

Namespace BP.AdventureFramework. Assets

▼ Filter by title

Classes

- **BP.AdventureFramework.**

Assets

ConditionalDescription

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

 ConditionalDescription
 Represents a conditional description of an object.

 (BP.AdventureFramework.Assets.C)

 Description

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

ExaminableObject
 Represents a description of an object.

 (BP.AdventureFramework.Assets.E)

 ExaminationCallback

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

ExaminationResult
 Represents an object that can be examined.

 (BP.AdventureFramework.Assets.E)

 IExaminable

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

IPlayerVisible
 Represents the result of an examination.

 (BP.AdventureFramework.Assets.II)

 Identifier

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

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

 (BP.AdventureFramework.Assets.II)

 Size

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

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

Attributes

STRUCTS (**BP.AdventureFramework.Assets.Structs.html**)

- + **BP.AdventureFramework.**

Characters

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

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

 Represents a size.

- + **BP.AdventureFramework.**

Interaction

INTERFACES (**BP.AdventureFramework.Assets.Interfaces.html**)

- + **BP.AdventureFramework.**

Examinable

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

Assets.Locations

 Represents any object that is examinable.

 (BP.AdventureFramework.Assets.IExaminable)

- + **BP.AdventureFramework.**

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

Commands

Represents any object that is visible to a player.

Delegates

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

Represents the callback for examinations.

- **BP.AdventureFramework.**

Assets

(BP.AdventureFramework.Assets)

ConditionalDescription

(BP.AdventureFramework.Assets.C)

Description

(BP.AdventureFramework.Assets.D)

ExaminableObject

(BP.AdventureFramework.Assets.E)

ExaminationCallback

(BP.AdventureFramework.Assets.E)

ExaminationResult

(BP.AdventureFramework.Assets.E)

IExaminable

(BP.AdventureFramework.Assets.I)

IPlayerVisible

(BP.AdventureFramework.Assets.I)

Identifier

(BP.AdventureFramework.Assets.I)

Item

(BP.AdventureFramework.Assets.I)

Size

(BP.AdventureFramework.Assets.S)

+ **BP.AdventureFramework.**

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

+ BP.AdventureFramework.

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

Assets

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

(BP.AdventureFramework.Assets)

Inherited Members

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

[Description](#) ([BP_AdventureFramework_Assets_Description](#))

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

[\(BP.AdventureFramework.Assets.Description.html#BP_AdventureFramework_Assets_Description_Equals\)](#)
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-object)))

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

[\(BP.AdventureFramework.Assets.ExaminationCallback\)](#)
ExaminationCallback.equals(system-object-system-object))

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

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

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

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

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

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

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

Syntax

Identifier

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

Item

public sealed class ConditionalDescription : Description

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

Size

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

Constructors

+ BP.AdventureFramework.

Assets.Attributes

C(BP.ConditionalDescription, string, Condition)

+ BP.AdventureFramework.

Initializes a new instance of the ConditionalDescription class.

Assets.Characters

Declaration

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

+ BP.AdventureFramework.

Initializes a new instance of the ConditionalDescription class.

Assets.Interaction

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

+ BP.AdventureFramework.

Parameters

+ BP.AdventureFramework.

Type

[Assets.Locations](#)

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

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

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

Name

Description

[trueDescription](#)

The true description.

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

[falseDescription](#)

The false description.

Commands

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

Properties

- BP.AdventureFramework.

Condition

(BP.AdventureFramework.Assets.Condition)

Get or set the condition

ConditionalDescription

Declaration

(BP.AdventureFramework.Assets.Condition)

Description

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

ExaminableObject

(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationCallback

Type (BP.AdventureFramework.Assets.ExaminationResult)

ExaminationResult

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

(BP.AdventureFramework.Assets.ExaminationResult)

IExaminable

(BP.AdventureFramework.Assets.IPlayerVisible)

IPlayerVisible

(BP.AdventureFramework.Assets.Identifier)

Identifier

(BP.AdventureFramework.Assets.Item)

Item

(BP.AdventureFramework.Assets.Item)

Get the description.

Size

Declaration (BP.AdventureFramework.Assets.S)

+ BP.AdventureFramework.

public override string GetDescription()

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

Returns

+ BP.AdventureFramework.

Type (BP.AdventureFramework.Assets.Characters)

string (BP.AdventureFramework.Assets.Characters)

Description

Type	Description
Assets.Characters	The description.

+ BP.AdventureFramework.

