetAF.Assets.Interaction

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

+ **NetAF.Assets.Locations**

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

Get the attribute manager for this object.

+ **NetAF.Commands**

Declaration

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

+ **NetAF.Conversations**

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

Properties

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

Get the attribute manager for this object.

+ **NetAF.Commands**

Declaration

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

+ **NetAF.Conversations**

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

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

Property Value

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

- NetAF.Assets

(NetAF.Assets.html)

Commands

ConditionalDescription

Get (NetAF.Assets.Commands.ConditionalDescription.html)

Description

Declaration (NetAF.Assets.Description.html)

ExaminableObject

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

ExaminationCallback

Property Value (NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

Type

(NetAF.Assets.ExaminationRequest.html)

Description

ExaminationResult (NetAF.Commands.CustomCommand.html)

(NetAF.Assets.ExaminationResult.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

Description

Examinable

(NetAF.Assets.IExaminable.html)

Get or set a description of this object.

IPlayerVisible

Declaration (NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Property Value

+ NetAF.Assets.Attributes

Type

(NetAF.Assets.Attributes.html)

Description

Description (NetAF.Assets.Description.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

NetAF.Assets.Interaction

Examination

(NetAF.Assets.Interaction.html)

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

+ NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

+ NetAF.Commands

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

(NetAF.Commands.html)

NetAF.Conversations

(NetAF.Conversations.html)

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

Identifier

Get this objects identifier.

+ NetAF.Assets

Declaration

(NetAF.Assets.html)

```
pConditionalDescriptor Identifier { get; protected set; }
(NetAF.Assets.ConditionalDescriptor)
```

Description

Property Value
(NetAF.Assets.Description.html)

Type

ExaminableObject

(NetAF.Assets.ExaminableObject.html)

Description

Identifier (NetAF.Assets.Identifier.html)

ExaminationCallback

ExaminationRequest

IsPlayerVisible

Declaration

(NetAF.Assets.ExaminationScene.html)

ExaminationScene

Declaration

(NetAF.Assets.ExaminationScene.Identifier.html)

IExaminable

```
public bool IsPlayerVisible { get; set; }
(NetAF.Assets.IExaminable.html)
```

IPlayerVisible

Property Value
(NetAF.Assets.IPlayerVisible.html)

Identifier

Type

Identifier

Description

(NetAF.Assets.Identifier.html)

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

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Methods

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Examine(ExaminationScene)

+ NetAF.Assets.Interaction

Examine this object.

(NetAF.Assets.Interaction.html)

Declaration

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

```
public virtual ExaminationResult Examine(ExaminationScene scene)
```

+ NetAF.Commands

(NetAF.Commands.html)

Parameters

+ 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
- NetAF.Assets.ExaminationResult (NetAF.Assets.ExaminationResult.html) (NetAF.Assets.html)	A ExaminationResult detailing the examination of this object.

ConditionalDescription

(NetAF.Assets.ConditionalDescription.html)

Tostring()

Description

(NetAF.Assets.Description.html)

Returns a string that represents the current object.

ExaminableObject

Declaration of **NetAF.Assets.ExaminableObject**

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

Returns

ExaminationResult

Type	Description
ExaminationResult (NetAF.Assets.ExaminationResult.html)	A string that represents the current object.

IExaminable

Overrides **NetAF.Assets.IExaminable**

object

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

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item

(NetAF.Assets.Item.html)

IExaminable

(NetAF.Assets.IExaminable.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Implements

Item

(NetAF.Assets.Item.html)

IExaminable

(NetAF.Assets.IExaminable.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Conversations

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

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

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

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.Description.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.ExaminationCallback
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>)
object.ExaminationScene
Namespace: NetAF ([NetAF.html](#)). Assets ([NetAF.Assets.html](#))
↳ NetAF.Assets.ExaminationScene

Assembly: NetAF.dll

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

IPlayerVisible

public class ExaminationRequest

Identifier

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

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

Constructors

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

+ NetAF.Assets.Attributes

ExaminationRequest(IExaminable, ExaminationScene)

+ NetAF.Assets.Characters

Initializes a new instance of the ExaminationRequest class.

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

Parameters

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

Type

+ NetAF.Commands

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

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

Name

Description

examinable

The object being examined.

+ NetAF.Conversations

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

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

scene

The scene the object is being examined from.

+ NetAF.Conversations.

Instructions



(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)
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.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

Class ExaminationResult

Represents the result of an examination.

 Filter by title

Inheritance

↳ ConditionalDescription	
↳ object (https://learn.microsoft.com/dotnet/api/system.object)	(NetAF.Assets.ConditionalDescription)
↳ 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))
↳ (NetAF.Assets.ExaminationCallback.html)	
ExaminationRequest	
object.Equals(object, object)	(https://learn.microsoft.com/dotnet/api/system.object.equals #system-object-equals(system-object, system-object))
↳ (NetAF.Assets.ExaminationRequest.html)	
ExaminationResult	
object.GetHashCode()	(https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
↳ (NetAF.Assets.ExaminationResult.html)	
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.html)	
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)
IPlayerVisible	
Assembly	NetAF.dll
↳ (NetAF.Assets.IPlayerVisible.html)	

Syntax Identifier

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

+ NetAF.Assets.Attributes

C:\Net\AFrAssets\A

† NetAE Assets Characters

[\(Net\) Assets Characters.htm](#)

Net Assets Interaction

Initialize()
Initializes a new instance of the ExaminationResult class.

(NetAF.Assets.Interaction.html)

Declaration

+ NetAF.Assets.Locations

(NetAF Assets Locations.html) Page 10 of 10

+ NetAF Commands

Paramètres

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

Type	Name	Description
+ NetAF.Conversations (NetAF.Conversations.html)	<code>dotnet/api/system.string</code>	<i>description</i> A description of the result.

+ NetAF.Conversations.

Instructions



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)
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.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

...

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)))
ExaminationCallback
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)))
ExaminationRequest
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
ExaminationResult
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
ExaminationScene
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>)

IExaminable

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

Assembly: NetAF.dll

Syntax

[\(NetAF.Assets.IPlayerVisible.html\)](#)
Identifier
[\(NetAF.Assets.Identifier.html\)](#)
public class ExaminationScene
Item ([NetAF.Assets.Item.html](#))
Size ([NetAF.Assets.Size.html](#))

NetAF.Assets.Attributes

Constructors

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

ExaminationScene(Character, Room)

(NetAF.Assets.Characters.html)

Initializes a new instance of the ExaminationScene class.

+ NetAF.Assets.Interaction

Declaration

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

public ExaminationScene(Character examiner, Room room)

(NetAF.Assets.Locations.html)

NetAF.Commands

(NetAF.Commands.html)

Type

Name

Description

+ NetAF.Conversations

Character
(NetAF.Conversations.Character.html)

examiner

The character who is examining the object.

+ NetAF.Conversations

Room
(NetAF.Conversations.Room.html)

room

The room the examinable is being examined from.

Instructions

(NetAF.Conversations.Instruct

ExaminationScene(Game)

Initializes a new instance of the ExaminationScene class.

Declaration

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

 ↳ [ConditionalDescription](#)

Parameters

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

Properties

Examiner

Get the EXAMINER.

IExaminable

Declaration

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

IPlayerVisible

public Character Examiner { get; }

Identifier

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

Property Value

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

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

Description

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

NoScene

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

Get a default value for when there is no scene.

↳ [NetAF.Assets.Interaction](#)

Declaration

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

+ NetAF.Assets.Locations

public static ExaminationScene NoScene { get; }

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

+ NetAF.Commands

Property Value

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

Type

Description

+ NetAF.Conversations

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

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

+ NetAF.Conversations.

Instructions

Room

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

Get the room the examinable is being examined from.

Declaration

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

Property Value	
Type	Description
NetAF.Assets.ConditionalDescriptor	
Description	
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)	
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.Conversations	
(NetAF.Conversations.html)	
+ NetAF.Conversations.	
Instructions	
(NetAF.Conversations.Instruct	

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)

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

ExaminableObject

Asset (NetAF.html).Assets.ExaminableObject.h

Syntax

```
ExaminationCallback  
(NetAF.Assets.ExaminationCallback)  
ExaminationRequest  
public interface IExaminable : IPlayerVisible  
(NetAF.Assets.ExaminationRequest)  
ExaminationResult  
(NetAF.Assets.ExaminationResult.l  
ExaminationScene  
NetAF.html.ExaminationScene.l
```

Properties

IExaminable

(NetAF.Assets.IExaminable.html)

Attributes

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Get the attribute manager for this object.

Identifier

(NetAF.Assets.Identifier.html)

Declaration

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

AttributeManager Attributes { get; }

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Property Value

+ NetAF.Assets.Characters

Description

(NetAF.Assets.Characters.html)

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Commands

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Get or set this objects commands.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

CustomCommand[] Commands { get; set; }

+ NetAF.Conversations

(NetAF.Conversations.html)

Property Value

+ NetAF.Conversations.

Description

Type

IInstructions

(NetAF.Conversations.IInstructions)

CustomCommand[] CustomCommand.html[]

+ NetAF.Extensions

Description

Get or set a description of this object.

Declaration

```
▼Description Description { get; set; }
```

Property Value

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

ExaminationRequest
(NetAF.Assets.ExaminationRequest.html)

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

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

IExaminable
Identifier { get; }
(NetAF.Assets.IExaminable.html)

IPlayerVisible
Property Value
(NetAF.Assets.IPlayerVisible.html)

Identifier
(NetAF.Assets.Identifier.html)

Identifier (NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Methods

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Examine(ExaminationScene)

+ NetAF.Assets.Interaction

Examine this object.

(NetAF.Assets.Interaction.html)

Declaration

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

ExaminationResult Examine(ExaminationScene scene)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

+ NetAF.Conversations.

Instructions

Returns

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

Name	Description
scene	The scene this object is being examined from.

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

▼

↳ [View API Documentation](#)

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)
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.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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
```

```
public interface IPlayerVisible  
(NetAF.Assets.ExaminationCallbac
```

```
ExaminationRequest
```

```
(NetAF.Assets.ExaminationReques
```

```
ExaminationResult
```

```
(NetAF.Assets.ExaminationResult.I
```

```
ExaminationScene
```

```
(NetAF.Assets.ExaminationScene.I
```

```
IExaminable
```

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

Get **IPlayerVisible** visible to the player.

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

Declaration

```
Identifier
```

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

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

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

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

Property Value

+ **NetAF.Assets.Attributes**

Type (NetAF.Assets.Attributes.html)

Description

+ **NetAF.Assets.Characters**

Type (NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

Type (NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

Type (NetAF.Assets.Locations.html)

+ **NetAF.Commands**

Type (NetAF.Commands.html)

+ **NetAF.Conversations**

Type (NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

Type (NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Type (NetAF.Extensions.html)

Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance

ExaminableObject
↳ object (https://learn.microsoft.com/dotnet/api/system.object) (NetAF.Assets.ExaminableObject.html)
↳ Identifier
ExaminationCallback
Implements
Examine (https://learn.microsoft.com/dotnet/api/system.iequatable-1)<string (NetAF.Assets.ExaminationBase.html)
IEquatable<Identifier> (https://learn.microsoft.com/dotnet/api/system.iequatable-1)<Identifier (NetAF.Assets.Identifier.html)>
Inherited Members
ExaminationScene
object (NetAF.Object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
Examinable
object (NetAF.Object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
GetHashCode () (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
GetType () (https://learn.microsoft.com/dotnet/api/system.object.gettype)
object (NetAF.Object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals) Item (NetAF.Assets.Item.html)
Namespace: NetAF (NetAF.html) Assets (NetAF.Assets.html)
Size (NetAF.Assets.Size.html)
Assembly: NetAF.dll

NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

NetAF.Assets.Locations

Identifier(string)

(NetAF.Assets.Locations.html)

Creates a new instance of the Identifier class.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

+ NetAF.Conversations

Identifier(string name)

(NetAF.Conversations.html)

NetAF.Conversations.

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

+ NetAF.Extensions

(NetAF.Extensions.html)

Properties

Empty

Get an empty identifier.

Declaration

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

ExaminationCallback

Property Value

ExaminationRequest

Type

(NetAF.Assets.ExaminationRequest.html)

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Assets.ExaminationResult.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

IdentifiableName

(NetAF.Assets.IExaminable.html)

Get the name as a case insensitive identifier.

IPlayerVisible

Declaration

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Property Value

+ NetAF.Assets.Attributes

Type

(NetAF.Assets.Attributes.html)

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Name

(NetAF.Assets.Interaction.html)

Get the name.

+ NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Name { get; }

(NetAF.Commands.html)

Property Value

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

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

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Methods

(NetAF.Extensions.html)

Description

Table

Table

Table

Equals(Identifier)

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

Declaration

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

Parameters

Type	Name	Description
(NetAF.Assets.ExaminableObject.html)	ExaminationCallback	
Identifier (NetAF.Assets.ExaminationCallback.html)	other	An object to compare with this object.

Returns

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

Equals(string)

Parameters

string	(NetAF.Assets.Item.html)
--------	--------------------------

Size (NetAF.Assets.Size.html)

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

+ **NetAF.Assets.Attributes**

Declaration

(NetAF.Assets.Attributes.html)

+ **NetAF.Assets.Characters**

Parameters

string other

(NetAF.Assets.Characters.html)

Parameters

+ **NetAF.Assets.Interaction**

Type	Name	Description
(NetAF.Assets.Interaction.html)		

+ **NetAF.Assets.Locations**

Parameters

string other

(NetAF.Assets.Locations.html)

Parameters

+ **NetAF.Commands**

Parameters

(NetAF.Commands.html)

Parameters

+ **NetAF.Conversations**

Parameters

(NetAF.Conversations.html)

Parameters

+ **NetAF.Conversations.Instructions**

Parameters

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Tostring()

(NetAF.Extensions.html)

Returns a string that represents the current object.

Declaration

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

>Returns

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

Overrides
[ExaminationRequest](#)

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

ExaminationResult

Implements

ExaminationResult.I

ExaminationScene

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

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

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

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.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

Class Item

Represents an item that can be used within the game.

Filter by title

Inheritance: [ExaminableObject](#), [Object](#)

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

Implements: [IExaminable](#), [IExaminationRequest](#)

IExaminable ([NetAF.Assets.IExaminable.html](#))
IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))
IInteractable ([NetAF.Assets.IInteractWithItem.html](#))

Inherited Members: [IExaminable](#)

[ExaminableObject.Examination](#) ([ExaminableObject.Examination.html](#))

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)

[ExaminableObject.ToString](#) ([ExaminableObject.ToString.html](#))

[ExaminableObject.Identifier](#) ([ExaminableObject.Identifier.html](#))

[ExaminableObject.Description](#) ([ExaminableObject.Description.html](#))

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

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

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

+ [NetAF.Assets.Attributes](#)

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

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

[ExaminableObject.Examine](#) ([ExaminationScene](#))

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene_)

[ExaminableObject.IsPlayerVisible](#)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

[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.Assets.Locations](#)

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

([NetAF.Commands.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](#)

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

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

Assembly: NetAF.dll

+ [NetAF.Conversations](#).

Syntax

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

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

+ [NetAF.Extensions](#)

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

+ [NetAF.Interpretation](#)

Constructors

Item(Identifier, Description, bool)

Initializes a new instance of the Item class.

Declaration

```
(NetAF.Assets.ExaminableObject.h  
public Item(Identifier identifier, Description description, bool isTakeable = false)  
ExaminationCallback  
(NetAF.Assets.ExaminationCallback  
ExaminationRequest
```

Parameters

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

Item(string, string, bool)

(NetAF.Assets.Identifier.html)

Initializes a new instance of the Item class.

Item (NetAF.Assets.Item.html)

Declaration

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

Parameters

(NetAF.Assets.Characters.html)

Type

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

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

+ NetAF.Assets.Locations

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

(NetAF.Assets.Locations.html)

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

+ NetAF.Commands

(NetAF.Commands.html)

Properties

(NetAF.Conversations.html)

Interaction

Instructions

Get or set the interaction.

(NetAF.Conversations.Instruct

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

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

Property Value

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

(NetAF.Assets.ExaminableObject.html)
ExaminationCallback

IsTakeable
ExaminationRequest

Get (NetAF.Assets.ExaminationRequest.html)
ExaminationResult

Declaration
(NetAF.Assets.ExaminationResult.html)

ExaminationScene

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

IExaminable

Property Value
IPlayerVisible

Type	Description
(NetAF.Assets.IPlayerVisible.html)	

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

Interact with an item.

+ NetAF.Assets.Interaction

Declaration
(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

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

(NetAF.Assets.Locations.html)

NetAF.Commands

Type
(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Returns
+ NetAF.Conversations.

Type
Instructions

(NetAF.Conversations.Instruct

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

Name

Description

item

The item to interact with.

Description

The result of the interaction.

+ NetAF.Extensions

(NetAF.Extensions.html)

Morph(Item)

+ NetAF.Interpretation

Handle item morphing.

Declaration

```
public void Morph(Item item)
```

Parameters

Type	Name	Description
NetAF.Assets.ExaminableObject.html Item (NetAF.Assets.Item.html) (NetAF.Assets.ExaminationCallback.html)	item	The item to morph into.

ExaminationRequest
(NetAF.Assets.ExaminationRequest.html)
ExaminationResult

(NetAF.Assets.ExaminationResult.html)
IExaminable (NetAF.Assets.IExaminable.html)
ExaminationScene
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
(NetAF.Assets.ExaminationScene.html)
IIInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)
IExaminable
(NetAF.Assets.IExaminable.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.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Declaration

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

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	
(NetAF.Assets.ExaminationCallback)	
ExaminationRequest	
ExaminationResult	
Get the examination result.	
Get the examination scene.	
Get the examination scene identifier.	
Get the examination size.	
Identifier	
Item.	
Size	

+ 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.Conversations

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

+ NetAF.Conversations.

[Instructions](#)

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

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

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.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 Attribute

Provides a description of an attribute.

Filter by title

Inheritance

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

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

+ **NetAF.Assets**

↳ Attribute

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

Inherited Members

- **NetAF.Assets.Attributes**

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

↳ Attribute

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

↳ AttributeManager

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

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

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

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

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

+ **NetAF.Assets.Characters**

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

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

+ **NetAF.Assets.Interaction**

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

Assembly: NetAF.dll

Syntax

NetAF.Assets.Locations

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

public class Attribute

+ **NetAF.Commands**

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

- **NetAF.Conversations**

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

Attribute(string, string, int, int)

Instructions

Initializes a new instance of the Attribute class.

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

Declaration

+ **NetAF.Extensions**

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

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

+ **NetAF.Interpretation**

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

Parameters

+ **NetAF.Logic**

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

string

Name

Description

name

Specify the name of the attribute.

+ **NetAF.Rendering**

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

string

description

Specify the description of the attribute.

+ **NetAF.Rendering.Frame**

Builders

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

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

+ NetAF.Assets

Properties

- NetAF.Assets.Attributes

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

Attribute

Get the description of the attribute.
([NetAF.Assets.Attributes.Attribute.html](#))

Declaration

AttributeManager

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

+ NetAF.Assets.Characters

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

Property Value

+ NetAF.Assets.Interaction

Type

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

Maximum

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

Get the maximum limit of the attribute.

+ NetAF.Conversations

Declaration

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

+ NetAF.Conversations.

public int Maximum { get; }

Instructions

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

Property Value

+ NetAF.Extensions

Type

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

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

+ NetAF.Interpretation

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

MinimAF Logic

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

Get the minimum limit of the attribute.

+ NetAF.Rendering

Declaration

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

+ NetAF.Rendering.Frame

Builders

Description

Description

Property Value

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

▼

Name

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

Get the name of the attribute.

+ NetAF.Assets

Declaration

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

- NetAF.Assets.Attributes

public string Name { get; }
([NetAF.Assets.Attributes.html](#))

Attribute

Property Value

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

Type

attributeManager

Description

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

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

+ 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.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.Rendering

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

+ NetAF.Rendering.Frame

Builders

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

Inherited Members

(NetAF.Assets.Attributes.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)))
Attribute

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

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

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

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
(NetAF.Assets.Characters.html)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Assets.Interaction**

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

(NetAF.Assets.Interaction.html)

Assembly: NetAF.dll

Syntax

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

public sealed class AttributeManager

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Conversations**

Properties ([Conversations.html](#))

+ **NetAF.Conversations.**

Count

(NetAF.Conversations.Instruct

Get the number of attributes this manager has.

+ **NetAF.Extensions**

Declaration

(NetAF.Extensions.html)

+ **NetAF.Interpretation** { get; }

(NetAF.Interpretation.html)

Properties

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering** soft.com/dotnet/api/system.int32)

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder

Type	Description
NetAF.Rendering soft.com/dotnet/api/system.int32)	

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.AttributeV

Name

Description

attribute

The attribute.

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)

Parameters

+ NetAF.Conversations

(NetAF.Conversations.html)

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

Name

Description

attributeName

The name of the attribute.

+ NetAF.Conversations

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

value

The value.

Instructions

(NetAF.Conversations.Instruct

GetAsDictionary()

(NetAF.Extensions.html)

Get all attributes as a dictionary.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

Returns

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.FrameBuilders

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

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

(NetAF.Rendering.FrameBuilder

		Description
+ NetAF.Rendering.FrameBuilders	Dictionary<Attribute, int> GetAsDictionary()	An array of attributes.

GetAttributes()

Get all attributes.

Declaration

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

+ NetAF.Assets

Returns

(NetAF.Assets.html)
Type

- NetAF.Assets.Attributes

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

Description

An array of attributes.

Attribute

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

Get the value of an attribute.

+ NetAF.Assets.Characters

Declaration

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Parameters

+ NetAF.Assets.Locations

Type (NetAF.Assets.Locations.html)

Name

Description

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

attribute

The attribute.

+ NetAF.Commands

(NetAF.Commands.html)

Returns

+ NetAF.Conversations

Type (NetAF.Conversations.html)

Description

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

The value.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

GetValue(string)

+ NetAF.Extensions

Get the value of an attribute.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

public int GetValue(string attributeName)

+ NetAF.Logic

(NetAF.Logic.html)

Parameters

+ NetAF.Rendering

(NetAF.Rendering.html)

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

Name

Description

+ NetAF.Rendering.Frame

Returns

Builders

(NetAF.Rendering.FrameBuilder)

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

Remove(Attribute)

Remove an attribute.

+ **NetAF.Assets**

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

- **NetAF.Assets.Attributes**

public void Remove(Attribute attribute)
[\(NetAF.Assets.Attributes.html\)](#)

Attribute
Parameters

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

Type AttributeManager

Name

Description

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

attribute

The attribute.

+ **NetAF.Assets.Characters**

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

Remove(string)

+ **NetAF.Assets.Interaction**

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

Remove an attribute.

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

Parameters

+ **NetAF.Conversations**

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

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

+ **NetAF.Conversations**.

Name

Description

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

Instructions

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

RemoveAll()

+ **NetAF.Extensions**

Remove all attributes.

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

Declaration

+ **NetAF.Interpretation**

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

public void RemoveAll()

+ **NetAF.Logic**

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

+ **NetAF.Rendering**

[Subtract\(Attribute, int\)](#)

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

Subtract a value from an attribute.

+ **NetAF.Rendering.Frame**

Declaration

Builders

[\(NetAF.Rendering.FrameBuilder\)](#)

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

Parameters

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

- NetAF.Assets.Attributes

[Subtract\(string, int\)](#)

Attribute
Subtract a value from an attribute.
([NetAF.Assets.Attributes.Attribute.html](#))

AttributeManager

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

public void Subtract(string attributeName, int value)

+ NetAF.Assets.Characters

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

Parameters

+ NetAF.Assets.Interaction

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

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

+ NetAF.Assets.Locations

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

Name

Description

attributeName

The name of the attribute.

value

The value.

+ NetAF.Commands

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

+ 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.Rendering

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

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder](#)

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **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.Rendering**

Class Character

Represents a generic in game character.

Filter by title

Inheritance

+ **NetAF.Assets**

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

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

+ **NetAF.Assets.Attributes**

↳ Character

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

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

- **NetAF.Assets.Characters**

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

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

Character

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

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

IConverser

Inherited Members

NonPlayableCharacter

ExaminableObject.Examination

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

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

PlayableCharacter

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

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

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

+ **NetAF.Assets.Interaction**

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

ExaminableObject.Commands

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

ExaminableObject.Attributes

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

+ **NetAF.Commands**

ExaminableObject.Examine(ExaminationScene)

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

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

Scene)

+ **NetAF.Conversations**

ExaminableObject.IsPlayerVisible

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

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

+ **NetAF.Conversations.Instructions**

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.Instruct](#)

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

+ **NetAF.Extensions**

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.html](#))

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

+ **NetAF.Logic**

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

+ **NetAF.Rendering**

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

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

Properties

(NetAF.Assets.html)

Interaction

(NetAF.Assets.Attributes.html)

Get or set the interaction.

NetAF.Assets.Characters

Declaration

(NetAF.Assets.Characters.html)

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

(NetAF.Assets.Characters.Character.html)

IConverser

Property Value

(NetAF.Assets.Characters.IConverser.html)

Type NonPlayableCharacter

Description

(NetAF.Assets.Characters.NonPlayableCharacter.html)

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

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

(NetAF.Assets.Characters.Character.html)

NetAF.Assets.Interaction

IsAlive

(NetAF.Assets.Interaction.html)

Get if this character is alive.

NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

NetAF.Commands

```
public bool IsAlive { get; protected set; }
```

(NetAF.Commands.html)

NetAF.Conversations

(NetAF.Conversations.html)

Type

Description

NetAF.Conversations

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

Instructions

(NetAF.Conversations.Instructions.html)

NetAF.Extensions

(NetAF.Extensions.html)

Get the items this Character holds.

NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

Items[] Items { get; protected set; }

(NetAF.Logic.html)

Property Value

NetAF.Rendering

(NetAF.Rendering.html)

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

Methods

+ [NetAF.Assets](#)

(NetAF.Assets.html)

AcquireItem(Item)

+ [NetAF.Assets.Attributes](#)

AcquireItem (NetAF.Assets.Attributes.html)

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

(NetAF.Assets.Characters.html)