Overrides

Assets.Interaction

Description.GetDescription()

(BP.AdventureFramework.Assets)

(BP.AdventureFramework.Assets.Description.html#BP_AdventureFramework_Assets_Description_GetDescriptio

BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Commands



- **BP.AdventureFramework.**

- Assets**

- (BP.AdventureFramework.Assets)**

- ConditionalDescription

- (BP.AdventureFramework.Assets.C

- Description

- (BP.AdventureFramework.Assets.D

- ExaminableObject

- (BP.AdventureFramework.Assets.E

- ExaminationCallback

- (BP.AdventureFramework.Assets.E

- ExaminationResult

- (BP.AdventureFramework.Assets.E

- IExaminable

- (BP.AdventureFramework.Assets.II

- IPlayerVisible

- (BP.AdventureFramework.Assets.II

- Identifier

- (BP.AdventureFramework.Assets.Io

- Item

- (BP.AdventureFramework.Assets.It

- Size

- (BP.AdventureFramework.Assets.S

- + **BP.AdventureFramework.**

- Assets.Attributes**

- (BP.AdventureFramework.Assets.**

- + **BP.AdventureFramework.**

- Assets.Characters**

- (BP.AdventureFramework.Assets.**

- + **BP.AdventureFramework.**

- Assets.Interaction**

- (BP.AdventureFramework.Assets.**

- + **BP.AdventureFramework.**

- Assets.Locations**

- (BP.AdventureFramework.Assets.**

- + **BP.AdventureFramework.**

- Commands**

Class Description

Represents a description of an object.

Filter by title

Inheritance

BP.AdventureFramework.

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

(BP.AdventureFramework.Assets)

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

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

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

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

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

Syntax

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

Constructors

+ **BP.AdventureFramework.**

Assets.Attributes

Description(string)ework.Assets

+ **BP.AdventureFramework.**

Initializes a new instance of the Description class

Assets.Characters

Declaration
(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Assets.Interaction

Parameters
(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Assets.Locations

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

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Commands

/BP_AdventureFramework_Commands

Name	Description
<i>description</i>	The description

Properties

DefaultDescription

Get or set the description.

Declaration

- **BP.AdventureFramework.**

Assets

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

(**BP.AdventureFramework.Assets.**

Property Value

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

Type Description

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

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

ExaminableObject

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

ExaminationCallback

Empty

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

ExaminationResult

Get an empty description.

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

Declaration

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

IPlayerVisible

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

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

Identifier

Property Value

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

Type

Item

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

Description

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

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

+ BP.AdventureFramework.

Assets.Attributes

(**BP.AdventureFramework.Assets.**

Methods

(**BP.AdventureFramework.Assets.**

+ BP.AdventureFramework.

GetDescription()

Assets.Characters

(**BP.AdventureFramework.Assets.**

Get the description.

+ BP.AdventureFramework.

Declaration

Assets.Interaction

(**BP.AdventureFramework.Assets.**

+ BP.AdventureFramework.

Returns

Assets.Locations

(**BP.AdventureFramework.Assets.**

(**BP.AdventureFramework.Assets.**

Description

Commands

(**BP.AdventureFramework.Com**

Description

The description.



- **BP.AdventureFramework.**

Assets

(BP.AdventureFramework.Assets)

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

+ **BP.AdventureFramework.**

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

Assets

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

↳ ExaminableObject

↳ ConditionalDescription

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

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

↳ Description

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

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

↳ ExaminableObject

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

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

↳ ExaminationCallback

Implements

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

[\(IExaminable\)](#)

[\(IPlayerVisible\)](#)

Inherited Members

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

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

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

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

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

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

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

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

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

Syntax

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

+ [BP.AdventureFramework.ExaminableObject](#)

public class ExaminableObject : IExaminable, IPlayerVisible

[Assets.Characters](#)

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

+ [BP.AdventureFramework.ExaminableObject](#)

[Properties](#)

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

[BP.AdventureFramework.ExaminableObject](#)

[Attributes](#)

[Assets.Locations](#)

Get the attribute manager for this object.

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

Declaration

+ [BP.AdventureFramework.ExaminableObject](#)

[Commands](#)

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

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

Property Value

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

(BP.AdventureFramework.Assets.Commands)

ConditionalDescription

(BP.AdventureFramework.Assets.Commands.ExaminationCallback)

Get or set this objects commands.

(BP.AdventureFramework.Assets.Commands.ExaminationCallback)

Declaration

ExaminableObject

(BP.AdventureFramework.Assets.ExaminationCallback)

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

(BP.AdventureFramework.Assets.ExaminationCallback)

ExaminationResult

Property Value

(BP.AdventureFramework.Assets.ExaminationResult)

Type

Examinable

(BP.AdventureFramework.Assets.IPlayerVisible)

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

IPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Identifier

Description

(BP.AdventureFramework.Assets.Identifier)

Item

Get or set a description of this object.

(BP.AdventureFramework.Assets.Item)

Size

(BP.AdventureFramework.Assets.Size)

+ BP.AdventureFramework.

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

+ BP.AdventureFramework.

Assets.Characters

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

(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.