```
public virtual void AcquireItem(Item item)
    Character
```

(NetAF.Assets.Characters.Character)

Parameters: [Character](#)

Type

(NetAF.Assets.Characters.IConverter)

NonPlayableCharacter

Item

(NetAF.Assets.Characters.IConverter)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter)

Name

Description

The item to acquire.

De-AcquireItem(Item)

(NetAF.Assets.Interaction.html)

De-acquire an item.

+ [NetAF.Assets.Locations](#)

Declaration:

(NetAF.Assets.Locations.html)

+ [NetAF.Commands](#)

void DequireItem(Item item)

(NetAF.Commands.html)

Parameters: [Item](#)

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

Name

Description

Item

(NetAF.Conversations.html)

item

The item to de-acquire.

Instructions

(NetAF.Conversations.Instructions.html)

+ [NetAF.Extensions](#)

FindItem (string, out Item, bool)

+ [NetAF.Extensions](#)

FindItem (string, out Item)

De-NetAFInterpretation

(NetAF.Interpretation.html)

+ [NetAF.Logic](#)

(NetAF.Logic.html)

+ [NetAF.Rendering](#)

Parameters: [RenderingParameters](#)

(NetAF.Rendering.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 (NetAF.Assets.html)	<i>includeInvisibleItems</i>	Specify if invisible items should be included.
+ NetAF.Assets.Attributes (NetAF.Assets.Attributes.html) Returns		
- NetAF.Assets.Characters (NetAF.Assets.Characters.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean)		Description
Character (NetAF.Assets.Characters.Character.html) IConverser (NetAF.Assets.Characters.IConverser.html) NonPlayableCharacter Give an item to another in game Character. (NetAF.Assets.Characters.NonPlayableCharacter.html) Declaration PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html) public virtual bool Give(Item item, Character character)		True if the item was found.
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html) Parameters		
+ NetAF.Assets.Locations Type (NetAF.Assets.Locations.html)		Name
Item (NetAF.Assets.Item.html)	<i>item</i>	The item to give.
+ NetAF.Commands (NetAF.Commands.html) Character (NetAF.Assets.Characters.Character.html)		Description
	<i>character</i>	The Character to give the item to.
+ NetAF.Conversations Returns		
(NetAF.Conversations.html) Type		Description
+ NetAF.Conversations. bool (https://learn.microsoft.com/dotnet/api/system.boolean) Instructions		True if the transaction completed OK, else false.
(NetAF.Conversations.Instruct.html)		
+ NetAF.Extensions HasItem(item, bool) (NetAF.Extensions.html)		
Determine if this PlayableCharacter has an item.		
+ NetAF.Interpretation Declaration		
(NetAF.Interpretation.html)		
+ NetAF.Logic public virtual bool HasItem(Item item, bool includeInvisibleItems = false) (NetAF.Logic.html)		
+ NetAF.Rendering (NetAF.Rendering.html) Parameters		

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

+ **NetAF.Assets**

Returns

(NetAF.Assets.html)

Type

+ **NetAF.Assets.Attributes**

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

(NetAF.Assets.Attributes.html)

Description

True if the item is found, else false.

- **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

Interact(item)

Character

Interact with an item.

(NetAF.Assets.Characters.Character.html)

IConverser

Declaration

(NetAF.Assets.Characters.IConverser.html)

NonPlayableCharacter

public InteractionResult Interact(Item item)

(NetAF.Assets.Characters.NonPlay.html)

PlayableCharacter

Para (**NetAF.Assets.Characters.PlayableCharacter.html**)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

Item (NetAF.Assets.Item.html)

Name

Description

item The item to interact with.

+ **NetAF.Assets.Locations**

Returns

(NetAF.Assets.Locations.html)

Type

+ **NetAF.Commands**

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

Description

The result of the interaction.

+ **NetAF.Conversations**

(NetAF.Conversations.html)

InteractWithItem(item)

+ **NetAF.Conversations.**

Interact with a specified item.

Instructions

(NetAF.Conversations.Instruct.html)

+ **NetAF.Extensions**

protected virtual InteractionResult InteractWithItem(Item item)

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Parameters

(NetAF.Interpretation.html)

Type

+ **NetAF.Logic**

Item (NetAF.Assets.Item.html)

(NetAF.Logic.html)

Name

Description

item The item to interact with.

+ **NetAF.Rendering**

(NetAF.Rendering.html)

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

Kill()

Kill the characters

(NetAF.Assets.html)

Declaration

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

- NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Implements

Character

IExamineable (NetAF.Assets.Characters.IExamineable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

IIInteractable (NetAF.Assets.Characters.IIInteractable.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlay

PlayableCharacter

(NetAF.Assets.Characters.Playable

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.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.Rendering

(NetAF.Rendering.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](#))

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

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Characters.html**

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

Character

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

+ **NetAF.Assets.Characters.Character**

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

IConverser

Assembly: [NetAF.dll](#)

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

Syntax

NonPlayableCharacter

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

PlayableCharacter IConverser : IExaminable, IPlayerVisible

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

+ **NetAF.Assets.Interaction**

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

Properties

+ **NetAF.Assets.Locations**

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

Conversation

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

Get or set the conversation.

+ **NetAF.Conversations**

Declaration

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

Conversation Conversation { get; set; }

+ **NetAF.Conversations.**

Instructions

Property Value

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

+ **NetAF.Extensions**

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

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

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

+ **NetAF.Rendering**

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

+ **NetAF.Rendering.Frame**

Type	Description
(NetAF.Extensions.html)	
(NetAF.Extensions.IExtensions.html)	
(NetAF.Interpretation.html)	
(NetAF.Logic.html)	
(NetAF.Rendering.html)	
(NetAF.Rendering.Frame.html)	

Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

+ NetAF.Assets.Attributes

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

- NetAF.Assets.Characters

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

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

Implements

Character

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

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

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

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

NonPlayableCharacter

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

PlayCharacter

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

Character.Interaction

[+ NetAF.Assets.Interaction](#) ([NetAF.Assets.Character.html#NetAF_Assets_Characters_Character_Interaction](#))

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

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

+ NetAF.Assets.Locations

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

Character.AcquireItem(item)
([NetAF.Assets.Characters.Character.html#NetAF_Assets_Characters_Character_AcquireItem_NetAF_Assets_Ite](#)

+ NetAF.Commands

Character.DeacquireItem(item)

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

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

+ NetAF.Conversations

Character.HasItem(item, bool)

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

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

S+ NetAF.Conversations.

Character.FindItem(string, out Item, bool)

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

E+ NetAF.Extensions

Character.GiveItem(item)

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

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

A_F_Assets_Characters_Character_)

+ NetAF.Interpretation

Character.Interact(item)

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

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

ExaminableObject.Examination

+ NetAF.Logic

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

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

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

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

+ NetAF.Rendering

ExaminableObject.Description

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

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

+ NetAF.Rendering.Frame

Builders

ExaminableObject.Commands
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)
ExaminableObject.Attributes
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)
ExaminableObject.Examine(ExaminationScene)
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene_)

ExaminableObject.IsPlayerVisible

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

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

- **NetAF.Assets.Characters**

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

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

(NetAF.Assets.Characters.IConverser.html)

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

Assembly: NetAF.dll

(NetAF.Assets.Characters.NonPlay

Syntax

PlayableCharacter

(NetAF.Assets.Characters.Playable

public sealed class NonPlayableCharacter : Character, IInteractWithItem, IConverser,

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

CONSTRUCTORS

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

NonPlayableCharacter(Identifier, Description, Conversation)

+ **NetAF.Conversations**
the NonPlayableCharacter class.

(NetAF.Conversations.html)

Declaration

+ **NetAF.Conversations.**

Instructions
Identifier identifier, Description description, Conversation conversation = null)

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Parameters

(NetAF.Extensions.html)

Type

+ **NetAF.Interpretation**

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Interpretation.html)

Description (NetAF.Assets.Description.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Conversation

+ **NetAF.Rendering**

(NetAF.Conversations.Conversation.html)

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

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	conversation	The conversation.

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

Initializes a new instance of the NonPlayableCharacter class.

Declaration

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Parameters

- NetAF.Assets.Characters

Type
(NetAF.Assets.Characters.html)

Identifier
(NetAF.Assets.Identifier.html)

Name

Description

identifier

This NonPlayableCharacter's identifier.

Description
(NetAF.Assets.Characters.Description.html)

description

The description of this NonPlayableCharacter.

IConverser
(NetAF.Assets.Characters.IConverser.html)

conversation

The conversation.

NonPlayableCharacter
(NetAF.Conversations.Conversation.html)

PlayableCharacter
bool
(NetAF.Assets.Characters.Playable.html)
(<https://learn.microsoft.com/dotnet/api/system.boolean>)

isAlive

Set if this NonPlayableCharacter is alive.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

interaction

Set this NonPlayableCharacter's interaction.

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

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

(NetAF.Commands.html)

Initializes a new instance of the NonPlayableCharacter class.

(NetAF.Commands.html)

Declaration

+ NetAF.Conversations

Initializes a new instance of the NonPlayableCharacter class.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type
(NetAF.Interpretation.html)

Identifier
(NetAF.Assets.Identifier.html)

Name

Description

identifier

This NonPlayableCharacter's identifier.

+ NetAF.Logic

Description
(NetAF.Assets.Description.html)

description

The description of this NonPlayableCharacter.

+ NetAF.Rendering

Conversation
(NetAF.Rendering.html)

conversation

The conversation.

+ NetAF.Rendering.Frame

Builders

Type	Name	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>isAlive</i>	Set if this NonPlayableCharacter is alive.
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	<i>interaction</i>	Set this NonPlayableCharacter's interaction.
+ NetAF.Assets.Attributes Declaration: (NetAF.Assets.Attributes.html)	<i>examination</i>	Set this NonPlayableCharacter's examination.

- NetAF.Assets.Characters

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

NonPlayableCharacter(string, string, Conversation)

Character

Initializes a new instance of the NonPlayableCharacter class.

IConverser

Declaration:
(NetAF.Assets.Characters.IConver

NonPlayableCharacter

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

PlayableCharacter

(NetAF.Assets.Characters.Playable

Parameters

+ NetAF.Assets.Interaction

Type	Name	Description
+ NetAF.Assets.Locations Declaration: (NetAF.Assets.Locations.html)	<i>identifier</i>	This NonPlayableCharacter's identifier.
+ NetAF.Commands string (NetAF.Commands.html) (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description of this NonPlayableCharacter.
+ NetAF.Conversations Conversation (NetAF.Conversations.html)	<i>conversation</i>	The conversation.
+ NetAF.Conversations Declaration: (NetAF.Conversations.Conversation.html)		

Instructions

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

Properties

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

+ NetAF.Interpretation

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

Get or set the conversation.

+ NetAF.Logic

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

+ NetAF.Rendering

public Conversation Conversation { get; set; }

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

Primitives

Builders

Type	Description
Conversation (NetAF.Conversations.Conversation.html)	

Implements

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

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

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.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.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.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

- ([NetAFAssets.Attributes.html](#))
 - ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- **NetAFAssets.Characters**
 - ↳ ExaminableObject ([NetAFAssets.ExaminableObject.html](#))
 - ↳ Character ([NetAFAssets.Characters.Character.html](#))
 - ↳ PlayableCharacter
 - ([NetAFAssets.Characters.html](#))
 - ↳ Character
 - Implements
 - ([NetAFAssets.Characters.Character.html](#))
 - IExaminable ([NetAFAssets.IExaminable.html](#))
 - IConverter
 - ([NetAFAssets.Characters.Converter.html](#))
 - IPlayerVisible ([NetAFAssets.IPlayerVisible.html](#))
 - IInteractWithItem ([NetAFAssets.Interaction.IInteractWithItem.html](#))
 - NonPlayableCharacter
 - Inherited Members
 - PlayableCharacter
 - Character.IsActive ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_IsActive](#))
 - ([NetAFAssets.Characters.PlayableCharacter.html](#))
 - Character.Interaction
 - + **NetAFAssets.Interaction**
 - Character.Interaction ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_Interaction](#))
 - ([NetAFAssets.Interaction.html](#))
 - Character.Kill () ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_Kill](#))
 - + **NetAFAssets.Locations**
 - Character.AcquireItem (Item)
 - ([NetAFAssets.Locations.html](#))
 - ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_AcquireItem_NetAF_Assets_Item](#))
 - + **NetAF.Commands**
 - Character.DeacquireItem (Item)
 - ([NetAFCommands.html](#))
 - ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_DeacquireItem_NetAF_Assets_Item](#))
 - + **NetAF.Conversations**
 - Character.HasItem (Item, bool)
 - ([NetAFConversations.html](#))
 - ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_HasItem_NetAF_Assets_Item_System_Boolean](#))
 - Syntax:
NetAFConversations.
 - Character.FindItem (string, out Item, bool)
 - ([NetAFConversations.Instruct.html](#))
 - ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_FindItem_System_String_NetAF_Assets_Item_System_Boolean](#))
 - + **NetAF.Extensions**
 - Character.Give (Item)
 - ([NetAFExtensions.html](#))
 - ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_Give_NetAF_Assets_Item_NetAF_Assets_Characters_Character](#))
 - + **NetAF.Interpretation**
 - Character.Interact (Item)
 - ([NetAFInterpretation.html](#))
 - ([NetAFAssets.Characters.Character.html#NetAF_Assets_Characters_Character_Interact_NetAF_Assets_Item](#))
 - ExaminableObject.Examination
 - + **NetAF.Logic**
 - ExaminableObject.ToString () ([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_ToString](#))
 - ExaminableObject.Identifier ([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier](#))
 - + **NetAF.Rendering**
 - ExaminableObject.Description
 - ([NetAFRendering.html](#))
 - ([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description](#))
 - ExaminableObject.Commands
 - + **NetAF.Rendering.Frame**
 - ([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands](#))
 - ([NetAFRendering.FrameBuilder.html](#))

ExaminableObject.Attributes
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)
ExaminableObject.Examine(ExaminationScene)
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene_)

ExaminableObject.IsPlayerVisible

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

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

IConverter
(NetAF.html).Assets (NetAF.Assets.html).Characters (NetAF.Assets.Characters.html)

Assembly: NetAF.dll

NonPlayableCharacter

Syntax
(NetAF.Assets.Characters.NonPlay

PlayableCharacter

public sealed class PlayableCharacter : Character, IExaminable, IPlayerVisible, IInteractWithItem

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

ContractLocations

(NetAF.Assets.Locations.html)

PlayableCharacter(Identifier, Description, params Item[])

(NetAF.Commands.html)

Initializes a new instance of the PlayableCharacter class.

+ NetAF.Conversations

Declaration

(NetAF.Conversations.html)

+ NetAF.Conversations.Character(Identifier identifier, Description description, params Item[] items)

Instruct

(NetAF.Conversations.Instruct

Parameters

+ NetAF.Extensions

Type
(NetAF.Extensions.html)

Name

Description

+ NetAF.Interpretation

identifier

This PlayableCharacter's identifier.

Description
(NetAF.Assets.Description.html)

description

The description of the player.

+ NetAF.Logic

items

The players items.

(NetAF.Logic.html)

+ NetAF.Rendering

PlayableCharacter(Identifier, Description, bool, params Item[])

(NetAF.Rendering.html)

Initializes a new instance of the PlayableCharacter class.

+ NetAF.Rendering.Frame

Builders

Declaration
(NetAF.Rendering.FrameBuilder.html)

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

Parameters

Type	Name	Description
Identifier (NetAFAssets.Identifier.html) (NetAFAssets.Attributes.html)	identifier	This PlayableCharacter's identifier.
Description (NetAFAssets.Description.html) NetAFAssets.Characters	description	The description of the player.
bool (NetAFAssets.Characters.htm (https://learn.microsoft.com/dotnet/api/system.character.boolean) (NetAFAssets.Characters.Charact	canConverse	If this PlayableCharacter can converse with an IConverser.
Item[] Item (NetAFAssets.Item.html) (NetAFAssets.Characters.IConver NonPlayableCharacter (NetAFAssets.Characters.NonPlay PlayableCharacter (NetAFAssets.Characters.Playable	items	The players items.

PlayableCharacter(string, string, params Item[])

Initializes a new instance of the PlayableCharacter class.

+ NetAFAssets.Interaction

Declaration

(NetAFAssets.Interaction.html)

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

(NetAFAssets.Locations.html)

+ NetAF.Commands

Type
(NetAFCommands.html)

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

Name

Description

identifier

This PlayableCharacter's identifier.

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

description

The description of the player.

Item[]
Item
(NetAFCommands.html)]

items

The players items.

Instructions

(NetAFConversations.Instruct

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

(NetAFExtensions.html)

Initializes a new instance of the PlayableCharacter class.

+ NetAFInterpretation

Declaration

(NetAFInterpretation.html)

+ public PlayableCharacter(string identifier, string description, bool canConverse, pa

rams Item[] items)

(NetAFLogic.html)

+ NetAFRendering

Parameters

(NetAFRendering.html)

+ NetAFRendering.Frame

Builders

(NetAFRenderingFrameBuild

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

Properties

CanConverse

+ **NetAF.Assets.Interaction**

Get if this playable character can converse with an IConverser.
[\(NetAF.Assets.Interaction.html\)](https://learn.microsoft.com/NetAF.Assets.Interaction.html)

Declaration:

+ NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](https://learn.microsoft.com/NetAF.Assets.Locations.html)

```
public bool CanConverse { get; }
```

+ NetAF.Commands

[\(NetAF.Commands.html\)](https://learn.microsoft.com/NetAF.Commands.html)

Property Value

+ NetAF.Conversations

Type:

[\(NetAF.Conversations.html\)](https://learn.microsoft.com/NetAF.Conversations.html)

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

Description

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct.html\)](https://learn.microsoft.com/NetAF.Conversations.Instruct.html)

Methods

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](https://learn.microsoft.com/NetAF.Extensions.html)

UseItem(Item, IInteractWithItem)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](https://learn.microsoft.com/NetAF.Interpretation.html)

+ NetAF.Logic

[\(NetAF.Logic.html\)](https://learn.microsoft.com/NetAF.Logic.html)

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

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](https://learn.microsoft.com/NetAF.Rendering.html)

Parameters:

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](https://learn.microsoft.com/NetAF.Rendering.FrameBuilder.html)

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

▼

Returns

Type	Description
- NetAF.Assets.Characters (NetAF.Assets.Interaction.InteractionDate.html)	The result of the items usage.

(NetAF.Assets.Characters.html)

Implements

Character
(NetAF.Assets.Characters.Character)

IConverser

IExaminable (NetAF.Assets.IExaminable.html)

(NetAF.Assets.Characters.IConverser)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

NonPlayableCharacter

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

(NetAF.Assets.Characters.NonPlay)

PlayableCharacter

(NetAF.Assets.Characters.Playable)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.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.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

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)

(NetAF.Conversations.html)

Represents a condition.

+ NetAF.Conversations

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

(NetAF.Conversations.Instruct)

Represents the callback for interacting with objects.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

▼

(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.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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

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.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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)

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

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

Interact with an item.

InteractionEffect

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

InteractionResult

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

InteractionResult

Parameters

ReactionResult

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

+ **NetAF.Assets.Locations**

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

Type

+ **NetAF.Commands**

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

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

Description

The result of the interaction.

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

([NetAF.Interpretation.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** public delegate InteractionResult InteractionCallback(Item item)

([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.InteractionResult.html](#)

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

(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.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

... (1 more)

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)
ItemMorphedResult	Item morphed into another object. (NetAF.Assets.Interaction.InteractionEffect)
ItemUsedUpReaction	Item was used up. (NetAF.Assets.Interaction.InteractionEffect)
NoEffect	No effect on either the item or the target. (NetAF.Assets.Interaction.InteractionEffect)
SelfContainedReaction	Any other self contained effect. (NetAF.Assets.Interaction.Reaction)
TargetUsedUp	The target was used up. (NetAF.Assets.Interaction.Result)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.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)

Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

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

↳ [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.NetAF_Assets_Interaction.Result.html#NetAF_Assets_Interaction_Result_Description)

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

NetAF.Assets.Interaction.IInteract

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

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

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

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

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

Reaction

Namespace: 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.Interaction.Result.html)

+ **NetAF.Assets.Locations**

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

Constructors

+ **NetAF.Commands**

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

InteractionResult(InteractionEffect, Item)

+ **NetAF.Conversations**

Initializes a new instance of the InteractionResult class.

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

Declaration

+ **NetAF.Conversations.**

Instructions

 public InteractionResult(InteractionEffect effect, Item item)

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

+ **NetAF.Extensions**

Parameters

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

Type

+ **NetAF.Interpretation**

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

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

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

+ **NetAF.Logic**

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

...

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

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)

Item
(NetAF.Assets.Item.html)

(NetAF.Assets.Interaction.IInteract)

InteractionCallback

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

Name

Description

effect

The effect of this interaction.

item

The item used in this interaction.

descriptionOfEffect

A description of the effect.

InteractionEffect

(NetAF.Assets.Interaction.InteractionEffect.html)

InteractionResult

(NetAF.Assets.Interaction.InteractionResult.html)

Reaction

(NetAF.Assets.Interaction.Reaction.html)

InteractionResult

(NetAF.Assets.Interaction.Reaction.html)

Get the effect.

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

Declaration

+ **NetAF.Assets.Locations**

public InteractionEffect Effect { get; }

+ **NetAF.Commands**

Property Value

(NetAF.Commands.html)

Type

+ **NetAF.Conversations**

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

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

Item

(NetAF.Conversations.Instruct.html)

Get the item used in the interaction.

+ **NetAF.Extensions**

Declaration

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

public Item Item { get; }

(NetAF.Interpretation.html)

+ **NetAF.Logic**

Property Value

(NetAF.Logic.html)

...

Description

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)
 - 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)
 - Result
 (NetAF.Assets.Interaction.Result.html)
- + **NetAF.Assets.Locations**
(NetAF.Assets.Locations.html)
- + **NetAF.Commands**
(NetAF.Commands.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 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.html](#)) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

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

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

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

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

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

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

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

Reaction

Assembly: [NetAF.dll](#)

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

Syntax

ReactionResult

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

public sealed class Reaction

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

+ **NetAF.Assets.Locations**

Constructors

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

+ **NetAF.Commands**

Reaction(ReactionResult, string)

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

+ **NetAF.Conversations**

InitiateConversation of the Reaction class.

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

Declaration

+ **NetAF.Conversations**.

public Reaction(ReactionResult result, string description)

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

Parameters

+ **NetAF.Extensions**

Type

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

Name

Description

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

result

The result.

+ **NetAF.Interpretation**

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

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

description

A description of the result.

+ **NetAF.Logic**

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

+ **NetAF.Rendering**

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> <code>string</code> (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

Type	Description
+ NetAF.Assets.Locations	

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

+ NetAF.Commands

(NetAF.Commands.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.Rendering

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.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.Rendering

(NetAF.Rendering.html)

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.ExaminationResult.html](#))
 InteractionWithItem
 InteractionResult ([NetAF.Assets.Interaction.InteractionResult.html](#))
 ([NetAF.Assets.Interaction.IInteraction](#))
Inherited Members
 InteractionCallback
object ([NetAF.Object.html](#)) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
InteractionEffect
object ([NetAF.Object.html](#)) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
object ([GetHashCode.html](#)) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object GetType () (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object ([MemberwiseClone.html](#)) (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
object ReferenceEquals (object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object ([ToString.html](#)) (<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.Conversations

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

+ NetAF.Conversations.

Result()
Instructions

Initializes a new instance of the Result class.

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

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

+ NetAF.Logic

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

+ NetAF.Rendering

Decorators
([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frames

Get the description.

Declaration

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

Property Value

Type	Description
(NetAF.Assets.Interaction.html) string <small>Condition</small> (learn.microsoft.com/dotnet/api/system.string)	

(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.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.Rendering**

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

+ **NetAF.Rendering.Frames**

Namespace NetAF.Assets.Locations

Classes

Filter by title

Exit (NetAF.Assets.Locations.Exit.html)

(NetAF.Assets.Attributes.html)
Represents an exit from a room.

+ NetAF.Assets.Characters

Matrix (NetAF.Assets.Locations.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.Locations.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.Conversations

Direction (NetAF.Assets.Locations.Direction.html)

(NetAF.Conversations.html)

Enumeration of directions.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

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

[\(NetAF_Extensions_Inverse_Direction.html\)](#)

(NetAF.Extensions.DirectionExtensions.html#NetAF_Extensions_DirectionExtensions_Inverse_NetAF_Assets_Locations_Direction_)

[\(NetAF_Commands.html\)](#)

+ 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 Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

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

Inherited Members

Direction
([NetAF.Assets.Locations.Direction](#)).
ExaminableObject.Examination
↳ Exit
([NetAF.Assets.ExaminableObject.html](#))#NetAF_Assets_ExaminableObject_Examination)
ExaminableObject.ToString()
([NetAF.Assets.ExaminableObject.html](#))#NetAF_Assets_ExaminableObject_ToString)
Matrix
ExaminableObject.Identifier
([NetAF.Assets.ExaminableObject.html](#))#NetAF_Assets_ExaminableObject_Identifier)
ExaminableObject.Description
Overworld
([NetAF.Assets.ExaminableObject.html](#))#NetAF_Assets_ExaminableObject_Description)
ExaminableObject.Commands
Region
([NetAF.Assets.ExaminableObject.html](#))#NetAF_Assets_ExaminableObject_Commands)
ExaminableObject.Attributes
Room
([NetAF.Assets.ExaminableObject.html](#))#NetAF_Assets_ExaminableObject_Attributes)
ExaminableObject.Examine
([NetAF.Assets.ExaminableObject.html](#))#NetAF_Assets_ExaminableObject_ExamineScene
RoomPosition
([NetAF.Assets.ExaminableObject.html](#))#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination
Scene
ViewPoint
ExaminableObject.IsPlayerVisible
([NetAF.Assets.ExaminableObject.html](#))#NetAF_Assets_ExaminableObject_IsPlayerVisible)
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
+ **NetAF.Commands**
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object,system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object,system-object)))
+ **NetAF.Conversations**
object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype\)](https://learn.microsoft.com/dotnet/api/system.object.gettype)
+ **NetAF.Conversations**
object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
Instructions
Namespace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#)).Locations ([NetAF.Assets.Locations.html](#))
Assembly: NetAF.dll
+ **NetAF.Extensions**
([NetAF.Extensions.html](#))

public sealed class Exit : ExaminableObject, IExaminable, IPlayerVisible, IInteractWithItem
+ **NetAF.Interpretation**
([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

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

Constructors

Exit(Direction, bool, Identifier, Description)

Initializes a new instance of the Exit class.

Declaration
`

+ NetAF.Assets.Characters

```
public EXIT(Direction direction, bool isLocked = false, Identifier identifier = null  
(NetAF.Assets.Characters.html null)
```

+ NetAF.Assets.Interaction

Parameters
(NetAF.Assets.Interaction.html

Type	Name	Description
- NetAF.Assets.Locations		
D(NetAF.Assets.Locations.html)	direction	The direction of the exit.
bool (Https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Direction.Identifier (NetAF.Assets.Identifier.html) Exit	isLocked	If this exit is locked.
Identifier (NetAF.Assets.Identifier.html) Description (NetAF.Assets.Description.html) Matrix	identifier	An identifier for the exit.
Matrix (NetAF.Assets.Locations.Matrix.htm Overworld (NetAF.Assets.Locations.Overworld Region	description	A description of the exit.

Properties

Direction

Get the direction of the exit.

```
(NetAF.Assets.Locations.RoomPos
```

Declaration
ViewPoint

```
(NetAF.Assets.Locations.ViewPoin
```

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

+ NetAF.Commands

(NetAF.Commands.html)

Property Value

+ NetAF.Conversations

Type
(NetAF.Conversations.html)

Direction (NetAF.Assets.Direction.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Interaction

+ NetAF.Extensions

Get or set the interaction.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

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

+ NetAF.Logic

(NetAF.Logic.html)

Description

Property Value

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

IsLocked

Get if the item is locked.

NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

 public bool IsLocked { get; }

- NetAF.Assets.Locations

 Property Value

(NetAF.Assets.Locations.html)

Type

 Direction

Description

bool (NetAF.Assets.Locations.Direction.net/api/system.boolean)

 Exit

 (NetAF.Assets.Locations.Exit.html)

 Matrix

 (NetAF.Assets.Locations.Matrix.html)

 Overworld

 (NetAF.Assets.Locations.Overworld.html)

 Region

 (NetAF.Assets.Locations.Region.html)

Interact(item)

 Interact with an item.

 (NetAF.Assets.Locations.Room.html)

Declaration

 RoomPosition

 (NetAF.Assets.Locations.RoomPos.html)

 public InteractionResult Interact(Item item)

 (NetAF.Assets.Locations.ViewPoint.html)

Parameters

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

(NetAF.Conversations.Instruction)

Returns

+ NetAF.Conversations.

Type

 Instructions

(NetAF.Conversations.Instruction.html)

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

Description

The item to interact with.

+ NetAF.Extensions

(NetAF.Extensions.html)

Lock()

+ NetAF.Interpretation

Lock this item. (NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html)

```
public void Lock()
```

Unlock()

Unlock this exit.

NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

```
    public void Unlock()
```

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Implements

(NetAF.Assets.Locations.html)

IExaminable (NetAF.Assets.IExaminable.html)

Direction

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

(NetAF.Assets.Locations.Direction.html)

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.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.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 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(Room[,])

+ NetAF.Commands

(NetAF.Commands.html)

Initializes a new instance of the Matrix class.

+ NetAF.Conversations

(NetAF.Conversations.html)

public Matrix(Room[,] rooms)

+ NetAF.Conversations.

Instructions

Parameters

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

R(NetAF.Extensions.html).Room.html)[,,]

Name

Description

rooms

The rooms to be represented.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Properties

(NetAF.Logic.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

Property Value

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

this[int, int, int]

ViewPoint

(NetAF.Assets.Locations.ViewPoin

Get a room in this matrix.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Parameters

+ NetAF.Conversations.

TypeInstructions

(NetAF.Conversations.Instruct

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

Name

Description

x

The x position.

+ NetAF.Extensions

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

(NetAF.Extensions.html)

y

The y position.

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

z

The z position.

+ NetAF.Interpretation

Properties

(NetAF.Interpretation.html)

+ Type

(NetAF.Logic.html)

Room ([NetAF.Assets.Locations.Room.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

RoomPosition

(NetAF.Assets.Locations.RoomPos.

Rooms

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

(NetAF.Assets.Locations.ViewPoint.

Description

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

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

+ NetAF.Commands

(NetAF.Commands.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)

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

Inherited Members

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

Exit

ExaminableObject.Examination
([NetAF.Assets.Locations.Exit.html](#))
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Examination)
Matrix
ExaminableObject.ToString() ([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_ToString)
([NetAF.Assets.Locations.Matrix.html](#))
ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Identifier)
Overworld
ExaminableObject.Description
([NetAF.Assets.Locations.Overworld.html](#))
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Description)
Region
ExaminableObject.Commands
([NetAF.Assets.Locations.Region.html](#))
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Commands)
Room
ExaminableObject.Attributes
([NetAF.Assets.Locations.Room.html](#))
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Attributes)
RoomPosition
ExaminableObject.IsPlayerVisible
([NetAF.Assets.Locations.RoomPosition.html](#))
([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_IsPlayerVisible)
ViewPoint
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.Locations.ViewPoint.html](#))

+ [NetAF.Commands](#)

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

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

object.ReferenceEquals(object)

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

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

+ [NetAF.Conversations](#)

Assembly: NetAF.dll

Instructions

Syntax

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

+ [NetAF.Extensions](#)

object Overworld : ExaminableObject, IExaminable, IPlayerVisible

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

+ [NetAF.Interpretation](#)

Constructors

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

+ [NetAF.Logic](#)

Overworld(Identifier, Description)

+ [NetAF.Rendering](#)

Initializes a new instance of the overworld class.

Declaration

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

Parameters

Type	Name	Description
+ NetAF.Assets.Interaction Identifier (NetAF.Assets.Identifier.html)	<i>identifier</i>	The identifier for this overworld.
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)	<i>description</i>	A description of this overworld.

- [NetAF.Assets.Locations](#)

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

Overworld(string, string)

(NetAF.Assets.Direction.

Initializes a new instance of the overworld class.

Exit

Declaration

Matrix

(NetAF.Assets.Locations.Matrix.htm

public Overworld(string identifier, string description)

Overworld

(NetAF.Assets.Locations.Overworld

Regions

Type	Name	Description
Room		
string (NetAF.Assets.Locations.Room.html) https://learn.microsoft.com/dotnet/api/system.string	<i>identifier</i>	The identifier for this overworld.
RoomPosition string (NetAF.Assets.Locations.RoomPos https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description of this overworld.

ViewPoint

(NetAF.Assets.Locations.ViewPoint

Properties

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

+ [NetAF.Conversations](#)

[CurrentRegion](#)

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

Get the current region.

+ [NetAF.Conversations.](#)

[Instructions](#)

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

public Region CurrentRegion { get; }

+ [NetAF.Extensions](#)

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

Property Value

+ [NetAF.Interpretation](#)

Type

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

Region (NetAF.Assets.Locations.Region.html)

+ [NetAF.Logic](#)

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

+ [NetAF.Rendering](#)

Description

Regions

Get the regions in this overworld.

Declaration

```
public Region[] Regions { get; }
```

(NetAF.Assets.Characters.html)

Property Value

+ **NetAF.Assets.Interaction**

Type

(NetAF.Assets.Interaction.html)

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

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Direction

Methods

Declaration

Exit

(NetAF.Assets.Locations.Exit.html)

AddRegion(Region)

(NetAF.Assets.Locations.Matrix.html)

Add a region to this overworld.

Overworld

Declaration

Region

public void AddRegion(Region region)

Room

(NetAF.Assets.Locations.Room.html)

Parameters

Region position

Type **(NetAF.Assets.Locations.RoomPosition.html)**

ViewPoint

Region (NetAF.Assets.Locations.ViewPoint.html)

Name

Description

region

The region to add.

+ **NetAF.Commands**

(NetAF.Commands.html)

Examine(ExaminationScene)

+ **NetAF.Conversations**

Examine this object.

(NetAF.Conversations.html)

Declaration

+ **NetAF.Conversations.**

Instructions

public override ExaminationResult Examine(ExaminationScene scene)

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Parameters

(NetAF.Extensions.html)

Type

+ **NetAF.Interpretation**

ExaminationScene

(NetAF.Interpretation.html)

(NetAF.Assets.ExaminationScene.html)

Name

Description

scene

The scene this object is being examined from.

+ **NetAF.Logic**

Return

(NetAF.Logic.html)

+ **NetAF.Rendering**

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

Overrides

ExaminableObject.Examine(ExaminationScene)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene_)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)
FindRegion(string, out Region)

- NetAF.Assets.Locations

Find a region

(NetAF.Assets.Locations.html)

Declaration

Direction

(NetAF.Assets.Locations.Direction.

public bool FindRegion(string regionName, out Region region)

(NetAF.Assets.Locations.Exit.html)

Matrix

Parameters

(NetAF.Assets.Locations.Matrix.html)

Type	Name	Description
Overworld (NetAF.Assets.Locations.Overworld.html)	regionName	The regions name.
Region (NetAF.Assets.Locations.Region.html)	region	The region.

Returns

RoomPosition

Type	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition.html)	True if the region was found.

+ NetAF.Commands

Move(Region)

+ NetAF.Conversations

Move to a region.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions Move(Region region)

(NetAF.Conversations.Instruct

Parent API

NetAF.Extensions

Type	Name	Description
Region (NetAF.Conversations.Region.html)	region	The region to move to.

(NetAF.Interpretation.html)

Returns

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

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

RemoveRegion(Region)

Remove a region from this overworld.
[\(NetAF.Assets.Characters.html\)](#)

Declaration
+ NetAF.Assets.Interaction

[\(NetAF.Assets.Interaction.html\)](#)
 public void RemoveRegion(Region region)

- **NetAF.Assets.Locations**

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

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)		

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

Matrix

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

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

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

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.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.Rendering

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.Direction.html](#))

Inherited Members

↳ Exit

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

ExaminableObject.Examination

↳ Matrix

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

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

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

↳ Overworld

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

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

ExaminableObject.Description

↳ Region

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

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

ExaminableObject.Commands

↳ Room

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

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

ExaminableObject.Attributes

↳ RoomPosition

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

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

ExaminableObject.ISPlayerVisible

↳ ViewPoint

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

([NetAF.Assets.Locations.ViewPoint.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.Commands**

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

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

↳ **NetAF.Conversations**

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

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.Conversations**

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

↳ Instructions

Assembly: NetAF.dll

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

Syntax

+ **NetAF.Extensions**

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

Region : ExaminableObject, IExaminable, IPlayerVisible

+ **NetAF.Interpretation**

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

Constructors

+ **NetAF.Logic**

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

Region(Identifier, Description)

+ **NetAF.Rendering**

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

Initializes a new instance of the Region class.

Declaration

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

Parameters

Type	Name	Description
+ NetAF.Assets.Interaction		
Identifier	<i>identifier</i>	This Regions identifier.

- NetAF.Assets.Locations	Description	The description of this Region.
--	-----------------------------	---------------------------------

(NetAF.Assets.Locations.html)		
---	--	--

Direction

Region([String](#), [String](#))

Exit

Initializes a new instance of the Region class.

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

Matrix

Declaration

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

Overworld

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

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

Region

Parameters

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

Type	Name	Description
Room		
(NetAF.Assets.Locations.Room.html)		

string	Identifier	This Regions identifier.
--------	----------------------------	--------------------------

string	Description	The description of this Region.
--------	-----------------------------	---------------------------------

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

ViewPoint		
-----------	--	--

(NetAF.Assets.Locations.ViewPoint.html)		
---	--	--

+ NetAF.Commands		
----------------------------------	--	--

Properties		
-------------------	--	--

+ NetAF.Conversations		
---------------------------------------	--	--

Properties		
----------------------------	--	--

+ CurrentRoom		
-------------------------------	--	--

+ NetAF.Conversations .		
---	--	--

Get the current room.		
-----------------------	--	--

Instructions		
---------------------	--	--

Declaration		
-------------	--	--

(NetAF.Conversations.Instruct.html)		
---	--	--

+ NetAF.Extensions		
------------------------------------	--	--

public Room CurrentRoom { get; }		
----------------------------------	--	--

(NetAF.Extensions.html)		
---	--	--

+ NetAF.Interpretation		
--	--	--

(NetAF.Interpretation.html)		
---	--	--

Type		Description
------	--	--------------------

Room		
------	--	--

(NetAF.Assets.Locations.Room.html)		
--	--	--

+ NetAF.Logic		
-------------------------------	--	--

(NetAF.Logic.html)		
--------------------------------------	--	--

+ NetAF.Rendering		
-----------------------------------	--	--

(NetAF.Rendering.html)		
--	--	--

Methods

AddRoom(Room, int, int, int)

Add a Room to this region.



Declaration

+ NetAF.Assets.Interaction

```
public bool AddRoom(Room room, int x, int y, int z)  
(NetAF.Assets.Interaction.html)
```

NetAF.Assets.Locations

Parameters

(NetAF.Assets.Locations.html)

Type

Direction

Room (NetAF.Assets.Locations.Room.html)

Name

Description

room

The room to add.

Exit

int (https://learn.microsoft.com/dotnet/api/system.int32)
(NetAF.Assets.Locations.Exit.html)

x

The x position within the region.

Matrix

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

y

The y position within the region.

Overworld

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

z

The z position within the region.

Region (NetAF.Assets.Locations.Overworld.html)

Returns

Region

Type (NetAF.Assets.Locations.Region.html)

Type

Room (NetAF.Assets.Locations.Room.html)

Description

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

Examine(ExaminationScene)

(NetAF.Assets.Locations.ViewPoint.html)

Examine this object.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

+ NetAF.Conversations

```
public override ExaminationResult Examine(ExaminationScene scene)  
(NetAF.Conversations.html)
```

NetAF.Conversations.

Instructions

Type

(NetAF.Conversations.Instruct.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

Name

Description

scene

The scene this object is being examined from.

(NetAF.Extensions.html)

Returns

+ NetAF.Interpretation

Type

(NetAF.Interpretation.html)

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

(NetAF.Logic.html)

Description

A ExaminationResult detailing the examination of this object.

NetAF.Rendering

(NetAF.Rendering.html)

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

GetAdjoiningRoom(Direction)

Get an adjoining room to the Region.CurrentRoom property.

NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

public Room GetAdjoiningRoom(Direction direction)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

Direction

Type	Name	Description
NetAF.Assets.Locations.Direction. Exit Direction (NetAF.Assets.Locations.Direction.html) (NetAF.Assets.Locations.Exit.html)	direction	The direction of the adjoining Room.

Matrix

Returns

(NetAF.Assets.Locations.Matrix.htm

Type	Description
Overworld (NetAF.Assets.Locations.Overworld.html)	The adjoining Room.

Room (NetAF.Assets.Locations.Room.html)

Region

(NetAF.Assets.Locations.Region.html)

Room

GetAdjoiningRoom(Direction, Room)

RoomPosition

Get an adjoining room to a room

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

Declaration

(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

GetAdjoiningRoom(Direction direction, Room room)

(NetAF.Commands.html)

Parameters

NetAF.Conversations

Type	Name	Description
NetAF.Conversations.html		
+ NetAF.Conversations.Direction (NetAF.Assets.Locations.Direction.html)	direction	The direction of the adjoining room.

Instructions

Room (NetAF.Assets.Locations.Room.html)

(NetAF.Conversations.Instruct

room

The room to use as the reference.

NetAF.Extensions

Type	Description
NetAF.Extensions.html	The adjoining room.

(NetAF.Extensions.html)

+ NetAF.Logic

GetPositionOfRoom(Room)

(NetAF.Logic.html)

Get the position of a room.

NetAF.Rendering

(NetAF.Rendering.html)

Declaration

```
public RoomPosition GetPositionOfRoom(Room room)
```

Parameters

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html) + NetAF.Assets.Interaction	room	The room.

Returns
(NetAF.Assets.Interaction.html)

Type	Description
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)	RoomPosition (NetAF.Assets.Locations.RoomPosition.html)

RoomPosition (NetAF.Assets.Locations.RoomPosition.html)
Direction

(NetAF.Assets.Locations.Direction.
Exit

JumpToRoom(int, int, int)

Matrix
Jump to a room
(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld)

Region
public bool JumpToRoom(int x, int y, int z)
(NetAF.Assets.Locations.Region.html)

Room

Parameters
(NetAF.Assets.Locations.Room.html)

Type	Name	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition)	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.

Returns
NetAF.Conversations

Type	Description
+ NetAF.Conversations bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the room could be jumped to, else false.

Instructions

(NetAF.Conversations.Instruct

Move(Direction)

(NetAF.Extensions.html)

Move in a direction.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

Parameters

+ NetAF.Rendering

(NetAF.Rendering.html)

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

Returns

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

SetStartRoom(Room)

(NetAF.Assets.Locations.html)

Set the room to start in.

Direction
Declaration

(NetAF.Assets.Locations.Direction.html)

Exit

public void SetStartRoom(Room room)
(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Parameters

Overworld

Type (NetAF.Assets.Locations.Overworld.html)

Region

Room (NetAF.Assets.Locations.Room.html)

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

SetStartRoom(int, int, int)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

Set the room to start in.

ViewPoint

Declaration (NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

public void SetStartRoom(int x, int y, int z)
(NetAF.Commands.html)

+ NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

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

Instructions

int (NetAF.Conversations.Instruction.html)

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

(NetAF.Extensions.html)

Name

Description

x

The x position.

y

The y position.

z

The z position.

+ NetAF.Interpretation

ToMatrix()

(NetAF.Interpretation.html)

Get this region as a 3D matrix of rooms.

+ NetAF.Logic

Declaration (NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

```
public Matrix ToMatrix()
```

Returns

Type	Description
Matrix (NetAF.Assets.Locations.Matrix.html)	This region, as a 3D matrix.

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

TryFindRoom(string, out Room)

- **NetAF.Assets.Locations**

TryFindRoom(string name, out Room room)

Declaration

(NetAF.Assets.Locations.Direction.

Exit
public bool TryFindRoom(string name, out Room room)
(NetAF.Assets.Locations.Exit.html)

Matrix

Parameters

(NetAF.Assets.Locations.Matrix.htm

Type	Name	Description
Overworld (NetAF.Assets.Locations.Overworld.html)		
string (https://learn.microsoft.com/dotnet/api/system.string)	name	The rooms name.

Region
(NetAF.Assets.Locations.Region.html)

Room
(NetAF.Assets.Locations.Room.html)

Room

(NetAF.Assets.Locations.Room.htm

Returns

RoomPosition

Type	Description
NetAF.Assets.Locations.RoomPos ViewPoint bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.ViewPoin	True if the room could be found, else false.

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

+ **NetAF.Commands**

(NetAF.Commands.html)

UNLOCKDOORPair(Direction)

+ **NetAF.Conversations**

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

(NetAF.Conversations.html)

Declaration

+ **NetAF.Conversations.**

Instructions

public void UnlockDoorPair(Direction direction)

(NetAF.Conversations.Instruct

NetAF.Extensions

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Direction (NetAF.Assets.Locations.Direction.html)

(NetAF.Interpretation.html)

Returns

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	direction	The direction to unlock in.

Description

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

Implements

IExaminable (NetAF.Assets.IExaminable.html)
IPlayerVisible (NetAF.Assets.IPlayerVisible.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.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.Rendering**
[\(NetAF.Rendering.html\)](#)

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](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html))

- **NetAF.Assets.Locations**

↳ Room

↳ **(NetAF.Assets.Locations.html)**

Implements

Direction

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

([NetAF.Assets.Locations.Direction.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Direction.html))

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

Exit

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

([NetAF.Assets.Locations.Exit.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Exit.html))

Inherited Members

Matrix

([NetAF.Assets.Locations.Matrix.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Matrix.html))

ExaminableObject.Examination

Overworld

([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination))

([NetAF.Assets.Locations.Overworld.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Overworld.html))

ExaminableObject.ToString() ([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_ToString](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_ToString))

Region

ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier))

([NetAF.Assets.Locations.Region.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Region.html))

ExaminableObject.Description

Room

([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description))

([NetAF.Assets.Locations.Room.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Room.html))

ExaminableObject.Commands

RoomPosition

([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands))

([NetAF.Assets.Locations.RoomPos.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.RoomPos.html))

ExaminableObject.Attributes

ViewPoint

([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes))

([NetAF.Assets.Locations.ViewPoin.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.ViewPoin.html))

ExaminableObject.IsPlayerVisible

([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible](https://learn.microsoft.com/dotnet/api/NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible))

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

+ **NetAF.Commands**

↳ **(NetAF.Commands.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.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(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Conversations.Instruct**

Namespace: [\(NetAF.html\)](https://learn.microsoft.com/dotnet/api/NetAF).Assets ([NetAF.Assets.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.html)).Locations ([NetAF.Assets.Locations.html](https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.html))

Assembly: NetAF.dll

Syntax

↳ **(NetAF.Extensions.html)**

+ **NetAF.Interpretation**

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

↳ **(NetAF.Interpretation.html)**

+ **NetAF.Logic**

↳ **(NetAF.Logic.html)**

Constructors

+ **NetAF.Rendering**

↳ **(NetAF.Rendering.html)**

Room(Identifier, Description, params Exit[])

Initializes a new instance of the Room class.

Declaration

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

+ NetAF.Assets.Interaction

Parameters

(NetAF.Assets.Interaction.html)

- Type

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

- Direction

Description (NetAF.Assets.Description.html)

(NetAF.Assets.Locations.Direction.html)

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

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

Initializes a new instance of the Room class.

Region

Declaration

(NetAF.Assets.Locations.Region.html)

Room

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

RoomPosition

ViewPoint

Parameters

(NetAF.Assets.Locations.ViewPoint.html)

- Type

NetAF.Commands

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Commands.html)

Description (NetAF.Assets.Description.html)

+ NetAF.Conversations

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

(NetAF.Conversations.html)

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

(NetAF.Conversations.html)

Instructions

(NetAF.Conversations.Instruct.html)

Room(string, string, params Exit[])

+ NetAF.Extensions

Initializes a new instance of the Room class.

Parameters

(NetAF.Extensions.html)

Room class.

Parameters

(NetAF.Interpretation.html)

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

+ NetAF.Logic

(NetAF.Logic.html)

Parameters

+ NetAF.Rendering

(NetAF.Rendering.html)

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

+ NetAF.Assets.Interaction

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

- NetAF.Assets.Locations

Initializes a new instance of the Room class.

(NetAF.Assets.Locations.html)

Declaration
Direction

```
(NetAF.Assets.Direction.  
public Room(string identifier, string description, Exit[] exits = null, params Item  
[  
Exit  
[  
Items  
("NetAF.Assets.Locations.Exit.html")
```

Matrix

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

Type	Name	Description
Overworld (NetAF.Assets.Locations.Overworld)		
Region string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	This rooms identifier.
Region ("NetAF.Assets.Locations.Region.html")	<i>description</i>	This rooms description.
Room string (https://learn.microsoft.com/dotnet/api/system.string)		
Exit (NetAF.Assets.Locations.Room.html)[]	<i>exits</i>	The exits from this room.
RoomPosition Item (NetAF.Assets.Item.html)[] ("NetAF.Assets.Locations.RoomPos")	<i>items</i>	The items in this room.

ViewPoint

(NetAF.Assets.Locations.ViewPoint)

+ NetAF.Commands

Properties

(NetAF.Commands.html)

+ NetAF.Conversations

Characters

(NetAF.Conversations.html)

Get the characters in this Room.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

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

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation

Type

(NetAF.Interpretation.html)

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

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

EnteredRoom

(NetAF.Rendering.html)

Description

Get which direction this Room was entered from.

Declaration

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



Property Value

+ **NetAF.Assets.Interaction**

Type

(NetAF.Assets.Interaction.html)

Description

Direction (NetAF.Assets.Locations.Direction.html)?

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Exits

Direction

(NetAF.Assets.Locations.Direction.

Exit

Get the exits.

(NetAF.Assets.Locations.Exit.html)

Declaration

Matrix

(NetAF.Assets.Locations.Matrix.htm

overworld[] Exits { get; }

(NetAF.Assets.Locations.Overworld

Region

Property Value

(NetAF.Assets.Locations.Region.htm

Type

Room

Description

(NetAF.Assets.Locations.Room.htm

Exit

(NetAF.Assets.Locations.Exit.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos

ViewPoint

HasBeenVisited

+ **NetAF.Commands**

Get if this location has been visited.

(NetAF.Commands.html)

Declaration

+ **NetAF.Conversations**

(NetAF.Conversations.html) { get; }

+ **NetAF.Conversations.**

Property Value

Instructions

Type

(NetAF.Conversations.Instruct

Description

+ **NetAF.Extensions**

Get or set the value of Microsoft.

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Interaction

(NetAF.Interpretation.html)

Get or set the interaction.

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

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

(NetAF.Rendering.html)

Property Value

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

▼
this[Direction]
+ NetAF.Assets.Interaction

Get NetAF
(NetAF.Assets.Interaction.html)

Declaration

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

Direction
(NetAF.Assets.Locations.Direction.html)

Parameters

Type	Name	Description
Matrix		

Direction (NetAF.Assets.Locations.MatrixDirection.html)

direction

The direction of an exit.

Overworld

Property Value

Region

Type (NetAF.Assets.Locations.Region.html)

Room (NetAF.Assets.Locations.Exit.html)

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos

Items

ViewPoint

(NetAF.Assets.Locations.ViewPoin

Get the items in this Room.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

+ NetAF.Conversations { get; }

(NetAF.Conversations.html)

Property Value

+ NetAF.Conversations.

Type	Instructions	Description
	(NetAF.Conversations.Instruct	

Item (NetAF.Assets.Item.html)]

+

NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Get all unlocked EXEs.

+ NetAF.Logic

(NetAF.Logic.html)

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

+ NetAF.Rendering

(NetAF.Rendering.html)

Property Value

Type	Description
Exit (NetAF.Assets.Locations.Exit.html)[]	

Methods

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

AddCharacter(NonPlayableCharacter)

- NetAF.Assets.Locations

Add a character to this room.

(NetAF.Assets.Locations.html)

Declaration

(NetAF.Assets.Locations.Direction.

```
public void AddCharacter(NonPlayableCharacter character)
    (NetAF.Assets.Locations.Exit.html)
```

Matrix

Parameters

(NetAF.Assets.Locations.Matrix.html)

Type

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Characters.NonPlayableCharacter.html)

Name

Description

character

The character to add.

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

Add a view point to this room.

(NetAF.Assets.Locations.ViewPoint.html)

Declaration

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

Instructions

(NetAF.Assets.Locations.Exit.html)

Name

Description

exit

The exit to add.

+ NetAF.Extensions

AddItem(Item)

(NetAF.Extensions.html)

Add an item to this room.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

public void AddItem(Item item)

(NetAF.Logic.html)

+ NetAF.Rendering

Parameters

(NetAF.Rendering.html)

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

CanMove(Direction)

Test if a move is possible action

(NetAF.Assets.Interaction.html)

Declaration

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Direction

Parameters (NetAF.Assets.Locations.Direction.html)

Type	Name	Description
Exit (NetAF.Assets.Locations.Exit.html)		

Type	Name	Description
Matrix (NetAF.Assets.Locations.Direction.html)	<i>direction</i>	The direction to test.

(NetAF.Assets.Locations.Matrix.html)

Overworld

Returns (NetAF.Assets.Locations.Overworld.html)

Type	Description
Region (NetAF.Assets.Locations.Region.html)	If a move in the specified direction is possible.

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

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

Get if this Room contains a character.

(NetAF.Assets.Locations.ViewPoint.html)

Declaration

+ NetAF.Commands

(NetAF.Commands.html)

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

+ NetAF.Conversations

(NetAF.Conversations.html)

Parameters

+ NetAF.Conversations.

Type	Name	Description
Instructions (NetAF.Conversations.Instruct.html)		
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)	<i>character</i>	The character.
+ NetAF.Extensions		
(NetAF.Extensions.html)		
bool (NetAF.Interpretation.html)	<i>includeInvisibleCharacters</i>	Specify if invisible characters should be included.

+ NetAF.Interpretation

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

(NetAF.Interpretation.html)

+ NetAF.Logic

Returns

(NetAF.Logic.html)

Type	Description
+ NetAF.Rendering	

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

(NetAF.Rendering.html)

Type	Description
True if the item is in this room, else false.	

ContainsCharacter(string, bool)

Get if this Room contains a character.

Declaration

```
public bool ContainsCharacter(string characterName, bool includeInvisibleCharacters  
= false)  
+ NetAF.Assets.Interaction  
(NetAF.Assets.Interaction.html)
```

Parameters

Type	Name	Description
string Direction (https://learn.microsoft.com/dotnet/api/system.net.http.headers.direction) Exit (NetAF.Assets.Locations.Exit.html)	characterName	The character name to check for.
bool Matrix (https://learn.microsoft.com/dotnet/api/system.net.http.headers.matrix) Overworld (NetAF.Assets.Locations.Overworld.html)	includeInvisibleCharacters	Specify if invisible characters should be included.

Returns

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

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ContainsExit(Direction, bool)

(NetAF.Assets.Locations.ViewPoint.html)

Get if this Room contains an exit.

+ NetAF.Commands

Declaration

```
(NetAF.Commands.html)
```

+ NetAF.Conversations

```
bool ContainsExit(Direction direction, bool includeInvisibleExits = false)  
(NetAF.Conversations.html)
```

Parameters

+ NetAF.Conversations.

Type	Instructions	Name	Description
Direction	(NetAF.Assets.Locations.Direction.html)	direction	The direction of the exit to check for.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)		includeInvisibleExits	Specify if invisible exits should be included.

+ NetAF.Interpretation

```
(NetAF.Interpretation.html)
```

Returns

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

+ NetAF.Rendering

```
(NetAF.Rendering.html)
```

ContainsExit(bool)

Get if this Room contains an exit.

Declaration

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

+ NetAF.Assets.Interaction

Parameters

(NetAF.Assets.Interaction.html)

Type	Name	Description
b (NetAF.Assets.Locations.html) (https://learn.microsoft.com/dotnet/api/system.boolean) Direction lean (NetAF.Assets.Locations.Direction. Exit	includeInvisibleExits	Specify if invisible exits should be included.

Returns
(NetAF.Assets.Locations.Exit.html)

Type	Description
Matrix (NetAF.Assets.Locations.Matrix.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) Overworld (NetAF.Assets.Locations.Overworld. Region (NetAF.Assets.Locations.Region.html) Room	True if the exit exists, else false.

ContainsInteractionTarget(string)

Get if this Room contains a Room target.

RoomPosition

Declaration
(NetAF.Assets.Locations.RoomPos

ViewPoint

public bool ContainsInteractionTarget(string targetName)

(NetAF.Assets.Locations.ViewPoint)

+ NetAF.Commands

Parameters

(NetAF.Commands.html)

Type	Name	Description
+ NetAF.Conversations		

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

targetName

The name of the target to check for.

+ NetAF.Conversations.

Returns

Instructions

Type
(NetAF.Conversations.Instruct

Description

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

True if the target is in this room, else false.

+ NetAF.Extensions

(NetAF.Extensions.html)

ContainsItem(item)

(NetAF.Interpretation.html)

Get if this Room contains an item. This will not include items whose ExaminableObject.IsPlayerVisible property is

set to false.

(NetAF.Logic.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

```
public bool ContainsItem(Item item)
```

Parameters

Type	Name	Description
Item (NetAF.Assets.Item.html) + NetAF.Assets.Interaction	item	The item to check for.

(NetAF.Assets.Interaction.html)

Returns

Type	Description
(NetAF.Assets.Locations.html)	True if the item is in this room, else false.

Direction
(NetAF.Assets.Locations.Direction.html)

Exit

ContainsItem(string, bool)

Matrix
Get if this Room contains an item.
(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

```
public bool ContainsItem(string itemName, bool includeInvisibleItems = false)
```

(NetAF.Assets.Locations.Region.html)

Room

Parameters
(NetAF.Assets.Locations.Room.html)

Type	Name	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition.html)	itemName	The item name to check for.
string newPoint (NetAF.Assets.Locations.RoomPosition.html)	includeInvisibleItems	Specify if invisible items should be included.

+ NetAF.Commands

(NetAF.Commands.html)

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

+ NetAF.Conversations

(NetAF.Conversations.html)

Returns

+ NetAF.Conversations.

Type	Description
(NetAF.Conversations.Instruction.html)	True if the item is in this room, else false.

+ NetAF.Extensions

(NetAF.Extensions.html)

Examine(ExaminationScene)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

NetAF.Logic

(NetAF.Logic.html)

```
public override ExaminationResult Examine(ExaminationScene scene)
```

+ NetAF.Rendering

(NetAF.Rendering.html)

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)	The result of this examination.

NetAF.Assets.Locations

Overrides
(NetAF.Assets.Locations.html)
ExaminableObject.Examine(ExaminationScene)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene)

Exit

(NetAF.Assets.Locations.Exit.html)

FindCharacter(string, out NonPlayableCharacter)

Matrix

(NetAF.Assets.Locations.Matrix.htm)
Find a character. This will not include characters whose ExaminableObject.IsPlayerVisible property is set to false.

Overworld

Declaration
NetAF.Assets.Locations.Overworld

Region

(NetAF.Assets.Locations.Region.html#NetAF_Assets_Locations_Region_FindCharacter(string characterName, out NonPlayableCharacter character))

Room

(NetAF.Assets.Locations.Room.html)

Parameters

RoomPosition

Type	Name	Description
NetAF.Assets.Locations.RoomPosition	characterName	The character.
ViewPoint string (https://learn.microsoft.com/dotnet/api/system.string)	character	The character name.

+ NetAF.Commands

(NetAF.Assets.Characters.NonPlayableCharacter.html)

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

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

Instructions

(NetAF.Conversations.Instruct)

FindCharacter(string, out NonPlayableCharacter, bool)

(NetAF.Extensions.html)

Find a character.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic
FindCharacter(string characterName, out NonPlayableCharacter character, bool includeInvisibleCharacters)

+ NetAF.Rendering

Parameters

(NetAF.Rendering.html)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>characterName</i>	The character name.
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html) (NetAF.Assets.Interaction.html)	<i>character</i>	The character.
- NetAF.Assets.Locations (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.html)	<i>includeInvisibleCharacters</i>	Specify if invisible characters should be included.

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

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

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)
Region

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

Room

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

RoomPosition

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

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Parameters

+ **NetAF.Commands**

(NetAF.Commands.html)

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

direction

Description

The exits direction.

+ **NetAF.Conversations**

bool

(NetAF.Conversations.html)

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

includeInvisibleExits

Specify if invisible exists should be included.

+ **NetAF.Conversations.Instructions**

Instructions

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

exit

Description

The exit.

Returns

+ **NetAF.Extensions**

(NetAF.Extensions.html)

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

Description

True if the exit was found.

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Find an interaction target.

+ **NetAF.Rendering**

(NetAF.Rendering.html)

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

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.

- NetAF.Assets.Locations

Returns

(NetAF.Assets.Locations.html)

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

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

FndItem(string, out Item)

(NetAF.Assets.Locations.Matrix.html)

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

(NetAF.Assets.Locations.Overworld)

Declaration

Region

(NetAF.Assets.Locations.Region.html)

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

(NetAF.Assets.Locations.Room.html)

RoomPosition

Parameters

(NetAF.Assets.Locations.RoomPos.html)

Type	Name	Description
viewPoint		
string (https://learn.microsoft.com/dotnet/api/system.string)	itemName	The items name. This is case insensitive

+ NetAF.Commands

(NetAF.Commands.html)

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

(NetAF.Commands.Instruct)

+ NetAF.Extensions

FindItem(string, out Item, bool)

(NetAF.Extensions.html)

Find an item

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

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

+ NetAF.Rendering

Parameters

(NetAF.Rendering.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 if invisible items should be included.

- NetAF.Assets.Locations

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

Type	Direction	Description
bool bool Exit (NetAF.Assets.Locations.Exit.html)	NetAF.Assets.Locations.Direction.html	True if the item was found.

Matrix

HasLockedExitInDirection(Direction, bool)

Overworld

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](#))

bool

+ NetAF.Conversations

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

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

+ NetAF.Conversations.

Returns

Instructions

Type	Name	Description
(NetAF.Conversations.Instruct.html)	<i>direction</i>	The direction to check.

+ NetAF.Extensions

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

If there is a locked exit in the specified direction.

+ NetAF.Interpretation

HasUnlockedExitInDirection(Direction, bool)

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

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

+ NetAF.Logic

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

+ NetAF.Rendering

([NetAF.Rendering.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) bool	<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.Direction**.

Type	Description
Exit (NetAF.Assets.Locations.Exit.html)	If there is a unlocked exit in the specified direction.

bool Matrix
(https://learn.microsoft.com/dotnet/api/system.boolean
(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld)

Region
Interact(Item)
(NetAF.Assets.Locations.Region.html)

Room
Interact with an item.

(NetAF.Assets.Locations.Room.html)

Declaration
ROOMPosition

(NetAF.Assets.Locations.RoomPos)

viewpoint InteractionResult Interact(Item item)

(NetAF.Assets.Locations.ViewPoint)

Parameters

Type	Name	Description
+ NetAF.Commands (NetAF.Commands.html)		

Type	item	Description
+ NetAF.Conversations (NetAF.Conversations.html) (NetAF.Conversations.html)		The item to interact with.

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

+ NetAF.Extensions

(NetAF.Extensions.html)

MovedInto(Direction?)

+ **NetAF.Interpretation**

Handle an item into the current location.

(NetAF.Interpretation.html)

Declarations

NetAF.Logic

(NetAF.Logic.html)

public void MovedInto(Direction? fromDirection)

+ NetAF.Rendering

(NetAF.Rendering.html)

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.h tml) ?	fromDirection	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 (NetAF.Assets.Locations.Overworld.html)		

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

character

The character to remove.

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

RemoveExit(Exit)

Room

RoomPosition

Remove an exit from the room.

ViewPoint

Declaration

(NetAF.Assets.Locations.ViewPoint.html)

+ **NetAF.Commands**

public void RemoveExit(Exit exit)

(NetAF.Commands.html)

+ **NetAF.Conversations**

Parameters

(NetAF.Conversations.html)

Type

Name

Description

Exit
(NetAF.Assets.Locations.Exit.html)

exit

The exit to remove.

Instructions

(NetAF.Conversations.Instruct.html)

RemoveInteractionTarget(IInteractWithItem)

(NetAF.Extensions.html)

Remove an interaction target from the room.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic** **IInteractWithItem** RemoveInteractionTarget(IInteractWithItem target)

(NetAF.Logic.html)

Parameters

NetAF.Rendering

(NetAF.Rendering.html)

Type	Name	Description
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)	target	The target to remove.

Returns

Type	Description
+ IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)	The target removed from this room.

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

RemoveItem(Item)

(NetAF.Assets.Locations.html)

Removes item from the room.

Declaration
 + DirectItem (NetAF.Assets.Locations.Direction.html)

 (NetAF.Assets.Locations.Exit.html)
 public void RemoveItem(Item item)

 (NetAF.Assets.Locations.Matrix.html)

Parameters
 Overworld

 (NetAF.Assets.Locations.Overworld.html)

Type
 Region

 (NetAF.Assets.Locations.Region.html)

 Item (NetAF.Assets.Item.html)

Name

Description

The item to remove.

 Room

 (NetAF.Assets.Locations.Room.html)

 RoomPosition

 (NetAF.Assets.Locations.RoomPosition.html)

 ViewPoint

Specify a conditional description of this room.

 (NetAF.Assets.Locations.ViewPoint.html)

Declaration

+ NetAF.Commands

(NetAF.Commands.html)

 public void SpecifyConditionalDescription(ConditionalDescription description)

+ NetAF.Conversations

(NetAF.Conversations.html)

Parameters

+ NetAF.Conversations.

Name

Description

Instructions

 ConditionalDescription (NetAF.Assets.ConditionalDescription.html)

 description

 The description of this room.

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

Implements

(NetAF.Extensions.html)

 IExaminable (NetAF.Assets.IExaminable.html)

 IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.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.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.Rendering**
[\(NetAF.Rendering.html\)](#)

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

(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>)
(NetAF.Assets.Locations.Matrix.htm)

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

Overworld

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

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

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
(NetAF.Assets.Locations.Region.htm)

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

Room

Assembly: NetAF

Class: RoomPosition

(NetAF.Assets.Locations.RoomPos

ViewPoint

public class RoomPosition
(NetAF.Assets.Locations.ViewPoin

+ NetAF.Commands

(NetAF.Commands.html)

Constructors

+ NetAF.Conversations

(NetAF.Conversations.html)

RoomPosition(Room, Int, Int, Int)

+ NetAF.Conversations.

Initializes a new instance of the RoomPosition class.

Instructions

Declaration

(NetAF.Conversations.Instruct

+ NetAF.Extensions

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

(NetAF.Extensions.html)

NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Room (NetAF.Assets.Locations.Room.html)

(NetAF.Logic.html)

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

+ NetAF.Rendering

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

(NetAF.Rendering.html)

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

+ NetAF.Rendering.Frame

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	room	The room/
(NetAF.Logic.html)	x	The x position of the room.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the room.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z position of the room.

Properties

Room

Get the room.

Declaration

(NetAF.Assets.Interaction.html)

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

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Property Value

Direction

Type NetAF.Assets.Locations.Direction.

Description

Exit
Room (NetAF.Assets.Locations.Room.html)
(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.htm

X Overworld

(NetAF.Assets.Locations.Overworld

Get the X position of the room.

Region

Declaration

Room

(NetAF.Assets.Locations.Room.htm
public int X { get; }
RoomPosition

(NetAF.Assets.Locations.RoomPos

Property Value

Type (NetAF.Assets.Locations.ViewPoin

Description

+ NetAF.Commands

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

(NetAF.Commands.html)

+ NetAF.Conversations

Y (NetAF.Conversations.html)

- NetAF.Conversations

Instructions

Declaration

(NetAF.Conversations.Instruct

+ NetAF.Extensions

{ get; }

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation

T (NetAF.Interpretation.html)

Description

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

(NetAF.Logic.html)

+ NetAF.Rendering

Z (NetAF.Rendering.html)

Get the Z position of the room.

+ NetAF.Rendering.Frame

Declaration

```
public int Z { get; }
```

Property Value

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

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

Methods

(NetAF.Assets.Direction.Exit.html)
Matrix
Get if this RoomPosition is at position.
Overworld
Declaration
(NetAF.Assets.Locations.Overworld.Region.html)
Region
public bool IsAtPosition(int x, int y, int z)
(NetAF.Assets.Locations.Region.html)
Room

Parameters
RoomPosition

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

Related

NetAF.Conversations

(NetAF.Conversations.html)	Description
--	--------------------

+ NetAF.Conversations

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

Instructions

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

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

+ NetAF.Logic

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

+ NetAF.Rendering

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

+ NetAF.Renderina.Frame

Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

(NetAF.Assets.Interaction.html)

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

- NetAF.Assets.Locations

(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>)
(NetAF.Assets.Locations.Matrix.htm)

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

Overworld

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

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

Region

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

Assembly: NetAF.dll

Syntax

RoomPosition

(NetAF.Assets.Locations.RoomPosition.cs)
public sealed class ViewPoint : RoomPosition

ViewPoint

(NetAF.Assets.Locations.ViewPoint.cs)

+ NetAF.Commands

(NetAF.Commands.html)

Properties

+ NetAF.Conversations

(NetAF.Conversations.html)

Any

+ NetAF.Conversations.

Get if there is a view in any direction.

Instructions

Declaration

(NetAF.Conversations.Instruct.cs)

+ NetAF.Extensions

public bool Any { get; }

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Type

Description

+ NetAF.Logic

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

(NetAF.Logic.html)

+ NetAF.Rendering

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

+ NetAF.Rendering.Frame

Get if there is a view in any direction.

Declaration

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

Property Value

Type	Description
(NetAF.Assets.Interaction.html) - bool (NetAF.Assets.Locations.html)	

(NetAF.Assets.Locations.html)

Direction

AnyVisited

Exit

Get if there is a view in any direction.

Matrix

(NetAF.Assets.Locations.Matrix.htm

Overworld

```
public bool AnyVisited { get; }
```

(NetAF.Assets.Locations.Overworld)

Region

Property Value

Type	Description
Room (NetAF.Assets.Locations.Room.html)	

bool RoomPosition ([System.Boolean](#))

(NetAF.Assets.Locations.RoomPos

ViewPoint

(NetAF.Assets.Locations.ViewPoin

this[Direction]

+ NetAF.Commands

Get the room that lies in a specified direction.

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

Declaration

+ NetAF.Conversations

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

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

+ NetAF.Conversations.

Instructions

Parameters

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

Type

+ NetAF.Extensions

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

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

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	direction	The direction to check.

+ NetAF.Interpretation

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

Type

+ NetAF.Logic

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

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

+ NetAF.Rendering

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

+ NetAF.Renderina.Frame

Get a view point representing no view.

Declaration

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

Property Value

Type	Description
(NetAF.Assets.Interaction.html)	

- \ NetAF.Assets.Locations (NetAF.Assets.Locations.ViewPoint.html)

(NetAF.Assets.Locations.html)

Direction

(NetAF.Assets.Locations.Direction.

Methods

(NetAF.Assets.Locations.Exit.html)

Matrix

Create(Region)

(NetAF.Assets.Locations.Matrix.htm

Overworld

Create a new ViewPoint

(NetAF.Assets.Locations.Overworld

Region

(NetAF.Assets.Locations.Region.htm

Room public static ViewPoint Create(Region region)

(NetAF.Assets.Locations.Room.htm

RoomPosition

Parameters

(NetAF.Assets.Locations.RoomPos

Type	Name	Description
(NetAF.Assets.Locations.ViewPoin		

+ NetAF.Commands

(NetAF.Commands.html)

Returns

Type	Description
(NetAF.Commands.html)	The view point.

+ NetAF.Conversations

(NetAF.Conversations.html)

ViewPoint (NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Renderina.Frame

Namespace NetAF.Commands

Classes

Filter by title ▾

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

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.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.Rendering](#)

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

+ [NetAF.Rendering.Frame](#)

[Builders](#)

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

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

+ **NetAFAssets.Characters**

I CustomCommand

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

Implements

+ **NetAFAssets.Interaction**

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

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

+ **NetAFAssets.Locations**

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

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

+ **NetAF.Commands**

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

CustomCommand

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

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

CustomCommandCallback

([NetAFCommands.CustomCommandCallback.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](#))

ICommand

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

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

+ **NetAF.Conversations**

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

Syntax

+ **NetAF.Conversations.**

public class CustomCommand : ICommand, IPlayerVisible

Instructions

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

+ **NetAF.Extensions**

Constructors

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

+ **NetAF.Interpretation**

CustomCommand(CommandHelp, bool, CustomCommandCallback)

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

Initializes a new instance of the CustomCommand class.

+ **NetAF.Logic**

Delegation

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

+ **NetAF.Rendering**

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

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

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frame**

Builders.Color

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) NetAF.Assets.Attributes.html	<i>isPlayerVisible</i>	If this is visible to the player.
CustomCommandCallback + NetAF.Assets.Characters (NetAF.Commands.CustomCommandCallback.html) NetAF.Assets.Characters.html	<i>callback</i>	The callback to invoke when this command is invoked.

+ NetAF.Assets.Interaction

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

Properties

+ NetAF.Assets.Locations

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

Arguments

- NetAF.Commands

Get or set the arguments.
[\(NetAF.Commands.html\)](#)

Declaration
CustomCommand

```
    (NetAF.Commands.CustomCommand)
    CustomCommandCallback
    public string[] Arguments { get; set; }
    (NetAF.Commands.CustomCommand)
```

ICustomCommand

Property Value

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

Help

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

Get the help for this command.

+ NetAF.Extensions

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

+ NetAF.Interpretation