Assets.Examination

(BP.AdventureFramework.Assets.Examination)

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

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

public ExaminationCallback Examination { get; set; }

+ BP.AdventureFramework.

Commands

Property Value

(BP.AdventureFramework.Commands)

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

Identifier

Gets the objects identifier.

(BP.AdventureFramework.Assets.Identifier)

Declaration

ConditionalDescription

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

Description

(BP.AdventureFramework.Assets.Identifier)

Property Value

ExaminableObject

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

ExaminationResult

(BP.AdventureFramework.Assets.ExaminationResult)

ExaminableObject

IsPlayerVisible

(BP.AdventureFramework.Assets.IPlayerVisible)

Get if PlayerVisible visible to the player.

(BP.AdventureFramework.Assets.IPlayerVisible)

Declaration

Identifier

(BP.AdventureFramework.Assets.Identifier)

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

(BP.AdventureFramework.Assets.Identifier)

Size

Property Value

(BP.AdventureFramework.Assets.Identifier)

Type

Type	Description
+ BP.AdventureFramework.	
Assets.Attributes	
(BP.AdventureFramework.Attributes)	

(BP.AdventureFramework.Attributes)

+ BP.AdventureFramework.

Methods

(BP.AdventureFramework.Attributes)

+ BP.AdventureFramework.

Examine()

Assets.Interaction

Examine this object.

(BP.AdventureFramework.Attributes)

Declaration

+ BP.AdventureFramework.

Assets.Locations

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

(BP.AdventureFramework.Attributes)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

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

ToString() Assets

Returns a string that represents the current object.

(BP.AdventureFramework.Assets)

Declaration

(BP.AdventureFramework.Assets.C

Description

override string ToString()

(BP.AdventureFramework.Assets.D

ExaminableObject

Returns

(BP.AdventureFramework.Assets.E

Type

ExaminationCallback

(BP.AdventureFramework.Assets.E

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

Description

A string that represents the current object.

(BP.AdventureFramework.Assets.E

Overrides

IExaminable

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

IPlayerVisible

(BP.AdventureFramework.Assets.II

Identifier

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

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

(BP.AdventureFramework.Assets.II

Size

(BP.AdventureFramework.Assets.S

+ BP.AdventureFramework.

Assets.Attributes

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

Delegate ExaminationCallback

Represents the callback for examinations.

 Filter by title

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

(BP.AdventureFramework.Assets.ExaminationCallback)

Assembly: BP.AdventureFramework.dll

ConditionalDescription

Syntax

(BP.AdventureFramework.Assets.ExaminationCallback)

Description

public delegate ExaminationResult ExaminationCallback(IExaminable obj)

ExaminableObject

Parameters

ExaminationCallback

Type

(BP.AdventureFramework.Assets.ExaminationCallback)

Name

Description

IExaminationResult

ExaminableObject

(BP.AdventureFramework.Assets.IExaminable)

obj

The object to examine.

Returns

IExaminationResult

Type

(BP.AdventureFramework.Assets.IExaminationResult)

Description

PlayerVisible

Type

(BP.AdventureFramework.Assets.PlayerVisible)

A string representing the result of the

Identifier

Type

(BP.AdventureFramework.Assets.ExaminationResult.Identifier)

examination.

Item

Type

(BP.AdventureFramework.Assets.Item)

Size

Type

(BP.AdventureFramework.Assets.SizeType)

+ **BP.AdventureFramework.**

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

(BP.AdventureFramework)

Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance

ConditionalDescription	
↳ object (https://learn.microsoft.com/dotnet/api/system.object)	(BP.AdventureFramework.Assets.C)
↳ Result (BP.AdventureFramework.Assets.Interaction.Result.html)	Description
↳ ExaminationResult	(BP.AdventureFramework.Assets.D)
Inherited Members	Object
Result.Description	(BP.AdventureFramework.Assets.E)
ExaminationCallback	(BP.AdventureFramework.Assets.Interaction.Result.html#BP_AdventureFramework_Assets_Interaction_Result_D)
object.Equals(object)	(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
object.Equals(object, object)	(equals(system-object-system-object)">https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-system-object))
IExaminable	PlayerVisible
object.GetHashCode()	(https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType()	(https://learn.microsoft.com/dotnet/api/system.object.gettype)
Identifier	object.MemberwiseClone()
object.ReferenceEquals(object, object)	(https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
Item	object.ToString()
object.ToString()	(https://learn.microsoft.com/dotnet/api/system.object.tostring)
Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Assets (BP.AdventureFramework.Assets.html)	Size
Assembly: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Assets (BP.AdventureFramework.Assets.html)	

Syntax

+ **BP.AdventureFramework.**

Assets.Attributes

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

+ **BP.AdventureFramework.**

Assets.Characters

Constructors

(BP.AdventureFramework.Assets.ExaminationResult)

+ **BP.AdventureFramework.**

ExaminationResult(string)

Assets.Interaction

Initializes a new instance of the ExaminationResult class.