```
    public CommandHelp Help { get; }
```

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

+ NetAF.Logic

Property Value

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

Type

+ NetAF.Rendering

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

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

+ NetAF.Rendering.Frame

Builders

IsPlayerVisible

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Get or set if this is visible to the player.

+ NetAF.Rendering.Frame

Declaration

Builders.Color

Description

Type	Description

Type	Description

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

Property Value

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

+ NetAF.Assets.Characters

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

Methods

+ NetAF.Assets.Interaction

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

Invoke(Game)

+ NetAF.Assets.Locations

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

Invoke the command.

NetAF.Commands

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

public Reaction Invoke(Game game)

CustomCommand

CustomCommandCallback

Parameters

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

Type

Command

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

Game

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

Name

game

Description

The game to invoke the command on.

+ NetAF.Conversations

Returns

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

Type

+ NetAF.Conversations.

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

Description

The reaction.

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

Implements

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

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

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

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

+ NetAF.Logic

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

+ NetAF.Rendering

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

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

Builders.Color

Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

Namespace: NetAF (NetAF.html) Commands (NetAF.Commands.html)

Assembly: NetAF.dll

+ NetAF.Assets.Characters

Syntax

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction CustomCommandCallback(Game game, string[] arguments)

(NetAF.Assets.Interaction.html)

Parameters

+ NetAF.Assets.Locations

T(NetAF.Assets.Locations.html)	Name	Description
- Game (NetAF.Commands.Game.html)	game	The game to invoke the command on.
string (NetAF.Commands.html) (https://clean-command.com/dotnet/api/system.string)	arguments	The arguments to invoke the command with.
CustomCommandCallback		

Returns

NetAF.Commands.CustomCommand

Type (NetAF.Commands.ICommand.html)	Description
Reaction (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.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frame

Builders.Color

Interface ICommand

Represents a command.

Filter by title

Namespace: NetAF (NetAF.html) Commands (NetAF.Commands.html)

Assembly: NetAF.dll

+ NetAF.Assets.Characters

Syntax

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Methods

- NetAF.Commands

(NetAF.Commands.html)

Invoke(Game)

CustomCommand

Invoke the command.

CustomCommandCallback

Declaration

(NetAF.Commands.CustomCommand.cs)

ICommand

(NetAF.Commands.ICommand.cs)

+ NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

Name

Description

Instruction (NetAF.Logic.Game.html)

game

The game to invoke the command on.

(NetAF.Conversations.Instruct

Returns

+ NetAF.Extensions

Type

(NetAF.Extensions.html)

Description

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

The reaction.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Color

Namespace NetAF.Conversations

Classes

Filter by title

NetAF.Assets.Characters

Conversation (NetAF.Conversations.Conversation.html)

(NetAF.Assets.Characters.html)

Represents a conversation.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

LogItem (NetAF.Conversations.LogItem.html)

+ NetAF.Assets.Items

(NetAF.Assets.Locations.html)

Paragraph (NetAF.Conversations.Paragraph.html)

(NetAF.Commands.html)

Represents a paragraph in a conversation.

- NetAF.Conversations

Response (NetAF.Conversations.Response.html)

Provides a response to a conversation.

(NetAF.Conversations.Conversation.h

ConversationActionCallback

(NetAF.Conversations.Conversation.h

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

Enumeration of participants in a conversation.

(NetAF.Conversations.Paragraph.h)

Participant

Delegates

Response

(NetAF.Conversations.Response.h)

ConversationActionCallback

+ NetAF.Conversations

(NetAF.Conversations.ConversationActionCallback.html)

Instructions

Provides a callback that can be used in conversations invoking actions.

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Class Conversation

Represents a conversation.

Filter by title

Inheritance

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

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

+ **NetAF.Assets.Interaction**

↳ Conversation

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

Inherited Members

+ **NetAF.Assets.Locations**

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

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

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)))

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

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>)

Conversation

Namespace: NetAF (NetAF.html) Conversations (NetAF.Conversations.html)

Assembly: NetAF.dll

Syntax

LogItem

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

Paragraph

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

Participant

Constructors

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

Response

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

Conversation(params Paragraph[])

+ **NetAF.Conversations.**

Initializes a new instance of the Conversation class.

Instruct

Declaration

+ **NetAF.Extensions**

public Conversation(params Paragraph[] paragraphs)

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

+ **NetAF.Interpretation**

Parameters

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

Type

+ **NetAF.Logic**

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

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

+ **NetAF.Rendering**

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

Properties

+ **NetAF.Rendering.Frame**

Builders

	Name	Description
Paragraph (NetAF.Conversations.Paragraph.html)[]	paragraphs	The paragraphs.

CurrentParagraph

Get the current paragraph in the conversation.

Declaration

```
public Paragraph CurrentParagraph { get; }
```

(NetAF.Assets.Characters.htm)

Property Value

+ NetAF.Assets.Interaction

Type

(NetAF.Assets.Interaction.html)

Paragraph (NetAF.Conversations.Paragraph.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Log

(NetAF.Commands.html)

Get the log.

- NetAF.Conversations

Declaration

(NetAF.Conversations.html)

Conversation

```
public LogItem[] Log { get; }
```

(NetAF.Conversations.Conversatio

ConversationActionCallback

Property Value

(NetAF.Conversations.Conversatio

Type

(NetAF.Conversations.LogItem.htm

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

(NetAF.Conversations.Paragraph.h

Participant

(NetAF.Conversations.Participant.h

Response

Paragraphs

Get the current paragraphs in the conversation.

NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct

```
ions { get; }
```

Properties { get; }

NetAF.Extensions

Property Value

(NetAF.Extensions.html)

+ Type

NetAF.Interpretation

(NetAF.(NetAF.Interpretations)Paragraph.html)[]

+ NetAF.Logic

(NetAF.Logic.html)

Methods

NetAF.Rendering

(NetAF.Rendering.html)

NetAF.Rendering.Frame

Builders

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```



Parameters

Type	Name	Description
(NetAF.Assets.Characters.html) Game (NetAF.Logic.Game.html) (NetAF.Assets.Interaction.html)	game	The game.

Returns

+ NetAF.Assets.Locations

Type	Description
(NetAF.Assets.Locations.html) (NetAF.Commands.html)	The reaction to the line.

- NetAF.Conversations

Respond(Response, Game)

Conversation

Declaration

```
public Reaction Respond(Response response, Game game)  
LogItem  
(NetAF.Conversations.LogItem.html)
```

Parameters

Type	Name	Description
Participant	response	The response.
Response (NetAF.Conversations.Response.html)	response	The response.
Game (NetAF.Logic.Game.html)	game	The game.

+ NetAF.Conversations.

Returns

Instructions

Type	Description
(NetAF.Conversations.Instruct)	The reaction to the response.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

* **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

public delegate void ConversationActionCallback(Game game)
(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

Parameters

(NetAF.Commands.html)

Type

- **NetAF.Conversations**

Game (NetAF.Logic.Game.html)

(NetAF.Conversations.html)

	Name	Description
	game	The game to invoke the callback on.

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.Rendering**

(NetAF.Rendering.html)

Properties

Line

Get the line.



Declaration

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

(NetAF.Assets.Interaction.html)

Properties

NetAF.Assets.Locations

Type	Description
(NetAF.Assets.Locations.html)	

```
+ System.String Location { get; }
```

(NetAF.Commands.html)

- NetAF.Conversations

Participant

(NetAF.Conversations.html)

Get the participant.

(NetAF.Conversations.Conversatio

Declaration
ConversationActionCallback

(NetAF.Conversations.Conversatio

```
public Participant Participant { get; }
```

(NetAF.Conversations.LogItem.htm

Paragraph

Property Value
(NetAF.Conversations.Paragraph.h

Type	Description
Participant	

(NetAF.Conversations.Participant.h

Participant (NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.h

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.h

Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

↳ **NetAF.Assets.Interaction** (https://learn.microsoft.com/dotnet/api/system.object)

↳ Paragraph
(NetAF.Assets.Interaction.html)

Inherited Members

+ **NetAF.Assets.Locations**

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

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

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

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

object.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 (https://learn.microsoft.com/NetAF.Conversations.html)

Assembly: NetAF.dll

(NetAF.Conversations.Conversatio

Syntax

LogItem

(NetAF.Conversations.LogItem.htm
public sealed class Paragraph

 (NetAF.Conversations.Paragraph.h

 Participant

 (NetAF.Conversations.Participant.h

 Response

 (NetAF.Conversations.Response.h

Constructors

Paragraph(string, ConversationActionCallback, IEndOfParagraphInstruction, string)

Instructions

(NetAF.Conversations.Instruct

Initializes a new instance of the Paragraph class.

↳ **NetAF.Extensions**

(NetAF.Extensions.html)

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

(NetAF.Interpretation.html)

+ **NetAF.Logic**

Parameters

(NetAF.Logic.html)

Type

Name

Description

+ **NetAF.Rendering**

string

(NetAF.Rendering.html)

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

line

Specify the line.

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuild

Type	Name	Description
ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)	action	Specify any action to be carried out with this line.
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	instruction	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
+ NetAF.Assets.Interaction string (NetAF.Assets.Interaction.html) (https://learn.microsoft.com/dotnet/api/system.string)	name	Specify the name of the paragraph.
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)		

+ **NetAF.Commands**
Paragraph(string, ConversationActionCallback, string)
[\(NetAF.Commands.html\)](#)

Initializes a new instance of the Paragraph class.

- **NetAF.Conversations**

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

```
Conversation
public Paragraph(string line, ConversationActionCallback action, string name = "")
```

Parameters
LineItem
Type
[\(NetAF.Conversations.LogItem.html\)](#)

Type	Name	Description
Paragraph string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.Paragraph.html)	line	Specify the line.
ConversationActionCallback Participant (NetAF.Conversations.ConversationActionCallback.html) (NetAF.Conversations.Participant.html)	action	Specify any action to be carried out with this line.
Response string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.Response.html)	name	Specify the name of the paragraph.

+ **NetAF.Conversations.**

Instructions
Paragraph(string, IEndOfParagraphInstruction, string)
[\(NetAF.Conversations.Instruct.html\)](#)

Initializes a new instance of the Paragraph class.

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**
string line, IEndOfParagraphInstruction instruction, string name = ""
[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

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

Type	Name	Description
+ NetAF.Rendering string (NetAF.Rendering.html) (https://learn.microsoft.com/dotnet/api/system.string)	line	Specify the line.
+ NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilder.html)		

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.Assets.Interaction

(NetAF.Assets.Interaction.html)

Paragraph(string, string)

(NetAF.Assets.Locations.html)

Initializes a new instance of the Paragraph class.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

- public Paragraph(string line, string name = "")

- NetAF.Conversations

(NetAF.Conversations.html)

Parameters

Conversation

Type	Name	Description
ConversationActionCallback string (https://learn.microsoft.com/dotnet/api/system.string)	<i>line</i>	Specify the line.
LogItem string (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	Specify the name of the paragraph.

Paragraph

(NetAF.Conversations.Paragraph.html)

Participant

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

Action

+ NetAF.Conversations.

Get or set any action to carry out on this line.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

```
public ConversationActionCallback Action { get; set; }
```

(NetAF.Extensions.html)

+ NetAF.Interpretation

Property value

(NetAF.Interpretation.html)

Type

Description

+ NetAF.Logic

ConversationActionCallback (<NetAF.Conversations.ConversationActionCallback.html>)

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Responder

Get if a response is possible.

Builders

Declaration

(NetAF.Rendering.FrameBuild

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

Property Value

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
[\(NetAF.Assets.Locations.html\)](#)

+ NetAF.Commands

Declaration

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

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

Property Value
Conversation

Type	Description
(NetAF.Conversations.ConversationActionCallback) IEndOfParagraphInstruction ((NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html))	

LogItem

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

Line

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

Get Participant.

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

Declaration

Response

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

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

+ NetAF.Conversations.

Instructions

Property Value

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

Type

+ NetAF.Extensions

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

Description

+ NetAF.Interpretation

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

Name

+ NetAF.Logic

Get the name.

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

Declaration

+ NetAF.Rendering

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

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

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

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

Responses

Get or set the responses, applicable to the last line.

+ NetAF.Assets.Interaction

Declaration

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

+ NetAF.Assets.Locations

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

Property Value

+ NetAF.Commands

Type

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

Description

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

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

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.Rendering

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

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Enum Participant

Enumeration of participants in a conversation.

 Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

+ **NetAF.Assets.Locations**

Assembly: NetAF.dll

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

Syntax

+ **NetAF.Commands**

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

- **NetAF.Conversations**

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

Fields

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

Name	Description
ConversationActionCallback	(NetAF.Conversations.ConversationActionCallback.html)
OtherLogItem	Any other participant.
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.Instructions.html](#))

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

+ **NetAF.Rendering**

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

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders.html](#))

Class Response

Provides a response to a conversation.

Filter by title

Inheritance

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

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

Inherited Members

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

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

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

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

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

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

Assembly: [NetAF.dll](#) ([NetAF.Conversations.ConversationActionCallback](#))

Syntax

LogItem

([NetAF.Conversations.LogItem.html](#))
public sealed class Response

Paragraph

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

Participant

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

Constructors

Response(string)

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

Instructions

Initializes a new instance of the Response class.

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

Declaration

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

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

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

Parameters

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

Type

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

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

Name

Description

line

The line to trigger this response.

+ [NetAF.Rendering](#) ([NetAF.Rendering.html](#))

Response(string, IEndOfParagraphInstruction)

+ [NetAF.Rendering.Frame](#) ([NetAF.Rendering.Frame.html](#))

Initializes a new instance of the Response class.

Binders

([NetAF.Rendering.FrameBuilder.html](#))

Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

Parameters

Type	Name	Description
string	line	The line to trigger this response.
+ NetAF.Assets.Interaction (https://learn.microsoft.com/dotnet/api/system.net.af.assets.interaction.html)		

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

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

- **NetAF.Conversations**
Properties
([NetAF.Conversations.html](#))

Conversation

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

ConversationActionCallback

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

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

Declaration
Paragraph

([NetAF.Conversations.Paragraph.html](#))
public IEndOfParagraphInstruction Instruction { get; }

Participant

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

Properties

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

Type	Description
+ NetAF.Conversations IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	

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

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

Get the line.

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

+ **NetAF.Logic**
Line { get; }
([NetAF.Logic.html](#))

+ **NetAF.Rendering**

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

+ **NetAF.Rendering.Frame**
([https://learn.microsoft.com/dotnet/api/system.string](#))

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.FrameBuilder**
([NetAF.Rendering.FrameBuilder.html](#))

▼

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

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

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

- **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.Rendering**
[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**
 Builders
[\(NetAF.Rendering.FrameBuilders.html\)](#)

Namespace NetAF.Conversations.Instructions

▼ Filter by title

Classes

[IEndOfParagraphInstruction](#)

+ **NetAF.Assets.Interaction**

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

An end of paragraph instruction that shifts paragraphs based on a callback.

+ **NetAF.Assets.Locations**

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

First (NetAF.Conversations.Instructions.First.html)

+ **NetAF.Commands**

An end of paragraph instruction that shifts paragraphs to the start.

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

+ **NetAF.Conversations**

GoTo (NetAF.Conversations.Instructions.GoTo.html)

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

An end of paragraph instruction that shifts paragraphs based on an absolute index.

- **NetAF.Conversations.**

Instructions

Jump (NetAF.Conversations.Instructions.Jump.html)

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

An end of paragraph instruction that shifts paragraphs based on a delta.

[ByCallback](#)

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

[First](#)

Last (NetAF.Conversations.Instructions.Last.html)

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

An end of paragraph instruction that shifts paragraphs to the end.

[GoTo](#)

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

[IEndOfParagraphInstruction](#)

Next (NetAF.Conversations.Instructions.Next.html)

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

An end of paragraph instruction that shifts paragraphs to the next paragraph.

[Jump](#)

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

[Last](#)

Previous (NetAF.Conversations.Instructions.Previous.html)

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

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

[Next](#)

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

[Previous](#)

Repeat (NetAF.Conversations.Instructions.Repeat.html)

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

An end of paragraph instruction that repeats.

[Repeat](#)

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

[ToName](#)

ToName (NetAF.Conversations.Instructions.ToName.html)

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

An end of paragraph instruction that shifts paragraphs based on a name.

+ **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](#) | [Characteristics](#)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.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)

Class ByCallback

An end of paragraph instruction that shifts paragraphs based on a callback.

Filter by title

Inheritance

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

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

+ **NetAF.Assets.Locations**

↳ ByCallback

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

Implements

+ **NetAF.Commands**

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

([NetAF.Commands.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)))

([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**.

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

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

First

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 ByCallback : IEndOfParagraphInstruction

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

Constructors

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

Next

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

ByCallback(Func<IEndOfParagraphInstruction>)

Previous

Create([NetAF.Conversation](#).ByCallback)

Repeat

Declaration

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

ToName

public ByCallback(Func<IEndOfParagraphInstruction> callback)

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

+ **NetAF.Extensions**

Parameters

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

Type

+ **NetAF.Interpretation**

Func<[NetAF.Interpretation.html](#)>

IEndOfParagraphInstruction

+ **NetAF.Logic**

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

Type	Name	Description
Func< NetAF.Interpretation.html >	callback	The callback that decides the instruction to use.

Properties

Callback

Get the callback that decides the instruction to use.

Declaration
(NetAF.Assets.Interaction.html)

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

Property Value
+ **NetAF.Commands**

Type
(NetAF.Commands.html)

Description

Func<<https://learn.microsoft.com/dotnet/api/system.func-1>> Callback { get; }
+ **NetAF.Conversations**
IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))>
(NetAF.Conversations.html)

- **NetAF.Conversations.**

Instructions

Methods

[NetAF.Conversations.Instruct](#)

ByCallback

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

Get the index of the next paragraph.

GoTo

Declaration
NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

p([NetAF.Conversations.Instruction](#) current, Paragraph[] paragraphs)

Jump

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

Last

Type	Name	Description
NetAF.Conversations.Instructions .Next	current	The current paragraph.
NetAF.Conversations.Instructions .Paragraph	paragraphs	The collection of paragraphs.

Repeat

Returns
(NetAF.Conversations.Instructions.

Type
toName

Type	Description
NetAF.Conversations.Instructions .int	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.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.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)

Class First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

Inheritance

+ NetAF.Assets.Locations

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

First

+ NetAF.Commands

Implements

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

Inherited Members

+ NetAF.Conversations

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

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)))

- 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.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](#)

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

Assembly: NetAF.dll

([NetAF.Conversations.Instruct](#)

Syntax

IEndOfParagraphInstruction

([NetAF.Conversations.Instruct](#)

public sealed class First : IEndOfParagraphInstruction

Jump

([NetAF.Conversations.Instruct](#)

Last

([NetAF.Conversations.Instruct](#)

Next

[Methods](#)

([NetAF.Conversations.Instruct](#)

Previous

[GetIndexOfNext\(Paragraph, Paragraph\[\]\)](#)

Repeat

Get the index of next paragraph.

ToName

Declaration

([NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

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

+ NetAF.Interpretation

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

Type

Name

Description

+ NetAF.Logic

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

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

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

current

The current paragraph.

paragraphs

The collection of paragraphs.

+ NetAF.Rendering

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

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

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

Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

+ NetAF.Assets.Locations

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

↳ GoTo

+ NetAF.Commands

Implements

(NetAF.Commands.html)

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

+ NetAF.Conversations

Inherited Members

(NetAF.Conversations.html)

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

- NetAF.Conversations.

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

(NetAF.Conversations.html)

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

↳ ByCallback

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

↳ (NetAF.Conversations.Instructions)

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

↳ First

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](#)

Syntax

IEndOfParagraphInstruction

 (NetAF.Conversations.Instructions.

 Jump

 public sealed class GoTo : IEndOfParagraphInstruction

 (NetAF.Conversations.Instructions.

 Last

 (NetAF.Conversations.Instructions.

Constructors

Next

 (NetAF.Conversations.Instructions.

 Previous

GoTo(int)

 (NetAF.Conversations.Instructions.

 Repeat

Create a new instance of the GoTo class.

 (NetAF.Conversations.Instructions.)

Declaration

 (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](#))

Name

Description

index The index of the next paragraph.

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

Properties

Index

Get the index.



Declaration

+ NetAF.Assets.Locations

([NetAFAssetsLocations.html](#))

public int Index { get; }

+ NetAF.Commands

([NetAFCommands.html](#))

+ NetAF.Conversations

([NetAFConversations.html](#))

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

- NetAF.Conversations.

Instructions

([NetAFConversations.Instruct](#)

Methods

ByCallback

([NetAFConversations.Instructions.](#)

End

GetIndexOfNext(Paragraph, Paragraph[])

([NetAFConversations.Instructions.](#)

Get the index of the next paragraph.

GoTo

([NetAFConversations.Instructions.](#)

Declaration

IEndOfParagraphInstruction

([NetAFConversations.Instructions.](#)

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Jump

([NetAFConversations.Instructions.](#)

Parameters

([NetAFConversations.Instructions.](#)

Type

Next

Name

Description

([NetAFConversations.Instructions.](#)

current

The current paragraph.

Previous

Paragraph ([NetAFConversations.Paragraph.html](#))

paragraphs

The collection of paragraphs.

([NetAFConversations.Instructions.](#)

Repeat

Returns

([NetAFConversations.Instructions.](#)

Type

ToName

([NetAFConversations.Instructions.](#)

Description

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

The index of the next paragraph.

+ NetAF.Extensions

([NetAFExtensions.html](#))

Implements

+ NetAF.Interpretation

([NetAFInterpretation.html](#))

IEndOfParagraphInstruction ([NetAFConversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Logic

([NetAFLLogic.html](#))

+ NetAF.Rendering

([NetAFRendering.html](#))

▼

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

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)

+ **NetAF.Assets.Locations**

Assembly: NetAF.dll

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

Syntax

+ **NetAF.Commands**

([NetAFCommands.html](#))

 public interface IEndOfParagraphInstruction

+ **NetAF.Conversations**

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

 NetAF.Conversations.

 Instructions

 ([NetAF.Conversations.Instruct](#)

GetIndexOfNext(Paragraph, Paragraph[])

 By callback

 ([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

 Jump

Type	Name	Description
NetAF.Conversations.Instructions.		
Last Paragraph (NetAF.Conversations.Paragraph.html)	current	The current paragraph.

 Next Paragraph (NetAF.Conversations.Paragraph.html)[]

 ([NetAF.Conversations.Instructions.](#)

 paragraphs

 The collection of paragraphs.

Returns

 ([NetAF.Conversations.Instructions.](#)

 Type Repeat

 ([NetAF.Conversations.Instructions.](#)

 int (<https://learn.microsoft.com/dotnet/api/system.int32>) ToName

 Description

 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.Rendering**

([NetAF.Rendering.html](#))

Class Jump

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ [\(NetAF.Assets.Locations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Jump

+ NetAF.Commands

Implements

[\(NetAF.Commands.html\)](#)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Conversations

Inherited Members

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

[\(NetAF.Conversations.html\)](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

↳ ByCallback

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

↳ [\(NetAF.Conversations.Instructions\)](#)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

↳ First

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](#)

Assembly: [NetAF.dll](#)

Syntax

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Jump

public sealed class Jump : IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Constructors

Next

(NetAF.Conversations.Instructions.

Previous

Jump(int)

(NetAF.Conversations.Instructions.

Repeat

Create a new instance of the Jump class.

(NetAF.Conversations.Instructions.

Declaration

(NetAF.Conversations.Instructions.

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Parameters

+ NetAF.Interpretation

Type: [\(NetAF.Interpretation.html\)](#)

Name

Description

int ([https://learn.microsoft.com/dotnet/api/system.int32](#))

delta

The delta to shift paragraphs by.

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Properties

Delta

Get the delta.



Declaration

+ NetAF.Assets.Locations

([NetAFAssetsLocations.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Commands

([NetAFCommands.html](#))

+ NetAF.Conversations

([NetAFConversations.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

- NetAF.Conversations.

Instructions

([NetAFConversations.Instruct](#)

Methods

ByCallback

([NetAFConversations.Instructions.](#)

GetIndexOfNext(Paragraph, Paragraph[])

([NetAFConversations.Instructions.](#)

Get the index of the next paragraph.

([NetAFConversations.Instructions.](#)

Declaration

IEndOfParagraphInstruction

([NetAFConversations.Instructions.](#)

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

([NetAFConversations.Instructions.](#)

Parameters

([NetAFConversations.Instructions.](#)

Type
Next

Name

Description

([NetAFConversations.Instructions.](#)

current

The current paragraph.

Previous

Paragraph ([NetAFConversations.Paragraph.html](#))

paragraphs

The collection of paragraphs.

Repeat

Returns

([NetAFConversations.Instructions.](#)

Type ToName

([NetAFConversations.Instructions.](#)

Description

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

The index of the next paragraph.

+ NetAF.Extensions

([NetAFExtensions.html](#))

Implements

+ NetAF.Interpretation

([NetAFInterpretation.html](#))

IEndOfParagraphInstruction ([NetAFConversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Logic

([NetAFLLogic.html](#))

+ NetAF.Rendering

([NetAFRendering.html](#))

▼

- + **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **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.Rendering**
[\(NetAF.Rendering.html\)](#)

Class Last

An end of paragraph instruction that shifts paragraphs to the end.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ [\(NetAF.Assets.Locations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Last

+ NetAF.Commands

Implements

(NetAF.Commands.html)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Conversations

Inherited Members

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

(NetAF.Conversations.html)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

↳ ByCallback

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

↳ (NetAF.Conversations.Instructions)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

↳ First

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](#)

Assembly: NetAF (NetAF.dll).Conversations.Instructions.

Syntax

IEndOfParagraphInstruction

↳ (NetAF.Conversations.Instructions.

Jump

public sealed class Last : IEndOfParagraphInstruction

↳ (NetAF.Conversations.Instructions.

Last

↳ (NetAF.Conversations.Instructions.

Next

↳ (NetAF.Conversations.Instructions.

Methods

↳ (NetAF.Conversations.Instructions.

Previous

↳ (NetAF.Conversations.Instructions.

GetIndexOfNext(Paragraph, Paragraph[])

↳ (NetAF.Conversations.Instructions.

Get the index of the next paragraph.

↳ ToName

↳ (NetAF.Conversations.Instructions.

Declaration

+ NetAF.Extensions

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Extensions.html)

+ NetAF.Interpretation

Parameters

(NetAF.Interpretation.html)

Type

+ NetAF.Logic

Paragraph ([NetAF.Conversations.Paragraph.html](#))

(NetAF.Logic.html)

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

+ NetAF.Rendering

(NetAF.Rendering.html)

NetAF.Rendering.html

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.Assets.Locations**
IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**
[\(NetAF.Commands.html\)](#)

+ **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.Rendering**
[\(NetAF.Rendering.html\)](#)

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

+ **NetAF.Assets.Locations**
IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**
[\(NetAF.Commands.html\)](#)

+ **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.Rendering**
[\(NetAF.Rendering.html\)](#)

Class Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ [\(NetAF.Assets.Locations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Previous

+ NetAF.Commands

Implements

(NetAF.Commands.html)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Conversations

Inherited Members

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

(NetAF.Conversations.html)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

↳ ByCallback

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

↳ (NetAF.Conversations.Instructions)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

↳ First

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](#)

Syntax: IEndOfParagraphInstruction

 (NetAF.Conversations.Instructions.

 Jump

 public sealed class Previous : IEndOfParagraphInstruction
 (NetAF.Conversations.Instructions.

 Last

 (NetAF.Conversations.Instructions.

 Next

Methods

 (NetAF.Conversations.Instructions.

 Previous

 (NetAF.Conversations.Instructions.

GetIndexOfNext(Paragraph, Paragraph[])

 (NetAF.Conversations.Instructions.

Get the index of the next paragraph.

 ToName

 (NetAF.Conversations.Instructions.

Declaration:

+ NetAF.Extensions

 public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Extensions.html)

+ NetAF.Interpretation

Parameters

(NetAF.Interpretation.html)

Type

+ NetAF.Logic

 Paragraph ([NetAF.Conversations.Paragraph.html](#))

(NetAF.Logic.html)

 Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

+ NetAF.Rendering

(NetAF.Rendering.html)

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.Assets.Locations**
IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**
[\(NetAF.Commands.html\)](#)

+ **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.Rendering**
[\(NetAF.Rendering.html\)](#)

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

+ **NetAF.Assets.Locations**
IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**
[\(NetAF.Commands.html\)](#)

+ **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.Rendering**
[\(NetAF.Rendering.html\)](#)

Class ToName

An end of paragraph instruction that shifts paragraphs based on a name.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ [\(NetAF.Assets.Locations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ToName

+ NetAF.Commands

Implements

[\(NetAF.Commands.html\)](#)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Conversations

Inherited Members

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

- NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

[\(NetAF.Conversations.html\)](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

↳ ByCallback

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

↳ [\(NetAF.Conversations.Instructions\)](#)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

↳ First

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](#)

Syntax

IEndOfParagraphInstruction

 (NetAF.Conversations.Instructions.

 Jump

 public sealed class ToName : IEndOfParagraphInstruction

 (NetAF.Conversations.Instructions.

 Last

 (NetAF.Conversations.Instructions.

Constructors

Next

(NetAF.Conversations.Instructions.

Previous

ToName(string)

(NetAF.Conversations.Instructions.

Repeat

Create a new instance of the ToName class.

 (NetAF.Conversations.Instructions.)

Declaration

 ToName

 (NetAF.Conversations.Instructions.

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Parameters

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

String ([https://learn.microsoft.com/dotnet/api/system.string](#))

Name	Description
name	The name of the paragraph to jump to.

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Properties

Name

Get the name of the paragraph to jump to.

Declaration

+ NetAF.Assets.Locations

(NetAFAssetsLocations.html)

+ NetAF.Commands

(NetAFCommands.html)

+ NetAF.Conversations

(NetAFConversations.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

- NetAF.Conversations.

Instructions

(NetAFConversations.Instruct

Methods

ByCallback

(NetAF.Conversations.Instructions.

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

Declaration

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Jump

(NetAF.Conversations.Instructions.

Parameters

(NetAF.Conversations.Instructions.

Type

Next

Name

Description

(NetAF.Conversations.Instructions.

Paragraph ([NetAF.Conversations.Paragraph.html](https://learn.microsoft.com/dotnet/api/system.reflection.metadata.paragraph.html))

current

The current paragraph.

Previous

Paragraph ([NetAF.Conversations.Paragraph.html](https://learn.microsoft.com/dotnet/api/system.reflection.metadata.paragraph.html))[]

paragraphs

The collection of paragraphs.

Repeat

Returns

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

The index of the next paragraph.

+ NetAF.Extensions

(NetAFExtensions.html)

Implements

+ NetAF.Interpretation

(NetAFInterpretation.html)

+ NetAF.Logic

(NetAFLLogic.html)

+ NetAF.Rendering

(NetAFRendering.html)

▼

- + **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **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.Rendering**
[\(NetAF.Rendering.html\)](#)

Namespace NetAF.Extensions

Classes

Filter by title

(NetAF.Assets.Characters.html)

DirectionExtensions (NetAF.Extensions.DirectionExtensions.html)

+ NetAF.Assets.Interaction
Provides extension methods for Directions.

(NetAF.Assets.Interaction.html)

StringExtensions (NetAF.Extensions.StringExtensions.html)

(NetAF.Assets.Locations.html)
Provides extension methods for strings.

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

- NetAF.Extensions

(NetAF.Extensions.html)

 DirectionExtensions

 (NetAF.Extensions.DirectionExtens

 StringExtensions

 (NetAF.Extensions.StringExtensi

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuild

Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

Inheritance   

(NetAFAssets.Attributes.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAFAssets.Characters**

Inheritance   

(NetAFAssets.Characters.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.Interaction.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))

+ **NetAFAssets.Locations**

(NetAFAssets.Locations.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Commands**

(NetAFCommands.html)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Conversations**

Namespace: NetAF (NetAF.html).Extensions (NetAF.Extensions.html)

(NetAF.Conversations.html)

Assembly: NetAF.dll

+ **NetAF.Conversations.**

Syntax

Instructions

(NetAFConversations.Instruct

 public static class DirectionExtensions

- **NetAF.Extensions**

(NetAF.Extensions.html)

 DirectionExtensions

 (NetAF.Extensions.DirectionExtens

 StringExtensions

 (NetAF.Extensions.StringExtension

Inverse(Direction)

+ **NetAF.Interpretation**

Get an inverse direction.

(NetAF.Interpretation.html)

Declaration

+ **NetAF.Logic**

(NetAF.Logic.html)

 public static Direction Inverse(this Direction value)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

Parameters

+ **NetAF.Rendering.Frame**

Builders

Direction (NetAFAssetsLocations.Direction.html)

(NetAF.Rendering.FrameBuilder

NetAF.Rendering.Frame

Builders.Color

(NetAFRenderingFrameBuild

Type	Name	Description
Direction (NetAFAssetsLocations.Direction.html)	value	The direction.

Type	Description
Direction (NetAF.Assets.Locations.Direction.html)	The inverse direction.

▼

- [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.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)
- **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
 - DirectionExtensions
[\(NetAF.Extensions.DirectionExtens](#)
 - StringExtensions
[\(NetAF.Extensions.StringExtension](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
Builders
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frame**
Builders.Color
[\(NetAF.Rendering.FrameBuild](#)

Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance   

(NetAFAssets.Attributes.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ StringExtensions

+ NetAFAssets.Characters

Inheritance   

(NetAFAssets.Characters.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)))

(NetAFAssets.Interaction.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-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>)

+ NetAFAssets.Location

(NetAFAssets.Locations.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)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

+ NetAF.Commands

(NetAFCommands.html)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Conversations

Namespace: NetAF (NetAF.html) Extensions (NetAF.Extensions.html)

(NetAF.Conversations.html)

Assembly: NetAF.dll

+ NetAF.Conversations.

Syntax

Instructions

(NetAFConversations.Instruct

 public static class StringExtensions

- NetAF.Extensions

(NetAF.Extensions.html)

 DirectionExtensions

 (NetAF.Extensions.DirectionExtens

 StringExtensions

 (NetAF.Extensions.StringExtension

CaseInsensitiveContains(string, string)

+ NetAF.Interpretation

Returns a value indicating whether a specified substring occurs within this string. This is not case sensitive.

Declaration

+ NetAF.Logic

(NetAF.Logic.html)

 public static bool CaseInsensitiveContains(this string value, string subString)

+ NetAF.Rendering

(NetAF.Rendering.html)

Parameters

+ NetAF.Rendering.Frame

Builders

 string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Rendering.FrameBuilder

 string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Rendering.Frame

Builders.Color

Returns

(NetAFRenderingFrameBuild

Type	Name	Description
Builders	value	The value.
string (https://learn.microsoft.com/dotnet/api/system.string)	subString	The string to seek.

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.Assets.Attributes.html)

Ensure this string is a finished sentence, ending in either ?, ! or .

+ NetAF.Assets.Characters

Declaration
(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

public static string EnsureFinishedSentence(this string value)
(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

Parameters
(NetAF.Assets.Locations.html)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.html)	value	The string to finish.

+ NetAF.Conversations

Type
(NetAF.Conversations.html)

+ NetAF.Conversations	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The finished string.

Instructions

(NetAF.Conversations.Instruct)

EqualsExaminable(string, IExaminable)

Declaration
(NetAF.Extensions.html)

Determines if this string equals an IExaminable.

DirectionExtensions

Declaration
(NetAF.Extensions.DirectionExtens

StringExtensions

public static bool EqualsExaminable(this string value, IExaminable examinable)
(NetAF.Extensions.StringExtension)

+ NetAF.Interpretation

Parameters
(NetAF.Interpretation.html)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Logic.html)	value	The value.

IExaminable (NetAF.Assets.IExaminable.html)

+ NetAF.Rendering
(NetAF.Rendering.html)

Returns

+ NetAF.Rendering.Frame	Description
Type Builders bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Rendering.FrameBuilder)	True if this string equals the identifier, else false.

+ NetAF.Rendering.Frame

Builders.Color

EqualIdentifier(string, Identifier)

Declaration
(NetAF.Rendering.FrameBuilder)

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```



Parameters

Type		Name	Description
(NetAF.Assets.Attributes.html)	string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.
+ NetAF.Assets.Characters		identifier	The identifier.

+ NetAF.Assets.Interaction

Returns

(NetAF.Assets.Interaction.html)

Type

+ NetAF.Assets.Locations

Returns

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Assets.Locations.html)

Description

True if this string equals the identifier, else false.

+ NetAF.Commands

(NetAF.Commands.html)

GetObjectifier(string)

+ NetAF.Conversations

Get an objectifier for a word.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

```
public static string GetObjectifier(this string word)
```

(NetAF.Conversations.Instruct

NetAF.Extensions

(NetAF.Extensions.html)

Type

DirectionExtensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Extensions.DirectionExtens

Name

Description

word The word.

StringExtensions

Returns

(NetAF.Extensions.StringExtension

Type

+ NetAF.Interpretation

(NetAF.Interpretation.html)

dotnet/api/system.string)

Description

The objectifier.

+ NetAF.Logic

(NetAF.Logic.html)

IsPlural(string)

+ NetAF.Rendering

Get if a word is plural.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

Builders

```
public static bool IsPlural(this string word)
```

(NetAF.Rendering.FrameBuilder

+ NetAF.Rendering.Frame

Parameters

Builders.Color

(NetAF.Rendering.FrameBuild

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) (NetAF.Assets.Attributes.html)	True if the word is plural.

+ NetAF.Assets.Characters
IsVowel(string)
[\(NetAF.Assets.Characters.html\)](#)

GetIfCharacterIsVowel
[\(NetAF.Assets.Interaction.html\)](#)
Declaration

+ NetAF.Assets.Locations
public static bool TsVowel(this string value)
[\(NetAF.Assets.Locations.html\)](#)

+ NetAF.Commands
Parameters
[\(NetAF.Commands.html\)](#)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value to check.

+ NetAF.Conversations.

Instructions	Description
Type (NetAF.Conversations.Instruct) bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the character is a vowel.

- NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

DirectionExtensions
[\(NetAF.Extensions.DirectionExtensions.html\)](#)

DetectStringExtender number of lines in this string.
[\(NetAF.Extensions.StringExtension.html\)](#)
Declaration

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#) int(this string value)

+ NetAF.Logic

Parameters
[\(NetAF.Logic.html\)](#)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

+ NetAF.Rendering.Frame

Returns

Builders

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The number of lines in the string.

+ NetAF.Rendering.Frame

Builders.Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

- [View Source](#) [Attributes](#)

Parameters

([NetAF.Assets.Attributes.html](#))

+ **Type**

NetAF.Assets.Characters

([NetAF.Assets.Characters.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The string to ensure isn't finished finish.

+ **NetAF.Assets.Interaction**

Returns

([NetAF.Assets.Interaction.html](#))

Type

NetAF.Assets.Locations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

The unfinished string.

+ **NetAF.Commands**

([NetAF.Commands.html](#))

ToDescription(string)

+ **NetAF.Conversations**

Returns this string as a Description

([NetAF.Conversations.html](#))

Declaration

+ **NetAF.Conversations.**

Instructions

```
public static Description ToDescription(this string value)
```

([NetAF.Conversations.Instruct](#))

- **NetAF.Extensions**

Parameters

([NetAF.Extensions.html](#))

Type

DirectionExtensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The value.

StringExtensions

Returns

([NetAF.Extensions.StringExtension](#))

+ **Type**

NetAF.Interpretation

([NetAF.Interpretation.html](#))

Description ([NetAF.Assets.Description.html](#))

Description

This string as a description.

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Toldentifier(string)

+ **NetAF.Rendering**

Returns Identifier

([NetAF.Rendering.html](#))

Declaration

+ **NetAF.Rendering.Frame**

Builders

```
public static Identifier ToIdentifier(this string value)
```

([NetAF.Rendering.FrameBuilder](#))

+ **NetAF.Rendering.Frame**

Parameters

Builders.Color

([NetAF.Rendering.FrameBuilder](#))

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

Returns

Type	Description
- Identifier (NetAF.Assets.Identifier.html) (NetAF.Assets.Attributes.html)	This string as an identifier.
+ NetAF.Assets.Characters ToSentenceCase(string) (NetAF.Assets.Characters.html)	Converts string to sentence case. (NetAF.Assets.Interaction.html)
Declaration	
+ NetAF.Assets.Locations public static string ToSentenceCase(this string value) (NetAF.Assets.Locations.html)	
+ NetAF.Commands Parameters (NetAF.Commands.html)	
Type	Name
+ NetAF.Conversations string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.html)	value
+ NetAF.Conversations. Returns	
Instructions Type (NetAF.Conversations.Instruct	
string (https://learn.microsoft.com/dotnet/api/system.string)	The word in sentence case.
- NetAF.Extensions (NetAF.Extensions.html)	
ToSpeech(string) (NetAF.Extensions.DirectionExtensions)	
Conversion to speech. (NetAF.Extensions.StringExtension	
Declaration	
+ NetAF.Interpretation (NetAF.Interpretation.html)	
Speech(this string value)	
+ NetAF.Logic Parameters (NetAF.Logic.html)	
Type	Name
+ NetAF.Rendering (NetAF.Rendering.html)	
string (https://learn.microsoft.com/dotnet/api/system.string)	value
+ NetAF.Rendering.Frame Returns Builders (NetAF.Rendering.FrameBuilder	
Type (NetAF.Rendering.FrameBuilder	
string (https://learn.microsoft.com/dotnet/api/system.string)	The value in sentence case.
+ NetAF.Rendering.Frame Builders.Color (NetAF.Rendering.FrameBuilder	

▼

- [NetAF.Attributes](#)
(NetAF.Attributes.Attributes.html)
- + **NetAF.Attributes.Characters**
[\(NetAF.Attributes.Characters.html\)](#)
- + **NetAF.Attributes.Interaction**
[\(NetAF.Attributes.Interaction.html\)](#)
- + **NetAF.Attributes.Locations**
[\(NetAF.Attributes.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)
- **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
 - DirectionExtensions
[\(NetAF.Extensions.DirectionExtens](#)
 - StringExtensions
[\(NetAF.Extensions.StringExtension](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
Builders
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frame**
Builders.Color
[\(NetAF.Rendering.FrameBuild](#)

Namespace NetAF.Interpretation

Classes

Filter by title ▾

CommandHelp (NetAF.Interpretation.CommandHelp.html)

(NetAF.Assets.Characters.html)

Provides help for a command.

+ NetAF.Assets.Interaction

CustomCommandInterpreter (NetAF.Assets.Interaction.html)

(NetAF.Interpretation.CustomCommandInterpreter.html)

+ NetAF.Assets.Locations

Provides an object that can be used for interpreting custom commands.

(NetAF.Assets.Locations.html)

+ NetAF.Commands

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

(NetAF.Commands.html)

Represents the result of an interpretation.

+ NetAF.Conversations

(NetAF.Conversations.html)

Interfaces

+ NetAF.Conversations.

Instructions

IInterpreter (NetAF.Interpretation.IInterpreter.html)

(NetAF.Conversations.Instruct)

Represents any object that can act as an interpreter for input.

+ NetAF.Extensions

(NetAF.Extensions.html)

- NetAF.Interpretation

(NetAF.Interpretation.html)

CommandHelp

(NetAF.Interpretation.CommandHe

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

InterpretationResult

(NetAF.Interpretation.Interpretation

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

+ NetAF.Assets.Characters

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Assets.Characters.html\)](#)
↳ CommandHelp

+ NetAF.Assets.Interaction

Implements

IEquatable (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<CommandHelp
[\(NetAF.Interpretation.CommandHelp.html\)](#)

+ NetAF.Assets.Locations

Inherited Members

[\(NetAF.Assets.Locations.html\)](#)

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))

[\(NetAF.Commands.html\)](#)

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))

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>)

[\(NetAF.Conversations.Instruct.html\)](#)

NameSpace: NetAF.Interpretation (NetAF.Interpretation.html)

Assembly: NetAF.dll

+ NetAF.Extensions

Syntax

[\(NetAF.Extensions.html\)](#)

- NetAF.Interpretation

public sealed class CommandHelp : IEquatable<CommandHelp>

[\(NetAF.Interpretation.html\)](#)

CommandHelp

[\(NetAF.Interpretation.CommandHe.html\)](#)

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomCom.html\)](#)

[\(NetAF.Interpretation.IInterpreter.html\)](#)

[\(NetAF.Interpretation.IInterpreter.html\)](#)

Initializes static members of the CommandHelp class.

[\(NetAF.Interpretation.Interpretation.html\)](#)

Declaration

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)(string command, string description)

+ NetAF.Rendering

Parameters

[\(NetAF.Rendering.html\)](#)

Type

[\(NetAF.Rendering.Frame.html\)](#)

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

command

The command.

description

The help.

[\(NetAF.Rendering.Frame.html\)](#)

Properties

Command

Get the command.



Declaration

+ NetAF.Assets.Characters

```
public string Command { get; }
```

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Property Value

(NetAF.Assets.Interaction.html)

Type

+ NetAF.Assets.Locations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Assets.Locations.html)

Description

+ NetAF.Commands

(NetAF.Commands.html)

Description

+ NetAF.Conversations

Get the description of the command.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

```
public string Description { get; }
```

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Property Value

(NetAF.Extensions.html)

Type

Description

- NetAF.Interpretation

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Interpretation.html)

CommandHelp

(NetAF.Interpretation.CommandHe

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

IInterpreter

(NetAF.Interpretation.IInterprete

Methods

Equals(CommandHelp)

InterpretationResult

Indicates whether the current interpretation is equal to another object of the same type.

NetAF.Logic

(NetAF.Logic.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

Name

Description

+ NetAF.Rendering.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.Assets.Characters**

[\(NetAF.Assets.Characters.html\)](#)

Implements

+ [NetAF.Assets.Interaction](#)

[\(NetAF.Assets.Interaction.html\)](#)
IEquatable<T> (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

+ **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.IInterpreter.ht](#)

InterpretationResult

[\(NetAF.Interpretation.Interpretation](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder](#)

+ **NetAF.Rendering.Frame**

Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

+ NetAF.Assets.Characters

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Assets.Characters.html)
↳ CustomCommandInterpreter

+ NetAF.Assets.Interaction

Implements
(NetAF.Assets.Interaction.html)
IInterpreter (NetAF.Interpretation.IInterpreter.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.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.Commands

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Conversations

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

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

NameSpace: NetAF.Interpretation (NetAF.Interpretation.html)

Assembly: NetAF.dll

+ NetAF.Extensions

Syntax
(NetAF.Extensions.html)

- NetAF.Interpretation

public class CustomCommandInterpreter : IInterpreter

(NetAF.Interpretation.html)

CommandHelp

(NetAF.Interpretation.CommandHe

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

InterpretationResult

Get an array of all supported commands.

+ NetAF.Logic

Declaration
(NetAF.Logic.html)

public CommandHelp[] SupportedCommands { get; }

+ NetAF.Rendering

(NetAF.Rendering.html)

Property Value

+ NetAF.Rendering.Frame

Type
Builders

(NetAF.Rendering.FrameBuilder.CommandHelp.html)[]

+ NetAF.Rendering.Frame

Description

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

+ NetAF.Assets.Characters

`public static CommandHelp[] GetContextualCommandHelp(Game game)`

+ NetAF.Assets.Interaction

Parameters

[\(NetAF.Assets.Interaction.html\)](#)

Type

+ NetAF.Assets.Locations

Game (NetAF.Logic.Game.html)

[\(NetAF.Assets.Locations.html\)](#)

+ NetAF.Commands

Returns

[\(NetAF.Commands.html\)](#)

Type

+ NetAF.Conversations

CommandHelp (NetAF.Interpretation.CommandHelp.html)[]

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Interpret(string, Game)

[\(NetAF.Conversations.Instruct.html\)](#)

Interpret a string.

+ NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

- NetAF.Interpretation

InterpretationResult Interpret(string input, Game game)

[\(NetAF.Interpretation.html\)](#)

Parameters

CustomCommandInterpreter (NetAF.Interpretation.CommandHelp.html)

Type CustomCommandInterpreter

string (NetAF.Interpretation.CommandHelp.html) (NetAF.System.String.html)

input (NetAF.Interpretation.CommandHelp.html)

Game (NetAF.Logic.Game.html)

(NetAF.Interpretation.IInterpreter.html)

InterpretationResult

Returns Interpretation (NetAF.Interpretation.Interpretation.html)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

Name

Description

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Implements

+ NetAF.Rendering.Frame

IInterpreter (NetAF.Interpretation.IInterpreter.html)

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

▼

- + **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.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.IInterpreter.ht](#)
 - InterpretationResult
[\(NetAF.Interpretation.Interpretation](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.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.Assets.Characters**

Assembly: NetAF.dll

([NetAF.Assets.Characters.htm](#))
Syntax

+ **NetAF.Assets.Interaction**

([NetAF.Assets.Interaction.htm](#))

+ **NetAF.Assets.Locations**

([NetAF.Assets.Locations.html](#))

Properties

([NetAF.Commands.html](#))

+ **NetAF.Conversations**

SupportedCommands

([NetAF.Conversations.html](#))

Get an array of all supported commands.

+ **NetAF.Conversations.**

Declaration

Instructions

([NetAF.Conversations.Instruct](#))

CommandHelp[] SupportedCommands { get; }

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Property Value

- **Type**

([NetAF.Interpretation.html](#))

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#))

CommandHelp

([NetAF.Interpretation.CommandHe](#))

CustomCommandInterpreter

([NetAF.Interpretation.CustomComr](#))

Interpreter

Methods

GetContextualCommandHelp(Game)

([NetAF.Interpretation.Interpretation](#))

Get contextual command help for a game, based on its current state.

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Rendering**

CommandHelp[], GetContextualCommandHelp(Game game)

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Parameters

Builders

([NetAF.Rendering.FrameBuilder](#))

Game ([NetAF.Logic.Game.html](#))

+ **NetAF.Rendering.Frame**

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game.

Returns

Type	Description
CommandHelp (NetAF.Interpretation.CommandHelp.html)[]	The contextual help.

▼ Interpret(string, Game)

+ NetAF.Assets.Characters

Interpret a string.

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Interpret(string input, Game game)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

+ NetAF.Commands

(NetAF.Commands.html)

String (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

input

The string to interpret.

+ NetAF.Conversations

Game (NetAF.Logic.Game.html)

(NetAF.Conversations.html)

game

The game.

Returns

+ NetAF.Conversations.

Type Instructions

Description

(NetAF.Conversations.Instruct

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

The result of the interpretation.

+ NetAF.Extensions

(NetAF.Extensions.html)

- NetAF.Interpretation

(NetAF.Interpretation.html)

CommandHelp

(NetAF.Interpretation.CommandHe

CustomCommandInterpreter

(NetAF.Interpretation.CustomComr

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

InterpretationResult

(NetAF.Interpretation.Interpretation

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frame

Class InterpretationResult

Represents the result of an interpretation.

 Filter by title

Inheritance

+ NetAF.Assets.Characters

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

(NetAF.Assets.Characters.html)

↳ InterpretationResult

+ NetAF.Assets.Interaction

Inherited Members

(NetAF.Assets.Interaction.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ NetAF.Assets.Locations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Assets.Locations.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Commands

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(NetAF.Commands.html) <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).Interpretation (NetAF.Interpretation.html)

Assembly: NetAF.dll

Syntax: **(NetAF.Conversations.Instruct**

+ NetAF.Extensions

public class InterpretationResult
(NetAF.Extensions.html)

- NetAF.Interpretation

(NetAF.Interpretation.html)

CommandHelp

[\(NetAF.Interpretation.CommandHe](#)

InterpretationResult(bool, ICommand)

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomCom](#)

Initializes a new instance of the InterpretationResult class.

Interpreter

[Declaration: NetAF.Interpretation.IInterpreter.h](#)

InterpretationResult

[public InterpretationResult\(bool wasInterpretedSuccessfully, ICommand command\)](#)

+ NetAF.Logic

[Particulars: NetAF.Logic.html](#)

+ NetAF.Rendering

(NetAF.Rendering.html)

bool

[\(https://learn.microsoft.com/dotnet/api/system.boolean\)](#)

+ NetAF.Rendering.FrameBuilders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

[ICustomFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

Type	Name	Description
bool	wasInterpretedSuccessfully	If interpretation was successful.
ICustomFrameBuilder	command	The command.

[+ NetAF.Rendering.Frame](#)

Properties

Command

Get the command.



Declaration

+ NetAF.Assets.Characters

```
public TCommand Command { get; }
```

[\(NetAF.Assets.Characters.html\)](#)

+ NetAF.Assets.Interaction

Property Value

[\(NetAF.Assets.Interaction.html\)](#)

Type

+ NetAF.Assets.Locations

ICommand (NetAF.Commands.ICommand.html)

[\(NetAF.Assets.Locations.html\)](#)

Description

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

Fail

+ NetAF.Conversations

Get a default result for failure.

[\(NetAF.Conversations.html\)](#)

Declaration

+ NetAF.Conversations.

Instructions

```
public static InterpretationResult Fail { get; }
```

[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

Property Value

[\(NetAF.Extensions.html\)](#)

Type

- NetAF.Interpretation

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

[\(NetAF.Interpretation.html\)](#)

Description

CommandHelp

[\(NetAF.Interpretation.CommandHe](#)

CustomCommandInterpreter

Get if interpretation was successful.

[\(NetAF.Interpretation.CustomCom](#)

IIInterpreter

Declaration

[\(NetAF.Interpretation.IIInterpreter.ht](#)

InterpretationResult

```
public bool WasInterpretedSuccessfully { get; }
```

+ NetAF.Logic

Property Value

[\(NetAF.Logic.html\)](#)

Type

+ NetAF.Rendering

bool (System.Boolean.html)

Description

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuild](#)

+ NetAF.Rendering.Frame

▼

- + **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.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.IInterpreter.ht](#)
 - InterpretationResult
[\(NetAF.Interpretation.Interpretation](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders
[\(NetAF.Rendering.FrameBuild](#)
- + **NetAF.Rendering.Frame**

Namespace NetAF.Logic

Classes

Filter by title ▾

AssetGenerator (NetAF.Logic.AssetGenerator.html)

+ NetAF.Commands

Represents a generator for game assets.

(NetAF.Commands.html)

+ NetAF.Conversations

EndCheckResult (NetAF.Logic.EndCheckResult.html)

(NetAF.Conversations.html)

Represents the result of an end check.

+ NetAF.Conversations.

Instructions

Game (NetAF.Logic.Game.html)

Represents a game.

+ NetAF.Extensions

(NetAF.Extensions.html)

GameConfiguration (NetAF.Logic.GameConfiguration.html)

+ NetAF.Interpretation

Represents a configuration for a game.

(NetAF.Interpretation.html)

- NetAF.Logic

GameEndConditions (NetAF.Logic.GameEndConditions.html)

(NetAF.Logic.html)

Provides a container for game end conditions.

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

Provides information about a game.

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Enums

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

ExitMode (NetAF.Logic.ExitMode.html)

(NetAF.Logic.GameConfiguration.h)

Enumeration of exit modes.

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameState (NetAF.Logic.GameState.html)

(NetAF.Logic.GameEndConditions.h

Enumeration of game states.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

EndCheck (NetAF.Logic.EndCheck.html)

(NetAF.Logic.GameState.html)

Represents the callback used for end checks.

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

GameCreationCallback ([NetAF.Logic.GameCreationCallback.html](#))

Represents the callback used for Game creation.

GameSetupCallback ([NetAF.Logic.GameSetupCallback.html](#))

Represents the callback used for Game setup.

OverworldCreationCallback ([NetAF.Logic.OverworldCreationCallback.html](#))

Represents a callback for Overworld creation.

+ NetAF.Conversations

PlayerCreationCallback ([NetAF.Logic.PlayerCreationCallback.html](#))

Represents a callback for Player creation.

+ NetAF.Conversations.

Instructions

([NetAF.Conversations.Instruct](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

- NetAF.Logic

([NetAF.Logic.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.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](#))

PlayerCreationCallback

Class AssetGenerator

Represents a generator for game assets.

Filter by title

Inheritance

[NetAF.CommandBase](#)

[\(NetAF.Commands.html\)](#)

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [AssetGenerator](#)

[+ NetAF.Conversations](#)

Inherited Members

[\(NetAF.Conversations.html\)](#)

[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)))

[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>)

[\(NetAF.Extensions.html\)](#)

[object.ReferenceEquals\(object, object\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

[object.ToString\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Interpretation.html\)](#) [NetAF.Logic.html](#)

- Assembly: [NetAF.dll](#)

[- NetAF.Logic](#)

Syntax

[\(NetAF.Logic.html\)](#)

AssetGenerator
public sealed class AssetGenerator
([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

Methods

ExitMode

([NetAF.Logic.ExitMode.html](#))

Custom(OverworldCreationCallback, PlayerCreationCallback)

GameConfiguration

Create an asset generator that creates custom values. Callbacks determine the overworld and player that will be returned on each call to GetOverworld and GetPlayer.

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

Declaration

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

public static AssetGenerator Custom(OverworldCreationCallback overworldCreationCallback, PlayerCreationCallback playerCreationCallback)
([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState

Type
([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Type	Name	Description
OverworldCreationCallback (NetAF.Logic.OverworldCreationCallback.html)	overworldCreationCallback	The overworld creation callback.

Type	Name	Description
PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html)	<i>playerCreationCallback</i>	The player creation callback.

Returns

Type	Description
+ NetAF.Commands (NetAF.Commands.html) (NetAF.Logic.AssetGenerator.html)	Asset generation that will always return an overworld and a player as defined by the callbacks.

+ NetAF.Conversations

(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)

- NetAF.Logic

(NetAF.Logic.html)

Overworld (NetAF.Assets.Locations.Overworld.html)

Description

The overworld.

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Declaration

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html) GetPlayer()

GameConfiguration

(NetAF.Logic.GameConfiguration.h)

Returns

GameCreationCallback

Type GameCreationCallback

Description

GameEndConditions

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

The player.

(NetAF.Logic.GameEndConditions.h)

GamelInfo

(NetAF.Logic.GamelInfo.html)

New(AssetTemplate<Overworld>, IAssetTemplate<PlayableCharacter>)

(NetAF.Logic.GameSetupCallback)

Create an asset generator that creates new values. Different instances of overworld and player will be returned on each call to GetOverworld and GetPlayer.

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

```
public static AssetGenerator New(IAssetTemplate<Overworld> overworldTemplate, IAssetTemplate<PlayableCharacter> playerTemplate)
```

Parameters

Type	Name	Description
IAssetTemplate<Overworld> (NetAF.Commands.html)	overworldTemplate	The overworld template.
IAssetTemplate<PlayableCharacter> (NetAF.Characters.html)	playerTemplate	The player template.

+ NetAF.Conversations.

Instructions

Returns

(NetAF.Conversations.Instruct)

Type

+ NetAF.Extensions

AssetGenerator

(NetAF.Extensions.html)

(NetAF.Logic.AssetGenerator.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

New(OverworldMaker, IAssetTemplate<PlayableCharacter>)

NetAF.Logic

(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.

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

Declaration

EndCheck

(NetAF.Logic.EndCheck.html)

```
public static AssetGenerator New(OverworldMaker overworldMaker, IAssetTemplate<PlayableCharacter> playerTemplate)
```

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Parameters

Type Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

OverworldMaker (NetAF.Offices.OverworldMaker.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback.html)

IAssetTemplate<GameEndConditions>

(NetAF.Utilities.IAssetTemplate-1.html)

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

(NetAF.Logic.GameEndConditions.html)

GameInfo

Returns

(NetAF.Logic.GameInfo.html)

Type

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback.html)

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback.html)

Retained(Overworld, PlayableCharacter)

(NetAF.Logic.PlayerCreationCallback.html)

Description

Asset generation that will always return a new overworld and a new player.

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

Type (NetAF.Commands.html)

+ NetAF.Conversations

Overworld (NetAF.Assets.Locations.Overworld.html)

Type (NetAF.Conversations.html)

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

+ NetAF.Conversations.

Instructions

Returns

Type (NetAF.Conversations.Instruct)

Description

+ NetAF.Extensions

AssetGenerator

Type (NetAF.Extensions.html)

Asset generation that will always return the same instance overworld and the same instance of the player.

+ NetAF.Interpretation

Type (NetAF.Interpretation.html)

- NetAF.Logic

Type (NetAF.Logic.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.GameCreationCallback)

GameEndConditions

(NetAF.Logic.GameEndConditions.h)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.h)

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback)

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback)

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**

public delegate EndCheckResult EndCheck(Game game)

Instructions

(NetAF.Conversations.Instruct

Parameters

+ **NetAF.Extensions**

Type
(NetAF.Extensions.html)
Game (NetAF.Logic.Game.html)

Name

Description

game The game to check for end.

+ **NetAF.Interpretation**

Ref: (NetAF.Interpretation.html)

- **NetAF.Logic**

(NetAF.Logic.html)

Description

EndCheckResult (NetAF.Logic.EndCheckResult.html) Returns a result from the check.

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

Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

(NetAF.Commands.html)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ EndCheckResult

+ 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)))

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.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(NetAF.Extensions.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>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

- NetAF.Logic

Assembly: NetAF.dll

(NetAF.Logic.html)

Syntax

AssetGenerator

```
public class EndCheckResult  
EndCheck
```

(NetAF.Logic.EndCheck.html)

EndCheckResult

Constructors

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

EndCheckResult(bool, string, string)

GameConfiguration

Initializes a new instance of the EndCheckResult class.

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

```
public EndCheckResult(bool hasEnded, string title, string description)  
(NetAF.Logic.GameEndConditions.
```

GameInfo

Para (NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

bool GameState

GameState (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Name

Description

hasEnded

If the game has ended.

title

A title to describe the end.

description

A description of the end.

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

Properties

Description

Get a description of the end.

Declaration

+ **NetAF.Commands**

([NetAF.Commands.html](#))

```
public string Description { get; }
```

+ NetAF.Conversations

([NetAF.Conversations.html](#))

Property Value

+ NetAF.Conversations.	Description
-------------------------------	--------------------

Instructions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Conversations.Instruct.html](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Get a NetAF interpretation to an end.

([NetAF.Interpretation.html](#))

Declaration

- NetAF.Logic

([NetAF.Logic.html](#))

AssetGenerator

Property Value

Type	Description
------	--------------------

EndCheck

([NetAF.Logic.EndCheck.html](#))

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.GameCreationCallback.html](#))

GameEndCondition

checkResult NotEnded { get; }

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

Property Value

([NetAF.Logic.GameInfo.html](#))

Type

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

EndCheckResult ([NetAF.Logic.EndCheckResult.html](#))

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

Get a NetAF logic player creation callback.

([NetAF.Logic.PlayerCreationCallback.html](#))

Description

Declaration

```
public string Title { get; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Commands.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)

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
PlayerCreationCallback
(NetAF.Logic.PlayerCreationCallba

Enum ExitMode

Enumeration of exit modes.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

([NetAF.Conversations.html](#))

Assembly: NetAF.dll

Syntax

Instructions

([NetAF.Extensions.Instruct.html](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Fields

([NetAF.Interpretation.html](#))

Name	Description
- NetAF.Logic.ExitApplication (NetAF.Logic.html)	Exit the application.
ReturnToTitleScreen AssetGenerator	Return to the title screen.

([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](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Class Game

Represents a game.

Filter by title

Inheritance

+ [NetAF.Commands](#)

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Game

+ [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)))

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.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

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>)

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#)) NetAF.Logic.html

- Assembly: NetAF.dll

- [NetAF.Logic](#)

Syntax

([NetAF.Logic.html](#))

AssetGenerator

public sealed class Game
([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

ActiveConverser

([NetAF.Logic.Game.html](#))

GameConfiguration

Get the active converser
([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

public IConverser ActiveConverser { get; }
([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

Type
([NetAF.Logic.GameSetupCallback.html](#))

Description

IConverser ([NetAF.Assets.Characters.IConverser.html](#))

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Configuration

Get the configuration.

Declaration

```
public GameConfiguration Configuration { get; }
```



Property Value

+ **NetAF.Commands**

Type
[\(NetAF.Commands.html\)](#)

Description

GameConfiguration (NetAF.Logic.GameConfiguration.html)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations**

Instructions

Get the end conditions

[\(NetAF.Conversations.Instruct.html\)](#)

Declaration

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

```
public GameEndConditions EndConditions { get; }
```

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

Property Value

- **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Description

GameEndConditions (NetAF.Logic.GameEndConditions.html)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

Info

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

Get the info

[\(NetAF.Logic.EndCheckResult.html\)](#)

Declaration

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game
[\(NetAF.Logic.Game.html\)](#)

GameConfiguration

[\(NetAF.Logic.GameConfiguration.html\)](#)

Property Value

GameCreationCallback

Type
[\(NetAF.Logic.GameCreationCallback.html\)](#)

Description

GameEndConditions

GamelInfo
[\(NetAF.Logic.GamelInfo.html\)](#)

[\(NetAF.Logic.GameEndConditions.html\)](#)

GamelInfo

[\(NetAF.Logic.GamelInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

Introduction

[\(NetAF.Logic.GameSetupCallback.html\)](#)

Get the state

[\(NetAF.Logic.GameState.html\)](#)

Declaration

OverWorldCreationCallback

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

```
public string Introduction { get; }
```

[PlayerCreationCallback](#)

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

IsExecuting

+ [NetAF.Commands.html](#)

Get the IsExecuting value.

NetAF Conversations

[\(NetAF.Conversations.html\)](#)

```
public bool IsExecuting { get; }
```

+ NetAF.Conversations.

Instructions

Property Value

[\(NetAF.Conversations.Instruct.html\)](#)

Type

+ NetAF.Extensions

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Overworld

- NetAF.Logic

Get the overworld.

[\(NetAF.Logic.html\)](#)

Declaration

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

```
public Overworld Overworld { get; }
```

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

Property Value

[\(NetAF.Logic.EndCheckResult.html\)](#)

Type

ExitMode

Description

[\(NetAF.Logic.ExitMode.html\)](#)

Overworld ([NetAF.Assets.Locations.Overworld.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

[\(NetAF.Logic.GameConfiguration.html\)](#)

Player

- GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

Get the player.

[GameEndConditions](#)

Declaration

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

```
public PlayableCharacter Player { get; }
```

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

Property Value

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

PlayableCharacter ([NetAF.Factions.Characters.PlayableCharacter.html](#))

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

Type

OverworldCreationCallback

Description

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

Methods

ChangePlayer(PlayableCharacter)

Change to a specified player.