+ **BP.AdventureFramework.**

Assets.Locations

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

+ **BP.AdventureFramework.**

Parameters

Commands

Type	Name	Description
BP.AdventureFramework.Commands.ExaminationResult	description	A description of the result.

Conversations



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

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

Interface IExaminable

Represents any object that is examinable.

Filter by title

Inherited Members

(BP.AdventureFramework.Assets.C

IPlayerVisible, IsPlayerVisible

Description

(BP.AdventureFramework_Assets_IPlayerVisible.html#BP_AdventureFramework_Assets_IPlayerVisible_IsPlayerVi

sible)

ExaminableObject

Name

(SPAD.BPHTM) AdventureFramework (BP.AdventureFramework.html).Assets (BP.AdventureFramework.Assets.html)

Assembly

AdventureFramework.dll

Syntax

ExaminationResult

(BP.AdventureFramework.Assets.E
public interface IExaminable : IPlayerVisible
IExaminable

(BP.AdventureFramework.Assets.II

IPlayerVisible

(BP.AdventureFramework.Assets.II

Properties

Identifier

(BP.AdventureFramework.Assets.II

Item

(BP.AdventureFramework.Assets.II

Size

Get the attribute manager for this object.

(BP.AdventureFramework_Assets_AttributeManager.html)

Declarations

BPAdventureFramework.

Assets.Attributes

AttributeManager.Attributes { get; }

+ BPAdventureFramework.

Property Value

Assets.Characters

Type

Description

+ AttributeManager (BPAdventureFramework.Assets.Attributes.AttributeManager.html)

+ BPAdventureFramework.

Assets.Interaction

(BPAdventureFramework_Assets_Interaction.html)

Commands

+ BPAdventureFramework.

Get the list of commands.

(BPAdventureFramework_Assets_Commands.html)

Declaration

+ BPAdventureFramework.

CustomCommand[] Commands { get; set; }

(BPAdventureFramework_Commands.html)

Conversations

+ BPAdventureFramework.

Conversations

(BPAdventureFramework_Conversations.html)

Property Value

+ BPAdventureFramework.

Conversations

(BPAdventureFramework_Conversations.html)

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

Description

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

Declaration

(BP.AdventureFramework.Assets.C

ExaminableObject

Description { get; set; }

(BP.AdventureFramework.Assets.E

ExaminationCallback

Property Value

(BP.AdventureFramework.Assets.E

Type ExaminationResult

(BP.AdventureFramework.Assets.E

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

ExamInhabitable

(BP.AdventureFramework.Assets.II

IPlayerVisible

(BP.AdventureFramework.Assets.II

Identifier

Identifier

Get (BP.AdventureFramework.Assets.I

Item

Declaration

(BP.AdventureFramework.Assets.I

Size

Identifier Identifier { get; set; }

(BP.AdventureFramework.Assets.S

+ BP.AdventureFramework.

Property Value

Assets.Attributes

Type BP.AdventureFramework.Assets.

Description

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

Description

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.

BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.

Examine()

+ BP.AdventureFramework.

Examine this object.

Assets.Locations

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

ExaminationResult Examine()

Commands

(BP.AdventureFramework.Com

Returns

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

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

▼

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

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

Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

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

Description:

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Assets.C)

Syntax

ExaminableObject

(BP.AdventureFramework.Assets.E
public interface IPlayerVisible

ExaminationCallback

(BP.AdventureFramework.Assets.E

ExaminationResult

(BP.AdventureFramework.Assets.E

IExaminable

(BP.AdventureFramework.Assets.II

IPlayerVisible

(BP.AdventureFramework.Assets.II

Identifier

Get (BP.AdventureFramework.Assets.II)

Item

Declaration

(BP.AdventureFramework.Assets.II

Size

bool IsPlayerVisible { get; set; }

(BP.AdventureFramework.Assets.S)

+ BP.AdventureFramework.

Properties

Assets.Attributes

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

Assets.Characters

Assets.Interaction

Assets.Locations

Assets.Tiles

+ BP.AdventureFramework.

Commands

Conversations

Locations

Tiles

+ BP.AdventureFramework.

Conversations

Commands

Locations

Tiles

Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance:

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

Implementation:

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

Inherited Members:
IPlayerVisible

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

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

Assembly: BP_AdventureFramework.dll

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

+ **BP_AdventureFramework.**

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

Assets.Characters

(BP.AdventureFramework.Assets.Characters.Identifier)

Constructors:

BP_AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Identifier)

Identifier(string)

+ **BP_AdventureFramework.**

Creates a new instance of the Identifier class.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.Identifier)

+ **BP_AdventureFramework.**

public Identifier(string name)

Commands

(BP.AdventureFramework.Commands.Identifier)

Parameters

+ **BP_AdventureFramework.**

Type Conversations

(BP.AdventureFramework.Conversations.Identifier)

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

Name	Description
name	The name.