Declaration

+ **NetAF.Commands**

([NetAF.Commands.html](#))

```
public void ChangePlayer(PlayableCharacter player)
```

+ NetAF.Conversations

([NetAF.Conversations.html](#))

Parameters

+ NetAF.Conversations.		Name	Description
Instructions PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html) (NetAF.Conversations.Instruct.html)		<i>player</i>	The player to change to.

+ NetAF.Extensions

C([GameInfo.html](#), AssetGenerator, GameEndConditions,

GameConfiguration, GameSetupCallback)

+ NetAF.Interpretation

Create [NetAF.Interpretation.html](#) instances of a game.

Declaration

NetAF.Logic

([NetAF.Logic.html](#))

```
public static GameCreationCallback Create(GameInfo info, string introduction, AssetGenerator assetGenerator, GameEndConditions conditions, GameConfiguration configuration, GameSetupCallback setup = null)  
    EndCheck
```

([NetAF.Logic.EndCheck.html](#))

Parameters

EndCheckResult

Type	Name	Description
ExitMode		
GameInfo (NetAF.GameInfo.html)	<i>info</i>	Information about the game.
Game (NetAF.Logic.Game.html) string GameConfiguration (https://learn.microsoft.com/dotnet/api/system.string) GameCreationCallback	<i>introduction</i>	An introduction to the game.
AssetGenerator (NetAF.Logic.AssetGenerator.html)	<i>assetGenerator</i>	The generator to use to create game assets.
GameEndConditions GameInfo (NetAF.Logic.GameEndConditions.html) (NetAF.Logic.GameInfo.html)	<i>conditions</i>	The game conditions.
GameSetupCallback (NetAF.Logic.GameSetupCallback.html)	<i>configuration</i>	The configuration for the game.
GameState GameSetupCallback (NetAF.Logic.GameState.html) (NetAF.Logic.GameSetupCallback.html) OverworldCreationCallback	<i>setup</i>	A setup function to run on the created game after it has been created.

([NetAF.Logic.OverworldCreationCallback.html](#))

Returns

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Type	Description
GameCreationCallback (NetAF.Logic.GameCreationCallback.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.

DisplayAbout()

(NetAF.Commands.html)

NetAF.Conversations

(NetAF.Conversations.html)

public void DisplayAbout()

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

DisplayHelp()

+ NetAF.Extensions

(NetAF.Extensions.html)

NetAF.Interpretation

(NetAF.Interpretation.html)

public void DisplayHelp()

- NetAF.Logic

(NetAF.Logic.html)

AssetGenerator

DisplayMap()

(NetAF.Logic.AssetGenerator.html)

EndCheck

Display the map frame.

(NetAF.Logic.EndCheck.html)

Declaration

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

void DisplayMap()

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

DisplayTransition(string, string)

GameCreationCallback

Display a transition frame

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

public void DisplayTransition(string title, string message)

(NetAF.Logic.GameInfo.html)

GameSetupCallback

Parameter

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

title

The title.

string (https://learn.microsoft.com/dotnet/api/system.string)

message

The message.

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

Execute(GameCreationCallback)

Execute a game.

Declaration

```
public static void Execute(GameCreationCallback creator)
```

+ **Type** [NetAF.Commands](#)

Parameters
[\(NetAF.Commands.html\)](#)

Type	Name	Description
NetAF.Conversations	<i>creator</i>	The creator to use to create the game.

Instructions

[\(NetAF.Conversations.Instruct FindInteractionTarget\(string\)\)](#)

+ **Type** [NetAF.Extensions](#)

Find an interaction target within the current scope for this Game.

[\(NetAF.Extensions.html\)](#)

Declaration

+ **Type** [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

```
public IInteractWithItem FindInteractionTarget(string name)
```

- **Type** [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

Parameters

Type	Name	Description
AssetGenerator (NetAF.Logic.AssetGenerator.html)		

[string EndCheckLearn.microsoft.com/dotnet/api/system.string\)](#)

[\(NetAF.Logic.EndCheck.html\)](#)

Returns

[EndCheckResult](#)

[\(NetAF.Logic.EndCheckResult.html\)](#)

Type [ExitMode](#)

Description

[\(NetAF.Logic.ExitMode.html\)](#)

[Game](#) [\(NetAF.Logic.Game.html\)](#)

The first [IInteractWithItem](#) object which has a name that matches the name parameter.

[\(NetAF.Logic.GameConfiguration.html\)](#)

[GameConfiguration](#)

[\(NetAF.Logic.GameConfiguration.html\)](#)

[GameCreationCallback](#)

[\(NetAF.Logic.GameCreationCallback.html\)](#)

[GetAllPlayerVisibleExaminables\(\)](#)

[\(NetAF.Logic.GameEndConditions.html\)](#)

Get all examinables that are currently visible to the player.

[GameInfo](#)

Declaration
[\(NetAF.Logic.GameInfo.html\)](#)

[GameSetupCallback](#)

[\(NetAF.Logic.GameSetupCallback.html\)](#)

[GameState](#)

[\(NetAF.Logic.GameState.html\)](#)

Returns

[OverworldCreationCallback](#)

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

[PlayerCreationCallback](#)

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

Type	Description
IExaminable (NetAF.Assets.IExaminable.html) []	An array of all examinables that are currently visible to the player.

▼

+ **NetAF.Commands**

(NetAF.Commands.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)

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

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

Class GameConfiguration

Represents a configuration for a game.

Filter by title

Inheritance

[NetAF.CommandBase](#)

[\(NetAF.Commands.html\)](#)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GameConfiguration

[+ 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)))

[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)))

[\(NetAF.Conversations.Instruct.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

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>)

[\(NetAF.Interpretation.html\)](#) NetAF.Logic.html

- Assembly: NetAF.dll

[- NetAF.Logic](#)

Syntax

[\(NetAF.Logic.html\)](#)

AssetGenerator

public sealed class GameConfiguration

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

Constructors

[\(NetAF.Logic.EndCheckResult.html\)](#)

Game (NetAF.Logic.Game.html)

Initializes a new instance of the GameConfiguration class.

GameConfiguration

([NetAF.Logic.GameConfiguration.h](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

Parameters

[GameInfo](#)

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

Size (NetAF.Logic.GameSetupCallback.html)

Name

Description

displaySize

The display size.

GameState (NetAF.Logic.GameState.html)

exitMode

The exit mode.

ExitMode (NetAF.Logic.ExitMode.html)

([NetAF.Logic.GameState.html](#))

IIOAdapter (NetAF.Logic.IIOAdapter.html)

adapter

The I/O adapter.

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback.html)

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback.html)

Properties

Adapter

Get the I/O adapter.



Declaration

+ **NetAF.Commands**

([NetAF.Commands.html](#))

```
public IIOAdapter Adapter { get; }
```

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Description

Instructions

IIOAdapter ([NetAF.Adapters.IIOAdapter.html](#))

([NetAF.Conversations.Instruct.html](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Declaration

- NetAF.Logic

([NetAF.Logic.html](#))

AssetGenerator

Property Value ([NetAF.Logic.AssetGenerator.html](#))

EndCheck

Type ([NetAF.Logic.EndCheck.html](#))

Description

EndCheckResult

([NetAF.Logic.GameConfiguration.html](#))

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

DisplayCommandListInSceneFrames

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

Get or Set if the command list is displayed in scene frames.

([NetAF.Logic.GameConfiguration.html](#))

Declaration

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

DisplayCommandListInSceneFrames { get; set; }

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

Property Value ([NetAF.Logic.GameInfo.html](#))

Type GameSetupCallback

Description

([NetAF.Logic.GameSetupCallback.html](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Get the display size PlayerCreationCallback

Declaration

```
public Size DisplaySize { get; }
```

Property Value

Type	Description
Size (NetAF.Assets.Size.html) (NetAF.Commands.html)	

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations

Get or set the prefix to use when displaying errors.

Instructions

Declaration

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

public string ErrorPrefix { get; set; }

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(System.String (System.String))

(NetAF.Logic.html)

AssetGenerator

ExitMode (NetAF.Logic.AssetGenerator.html)

EndCheck

Get the exit mode (NetAF.Logic.EndCheck.html)

EndCheckResult

Declaration (NetAF.Logic.EndCheckResult.html)

ExitMode

public ExitMode ExitMode { get; }
(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

Property Value

GameConfiguration (NetAF.Logic.GameConfiguration.h

Type GameCreationCallback

ExitMode (NetAF.Logic.GameCreationCallback)

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

FrameBuilders (NetAF.Logic.GameInfo.html)

GameSetupCallback

Get or set the collection of frame builders to use to render the game.

(NetAF.Logic.GameSetupCallback)

Declaration

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

Collection FrameBuilders { get; set; }

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

Property Value

(NetAF.Logic.PlayerCreationCallba

Type	Description
FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)	

Interpreter

Get or set the interpreter used for interpreting input.

(NetAF.Commands.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html) `IInterpreter { get; set; }`

+ NetAF.Conversations.

Property Value

Instructions

Type (NetAF.Conversations.Instruct)

Description

+ NetAF.Extensions (NetAF.Extensions.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

SceneMapKeyType

(NetAF.Interpretation.html)

Get or set the type of key to use on the scene map.

- NetAF.Logic

(NetAF.Logic.html)

AssetGenerator

`public IKeyAssetGenerator.Type SceneMapKeyType { get; set; }`

EndCheck

(NetAF.Logic.EndCheck.html)

Property Value

EndCheckResult

Type (NetAF.Logic.EndCheckResult.html)

Description

ExitMode

`KeyExitMode.Type` (NetAF.Rendering.KeyType.html)

(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

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

Delegate GameCreationCallback

Represents the callback used for Game creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
(NetAF.Conversations.html)

Assembly: NetAF.dll

Symbol: `NetAF.Conversations`

Instructions

(NetAF.Conversations.InstructionCallback())

+ NetAF.Extensions

Returns
(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Description

A game created by the callback.

- NetAF.Logic

(NetAF.Logic.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)

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback.html)

Class GameEndConditions

Provides a container for game end conditions.

Filter by title

Inheritance

[NetAF.CommandBase](#)

[\(NetAF.Commands.html\)](#)

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GameEndConditions

[+ 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)))

[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)))

[\(NetAF.Conversations.Instruct.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

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>)

[+ NetAF.Interpretation](#) object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[\(NetAF.Interpretation.html\)](#) [NetAF.Logic.html](#)

- Assembly: NetAF.dll

[- NetAF.Logic](#)

Syntax

[\(NetAF.Logic.html\)](#)

AssetGenerator

public sealed class GameEndConditions
([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

Constructors

[GameEndConditions\(EndCheck, EndCheck\)](#)

Game ([NetAF.Logic.Game.html](#))

Initializes a new instance of the GameEndConditions class.
GameConfiguration

Declaration

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))
public GameEndConditions(EndCheck completionCondition, EndCheck gameOverCondition)
GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

Parameters

[GameInfo](#)

Type	Name	Description
NetAF.Logic.GameInfo.html		
GameSetupCallback		

EndCheck ([NetAF.Logic.GameSetupCallback.html](#)) completionCondition
([NetAF.Logic.EndCheck.html](#))

The condition that determines if the game was completed.

EndCheck ([NetAF.Logic.GameState.html](#)) OverworldCreationCallback
([NetAF.Logic.EndCheck.html](#)) ([NetAF.Logic.OverworldCreationCa](#)

gameOverCondition The condition that determines if the game has ended.

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Properties

CompletionCondition

Get the condition that determines if the game was completed.

Declaration
+ NetAF.Commands

(NetAF.Commands.html)

```
public EndCheck completionCondition { get; }
```

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

EndCheck (NetAF.Logic.EndCheck.html)

(NetAF.Conversations.Instruct

Description

+ NetAF.Extensions

(NetAF.Extensions.html)

Get the interpretation that determines if the game has ended.

(NetAF.Interpretation.html)

Declaration

- NetAF.Logic

(NetAF.Logic.html)

AssetGenerator

Property Value
(NetAF.Logic.AssetGenerator.html)

Description

Type

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

NoEnd

Game (NetAF.Logic.Game.html)

GameConfiguration

Get a value for no end.
(NetAF.Logic.GameConfiguration.h

Declaration

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

GameEndConditions NoEnd { get; }

(NetAF.Logic.GameEndConditions.

GameInfo

Property Value
(NetAF.Logic.GameInfo.html)

Description

Type

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameEndConditions (NetAF.Logic.GameEndConditions.html)

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayerCreationCallback

Get a value for player creation callback result.
(NetAF.Logic.PlayerCreationCallbackResult.NotEnded.

Description

Declaration

```
public static EndCheck NotEnded { get; }
```

Property Value

Type	Description
EndCheck (NetAF.Logic.EndCheck.html) (NetAF.Commands.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)

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

PlayerCreationCallback
(NetAF.Logic.PlayerCreationCallba

Class GameInfo

Provides information about a game.

Filter by title

Inheritance

[NetAF.CommandBase](#)

[\(NetAF.Commands.html\)](#)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GameInfo

[+ 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)))

[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)))

[\(NetAF.Conversations.Instruct.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

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>)

[\(NetAF.Interpretation.html\)](#) NetAF.Logic.html

- Assembly: NetAF.dll

[- NetAF.Logic](#)

Syntax

[\(NetAF.Logic.html\)](#)

AssetGenerator
public sealed class GameInfo
[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

Constructors

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[GameInfo\(string, string, string\)](#)

Game ([NetAF.Logic.Game.html](#))

Initializes a new instance of the GameInfo class.

GameConfiguration

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#) public GameInfo(string name, string description, string author)
GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

Parameters

[Game](#)

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

Name

Description

Type		Name	Description
string	(NetAF.Logic.GameSetupCallback.html)	name	The name of the game.
GameState	(NetAF.Logic.GameState.html)	description	A description of the game.
OverworldCreationCallback	(NetAF.Logic.OverworldCreationCallback.html)	author	A author of the game.

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

Properties

Author

Get the author.



Declaration

+ **NetAF.Commands**

([NetAF.Commands.html](#))

```
public string Author { get; set; }
```

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Conversations.Instruct.html](#))

Description

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Declaration

- NetAF.Logic

([NetAF.Logic.html](#))

AssetGenerator

Property Value ([NetAF.Logic.AssetGenerator.html](#))

Description

Type

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Name

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

Get the name of the game.

([NetAF.Logic.GameConfiguration.html](#))

Declaration

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions { get; }

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

Property Value ([NetAF.Logic.GameInfo.html](#))

Description

Type

GameSetupCallback

Description

([NetAF.Logic.GameSetupCallback.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

▼

+ **NetAF.Commands**

([NetAF.Commands.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](#))

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](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Delegate GameSetupCallback

Represents the callback used for Game setup.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
(NetAF.Conversations.html)

Assembly: NetAF.dll

NetAF.Conversations.

Instructions

(NetAF.Conversations.InstructionGameSetupCallback(Game game))

+ **NetAF.Extensions**

Parameters

(NetAF.Extensions.html)

Type

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Name

Description

game

The game to setup.

- **NetAF.Logic**

(NetAF.Logic.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)

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback.html)

Enum GameState

Enumeration of game states.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

Syntax

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))
public enum GameState

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct](#)

Fields

[NetAF.Extensions](#)

Name	Description
+ NetAF.Interpretation	
Active	Active.
- NetAF.Logic	
Finished	Finished.
NotStarted	Not started.

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](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallba](#))

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
(NetAF.Conversations.html)

Assembly: NetAF.dll

NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruction.OverworldCreationCallback())

+ **NetAF.Extensions**

Returns
(NetAF.Extensions.html)

Type	Description
(NetAF.Extensions.html)	A generated Overworld.

- **NetAF.Logic**

(NetAF.Logic.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)

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback.html)

Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
(NetAF.Conversations.html)

Assembly: NetAF.dll

NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruction) → Character PlayerCreationCallback()

+ NetAF.Extensions

Returns
(NetAF.Extensions.html)

Type
+ NetAF.Interpretation

	Description
P(NetAF.Interpretation.html)	Characters.PlayableCharacter.html)

- **NetAF.Logic**

(NetAF.Logic.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.GameCreationCallback)

GameEndConditions

(NetAF.Logic.GameEndConditions.h)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.h)

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback.h)

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback.h)

Namespace NetAF.Rendering

Enums

Filter by title

[\(NetAF.Assets.Characters.html\)](#)
KeyType ([NetAF.Rendering.KeyType.html](#))

+ [NetAF.Assets.Interaction](#)

[\(NetAF.Assets.Interaction.html\)](#)

[RegionMapMode](#) ([NetAF.Rendering.RegionMapMode.html](#))

[\(NetAF.Assets.Locations.html\)](#)

Enumeration of region map modes.

+ [NetAF.Commands](#)

[\(NetAF.Commands.html\)](#)

+ [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.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 KeyType

Enumeration of key types.

Filter by title

Namespace: [NetAF](#) ([NetAF.html](#)) [Rendering](#) ([NetAF.Rendering.html](#))

[\(NetAF.Assets.Attributes.html\)](#)

Syntax

+ **NetAF.Assets.Characters**

[\(NetAF.Assets.Characters.html\)](#)
public enum KeyType

+ **NetAF.Assets.Interaction**

[\(NetAF.Assets.Interaction.html\)](#)

+ **NetAF.Assets.Locations**

[Fields](#)
[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[Description](#)
[\(NetAF.Commands.html\)](#)
Dynamic Dynamic key, only show relevant key items.

+ **NetAF.Conversations**

[Full](#) Full key.
[\(NetAF.Conversations.html\)](#)

[None](#) No key.

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

- **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](#))

[\(NetAF.Assets.Attributes.html\)](#)

Syntax

+ **NetAF.Assets.Characters**

[\(NetAF.Assets.Characters.html\)](#)
public enum RegionMapMode

+ **NetAF.Assets.Interaction**

[\(NetAF.Assets.Interaction.html\)](#)

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

Detailed Shows rooms at a detailed level.

+ **NetAF.Conversations**

Dynamic Dynamic region map - uses detailed if there is room, else map will be undetailed.

[\(NetAF.Conversations.html\)](#)

Undetailed Shows rooms as one character, which allows larger maps to be displayed in a limited area.

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

- **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.Commands.html)

+ NetAF.Conversations

FrameBuilderCollection

(NetAF.Conversations.html)

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

+ NetAF.Conversations.

Provides a collection of all of the frame builders required to run a game.

Instructions

(NetAF.Conversations.Instruct

FrameBuilderCollections

(NetAF.Extensions.html)

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

(NetAF.Extensions.html)

Provides a container from frame builder collections.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

GruStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

+ NetAF.Logics

for building strings as part of a grid.

(NetAF.Logic.html)

Interfaces

+ NetAF.Rendering

(NetAF.Rendering.html)

IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

(NetAF.Rendering.Frame

Builders

Represents any object that can build about frames.

(NetAF.Rendering.FrameBuildde

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Represents any object that can build completion frames.

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

(NetAF.Rendering.FrameBuildde

Represents any object that can build conversation frames.

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Represents any object that can build conversation frames.

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Represents any object that can build game over frames.

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Represents any object that can build help frames.

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Represents any object that can build region map frames.

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

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.Commands.html)

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)

(NetAF.Conversations.html)

Represents any object that can build room maps.

+ NetAF.Conversations.

Instructions

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

(NetAF.Conversations.Instruct)

Represents any object that can build scene frames.

+ NetAF.Extensions

(NetAF.Extensions.html)

ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

+ NetAF.Interpretation

Represents any object that can build title frames.

(NetAF.Interpretation.html)

ITransitionFrameBuilder

(NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

Represents any object that can build transition frames.

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

ICompletionFrameBuilder

(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

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder)

IRoomMapBuilder

(NetAF.Rendering.FrameBuilders.IRoomMapBuilder)

Class FrameBuilderCollection

Provides a collection of all of the frame builders required to run a game.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Conversations**

↳ FrameBuilderCollection

([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)))

([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)))

+ **NetAF.Extensions**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Extensions.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.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic**

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

([NetAF.Logic.html](#))

Assembly: NetAF.dll

↳ **NetAF.Rendering**

([NetAF.Rendering.html](#))

public class FrameBuilderCollection

- **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuild](#))

Constructors

FrameBuilderCollection

([NetAF.Rendering.FrameBuild](#).F

rameBuilderCollections

FrameBuilderCollection([ITitleFrameBuilder](#), [ISceneFrameBuilder](#),

IRegionMapFrameBuilder, **IHelpFrameBuilder**, **ICompletionFrameBuilder**,

IGameOverFrameBuilder, **IAboutFrameBuilder**, **ITransitionFrameBuilder**,

IConversationFrameBuilder)

IAboutFrameBuilder

Initializes a new instance of the FrameBuilderCollection class.

ICompletionFrameBuilder

Declaration

([NetAF.Rendering.FrameBuild](#).I

IConversationFrameBuilder

public FrameBuilderCollection([ITitleFrameBuilder](#) titleFrameBuilder, [ISceneFrameBuild](#)

([NetAF.Rendering.FrameBuild](#).IT

erSceneFrameBuilder, [IRegionMapFrameBuilder](#) regionMapFrameBuilder, [IHelpFrameBuild](#)

([NetAF.Rendering.FrameBuild](#).I

HelpFrameBuilder, [ICompletionFrameBuilder](#) completionFrameBuilder, [IGameOverFrameBu](#)

([NetAF.Rendering.FrameBuild](#).I

GameOverFrameBuilder, [IAboutFrameBuilder](#) aboutFrameBuilder, [ITransitionFrameBu](#)

([NetAF.Rendering.FrameBuild](#).I

HelpFrameBuilder, [IConversationFrameBuilder](#) conversationFrameBuilder)

([NetAF.Rendering.FrameBuild](#).I

IRegionMapBuilder

Parameters

([NetAF.Rendering.FrameBuild](#).I

IRegionMapFrameBuilder

([NetAF.Rendering.FrameBuild](#).I

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.Conversations IRegionMapFrameBuilder (NetAF.Conversations.html)	<i>regionMapFrameBuilder</i>	The builder to use for building region map frames.
+ NetAF.Conversations. Instructions IHelpFrameBuilder (NetAF.Conversations.Instructions.html)	<i>helpFrameBuilder</i>	The builder to use for building help frames.
+ NetAF.Extensions ICompletionFrameBuilder (NetAF.Extensions.html)	<i>completionFrameBuilder</i>	The builder to use for building completion frames.
+ NetAF.Interpretation IGameOverFrameBuilder (NetAF.Interpretation.html)	<i>gameOverFrameBuilder</i>	The builder to use for building game over frames.
+ NetAF.Logic IAboutFrameBuilder (NetAF.Logic.html)	<i>aboutFrameBuilder</i>	The builder to use for building about frames.
- NetAF.Rendering.Frame Builders ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)	<i>transitionFrameBuilder</i>	The builder to use for building transition frames.
IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)	<i>conversationFrameBuilder</i>	The builder to use for building conversation frames.

Properties

AboutFrameBuilder

Get the NetAF rendering frame builder.

Declaration
(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

```
public IAboutFrameBuilder AboutFrameBuilder { get; }
```

IRegionMapBuilder
(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

Property Value
IRegionMapFrameBuilder
(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

Type	Description
IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

CompletionFrameBuilder

Get the builder to use for completion frames.

Declaration

(NetAF.Conversations.html)

```
public ICompletionFrameBuilder CompletionFrameBuilder { get; }
```

+ NetAF.Conversations.

Instructions

Property Value

(NetAF.Conversations.Instruct

Type	Description
+ NetAF.Extensions	

ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

ConversationFrameBuilder

+ NetAF.Logic

Get the builder to use for conversation frames.

(NetAF.Logic.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

```
public IConversationFrameBuilder ConversationFrameBuilder { get; }
```

- NetAF.Rendering.Frame

Builders

Property Value

(NetAF.Rendering.FrameBuilders

Type	Description
FrameBuilderCollection IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)	

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

GameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Get the builder to use for game over frames.

(NetAF.Rendering.FrameBuilders.I

Declaration

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

```
public IGameOverFrameBuilder GameOverFrameBuilder { get; }
```

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Property Value

IHelpFrameBuilder

Type	Description
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRuleFrameBuilder

(NetAF.Rendering.FrameBuilders.I

HelpFrameBuilder

Get the builder to use for help frames.

Declaration

```
public IHelpFrameBuilder HelpFrameBuilder { get; }
```

(NetAF.Commands.html)

Property Value

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct
RegionMapFrameBuilder)

+ NetAF.Extensions

Get the builder to use for region map frames.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

```
public IRegionMapFrameBuilder RegionMapFrameBuilder { get; }
```

+ NetAF.Logic

(NetAF.Logic.html)

Property Value

+ NetAF.Rendering

(NetAF.Rendering.html)

IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

FrameBuilderCollection

Get the builder to use for scene frames.

(NetAF.Rendering.FrameBuilders.F

Declaration

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

```
public ISceneFrameBuilder SceneFrameBuilder { get; }
```

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

Property Value

(NetAF.Rendering.FrameBuilders.I

Type

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

TitleFrameBuilder

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

Declaration

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

```
public ITitleFrameBuilder TitleFrameBuilder { get; }
```

Property Value

Type	Description
ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html) (NetAF.Commands.html)	

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations

Get the builder to use for transition frames.

Instructions

Declaration

[\(NetAF.Conversations.Instruct.html\)](#)

+ NetAF.Extensions

ITransitionFrameBuilder TransitionFrameBuilder { get; }

[\(NetAF.Extensions.html\)](#)

Property Value

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

[\(NetAF.Logic.html\)](#)

+ 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

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Conversations**

↳ FrameBuilderCollections
([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)))

([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)))

+ **NetAF.Extensions**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Extensions.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.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic**

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

([NetAF.Logic.html](#))

Assembly: NetAF.dll

↳ **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

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

Get the default frame builder collection.

IAboutFrameBuilder

Declaration

([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html](#))

Property Value

IGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

Type

NetAF.Rendering.FrameBuilders.IAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

IHelpFrameBuilder

FrameBuilderCollection ([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))

([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))

IRegionMapBuilder

([NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html](#))

IRegionMapFrameBuilder

([NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))

Description

Type	NetAF.Rendering.FrameBuilders.IAboutFrameBuilder	Description
	IHelpFrameBuilder	

	FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)	
	IRegionMapBuilder	

	IRegionMapFrameBuilder	
--	------------------------	--

▼

(NetAF.Commands.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.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

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Class GridStringBuilder

Provides a class for building strings as part of a grid.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Conversations**

↳ GridStringBuilder

([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)))

([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)))

+ **NetAF.Extensions**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Extensions.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.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Logic**

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

([NetAF.Logic.html](#))

Assembly: NetAF.dll

↳ **NetAF.Rendering**

([NetAF.Rendering.html](#))

public class GridStringBuilder

- **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders.html](#))

Constructors

FrameBuilderCollection

([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))

GridStringBuilder(char, char, char)

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

Initializes a new instance of the GridStringBuilder class.

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

Declaration

IAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

public GridStringBuilder(char leftBoundaryCharacter = '|', char rightBoundaryCharacter = '|', char horizontalDividerCharacter = '-')

([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html](#))

Parameters

IGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

char IHelpFrameBuilder

(<https://learn.microsoft.com/dotnet/api/system.char>)

IRegionMapBuilder

([NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html](#))

IRegionMapFrameBuilder

([NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))

Type	Name	Description
char IHelpFrameBuilder	leftBoundaryCharacter	The character to use for left boundaries.


```
public void DrawBoundary(AnsiColor color)
```

Parameters

Type	Name	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) (NetAF.Commands.html)	color	The color to draw the boundary.

+ NetAF.Conversations

[DrawCentralisedWrapped\(string, int, int, AnsiColor, out int, out int\)](#)

Draw a wrapped string.

Instructions

Declaration
[\(NetAF.Conversations.Instruct.html\)](#)

+ NetAF.Extensions

[CentralisedWrapped\(string value, int startY, int maxWidth, AnsiColor, out int endX, out int endY\)](#)

+ NetAF.Interpretation

Parameters
[\(NetAF.Interpretation.html\)](#)

Type	Name	Description
+ NetAF.Logic		
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.Frame		
FrameBuilders.Color.AnsiColor.html	color	The color to draw the text.
Builders		
int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end x position.
(NetAF.Rendering.FrameBuilders.IFrameBuilderCollection)	endY	The end y position.

[\(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder\)](#)
FrameBuilderCollections

[DrawHorizontalDivider\(int, AnsiColor\)](#)

Draw a horizontal divider.

[\(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder\)](#)

IApplicationBuilder

[\(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder\)](#)

ICompletionFrameBuilder

[public void DrawHorizontalDivider\(int y, AnsiColor color\)](#)

[\(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder\)](#)

IConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder\)](#)

IParserFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder\)](#)

IGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder\)](#)

Type	Name	Description
NetAF.Rendering.FrameBuilders.IContainerFrameBuilder	y	The y position of the divider.

int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the divider.
---	---	--------------------------------

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	color	The color to draw the boundary.
--	-------	---------------------------------

[\(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder\)](#)

IRegionMapFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder\)](#)

INetAFRenderingFrameBuilder

DrawUnderline(int, int, int, AnsiColor)

Draw an underline.

Declaration

```
public void DrawUnderline(int x, int y, int length, AnsiColor color)
```

(NetAF.Commands.html)

Parameters

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

int (https://learn.microsoft.com/dotnet/api/system.int32)

+ NetAF.Conversations.

int (https://learn.microsoft.com/dotnet/api/system.int32)

Instructions

(NetAF.Conversations.Instruct

int (https://learn.microsoft.com/dotnet/api/system.int32)

+ NetAF.Extensions

(NetAF.Extensions.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

DrawWrapped(string, int, int, int, AnsiColor, out int, out int)

(NetAF.Interpretation.html)

DrawWrapped(string).

NetAF.Logic

(NetAF.Logic.html)

Declaration

+ NetAF.Rendering

```
public void DrawWrapped(string value, int startX, int startY, int maxWidth, AnsiColor color, out int endX, out int endY)
```

- NetAF.Rendering.Frame

Builders

Parameters

(NetAF.Rendering.FrameBuilders.html)

Type

FrameBuilderCollection

string (https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Rendering.FrameBuilders.I

FrameBuilderCollections

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.FrameBuilders.F

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.FrameBuilders.C

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.FrameBuilders.I

AboutFrameBuilder

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

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

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Flush()

HelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Flush the buffer.

IRegionMapBuilder

Declaration

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

```
public void Flush()
```

GetCellColor(int, int)

Get a color for a cell.
(NETF.Commands.ntml)

Declaration + NetAF.Conversations

(NetAF.Conversations.html)

+ NetAE Conversations.

Instructions

(NetAF.Conversations.Instruct Type)	Name	Description
+ NetAF.Extensions int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Extensions.html)	x	The x position of the cell.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the cell.

[\(NetAEInterpretation.html\)](#)

+NetAF.Logic	Description
(NetAF.Logic.html) AhsColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	The cell color.

+ NetAF.Rendering

(NetAF.Rendering.html)

GetCharacter(int, int)

- NetApp.RU

buf[i]
Get a character from the buffer.

(NetAF.Rendering.FrameBuilder)

Declaration

FrameBuilderCollection

```
(NetAF.Rendering.FrameBuilders.F  
public char GetCharacter(int x, int y)  
FrameBuilderCollections
```

(NetAF.Rendering.FrameBuilders.F

Parameters

Type	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) (NetAF.Rendering.FrameBuilders.I	y	The y position of the character.

IConversationFrameBuilder

Returns

Type	Description
IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)	The character.
char (https://learn.microsoft.com/dotnet/api/system.char)	The character.

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

GetNumberInLineString (NetAF Rendering FrameBuilders)

GetNumberOFLines(string, int, int, int)
IRegionManagerBuilder

IRegionMapFrameBuilder<NMAGEBackend, Frame>

Get the number of lines a string will take up.

Declaration

```
public int GetNumberOfLines(string value, int startX, int startY, int maxWidth)
```

Parameters

Type	Name	Description
+ NetAF.Conversations string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.html)	<i>value</i>	The string.
+ NetAF.Conversations . int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>startX</i>	The start x position.
+ NetAF.Conversations . int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>startY</i>	The start y position.
+ NetAF.Conversations . int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>maxWidth</i>	The max width of the string.

+ **NetAF.Extensions**

Returns

([NetAF.Extensions.html](#))

Type	Description
+ NetAF.Interpretation int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Interpretation.html)	The number of lines the string will take up.

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Resize(Size)

+ **NetAF.Rendering**

Resize this builder.

([NetAF.Rendering.html](#))

Declaration

- **NetAF.Rendering.Frame**

Builders

```
public void Resize(Size displaySize)
```

([NetAF.Rendering.FrameBuilder.html](#))

FrameBuilderCollection

Parameters

Type	Name	Description
frameBuilderCollections		

([NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html](#))

Size ([NetAF.Assets.Size.html](#))

GridStringBuilder

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

IAboutFrameBuilder

SetCell(int, int, char, AnsiColor)

ICompletionFrameBuilder

Set a cell.

([NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html](#))

IGameOverFrameBuilder

```
public void SetCell(int x, int y, char character, AnsiColor color)
```

([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

IHelpFrameBuilder

Para ([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

Type	Name	Description
RegionMapBuilder	x	The x position of the cell.

([NetAF.Rendering.FrameBuilders.RegionMapBuilder.html](#))

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>y</i>	The y position of the cell.
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.