+ **BP_AdventureFramework.**

Properties

Empty

Get an empty identifier.

Declaration

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

Property Value

(BP.AdventureFramework.Assets.E

Type ExaminationResult

Description

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

(BP.AdventureFramework.Assets.II

IPlayerVisible

IdentifiableName

(BP.AdventureFramework.Assets.II

Identifier

Get the name as a case insensitive identifier.

(BP.AdventureFramework.Assets.II

Declaration

(BP.AdventureFramework.Assets.II

Size

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

+ BP.AdventureFramework.

Property Value

Assets.Attributes

Type

(BP.AdventureFramework.Assets.

Description

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

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.

Name

+ BP.AdventureFramework.

Get the name.

Assets.Interaction

(BP.AdventureFramework.Assets.

Declaration

+ BP.AdventureFramework.

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

Assets.Locations

(BP.AdventureFramework.Assets.

Property Value

+ BP.AdventureFramework.

Type

Commands

(BP.AdventureFramework.Commands.

Description

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

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.

Methods

+ BP.AdventureFramework.

Equals(Identifier)

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

Declaration

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

Parameters

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

Returns

ExaminationResult
(BP.AdventureFramework.Assets.ExaminationResult)

Type Description

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

Size
(BP.AdventureFramework.Assets.Item)

Size

Equals(string)

+ BP.AdventureFramework.

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

Assets.Attributes

Declaration

(BP.AdventureFramework.Assets.Attributes)

+ BP.AdventureFramework.(string other)

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

Parameters

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

- BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

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

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	true (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool) if the current object is equal to the other parameter; otherwise, false (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool).

Commands
(BP.AdventureFramework.Commands)

Conversations
(BP.AdventureFramework.Conversations)

Tostring()
(BP.AdventureFramework.ToString())

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

Tostring()
(BP.AdventureFramework.ToString())

+ BP.AdventureFramework.

Returns a string that represents the current object.

Declaration

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

>Returns

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

Overrides

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

ExaminationCallback
(BP.AdventureFramework.Assets.ExaminationCallback)

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

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

Identifier
(BP.AdventureFramework.Assets.Identifier)

Item
(BP.AdventureFramework.Assets.Item)

Size
(BP.AdventureFramework.Assets.Size)

ToString
(BP.AdventureFramework.Assets.ToString)

Implements

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

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

Identifier
(BP.AdventureFramework.Assets.Identifier)

Item
(BP.AdventureFramework.Assets.Item)

Size
(BP.AdventureFramework.Assets.Size)

ToString
(BP.AdventureFramework.Assets.ToString)

+ BP.AdventureFramework.

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Class Item

Represents an item that can be used within the game.

Filter by title

Inheritance

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

Implementation

IExaminable ([BP_AdventureFramework_Assets_IExaminable.html](#))
IExaminableObject ([BP_AdventureFramework_Assets_IPlayerVisible.html](#))
IIInteractable ([BP_AdventureFramework_Assets_IInteractWithItem.html](#))
IPlayerVisible

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

Members

ExaminableObject.Examination

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

ExaminableObject.Identifier

+ BP_AdventureFramework.
(BP_AdventureFramework_Assets_ExaminableObject.Identifier) ([BP_AdventureFramework_Assets_ExaminableObject.Identifier.html](#))

ExaminableObject.Attributes

+ BP_AdventureFramework.
(BP_AdventureFramework_Assets_ExaminableObject.Attributes) ([BP_AdventureFramework_Assets_ExaminableObject.Attributes.html](#))

ExaminableObject.Description

+ BP_AdventureFramework.
(BP_AdventureFramework_Assets_ExaminableObject.Description) ([BP_AdventureFramework_Assets_ExaminableObject.Description.html](#))

Assets.Characters

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

Assets.Interaction

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

Assets.Locations

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

Assets.Conversations

ExaminableObject.IsPlayerVisible
(BP_AdventureFramework_Assets_ExaminableObject.IsPlayerVisible) ([BP_AdventureFramework_Assets_ExaminableObject.IsPlayerVisible.html](#))

Commands

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

Conversations

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

Instructions

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

Conversations.Instructions

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

Assembly: BP.AdventureFramework.dll

Syntax

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

ExaminableObject

Constructors

ExaminationCallback

(BP.AdventureFramework.Assets.E

Item(Identifier, Description, bool)

(BP.AdventureFramework.Assets.E

Initializes a new instance of the Item class.

Declaration

IPlayerVisible

(BP.AdventureFramework.Assets.II

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

(BP.AdventureFramework.Assets.II

Parameters

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

+ BP.AdventureFramework.