(NetAH.Commandas.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.Rendering**
(NetAF.Rendering.html)
 - **NetAF.Rendering.Frame**
Builders
(NetAF.Rendering.FrameBuilder

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

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)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Build(string, Game, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ **NetAF.Logic**

(NetAF.Logic.html)

Declaration

+ **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

The game.

Game (NetAF.Logic.Game.html)

width

The width of the frame.

FrameBuilderCollections

height

The height of the frame.

int (https://learn.microsoft.com/dotnet/api/system.int32)

GridStringBuilder
int (https://learn.microsoft.com/dotnet/api/system.int32)
(NetAF.Rendering.FrameBuilders.C

Returns

IAboutFrameBuilder
(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

(NetAF.Rendering.FrameBuilders.I

INetAFRenderingFrameBuilder

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)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Build(string, string, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ **NetAF.Logic**

(NetAF.Logic.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.IFrameBuilder)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

FrameBuilderCollection

message

The message to display to the user.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

reason

The reason the game ended.

FrameBuilderCollections

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

width

The width of the frame.

GridStringBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

height

The height of the frame.

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

IAboutFrameBuilder

Returns

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

Type

CompletionFrameBuilder

Description

(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)

INetAFRenderingFrameBuilder

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)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Build(string, IConverser, CommandHelp[], int, int)

(NetAF.Interpretation.html)

Build a frame.

+ **NetAF.Logic**

(NetAF.Logic.html)

- **NetAF.Rendering**

IFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

(NetAF.Rendering.html)

- **NetAF.Rendering.Frame**

Builders

Parameters

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 GridStringBuilder (NetAF.Rendering.FrameBuilders.C (NetAF.Assets.Characters.IConverser.html) IAboutFrameBuilder	<i>converser</i>	The converser.
CommandHelp (NetAF.Rendering.FrameBuilders.I (NetAF.Interpretation.CommandHelp.html) ICompletionFrameBuilder [] (NetAF.Rendering.FrameBuilders.I	<i>contextualCommands</i>	The contextual commands to display.
int IConversationFrameBuilder int (NetAF.Rendering.FrameBuilders.I (https://learn.microsoft.com/dotnet/api/system.int32) IGameOverFrameBuilder	<i>width</i>	The width of the frame.
int (NetAF.Rendering.FrameBuilders.I (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

(NetAF.Rendering.FrameBuilders.I

ReturnRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

▼

(NetAF.Commands.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.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

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

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)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Build(string, string, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ **NetAF.Logic**

(NetAF.Logic.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.IFrameBuilder)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

FrameBuilderCollection

message

The message to display to the user.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

reason

The reason the game ended.

FrameBuilderCollections

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

width

The width of the frame.

GridStringBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

height

The height of the frame.

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

IAboutFrameBuilder

Returns

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

Type

CompletionFrameBuilder

Description

(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)

INetAFRenderingFrameBuilder

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)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax
[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

Methods
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

Build(string, string, CommandHelp[], int, int)
[\(NetAF.Interpretation.html\)](#)

Build a frame.

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

IFrame Build(string title, string description, CommandHelp[] commandHelp, int width,
[\(NetAF.Rendering.html\)](#)
int height)

- **NetAF.Rendering.Frame**

Builders

Parameters

Type	Name	Description
FrameBuilderCollection string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.FrameBuilders.F	<i>title</i>	The title.
FrameBuilderCollection string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.FrameBuilders.F	<i>description</i>	The description.
CommandHelpBuilder CommandHelp (NetAF.Interpretation.CommandHelp.html)[] (NetAF.Rendering.FrameBuilders.C	<i>commandHelp</i>	The command help.
int (https://learn.microsoft.com/dotnet/api/system.int32) IAboutFrameBuilder	<i>width</i>	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) ICompletionFrameBuilder	<i>height</i>	The height of the frame.

Return Value

[\(NetAF.Rendering.FrameBuilders.I](#)

Type	Description
IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I	

IFrameBuilder
[\(NetAF.Rendering.FrameBuilders.IFrame.html\)](#)

[\(NetAF.Rendering.FrameBuilders.I](#)

IHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

IRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

IRegionMapFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

▼

(NetAF.Commands.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.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

(NetAF.Rendering.FrameBuilders.I

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)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax
[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

Methods
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)
[\(NetAF.Interpretation.html\)](#)

Build a map of a region.

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Rendering**

`void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)`
[\(NetAF.Rendering.html\)](#)

- **NetAF.Rendering.Frame**

Builders

Parameters

Type	Name	Description
FrameBuilderCollection GridStringBuilder (NetAF.Rendering.FrameBuilders.F (NetAF.Rendering.FrameBuilders.GridStringBuilder.html) (NetAF.Rendering.FrameBuilders.F	gridStringBuilder	The string builder to use.
Region (NetAF.Assets.Locations.Region.html) (NetAF.Rendering.FrameBuilders.C	region	The region.
int IAboutFrameBuilder (https://learn.microsoft.com/dotnet/api/system.int32) ICompletionFrameBuilder	x	The x position to start building at.
int (NetAF.Rendering.FrameBuilders.I IConversationFrameBuilder (https://learn.microsoft.com/dotnet/api/system.int32) IGameOverFrameBuilder	y	The y position to start building at.
int (NetAF.Rendering.FrameBuilders.I (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.I	maxWidth	The maximum horizontal space available in which to build the map.
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.I IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.I		

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.

▼

(NetAF.Commands.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.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
(NetAF.Rendering.FrameBuilders.I

[NetAF.Rendering.FrameBuilders.I](#)

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)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

(NetAF.Interpretation.html)

+ **NetAF.Logic**

Build a map for a room.

(NetAF.Logic.html)

Declaration

+ **NetAF.Rendering**

(NetAF.Rendering.html)

 void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoin

- **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders.html)

Type FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Renderings.Asets.Locations.Room.html)

(NetAF.Rendering.FrameBuilders.C

ViewPoint

(NetAF.Renderings.Asets.Locations.ViewPoint.html)

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

KeyType

(NetAF.Rendering.KeyType.html)

(NetAF.Rendering.FrameBuilders.I

int

(https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.FrameBuilders.I

int

(https://learn.microsoft.com/dotnet/api/system.int32)

IGameOverFrameBuilder

int

(https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

▼

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

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+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.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

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

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)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)

+ **NetAF.Logic**

Build a frame

(NetAF.Logic.html)

Declaration

+ **NetAF.Rendering**

(NetAF.Rendering.html)

IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message)

- **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders.html)

Type	Name	Description
FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)	room	Specify the Room.
ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	viewPoint	Specify the viewpoint from the room.
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	player	Specify the player.
string (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)	message	Any additional message.
CommandHelp (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)	contextualCommands	The contextual commands to display.
KeyType (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)	keyType	The type of key to use.
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

▼

(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

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+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.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

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.I

INetAFRenderingFrameBuilders

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)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Build(string, string, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ **NetAF.Logic**

(NetAF.Logic.html)

Declaration

+ **NetAF.Rendering**

IFrame Build(string title, string description, int width, int height)

(NetAF.Rendering.html)

- **NetAF.Rendering.Frame**

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

title

The title.

FrameBuilderCollection

string (https://learn.microsoft.com/dotnet/api/system.string)

FrameBuilderCollections

int (https://learn.microsoft.com/dotnet/api/system.int32)

width

The width of the frame.

GridStringBuilder

int (https://learn.microsoft.com/dotnet/api/system.int32)

height

The height of the frame.

(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder)

Returns

(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder)

Type

CompletionFrameBuilder

Description

(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)

INetAFRenderingFrameBuilder

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)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Build(string, string, int, int)

(NetAF.Interpretation.html)

Build a frame

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Rendering**

IFrame Build(string title, string message, int width, int height)

(NetAF.Rendering.html)

- **NetAF.Rendering.Frame**

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

title

The title to display to the user.

FrameBuilderCollection

message

The message to display to the user.

string (https://learn.microsoft.com/dotnet/api/system.string)

width

The width of the frame.

FrameBuilderCollections

height

The height of the frame.

int (https://learn.microsoft.com/dotnet/api/system.int32)

GridStringBuilder

IFrame

The frame to return.

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

IFrameBuilder

IFrame

The frame to return.

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

IAboutFrameBuilder

IFrameBuilder

The frame to return.

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

IGameOverFrameBuilder

IFrameBuilder

The frame to return.

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

IHelpFrameBuilder

IFrameBuilder

The frame to return.

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

IRegionMapBuilder

IFrameBuilder

The frame to return.

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

IRegionMapFrameBuilder

IFrameBuilder

The frame to return.

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

IConversationFrameBuilder

IFrameBuilder

The frame to return.

(NetAF.Rendering.FrameBuilders.IFrameBuilder)

ITransitionFrameBuilder

IFrameBuilder

The frame to return.

Namespace NetAF.Rendering.FrameBuilders.Color

▼ Filter by title

Classes

+ NetAF.Commands

(NetAF.Commands.html)
ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html)

(NetAF.Conversations.html) frames.

+ NetAF.Conversations.

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html)

+ Provides a builder of color completion frames.
+ NetAF.Extensions

(NetAF.Extensions.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html)

(NetAF.Interpretation.html)

Provides a builder of color conversation frames.

+ NetAF.Logic

(NetAF.Logic.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html)

(NetAF.Rendering.html) game over frames.

+ NetAF.Rendering.Frame

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html)

- Provides a builder of color help frames.

- NetAF.Rendering.Frame

Builders.Color

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html)

AnsiColor

Provides a builder for region maps.

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorRegionMapFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.C

Provides a builder of color region map frames.

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRoomMapBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorRoomMapBuilder.html)

(NetAF.Rendering.FrameBuilders.C

Provides a builder of color room map frames.

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.C

ColorSceneFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorSceneFrameBuilder.html)

Provides a builder for color scene frames.

ColorTitleFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorTitleFrameBuilder.html)

Provides a builder of color title frames.

+ NetAF.Commands

(NetAF.Commands.html)

ColorTransitionFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorTransitionFrameBuilder.html)

(NetAF.Conversations.html)

Provides a builder of color transition frames.

+ NetAF.Conversations.

Instruct

(NetAF.Conversations.Instruct)

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

(NetAF.Extensions.html)

Enumeration of ANSI colors.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.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)

(NetAF.Rendering.FrameBuilders.Color.RegionMapBuilder.html)

Enum AnsiColor

Enumeration of ANSI colors.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color (NetAF.Rendering.FrameBuilders.Color.html)

+ **NetAF.Commands**

Assembly: NetAF.dll

(NetAF.Commands.html)

Syntax

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

Fields

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Description

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Black (30).

Blue

Blue (34).

+ **NetAF.Logic**

BrightBlack

Bright black (90).

(NetAF.Logic.html)

BrightBlue

Bright blue (94).

+ **NetAF.Rendering**

BrightCyan

Bright cyan (96).

(NetAF.Rendering.html)

BrightGreen

Bright green (92).

+ **NetAF.Rendering.Frame**

BrightMagenta

Bright magenta (95).

(NetAF.Rendering.FrameBuilders.html)

BrightRed

Bright red (91).

- **NetAF.Rendering.Frame**

Builders.Color

Bright white (97).

BrightYellow

Bright yellow (93).

(NetAF.Rendering.FrameBuilders.Color.html)

Cyan

AnsiColor Cyan (36).

Green

NetAF.Rendering.FrameBuilders.Color.Green Green (32).

ColorAboutFrameBuilder

Magenta

NetAF.Rendering.FrameBuilders.Color.Magenta Magenta (35).

Red

ColorCompletionFrameBuilder Red (31).

(NetAF.Rendering.FrameBuilders.Color.Red.html)

Reset

ColorConversationFrameBuilder Reset (0).

White

NetAF.Rendering.FrameBuilders.Color.White White (37).

ColorGameOverFrameBuilder

Yellow

NetAF.Rendering.FrameBuilders.Color.Yellow Yellow (33).

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.Help.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.Color.RegionMap.html)

▼

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **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.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
Builders
[\(NetAF.Rendering.FrameBuilders.](#)
- **NetAF.Rendering.Frame**
Builders.Color
[\(NetAF.Rendering.FrameBuilders.](#)
 - AnsiColor
[\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)
 - ColorAboutFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html\)](#)
 - ColorCompletionFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html\)](#)
 - ColorConversationFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html\)](#)
 - ColorGameOverFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html\)](#)
 - ColorHelpFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html\)](#)
 - ColorRegionMapBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html\)](#)

[NetAF.Rendering.FrameBuilders.C](#)

Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Commands (NetAF.Commands.html)	

+ NetAF.Commands

NameColor

(NetAF.Commands.html)

Get or set the name color.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct

```
public AnsiColor NameColor { get; set; }
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ NetAF.Logic

(NetAF.Logic.html)

TitleColor

(NetAF.Rendering.html)

Get or set the title color.

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

```
public AnsiColor TitleColor { get; set; }
```

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

Type
AnsiColor
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
(NetAF.Rendering.FrameBuilders.C

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Methods

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Build(string, Game, int, int)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Build(string, Game, int)

ColorHelpFrameBuilder

Declaration

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.C

```
public IFrame Build(string title, Game game, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
+ Game (NetAF.Logic.Game.html)	<i>game</i>	The game.
(NetAF.Commands.html)		
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
+ NetAF.Conversations		
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.
(NetAF.Conversations.html)		

Returns

[NetAF.Conversations](#).

Type	Instructions	Description
(NetAF.Conversations.Instruct)	IFrame (NetAF.Rendering.Frames.IFrame.html)	

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

Implements

+ [NetAF.Interpretation](#)

IAboutFrameBuilder ([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.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](#))

NetAF.Rendering.FrameBuilders.Color.html

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **NetAF.Commands**

```
public AnsiColor BackgroundColor { get; set; }
```

(NetAF.Commands.html)

+ **NetAF.Conversations**

Property value

(NetAF.Conversations.html)

Type

+ **NetAF.Conversations.**

```
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
```

Instructions

(NetAF.Conversations.Instruct

BorderColor

(NetAF.Extensions.html)

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic** BorderColor { get; set; }

(NetAF.Logic.html)

Property value

NetAF.Rendering

(NetAF.Rendering.html)

Description

+ **NetAF.Rendering.Frame**

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.C

Property value

(NetAF.Rendering.FrameBuilders.C

Description

ColorConversationFrameBuilder

```
Ans (NetAF.Rendering.FrameBuilders.B
```

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Get or set the title color.

(NetAF.Rendering.FrameBuilders.C

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value	
Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF Commands	

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+ NetAF.Conversations
Methods ([conversations.html](#))

+ NetAE Conversations

Instructions: string, int, int)

Build(String, String, Int, Int)
(NetAF.Conversations.Instruct

Build a frame. + NetAE Extensions

+ NetA.E Declaration

Detaljatut (NetAF.Extensions.html)

+ NetAE Interpretation

(NetAE-Interpretation.html)

REFERENCES

NetApp Logic

Type		Name	Description
+ NetAF.Rendering	string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
- (NetAF.Rendering.html)	string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
+ NetAF.Rendering.FrameBuilders	int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
- (NetAF.Rendering.FrameBuilder)	int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

NetAF.Rendering.Frame

Builders.Color

Type	Description
(NetAF.Rendering.FrameBuilder) IFrame (NetAF.Rendering.Frames.IFrame.html) AnsiColor	

ColorAbout-Fran Implementation

Sub-Section Two - Build

ICompletionFrameBuilder (NetAFR.NET API Reference)

(NetAR.Renderer.FrameBuilders.C
Slate.Graphics.Engine.Built

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Class ColorConversationFrameBuilder

Provides a builder of color conversation frames.

Filter by title

Inheritance

+ NetAF.Commands

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

[\(NetAF.Commands.html\)](#)

+ NetAF.Conversations

↳ [IClusteredConversation](#) ([NetAF.Conversations.html](#))

[\(NetAF.Conversations.html\)](#) [Rendering.FrameBuilders.IConversationFrameBuilder.html](#)

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.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)))

+ NetAF.Extensions

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ NetAF.Interpretation

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

[\(NetAF.Interpretation.html\)](#)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Logic

([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Color

[\(NetAF.Logic.html\)](#)

Assembly: NetAF.dll

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

public sealed class ColorConversationFrameBuilder : IConversationFrameBuilder

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Constructors

- NetAF.Rendering.Frame

Builders.Color

ColorConversationFrameBuilder(GridStringBuilder)

AnsiColor

Initializes a new instance of the ColorConversationFrameBuilder class.

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

Declaration

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

public ColorConversationFrameBuilder(GridStringBuilder gridStringBuilder)

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)

Parameters

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

Type colorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

Type	Name	Description
colorGameOverFrameBuilder	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **NetAF.Commands**

```
public AnsiColor BackgroundColor { get; set; }
```

(NetAF.Commands.html)

+ **NetAF.Conversations**

Property value

(NetAF.Conversations.html)

Type

+ **NetAF.Conversations.**

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

Instructions

(NetAF.Conversations.Instruct

BorderColor

(NetAF.Extensions.html)

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic** Color BorderColor { get; set; }

(NetAF.Logic.html)

Property value

NetAF.Rendering

(NetAF.Rendering.html)

Type

Description

+ **NetAF.Rendering.Frame** FrameBuilders.Color.AnsiColor.html

Builders

(NetAF.Rendering.FrameBuilders.html)

InputColor

NetAF.Rendering.Frame

Builders Color

Get or set the input color.

(NetAF.Rendering.FrameBuilders.html)

Declaration

AnsiColor

```
public AnsiColor InputColor { get; set; }
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

Property value

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html)

Type

ColorConversationFrameBuilder

Description

AnsiColor (NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

NonPlayerMessageColor

(NetAF.Rendering.FrameBuilders.ColorNonPlayerMessageColor.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

Get or set the player message color.

(NetAF.Rendering.FrameBuilders.ColorPlayerMessageColor.html)

Declaration

```
public AnsiColor NonPlayerMessageColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Commands (NetAF.Commands.html)	

+ NetAF.Conversations PlayerMessageColor (NetAF.Conversations.html)

Get or set the player message color.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct

```
public AnsiColor PlayerMessageColor { get; set; }
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Logic (NetAF.Logic.html)	

ResponseColor

(NetAF.Rendering.html)

Get or set the response color.

+ NetAF.Rendering.Frame

Declaration

Builders

(NetAF.Rendering.FrameBuilder

```
public AnsiColor ResponseColor { get; set; }
```

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

AnsiColor
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder)

TitleColor

(NetAF.Rendering.FrameBuilders.ColorTitleFrameBuilder)

Get or set the title color.

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder)

Declaration

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

```
public AnsiColor TitleColor { get; set; }
```

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)

Properties

LocalizationMapBuilder

(NetAF.Rendering.FrameBuilders.LocalizationMapBuilder)

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

Methods

+ NetAF.Commands

B(Niel~~(student, teacher)~~, CommandHelp[], int, int)

Building Conversations

- [\(NetAF.Conversations.html\)](#)

Declaration

+ NetAF.Conversations.

```
InstructionsFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)
```

+ NetAF.Extensions

Parameters

(NetAF.Extensions.html)

Type	Name	Description
+ NetAF.Interpretation string (NetAF.Interpretation.html) (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title to display to the user.
+ NetAF.Logic (NetAF.Logic.html) IConverser (NetAF.Assets.Characters.IConverser.html)	<i>converser</i>	The converser.
+ NetAF.Rendering (NetAF.Rendering.html) CommandHelp (NetAF.Interpretation.CommandHelp.html)	<i>contextualCommands</i>	The contextual commands to display.
+ NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilder.html) (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
- NetAF.Rendering.Frame Builders.Color (NetAF.Rendering.FrameBuilder.html) (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

Returns AnsiColor

>Returns
 (NetAE Rendering FrameBuilders C)

Type	<code>ColorAboutFrameBuilder</code>	Description
<code>IFrame</code> (NetAF.Rendering.Frames.IFrame.html)		

Implementing Color Conversations

[IconColor](#)[Content](#)[OneFrame](#)[Builder](#)[EF](#)[Rendering](#)[FrameBuilders](#)[IConversationFrameBuilder.html](#)

(NetAE Rendering FrameBuilders 6)

(NetAF.Rendering.FrameBuilders.C
ColorHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.C
ColorRegionMapBuilder
(NetAF.Rendering.FrameBuilders.C

▼

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **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.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
Builders
[\(NetAF.Rendering.FrameBuilders.](#)
- **NetAF.Rendering.Frame**
Builders.Color
[\(NetAF.Rendering.FrameBuilders.](#)
 - AnsiColor
[\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)
 - ColorAboutFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html\)](#)
 - ColorCompletionFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html\)](#)
 - ColorConversationFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html\)](#)
 - ColorGameOverFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html\)](#)
 - ColorHelpFrameBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html\)](#)
 - ColorRegionMapBuilder
[\(NetAF.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html\)](#)

[NetAF.Rendering.FrameBuilders.C](#)

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **NetAF.Commands**

```
public AnsiColor BackgroundColor { get; set; }
```

(NetAF.Commands.html)

+ **NetAF.Conversations**

Property value

(NetAF.Conversations.html)

Type

+ **NetAF.Conversations.**

```
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
```

Instructions

(NetAF.Conversations.Instruct

BorderColor

(NetAF.Extensions.html)

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic** Color BorderColor { get; set; }

(NetAF.Logic.html)

Property value

NetAF.Rendering

(NetAF.Rendering.html)

Description

+ **NetAF.Rendering.Frame**

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.C

Property value

(NetAF.Rendering.FrameBuilders.C

Description

ColorConversationFrameBuilder

```
Ans (NetAF.Rendering.FrameBuilders.C
```

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Get or set the title color.

(NetAF.Rendering.FrameBuilders.C

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value	
Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF Commands	

+ NetAF.Conversations
Methods
 [NetAF.Conversations.html](#)

- + **NetAF.Conversations**
 - Build**(string, string, int, int)
(**NetAF.Conversations.Instruction**)
Build a frame.
- + **NetAF.Extensions**
 - Declaration
(**NetAF.Extensions.html**)

+ **NetAEInterpretation**(string message, string reason, int width, int height)
(NetAE.Interpretation.html)

Parameters

Type		Name	Description
(NetAF.Logic.html)			
+ NetAF.Rendering	string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
(NetAF.Rendering.html)	string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
+ NetAF.Rendering.FrameBuilders	int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
(NetAF.Rendering.FrameBuilders)	int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

NetAE.Rendering.Frame

Builders.Color	Description
Type (NetAF.Rendering.FrameBuilder) IFrame (NetAF.Rendering.Frames.IFrame.html) Ans:Color	

ColorAboutFrame Implementation

[ColorCompletionFrameBuilder](#)
[IGameOverFrameBuilder](#) (`NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html`)
 (NetAF.Rendering.FrameBuilders.I)
[ColorConversationFrameBuilder](#)
 (NetAF.Rendering.FrameBuilders.C)
[ColorGameOverFrameBuilder](#)
 (NetAF.Rendering.FrameBuilders.C)
[ColorHelpFrameBuilder](#)
 (NetAF.Rendering.FrameBuilders.C)
[ColorRegionMapBuilder](#)
 (NetAF.Rendering.FrameBuilders.C)

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **NetAF.Commands**

```
public AnsiColor BackgroundColor { get; set; }
```

(NetAF.Commands.html)

+ **NetAF.Conversations**

Property value

(NetAF.Conversations.html)

Type

+ **NetAF.Conversations.**

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

Instructions

(NetAF.Conversations.Instruct

BorderColor

(NetAF.Extensions.html)

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic**

```
public AnsiColor BorderColor { get; set; }
```

(NetAF.Logic.html)

Property value

NetAF.Rendering

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

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

CompletionFrameBuilder

Type

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

AnsiColor

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

CommandDescriptionColor

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Get or Set the description color.

(NetAF.Rendering.FrameBuilders.C

Description

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

(NetAF.Conversations.Instruct

NetAF.Extensions

(NetAF.Extensions.html)

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic**

```
public AnsiColor BorderColor { get; set; }
```

(NetAF.Logic.html)

Property value

NetAF.Rendering

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

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

CompletionFrameBuilder

Type

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

AnsiColor

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

CommandDescriptionColor

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Get or Set the description color.

(NetAF.Rendering.FrameBuilders.C

Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Commands (NetAF.Commands.html)	

DescriptionColor (NetAF.Conversations.html)

Get or set the description color.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct

```
public AnsiColor DescriptionColor { get; set; }
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

Type	Description
(NetAF.Interpretation.html) AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ NetAF.Logic

(NetAF.Logic.html)

TitleColor NetAF.Rendering

(NetAF.Rendering.html)

Get or set the title color.

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

```
public AnsiColor TitleColor { get; set; }
```

- NetAF.Rendering.Frame

Builders

Color

(NetAF.Rendering.FrameBuilder

Type

AnsiColor
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)
(NetAF.Rendering.FrameBuilders.Color.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

Methods

Build(string, string, CommandHelp[], int, int)

(NetAF.Rendering.FrameBuilders.CommandHelpBuilder)

Build a frame.

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder)

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

Parameters

Type		Name	Description
+ NetAF.Commands	<code>string (https://learn.microsoft.com/dotnet/api/system.string)</code>	<i>title</i>	The title.
+ NetAF.Commands.html	<code>string (https://learn.microsoft.com/dotnet/api/system.string)</code>	<i>description</i>	The description.
+ NetAF.Conversations	<code>CommandHelp (NetAF.Interpretation.CommandHelp.html)[]</code>	<i>commandHelp</i>	The command help.
+ NetAF.Conversations	<code>int (https://learn.microsoft.com/dotnet/api/system.int32)</code>	<i>width</i>	The width of the frame.
+ NetAF.Conversations	<code>int (https://learn.microsoft.com/dotnet/api/system.int32)</code>	<i>height</i>	The height of the frame.

Instructions

Retired ([NetAF.Conversations.Instruct](#))

Type		Description
+ NetAF.Extensions (NetAF.Extensions.html)	IFrame (NetAF.Rendering.Frames.IFrame.html)	

+ NetAF.Interpretation

(NetAF.Interpretation.html) Implementations

Implementation NetLogo

+ **NetAF.Logic**
IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)
(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

- NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

AnsiColor

(NetAF.Renderer)

ColorAboutFrameBuilder

(Newswire)
ColorCom

ColorCompletionFrameBuilder (NetAE Rendering FrameBuilders 6)

(NetAF.Rendering.FrameBuffer)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilder)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilder)

ColorRegionMapBuilder

Native Rendering FrameBuilders 6

Class ColorRegionMapBuilder

Provides a color builder for region maps.

Filter by title

Inheritance

+ NetAF.Commands

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

[\(NetAF.Commands.html\)](#)

+ NetAF.Conversations

IRenderer ([\(NetAF.Renderer.html\)](#))

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)))

[\(NetAF.Conversations.Instruct\)](#)

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)))

+ NetAF.Extensions

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ NetAF.Interpretation

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

[\(NetAF.Interpretation.html\)](#)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Logic

(NetAF.Logic) ([\(NetAF.html\).Rendering](#)) ([\(NetAF.Rendering.html\)](#).FrameBuilders ([\(NetAF.Rendering.FrameBuilders.html\)](#)).Color)

[\(NetAF.Logic.html\)](#)

Assembly: NetAF.dll

+ NetAF.Rendering

Syntax

[\(NetAF.Rendering.html\)](#)

public sealed class ColorRegionMapBuilder : IRegionMapBuilder

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders\)](#)

[\(NetAF.Rendering.Frame\)](#)

Builders.Color

[\(NetAF.Rendering.FrameBuilders\)](#)

CurrentFloorIndicator

AnsiColor

[\(NetAF.Rendering.FrameBuilders\)](#)

Get or set the character to use for the current floor.

ColorAboutFrameBuilder

Declaration

[\(NetAF.Rendering.FrameBuilders\)](#)

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders\)](#) CurrentFloorIndicator { get; set; }

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders\)](#)

Property Value

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders\)](#)

Type

[\(NetAF.Rendering.FrameBuilders\)](#)

ColorHelpFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

[\(NetAF.Rendering.FrameBuilders\)](#)

ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders\)](#)

Description

EmptySpace

Get or set the character used for representing an empty space.

Declaration

```
public char EmptySpace { get; set; }
```

Properties

Type [\(NetAF.Commands.html\)](#)

Description

+ [NetAF.Conversations](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations.](#)

[HorizontalBoundary](#)

[\(NetAF.Conversations.Instruct\)](#)

Get or set the character to use for horizontal boundaries.

+ [NetAF.Extensions](#)

Declaration

[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Property Value

+ [NetAF.Logic](#)

Type [\(NetAF.Logic.html\)](#)

Description

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

[LockedExit](#)

Builders

Get [\(NetAF.Rendering.FrameBuilders.LockedExit\)](#) for representing a locked exit.

Declaration

[NetAF.Rendering.Frame](#)

[Builders.Color](#)

public char LockedExit { get; set; }

Property Value

Type [\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder\)](#)

Description

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder\)](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ [NetAF.Rendering.FrameBuilders.LockedExitColor](#)

[ColorGameOverFrameBuilder](#)

Get or set the locked exit color.

[ColorHelpFrameBuilder](#)

Declaration

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder\)](#)

[ColorRegionMapBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder\)](#)

[ColorConversationFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder\)](#)

[ColorHelpFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder\)](#)

[ColorGameOverFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder\)](#)

[ColorRegionMapBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder\)](#)

```
public AnsiColor LockedExitColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ NetAF.Commands

(NetAF.Commands.html)

LowerLevel

+ NetAF.Conversations

Get or set the lower level color.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

```
public char LowerLevel { get; set; }
```

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

Property Value

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.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.html)

Property Value

Builders.Color

Type

(NetAF.Rendering.FrameBuilder.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.html)

ColorAboutFrameBuilder

Players

NetAF.Rendering.FrameBuilders.ColorPlayer

ColorCompletionFrameBuilder

Get or set the character to use for indicating the player.

(NetAF.Rendering.FrameBuilders.ColorPlayer.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

```
public char Player { get; set; }
```

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

Properties

NetAF.Rendering.FrameBuilders.ColorProperties

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html)

UnvisitedBoundaryColor

Get or set the unvisited room boundary color.

Declaration

```
public AnsiColor UnvisitedBoundaryColor { get; set; }
```

Properties

Type [\(NetAF.Commands.html\)](#)

+ [AnsiColor \(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)
[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations.](#)

[VerticalBoundary](#)

[\(NetAF.Conversations.Instruct\)](#)

Get or set the character to use for vertical boundaries.

+ [NetAF.Extensions](#)

Declaration

[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Property Value

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

[VisitedBoundaryColor](#)

[Builders](#)

Get [NetAF.Rendering.FrameBuilders.VisitedBoundaryColor](#).

Declaration

[NetAF.Rendering.Frame](#)

[Builders.Color](#)

public AnsiColor VisitedBoundaryColor { get; set; }

AnsiColor

Property Value [\(NetAF.Rendering.FrameBuilders.VisitedBoundaryColor.html\)](#)

Type [ColorAboutFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

AnsiColor [\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)

ColorOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorOverFrameBuilder.html\)](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html\)](#)

BuildRegionMap [\(GridStringBuilder, Region, int, int, int, int\)](#)

[ColorRegionMapBuilder](#)

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

Methods

[BuildRegionMap \[\\(GridStringBuilder, Region, int, int, int, int\\)\]\(#\)](#)

[ColorRegionMapBuilder](#)

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

Build a map of a region.

Declaration

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)
```



Parameters

+ NetAF.Commands Type (NetAF.Commands.html)		Name	Description
GridStringBuilder		<i>gridStringBuilder</i>	The string builder to use.
+ NetAF Conversations (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)			
+ NetAF Conversations Region (NetAF.ASSETS.Locations.Region.html)		<i>region</i>	The region.
Instructions int (NetAF.Conversations.Instruct (https://learn.microsoft.com/dotnet/api/system.int32))		<i>x</i>	The x position to start building at.
+ NetAF.Extensions int (NetAF.Extensions.html) (https://learn.microsoft.com/dotnet/api/system.int32)		<i>y</i>	The y position to start building at.
+ NetAF.Interpretation int (NetAF.Interpretation.html)			
+ NetAF.Logic int (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)		<i>maxHeight</i>	The maximum vertical space available in which to build the map.
+ NetAF Rendering Frame			

+ NetAF.Rendering.Frame Builders (NetAF.Rendering.FrameBuilder)

[NetAF Rendering Frame](#) | [RegionMapBuilder \(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html\)](#)

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

Class ColorRegionMapFrameBuilder

Provides a builder of color region map frames.

Filter by title

Inheritance

+ NetAF.Commands

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

[\(NetAF.Commands.html\)](#)

+ NetAF.Conversations

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

[\(NetAF.Conversations.html\)](#)

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.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)))

+ NetAF.Extensions

↳ [object.GetHashCode\(\)](https://learn.microsoft.com/dotnet/api/system.object.gethashcode) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ NetAF.Interpretation

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

[\(NetAF.Interpretation.html\)](#)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Logic

↳ [object.Rendering](https://learn.microsoft.com/dotnet/api/system.object.rendering) (<https://learn.microsoft.com/dotnet/api/system.object.rendering>)

[\(NetAF.Logic.html\)](#)

Assembly: NetAF.dll

+ NetAF.Rendering

Syntax

[\(NetAF.Rendering.html\)](#)

public sealed class ColorRegionMapFrameBuilder : IRegionMapFrameBuilder

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Constructors

- [NetAF.Rendering.Frame](#)

Builders.Color

[ColorRegionMapFrameBuilder\(GridStringBuilder, IRegionMapBuilder\)](#)

AnsiColor

Initializes a new instance of the ColorRegionMapFrameBuilder class.