Item(string, string, bool)

(BP.AdventureFramework.Assets.II

Initializes a new instance of the Item class.

+ BP.AdventureFramework.

Declaration

Assets.Interaction

(BP.AdventureFramework.Assets.II

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

+ BP.AdventureFramework.

Assets.Locations

Parameters

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

Conversations

(BP.AdventureFramework.Com

Properties

Conversations.Instructions

Interaction

Get or set the interaction.

Declaration

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

Property Value

(BP.AdventureFramework.Assets.E

Type ExaminationCallback

Description

(BP.AdventureFramework.Assets.E

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

ExaminationResult

(BP.AdventureFramework.Assets.E

IExaminable

IsTakeable

(BP.AdventureFramework.Assets.II

IPlayerVisible

Get or set if this is takeable

(BP.AdventureFramework.Assets.II

Declaration

(BP.AdventureFramework.Assets.II

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

(BP.AdventureFramework.Assets.II

Size

Property Value

(BP.AdventureFramework.Assets.S

+ BP.AdventureFramework.

Description

Assets.Attributes

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

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Assets.Characters

Methods

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Interact(Item)

Assets.Interaction

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Declaration

Assets.Locations

(BP.AdventureFramework.Assets.

+ BP.AdventureFramework.

Parameters

Commands

Type (BP.AdventureFramework.Com

Name

Description

Http://msdn.microsoft.com/en-us/library/aa366469(v=vs.85).aspx (BP.AdventureFramework.Assets.Item.html)

item

The item to interact with.

Conversations

Returns

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversations.Instructions

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

Morph(Item)

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

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

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

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

Implements

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

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

BPAdventureFramework

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes.html)

+ BPAdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

+ BPAdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

+ BPAdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

+ BPAdventureFramework.

Commands

(BP.AdventureFramework.Commands.html)

+ BPAdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.html)

+ BPAdventureFramework.

Conversations.Instructions

Struct Size

Represents a size.

Filter by title

Inherited Members .

(BP.AdventureFramework.Assets.E
ValueType.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.valuetype.equals>)
ExaminationCallback
ValueType.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.valuetype.gethashcode>)
(BP.AdventureFramework.Assets.E
ValueType.ToString() (<https://learn.microsoft.com/dotnet/api/system.valuetype.tostring>)
ExaminationResult
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
(BP.AdventureFramework.Assets.E
equals(system-object-system-object))
EXAMINABLE
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
PLAYERVISIBLE
Name
(BP.AdventureFramework.Assets.E
Name) (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.assets.html>)
Assembly
Identifies the assembly containing the type.
Syntax
Item
 (BP.AdventureFramework.Assets.Item)
 public struct Size
 Size
 (BP.AdventureFramework.Assets.Size)

+ BP.AdventureFramework.

Constructors

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

Size(int, int)

+ BP.AdventureFramework.

Assets.Characters

Initializes a new instance of the Size struct.

(BP.AdventureFramework.Assets.Characters)

Declaration

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

Parameters

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

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

Name

Description

width

The width.

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Properties

Conversations

(BP.AdventureFramework.Conversations)

Height

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

Get the height.

(BP.AdventureFramework.Conversations.Instructions.GetHeight)

Declaration

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

Property Value

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

Width

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

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

Property Value

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

+ BP.AdventureFramework.

Assets.Attributes

(BP.AdventureFramework.Assets.IAttributes)

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets.ICharacters)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.IInteraction)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.ILocations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands.ICommands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations.IConversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.ConversationsInstructions.IInstructions)

Namespace BP.AdventureFramework. Assets.Attributes

▼ Filter by title

Classes

+ **BP.AdventureFramework.**

Assets

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

 Provides a description of an attribute.

 - **BP.AdventureFramework.**

Assets.Attributes

AttributeManager

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

Attribute

 Provides a class for managing attributes.

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

AttributeManager

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

+ **BP.AdventureFramework.**

Assets.Characters

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

+ **BP.AdventureFramework.**

Assets.Interaction

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

+ **BP.AdventureFramework.**

Assets.Locations

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

+ **BP.AdventureFramework.**

Commands

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

+ **BP.AdventureFramework.**

Conversations

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

+ **BP.AdventureFramework.**

Conversations.Instructions

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

+ **BP.AdventureFramework.**

Extensions

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

Class Attribute

Provides a description of an attribute.

Filter by title

Inheritance

(**BP.AdventureFramework.Attributes**)

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

- **BP.AdventureFramework.**

Assets.Attributes

Inherited Members

(**BP.AdventureFramework.Attributes**)

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

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

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

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

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

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

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

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

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

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

+ **BP.AdventureFramework.**

Assets.Characters

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

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

Assembly: BPAdventureFramework.dll

(**BP.AdventureFramework.Attributes**)

Syntax

+ **BP.AdventureFramework.**

Assets.Locations

public class Attribute

(**BP.AdventureFramework.Attributes**)

+ **BP.AdventureFramework.**

Constructors

(**BP.AdventureFramework.Con**)

Attribute(string, string, int, int)

Conversations

Initializes a new instance of the Attribute class.

(**BP.AdventureFramework.Con**)

Declaration

+ **BP.AdventureFramework.**

Conversations.Instructions

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

(**BP.AdventureFramework.Con**)

+ **BP.AdventureFramework.**

Parameters

Extensions

Type

(**BP.AdventureFramework.Exte**)

string

+ **BP.AdventureFramework.**

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

Interpretation

string

(**BP.AdventureFramework.Inte**)

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

+ **BP.AdventureFramework.**

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

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

(BP.AdventureFramework.Attributes)

- BP.AdventureFramework. Properties

Assets.Attributes

(BP.AdventureFramework.Attributes)

Description

Attribute

(BP.AdventureFramework.Attributes.Attribute)
Get the description of the attribute.

AttributeManager

Declaration

+ BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Attributes)

Property Value

+ BP.AdventureFramework.

Type

Assets.Interaction

Description

(BP.AdventureFramework.Attributes)

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

+

BP.AdventureFramework.

Assets.Locations

Maximum

(BP.AdventureFramework.Attributes)

Get the maximum limit of the attribute.

+ BP.AdventureFramework.

Commands

Declaration

(BP.AdventureFramework.Commands)

+ public int Maximum { get; }

+ BP.AdventureFramework.

Conversations

Property Value

(BP.AdventureFramework.Conversations)

Type

Description

(BP.AdventureFramework.Conversations)

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

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Minimum

Extensions

(BP.AdventureFramework.Extensions)

Get the minimum limit of the attribute.

+ BP.AdventureFramework.

Interpretation

Declaration

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Interpretations

Public API

Property Value

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

▼ Name

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

- **BP.AdventureFramework.**

Declaration

Assets.Attributes

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

Attribute

(BP.AdventureFramework.Attributes.AttributeManager)
Property Value

AttributeManager

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

Description

+ **BP.AdventureFramework.**

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

Assets.Characters

(BP.AdventureFramework.Attributes.CharacterManager)

+ **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Attributes.InteractionManager)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Attributes.LocationManager)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands.CommandManager)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations.ConversationManager)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.InstructionManager)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions.ExtensionManager)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation.InterpreterManager)

+ **BP.AdventureFramework.**

Properties

(BP.AdventureFramework.Properties.PropertyManager)

Class AttributeManager

Provides a class for managing attributes.

Filter by title

Inheritance

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

Assets.Attributes

Inherited Members

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

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

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

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

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

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

+ **BP.AdventureFramework.**NameSpace

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

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

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**Assets.Interaction

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

Syntax
+ **BP.AdventureFramework.**AttributeManager

Assets.Locations

public sealed class AttributeManager

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

+ **BP.AdventureFramework.**AttributeManager

Commands

Properties (**BP.AdventureFramework.**AttributeManager.Commands)

+ **BP.AdventureFramework.**AttributeManager

Conversations

(**BP.AdventureFramework.**AttributeManager.Conversations)

Get the number of attributes this manager has.

+ **BP.AdventureFramework.**AttributeManager

Declaration

Conversations.Instructions

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

public int Count { get; }

+ **BP.AdventureFramework.**AttributeManager

Extensions

Property Value

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

Type

Description

+ **BP.AdventureFramework.**AttributeManager

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

Interpretation

(**BP.AdventureFramework.**AttributeManager.Interpretation)

+ **BP.AdventureFramework.**AttributeManager

Logic

Methods

Add(Attribute, int)

Add a value to an attribute.

Declaration

- **BP.AdventureFramework.**

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

Assets.Attributes

(BP.AdventureFramework.Assets)

Parameters

Attribute

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

Name

Description

AttributeManager

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

attribute

The attribute.

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

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

value

The value.

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets)

Add(String, int)

+ **BP.AdventureFramework.**

Add a value to an attribute.

Assets.Interaction

Declaration

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

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

Assets.Locations

(BP.AdventureFramework.Assets)

Parameters

+ **BP.AdventureFramework.**

Type

Commands

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

Name

Description

attributeName

The name of the attribute.

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

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

value

The value.

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

GetAsDictionary()

+ **BP.AdventureFramework.**

Get all attributes as a dictionary.

ConversationsInstructions

(BP.AdventureFramework.ConversationsInstructions)

Declaration

+ **BP.AdventureFramework.**

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

Extensions

(BP.AdventureFramework.Extensions)

Returns

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

Dictionary<[Attribute](https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2), [int](https://learn.microsoft.com/dotnet/api/system.int32)> (<https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2>)<

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

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

Logic

Description

An array of attributes.