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

Declaration

[ColorAboutFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

[ColorComplexRegionMapFrameBuilder\(GridStringBuilder gridStringBuilder, IRegionMapBuilder\)](#)

[\(NetAF.Rendering.FrameBuilders.ColorComplexRegionMapFrameBuilder.html\)](#)

[ColorConversationFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)

Parameters

[ColorGameOverFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html\)](#)

[Type](#) [NetAF.Rendering.FrameBuilders.ColorTypeFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ColorTypeFrameBuilder.html\)](#)

[GridStringBuilder](#)

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

[ColorRegionMapBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#)

[NetAF.Rendering.FrameBuilders.C](#)

Type	Name	Description
NetAF.Rendering.FrameBuilders.GridStringBuilder	gridStringBuilder	A builder to use for the string layout.

Type	Name	Description
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)	regionMapBuilder	A builder for region maps.

▼

Properties

+ NetAF.Commands

(NetAF.Commands.html)

BackgroundColor

+ NetAF.Conversations

Get
(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

public AnsiColor BackgroundColor { get; set; }

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Property Value

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

Description

+ NetAF.Logic

(NetAF.Logic.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

Builders.Color

Type

(NetAF.Rendering.FrameBuild

Description

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 AnsiColor TitleColor { get; set; }

(NetAF.Rendering.FrameBuild

ColorHelpFrameBuilder

Property Value

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuild

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

Methods

+ NetAF.Commands

B(NetAF.Commands.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions Frame Build(Region region, int width, int height)

(NetAF.Conversations.Instruct

Parameters

+ NetAF.Extensions

T(NetAF.Extensions.html)

+ Region (NetAF.Extensions.Regions.Region.html)

Name

Description

region

The region.

(NetAF.Interpretation.html)

width

The width of the frame.

+ NetAF.Logic

int (https://learn.microsoft.com/dotnet/api/system.int32)

height

The height of the frame.

(NetAF.Logic.html)

Returns

+ NetAF.Rendering

T(NetAF.Rendering.html)

+ IFrame (NetAF.Rendering.Frames.IFrame.html)

Description

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

Implements

- NetAF.Rendering.Frame

IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

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)

NetAF.Rendering.FrameBuilders.Color.html

Corner

Get or set the character to use for corners.

Declaration

```
public char Corner { get; set; }
```

Properties

Type [\(NetAF.Commands.html\)](#)

Description

+ NetAF.Conversations

[char \(https://learn.microsoft.com/dotnet/api/system.char\)](#)

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

HorizontalBoundary

[\(NetAF.Conversations.Instruct\)](#)

Get or set the character to use for horizontal boundaries.

+ NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Property Value

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Description

[char \(https://learn.microsoft.com/dotnet/api/system.char\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

HorizontalExitBorder

Builders

Get or set the character to use for horizontal exit borders.

[\(NetAF.Rendering.FrameBuilder\)](#)

Declaration

NetAF.Rendering.Frame

Builders.Color

```
public char HorizontalExitBorder { get; set; }
```

AnsiColor

Property Value

[NetAF.Rendering.FrameBuilders.C](#)

Description

Type [ColorAboutFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.C](#)

[char \(https://learn.microsoft.com/dotnet/api/system.char\)](#)

[\(NetAF.Rendering.FrameBuilders.C](#)

[ColorConversationFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.C](#)

[ColorGameOverFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.C](#)

[ColorHelpFrameBuilder](#)

Declaration [\(NetAF.Rendering.FrameBuilders.C](#)

[ColorRegionMapBuilder](#)

[\(NetAF.Rendering.FrameBuilders.C](#)

ItemOrCharacterColor

Get or set the item or character colors.

[\(NetAF.Rendering.FrameBuilders.C](#)

[ColorHelpFrameBuilder](#)

Declaration [\(NetAF.Rendering.FrameBuilders.C](#)

[ColorRegionMapBuilder](#)

[\(NetAF.Rendering.FrameBuilders.C](#)

```
public AnsiColor ItemOrCharacterColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)	

+ NetAF.Commands

(NetAF.Commands.html)

ItemOrCharacterInRoom

+ NetAF.Conversations

Get (NetAF.Conversations.html) presenting there is an item or a character in the room.

Declaration

+ NetAF.Conversations.

Instructions

```
public char ItemOrCharacterInRoom { get; set; }
```

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Property Value

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

KeyPadding

+ NetAF.Rendering

Get or set the padding between the key and the map.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

Builders

```
public int KeyPadding { get; set; }
```

(NetAF.Rendering.FrameBuild

Property Value

Builders.Color

Type

(NetAF.Rendering.FrameBuild

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

AnsiColor

(NetAF.Rendering.FrameBuilders.C

ColorAboutFrameBuilder

LockedExit

(NetAF.Rendering.FrameBuilders.C

ColorCompletionFrameBuilder

Get or set the character used for representing a locked exit.

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

```
public char LockedExit { get; set; }
```

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

Property Value

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.C

VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

Properties

Type [\(NetAF.Commands.html\)](#)

Description

+ [NetAF.Conversations](#)

Char (<https://learn.microsoft.com/dotnet/api/system.char>)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations.](#)

[VisitedExitColor](#)

[\(NetAF.Conversations.Instruct\)](#)

Get or set the visited exit color.

Type [\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Property Value

+ [NetAF.Logic](#)

Type [\(NetAF.Logic.html\)](#)

Description

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

Methods

([NetAF.Rendering.FrameBuilders](#))

[NetAF.Rendering.FrameBuilders.BuildRoomMap](#)

[GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int](#)

in [Builders.Color](#)

[\(NetAF.Rendering.FrameBuilders\)](#)

Build a map for a room.

AnsiColor

Declaration [\(NetAF.Rendering.FrameBuilders\)](#)

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders\)](#) [GridStringBuilder gridStringBuilder, Room room, ViewPoint v](#)

[in ColorKeyType](#) [FrameBuilder startX, int startY, out int endX, out int endY](#)

[\(NetAF.Rendering.FrameBuilders\)](#)

ColorConversationFrameBuilder

Parameters [\(NetAF.Rendering.FrameBuilders\)](#)

Type [colorGameOverFrameBuilder](#)

Name

Description

[\(NetAF.Rendering.FrameBuilders\)](#)

[gridStringBuilder](#)

The string builder to use.

[GridStringBuilder](#)

[ColorHelpFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

[\(NetAF.Rendering.FrameBuilders\)](#)

[Room](#)

[\(NetAF.Rendering.FrameBuilders.Room.html\)](#)

[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)	<i>startY</i>	The start position, x.
+ NetAF.Commands (NetAF.Commands.html)	<i>endX</i>	The end position, x.
+ NetAF.Conversations (NetAF.Conversations.html)	<i>endY</i>	The end position, x.

(NetAF.Conversations.html)

Implements

Instructions

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)
[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ 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

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#)

NetAF.Rendering.FrameBuilders.Color.html

Type	Name	Description
IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)	roomMapBuilder	A builder to use for room maps.

▼

Properties

+ NetAF.Commands

(NetAF.Commands.html)

BackgroundColor

+ NetAF.Conversations

Get or set the background color.
(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

public AnsiColor BackgroundColor { get; set; }

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Property Value

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

Description

+ NetAF.Logic

(NetAF.Logic.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

Builders.Color

Type

(NetAF.Rendering.FrameBuild

Description

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

AnsiColor

(NetAF.Rendering.FrameBuild

ColorAboutFrameBuilder

CommandColor

ColorCompletionFrameBuilder

Get or set the commands color.

(NetAF.Rendering.FrameBuild

ColorConversationFrameBuilder

Declaration

(NetAF.Rendering.FrameBuild

ColorGameOverFrameBuilder

public AnsiColor CommandsColor { get; set; }

(NetAF.Rendering.FrameBuild

ColorHelpFrameBuilder

Property Value

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuild

TextColor

Get or set the text color.

Declaration

```
public AnsiColor TextColor { get; set; }
```

NetAF Commands

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) (NetAF.Commands.html)	

NetAF Conversations

+ AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) (NetAF.Conversations.html)	
---	--

+ NetAF.Conversations. Instructions Methods	
(NetAF.Conversations.Instruct	

NetAF Extensions

+ Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int) (NetAF.Extensions.html)	
---	--

NetAF Interpretation

+ Build a frame. (NetAF.Interpretation.html)	
--	--

Declaration

NetAF Logic

+ Build(IFrame room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height) (NetAF.Logic.html)	
--	--

NetAF Rendering

+ Build(FrameBuilders frameBuilders) (NetAF.Rendering.html)	
---	--

Parameters

NetAF Rendering Frame

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html) (NetAF.Rendering.FrameBuilders.html)	<i>room</i>	Specify the Room.
- ViewPoint (NetAF.Assets.Locations.ViewPoint.html) (NetAF.Rendering.FrameBuilders.html)	<i>viewPoint</i>	Specify the viewpoint from the room.
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html) (NetAF.Rendering.FrameBuilders.html)	<i>player</i>	Specify the player.
string ColorAboutFrameBuilder (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.FrameBuilders.html)	<i>message</i>	Any additional message.
CommandHelp (NetAF.Rendering.CommandHelp.html) (NetAF.Rendering.FrameBuilders.html)	<i>contextualCommands</i>	The contextual commands to display.
ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.html) (NetAF.Rendering.KeyType.html)	<i>keyType</i>	The type of key to use.
int ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.html) (NetAF.Rendering.KeyType.html)	<i>width</i>	The width of the frame.
int ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.html) (NetAF.Rendering.KeyType.html)	<i>height</i>	The height of the frame.
ColorRegionMapBuilder (NetAF.Rendering.FrameBuilders.html) (NetAF.Rendering.KeyType.html)		

[NetAF.Rendering.FrameBuilders](#)

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

Implements

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

+ **NetAF.Commands**
(NetAF.Commands.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.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.ColorAboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html)

NetAF.Rendering.FrameBuilders.Color.html

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **NetAF.Commands**

```
public AnsiColor BackgroundColor { get; set; }
```

(NetAF.Commands.html)

+ **NetAF.Conversations**

Property value

(NetAF.Conversations.html)

Type

+ **NetAF.Conversations.**

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

Instructions

(NetAF.Conversations.Instruct

BorderColor

(NetAF.Extensions.html)

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

(NetAF.Interpretation.html)

+ **NetAF.Logic** Color BorderColor { get; set; }

(NetAF.Logic.html)

Property value

NetAF.Rendering

(NetAF.Rendering.html)

Description

+ **NetAF.Rendering.Frame**

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.C

Property value

(NetAF.Rendering.FrameBuilders.C

Description

ColorConversationFrameBuilder

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

Get or set the title color.

(NetAF.Rendering.FrameBuilders.C

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Commands (NetAF.Commands.html)	

+ NetAF.Conversations

Methods

+ NetAF.Conversations.

Build(string, string, int, int)

(NetAF.Conversations.Instruct.html)

Build a frame.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

+ NetAF.Interpretation

(string title, string description, int width, int height)

(NetAF.Interpretation.html)

Parameters

+ NetAF.Logic

Type	Name	Description
+ NetAF.Rendering	title	The title.
string (https://learn.microsoft.com/dotnet/api/system.string)	description	The description.
+ 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.FrameBuilders		
IFrame (NetAF.Rendering.Frames.IFrame.html)		

NetAF.Rendering.Frame

Builders.Color

Type

Description

(NetAF.Rendering.FrameBuilders.Color.html)

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

ITitleFrameBuilder

(NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.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)

Properties

BackgroundColor

Get or set the background color.

Declaration

+ **NetAF.Commands**

```
public AnsiColor BackgroundColor { get; set; }
```

([NetAF.Commands.html](#))

+ **NetAF.Conversations**

Property value

([NetAF.Conversations.html](#))

Type

+ **NetAF.Conversations.**

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Instructions

([NetAF.Conversations.Instruct](#))

BorderColor

([NetAF.Extensions.html](#))

Get or set the border color.

+ **NetAF.Interpretation**

Declaration

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

BorderColor { get; set; }

([NetAF.Logic.html](#))

Property value

NetAF.Rendering

([NetAF.Rendering.html](#))

Description

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders.html](#))

MessageColor

([NetAF.Rendering.Frame](#))

Builders Color

Get or set the message color.

([NetAF.Rendering.FrameBuilders.html](#))

Declaration

AnsiColor

```
public AnsiColor MessageColor { get; set; }
```

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html](#))

Property value

([NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html](#))

Description

ColorConversationFrameBuilder

AnsiColor ([NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html](#))

ColorHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html](#))

ColorRegionMapBuilder

([NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html](#))

Get or set the title color.

([NetAF.Rendering.FrameBuilders.ColorTitleFrameBuilder.html](#))

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Commands (NetAF.Commands.html)	

+ NetAF.Conversations

Methods

+ NetAF.Conversations.

Build(string, string, int, int)

(NetAF.Conversations.Instruct.html)

Build a frame.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

+ NetAF.Interpretation

(string title, string message, int width, int height)

(NetAF.Interpretation.html)

Parameters

+ NetAF.Logic

Type	Name	Description
+ 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		

NetAF.Rendering.Frame

Reference

Builders.Color

Type

Description

(NetAF.Rendering.FrameBuilder.html)

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)

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)

Namespace NetAF.Rendering.Frames

Classes

Filter by title ▾

(NetAF.Assets.Characters.html)
GridTextFrame (NetAF.Rendering.Frames.GridTextFrame.html)

+ **NetAF.Assets.Interaction** A class for displaying a command based interface.

(NetAF.Assets.Interaction.html)

Interfaces

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Commands.html) An interface for a frame that can display a command based interface.

+ **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.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.Attributes.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Characters**

([NetAF.Assets.Characters.html](#))

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

+ **NetAF.Assets.Interaction**

Inherited Members

([NetAF.Assets.Interaction.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](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\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Commands**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

Assembly: NetAF.dll

+ **NetAF.Conversations**.

Syntax

Instructions

([NetAF.Conversations.Instruct](#))

public sealed class GridTextFrame : IFrame

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Constructors

([NetAF.GridTextFrame.html](#))

([NetAF.Interpretation.html](#))

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

([NetAF.Logic.html](#))

Initializes a new instance of the GridTextFrame class.

+ **NetAF.Rendering**

Declaration

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

↳ public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiColor color, backgroundColor)

Builders

([NetAF.Rendering.FrameBuilder.html](#))

Parameters

+ **NetAF.Rendering.Frame**

Type

Builders.Color

([NetAF.Rendering.FrameBuilder.html](#))

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

- **NetAF.Rendering.Frames**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Rendering.Frames.html](#))

Type	Name	Description
GridTextFrame	builder	The builder that creates the frame.
int	cursorLeft	The cursor left position.

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.

▼

- [New / Assets / Attributes](#)

Properties [\(NetAF.Assets.Attributes.html\)](#)

+ [NetAF.Assets.Characters](#)

[\(NetAF.Assets.Characters.html\)](#)

AcceptsInput

+ [NetAF.Assets.Interaction](#)

Get a bool if this Frame accepts input.

[\(NetAF.Assets.Interaction.html\)](#)

Declaration

+ [NetAF.Assets.Locations](#)

[\(NetAF.Assets.Locations.html\)](#)

```
public bool AcceptsInput { get; set; }
```

+ [NetAF.Commands](#)

[\(NetAF.Commands.html\)](#)

Property Value

+ [NetAF.Conversations](#)

Type

[\(NetAF.Conversations.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ [NetAF.Conversations.](#)

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

BackgroundColor

+ [NetAF.Extensions](#)

Get the background color.

[\(NetAF.Extensions.html\)](#)

Declaration

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

```
public ANSI_COLOR BackgroundColor { get; }
```

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

+ [Type](#)

[\(NetAF.Rendering.html\)](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

[ConsoleRendering.FrameBuilders](#)

[ConsoleRenderingFrame](#)

Builders.Color

[\(NetAF.Rendering.FrameBuilders.html\)](#)

- [NetAF.Rendering.Frames](#)

[\(NetAF.Rendering.Frames.html\)](#)

GridTextFrame

Description

Type	Description
------	-------------

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

CursorTop

([NetAF.Assets.Attributes.html](#))

Get the cursor top position.

NetAF.Assets.Characters

([NetAF.Assets.Characters.html](#))

```
public int CursorTop { get; }
```

+ NetAF.Assets.Interaction

([NetAF.Assets.Interaction.html](#))

Property Value

+ NetAF.Assets.Locations

Type

([NetAF.Assets.Locations.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Commands

([NetAF.Commands.html](#))

ShowCursor

([NetAF.Conversations.html](#))

Get or set if the cursor should be shown.

+ NetAF.Conversations.

Declaration

Instructions

([NetAF.Conversations.Instruct.html](#))

```
public bool ShowCursor { get; set; }
```

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Property Value

+ NetAF.Interpretation

Type

([NetAF.Interpretation.html](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Rendering

Methods

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

Render(IFramePresenter)

Builders

([NetAF.Rendering.FrameBuilder.html](#))

Replaces the frame presenter.

NetAF.Rendering.Frame

Builders.Color

([NetAF.Rendering.FrameBuilder.html](#))

- NetAF.Rendering.Frames

Parameters

([NetAF.Rendering.Frames.html](#))

GridTextFrame

Type	Name	Description
IFramePresenter (NetAF.Rendering.Presenter.IFramePresenter.html)	presenter	The presenter.

ToString()

Returns a string that represents the current object.

(NetAF.Assets.Attributes.html)

Declaration

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Returns

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Description

A string that represents the current object.

+ NetAF.Commands

Overrides

(NetAF.Commands.html)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations

Frame (NetAF.Rendering.Frames.IFrame.html)

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.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 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](#))

[\(NetAF.Assets.Attributes.html\)](#)

Syntax

+ **NetAF.Assets.Characters**

[\(NetAF.Assets.Characters.html\)](#)
public interface IFrame

+ **NetAF.Assets.Interaction**

[\(NetAF.Assets.Interaction.html\)](#)

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

- **NetAF.Conversations** accepts input.

[\(NetAF.Conversations.html\)](#)

Declaration

+ **NetAF.Conversations.**

bool AcceptsInput { get; set; }

Instructions

[\(NetAF.Conversations.Instruct](#)

Property Value

+ **NetAF.Extensions**

Type [\(NetAF.Extensions.html\)](#)

Description

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

CursorLeft ([NetAF.Logic.html](#))

Get the cursor left position.

+ **NetAF.Rendering**

Declaration [\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

int CursorLeft { get; }

Builders

[\(NetAF.Rendering.FrameBuilder](#)

Property Value

+ **NetAF.Rendering.Frame**

Type

Builders.Color

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

- **NetAF.Rendering.Frames**

[\(NetAF.Rendering.Frames.html\)](#)

CursorTop

GridTextFrame

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```



Property Value

Type	Description
(NetAF.Assets.Attributes.html) int (https://learn.microsoft.com/dotnet/api/system.int32)	

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

ShowCursor

(NetAF.Assets.Interaction.html)

Get or set if the cursor should be shown.
+ NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

+ NetAF.Commands

bool ShowCursor { get; set; }

(NetAF.Commands.html)

Properties

(NetAF.Conversations.html)

Type

Description

+ NetAF.Conversations

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Methods

(NetAF.Extensions.html)

+ NetAF.Interpretation

Render(IFramePresenter)

(NetAF.Interpretation.html)

Render this frame on a presenter.

NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Rendering

void Render(IFramePresenter presenter)

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Parameters

Builders

Type (NetAF.Rendering.FrameBuilder)

Name

Description

IFramePresenter (NetAF.Rendering.Presenter.IFramePresenter.html)

presenter

The presenter.

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

- NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

▼

- [NetAF.Attributes](#)
(NetAF.Attributes.Attributes.html)
- + **NetAF.Attributes.Characters**
[\(NetAF.Attributes.Characters.html\)](#)
- + **NetAF.Attributes.Interaction**
[\(NetAF.Attributes.Interaction.html\)](#)
- + **NetAF.Attributes.Locations**
[\(NetAF.Attributes.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **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.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](#)

Namespace NetAF.Rendering.Presenter

Classes

Filter by title

(NetAF.Assets.Characters.html)
TextWriterPresenter (NetAF.Rendering.Presenter.TextWriterPresenter.html)

+ **NetAF.Assets.Interaction**
 TextWriter.
 (NetAF.Assets.Interaction.html)

Interfaces

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

IFramePresenter (NetAF.Rendering.Presenter.IFramePresenter.html)

(NetAF.Commands.html) render a frame.

+ **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.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.Presenter

Interface IFramePresenter

Represents an object that can render a frame.

Filter by title

Namespace: [NetAF](#).[NetAF.html](#).Rendering ([NetAF.Rendering.html](#)).Presenter ([NetAF.Rendering.Presenter.html](#))

[\(NetAF.Assets.Attributes.html\)](#)

Syntax

+ **NetAF.Assets.Characters**

[\(NetAF.Assets.Characters.html\)](#)
public interface IFramePresenter

+ **NetAF.Assets.Interaction**

[\(NetAF.Assets.Interaction.html\)](#)

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[Write\(char\)](#) ([NetAF.Commands.html](#))

- **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

Declaration

+ **NetAF.Conversations.**

void Write(char value)

[Instructions](#) ([NetAF.Conversations.Instruct](#))

Parameters

+ **NetAF.Extensions**

[Type](#) ([NetAF.Extensions.html](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Name

Description

value

The character to write.

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[Write\(string\)](#) ([NetAF.Logic.html](#))

Write a string.

+ **NetAF.Rendering**

Declaration

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

void Write(string value)

Builders

[\(NetAF.Rendering.FrameBuilder\)](#)

Parameters

+ **NetAF.Rendering.Frame**

Type

Builders.Color

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The string to write.

+ **NetAF.Rendering.Frames**

[\(NetAF.Rendering.Frames.html\)](#)

▼

- [NetAF.Attributes](#)
(NetAF.Attributes.Attributes.html)
- + **NetAF.Attributes.Characters**
[\(NetAF.Attributes.Characters.html\)](#)
- + **NetAF.Attributes.Interaction**
[\(NetAF.Attributes.Interaction.html\)](#)
- + **NetAF.Attributes.Locations**
[\(NetAF.Attributes.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **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.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](#)

Class TextWriterPresenter

Represents a presenter for TextWriter.

Filter by title

Inheritance

([NetAF.Assets.Attributes.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Characters**

Implements

([NetAF.Assets.Characters.html](#))

IFramePresenter ([NetAF.Rendering.Presenter.IFramePresenter.html](#))

+ **NetAF.Assets.Interaction**

Inherited Members

([NetAF.Assets.Interaction.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](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\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Commands**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Conversations**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Conversations.html](#))

Assembly: NetAF.dll

+ **NetAF.Conversations**.

Syntax

Instructions

([NetAF.Conversations.Instruct](#))

```
public sealed class TextWriterPresenter : IFramePresenter
```

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Constructors

([NetAF.Interpretation](#))

([NetAF.Interpretation.html](#))

TextWriterPresenter(TextWriter)

([NetAF.Logic.html](#))

Initializes a new instance of the TextWriterPresenter class.

+ **NetAF.Rendering**

Declaration

([NetAF.Rendering.html](#))

+ [public TextWriterPresenter\(TextWriter writer\)](#)

Builders

([NetAF.Rendering.FrameBuilder](#))

+ **NetAF.Rendering.Frame**

Builders.Color

TextWriter (<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

([NetAF.Rendering.FrameBuilder](#))

+ **NetAF.Rendering.Frames**

([NetAF.Rendering.Frames.html](#))

NetAF Rendering Presenter

	Name	Description
TextWriter	writer	The writer.

Methods

ToString()

Returns a string that represents the current object.

Declaration

([NetAF.Assets.Attributes.html](#))
public override string ToString()

+ NetAF.Assets.Characters

([NetAF.Assets.Characters.html](#))
Returns

+ NetAF.Assets.Interaction

([NetAF.Assets.Interaction.html](#))
string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Commands

([NetAF.Commands.html](#))

Write(char)

+ NetAF.Conversations

([NetAF.Conversations.html](#))
Parameters

+ NetAF.Conversations.

Instructions

([NetAF.Conversations.Instruct.html](#))
Parameters

+ NetAF.Extensions

Parameters

([NetAF.Extensions.html](#))

Type

+ NetAF.Interpretation

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([NetAF.Interpretation.html](#))
Parameters

+ NetAF.Logic

([NetAF.Logic.html](#))

Write(string)

+ NetAF.Rendering

Write a string.

([NetAF.Rendering.html](#))
Parameters

+ NetAF.Rendering.Frame

Builders

public void Write(string value)
([NetAF.Rendering.FrameBuilder.html](#))
Parameters

+ NetAF.Rendering.Frame

Parameters

Builders.Color

Type

([NetAF.Rendering.FrameBuilder.html](#))
Parameters

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))
Parameters

Implements

IFramePresenter (NetAF.Rendering.Presenter.IFramePresenter.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.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.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.htm

Namespace NetAF.Utilities

Classes

Filter by title

OverworldMaker (NetAF.Utilities.OverworldMaker.html)

(NetAF.Assets.Interaction.html)
Provides a class for helping to make Regions.

+ NetAF.Assets.Locations

RegionMakers (NetAF.Utilities.RegionMaker.html)

Provides a class for helping to make Regions.

+ NetAF.Commands

(NetAF.Commands.html)

Interfaces

+ NetAF.Conversations

(NetAF.Conversations.html)

IAssetTemplate<T> (NetAF.Utilities.IAssetTemplate-1.html)

+ NetAF.Conversations.

Represents any object that is a template for an asset.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.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.htm

+ NetAF.Rendering.Presenter

Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Filter by title

Namespace: NetAF (NetAF.html) Utilities (NetAF.Utilities.html)

Assembly: NetAF.dll

+ **NetAF.Assets.Characters**

Syntax

(NetAF.Assets.Characters.htm)

+ **NetAF.Assets.Interaction** Template<out T>

(NetAF.Assets.Interaction.html)

Type Parameters

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **TNetAF.Commands** The type of asset being templated.

(NetAF.Commands.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Methods

+ **NetAF.Conversations.**

Instructions

Instantiate()

(NetAF.Conversations.Instruct

Instantiate a new instance of the templated asset.

+ **NetAF.Extensions**

Deprecation

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Instantiate()

(NetAF.Interpretation.html)

* **NetAF.Logic**

Refactor

(NetAF.Logic.html)

Type Description

+ **TNetAF.Rendering**

(NetAF.Rendering.html)

The asset.

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.htm)

+ **NetAF.Rendering.Presenter**

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

([NetAFAssets.Attributes.html](#))

+ **NetAFAssets.Characters**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ OverworldMaker
[\(NetAF.Assets.Characters.html\)](#)

Inherited Members

+ **NetAF.Assets.Interaction**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
[\(NetAF.Assets.Interaction.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
[\(NetAF.Assets.Locations.html\)](#)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Commands**

Namespace: NetAF ([NetAF.html](#)).Utilities ([NetAF.Utilities.html](#))
[\(NetAF.Commands.html\)](#)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax

Instructions

([NetAFConversations.Instruct.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Constructors

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

OverworldMaker(Identifier, Description, params RegionMaker[])

+ **NetAF.Logic**

Initializes the logic of the OverworldMaker class.

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

↳ public OverworldMaker(Identifier identifier, Description description, params RegionM
aker[] regionMakers)

Builders

([NetAF.Rendering.FrameBuilder.html](#))

Parameters

+ **NetAF.Rendering.Frame**

Type

Builders.Color

Identifier ([NetAFAssets.Identifier.html](#))

([NetAF.Rendering.FrameBuilder.html](#))

Description ([NetAFAssets.Description.html](#))

+ **NetAF.Rendering.Frames**

RegionMakers ([NetAF.RegionMaker.html](#))

([NetAF.Rendering.Frames.html](#))

⋮

+ **NetAF.Rendering.Presenter**

... -- -

Name	Description
identifier	An identifier for the region.
description	A description for the region.
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.Assets.Attributes.html)
```

+ NetAF.Assets.Characters

Parameters

Type	Name	Description
+ NetAF.Assets.Interaction String (NetAF.Assets.Interaction.html) (https://learn.microsoft.com/dotnet/api/system.string)	identifier	An identifier for the region.
+ NetAF.Assets.Locations String (NetAF.Assets.Locations.html) (https://learn.microsoft.com/dotnet/api/system.string)	description	A description for the region.
+ NetAF.Commands RegionMakers (NetAF.Commands.html)	regionMakers	The region makes to use to construct regions.

+ NetAF.Conversations

(NetAF.Conversations.html)

Methods

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct
Make()

+ NetAF.Extensions

Make an overworld.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

Overworld (NetAF.Assets.Locations.Overworld.html)

Description

The created overworld.

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenter

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

([NetAF.Assets.Attributes.html](#))

+ **NetAF.Assets.Characters**

↳ object ([https://learn.microsoft.com/dotnet/api/system.object](#))

↳ RegionMaker
([NetAF.Assets.Characters.html](#))

Inherited Members

+ **NetAF.Assets.Interaction**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))
([NetAF.Assets.Interaction.html](#))

+ **NetAF.Assets.Locations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))
([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](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

+ **NetAF.Conversations**

Namespace: NetAF ([NetAF.html](#)).Utilities ([NetAF.Utilities.html](#))

([NetAF.Conversations.html](#))

Assembly: NetAF.dll

+ **NetAF.Conversations.**

Syntax

Instructions

([NetAFConversations.Instruct](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Constructors

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

RegionMaker(Identifier, Description)

+ **NetAF.Logic**

Initializes the logic of the RegionMaker class.

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

public RegionMaker(Identifier identifier, Description description)

+ **NetAF.Rendering.Frame**

Builders

Parameters

([NetAF.Rendering.FrameBuilder](#))

Type

+ **NetAF.Rendering.Frame**

Identifier ([NetAF.Assets.Identifier.html](#))

Name

Description

identifier An identifier for the region.

Builders.Color

([NetAF.Rendering.FrameBuilder](#))

description

A description for the region.

+ **NetAF.Rendering.Frames**

([NetAF.Rendering.Frames.html](#))

RegionMaker(string, string)

+ **NetAF.Rendering.Presenter**

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```

Parameters

Type	Name	Description
+ NetAF.Assets.Characters string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.Characters.html)	<i>identifier</i>	An identifier for the region.
string (https://learn.microsoft.com/dotnet/api/system.string) + NetAF.Assets.Interaction	<i>description</i>	A description for the region.

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

- **NetAF.Conversations**

(NetAF.Conversations.html)

Declaration

+ **NetAF.Conversations.**

Instructions int this[int x, int y, int z] { get; set; }

(NetAF.Conversations.Instruct

Parameters

+ **NetAF.Extensions**

Type	Name	Description
+ NetAF.Extensions.html		
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position.

+ **NetAF.Logic**

int	z	The z position.
+ NetAF.Logic.html		

Property Value

+ **NetAF.Rendering**

Type	Description
+ NetAF.Rendering.html	

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder

NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

CanPlaceRoom(int, int, int)

+ **NetAF.Rendering.Frames**

Determine if a room can be placed at a location

(NetAF.Rendering.Frames.html

Declaration

+ **NetAF.Rendering.Presenter**

```
public bool CanPlaceRoom(int x, int y, int z)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Assets.Characters.html	x	The X position.
int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Assets.Characters.html	y	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Assets.Characters.html	z	The Z position.

+ NetAF.Assets.Interaction

Returns

[\(NetAF.Assets.Interaction.html\)](#)

Type

+ NetAF.Assets.Locations

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)
[\(NetAF.Assets.Locations.html\)](#)

Description

True if the room can be placed, else false.

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

+ NetAF.Conversations

Get all current room positions.

[\(NetAF.Conversations.html\)](#)

Declaration

+ NetAF.Conversations.

Instructions
public RoomPosition[] GetRoomPositions()

[\(NetAF.Conversations.Instruct](#)

Returns

[NetAF.Extensions](#)

Type
[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

Gets.Locations.RoomPosition.html[]

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

Makes
[\(NetAF.Logic.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

public Region Make()
Builders

[\(NetAF.Rendering.FrameBuilder](#)

Returns

+ NetAF.Rendering.Frame

Type
[Builders.Color](#)

[\(NetAF.Rendering.FrameBuild](#)

Region ([NetAF.Rendering.Locations.Region.html](#))

Description

The room positions.

+ NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

Make(RoomPosition)

+ NetAF.Rendering.Presenter

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```

Parameters

Type	Name	Description
+ NetAF.Assets.Characters RoomPosition (NetAF.Assets.Locations.RoomPosition.html) (NetAF.Assets.Characters.html)	startPosition	The start position.

Region

Type	Description
+ NetAF.Assets.Locations Region (NetAF.Assets.Locations.Region.html) (NetAF.Assets.Locations.html)	The created region.

NetAF.Commands

Make (NetAF.Commands.html)

Parameters

+ NetAF.Conversations
(NetAF.Conversations.html)

Declaration

NetAF.Conversations

Instructions (NetAF.Conversations.html)

Parameters

+ NetAF.Extensions

Type
(NetAF.Extensions.html)

+ NetAF.Interpretation
int (https://learn.microsoft.com/dotnet/api/system.int32)

int (https://learn.microsoft.com/dotnet/api/system.int32)

+ NetAF.Logic
int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Logic.html)

Returns

+ NetAF.Rendering

Type
(NetAF.Rendering.html)

Region (NetAF.Assets.Locations.Region.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.Presenter