GetAttributes()

Get all attributes.

Declaration

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

Returns

BP.AdventureFramework.

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

GetValue(Attribute)

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

BP.AdventureFramework.

Assets.Characters

Declaration

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

+ **BP.AdventureFramework.**

Assets.Interaction

Declaration

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

+ **BP.AdventureFramework.**

Assets.Locations

Type	Name	Description
(BP.AdventureFramework.Attributes.Attribute)	<i>attribute</i>	The attribute.

Returns

+ **BP.AdventureFramework.**

Commands

Declaration

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

+ **BP.AdventureFramework.**

Conversations

Declaration

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

+ **BP.AdventureFramework.**

Conversations.Instructions

Declaration

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

+ **BP.AdventureFramework.**

Extensions

Declaration

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

+ **BP.AdventureFramework.**

Interpretation

Type	Name	Description
(BP.AdventureFramework.Interpretation)	<i>attributeName</i>	The name of the attribute.

Returns

+ **BP.AdventureFramework.**

Logic

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

Remove(Attribute)

Remove an attribute.

- BP.AdventureFramework.

Declaration

Assets.Attributes

(BP.AdventureFramework.Attributes)

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

Attribute

(BP.AdventureFramework.Attributes.Attributes)

Parameters

AttributeManager

Type(BP.AdventureFramework.Attributes.Attributes)

Name

Description

+ BP.AdventureFramework.

Attributes

attribute

The attribute.

Assets.Characters

(BP.AdventureFramework.Attributes.Characters)

Remove(string)

BP.AdventureFramework.

Assets.Interaction

Remove an attribute.

(BP.AdventureFramework.Attributes.Interaction)

Declaration

+ BP.AdventureFramework.

Assets.Locations

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

(BP.AdventureFramework.Attributes.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

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

Name

Description

The name of the attribute.

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Remove all attributes.

Conversations.Instructions

Declaration

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

Subtract(Attribute, int)

Interpretation

Subtract a value from an attribute.

(BP.AdventureFramework.Interpretations)

Declaration

+ BP.AdventureFramework.

Logic

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

Parameters

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

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes)

Subtract(string, int)

(BP.AdventureFramework.Assets.Attributes)

Subtract a value from an attribute.

AttributeManager

Declaration

+ BP.AdventureFramework.

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

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

Parameters

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

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

- int (dotnet/api/system/int32/dotnet/api/system/int32)

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Namespace BP.AdventureFramework. Assets.Characters

▼ Filter by title

Classes

(BP.AdventureFramework.Assets.Characters.Character)

+ BP.AdventureFramework.

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

Assets.Attributes

Represents a generic in-game character.

(BP.AdventureFramework.Assets.Characters.Character)

- BP.AdventureFramework.

NonPlayableCharacter

Assets.Characters

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

(BP.AdventureFramework.Assets.Characters.NonPlayableCharacter)

Represents a non-playable character.

Character

(BP.AdventureFramework.Assets.Characters.Character)

PlayableCharacter

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

NonPlayableCharacter

Represents a playable character.

(BP.AdventureFramework.Assets.Characters.Character)

PlayableCharacter

Interfaces

(BP.AdventureFramework.Assets.Characters.IConverser)

+ BP.AdventureFramework.

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

(BP.AdventureFramework.Assets.Characters.IConverser)

Represents an object that can converse.

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Instructions

(BP.AdventureFramework.Instructions)

Class Character

Represents a generic in game character.

Filter by title

Inheritance

Assets.Attributes

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

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

- BP.AdventureFramework.

Assets.Characters

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

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

Implements

Character

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

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

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

Inherited Members

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

ExaminableObject.Examination

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

ExaminableObject.Examination

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

+ BP.AdventureFramework.

Assets.Interaction

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

ToString ()

(BP.AdventureFramework.Assets)

ExaminableObject.Identifier

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

Defined

+ BP.AdventureFramework.

Assets.Locations

↳ ExaminableObject.Identifier

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

Description

ExaminableObject.Commands

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

Commands

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

+ BP.AdventureFramework.

ExaminableObject.Attributes

↳ ExaminableObject.Attributes ([BP_AdventureFramework_Assets_ExaminableObject_Attributes.html](#))

Conversations

↳ ExaminableObject.Attributes ([BP_AdventureFramework_Assets_ExaminableObject_Attributes.html](#))

(BP.AdventureFramework.Con)

ExaminableObject.Examine()

+ BP.AdventureFramework.

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

Examine()

(BP.AdventureFramework.Con)

ExaminableObject.IPlayerVisible

↳ ExaminableObject.IPlayerVisible ([BP_AdventureFramework_Assets_ExaminableObject_IPlayerVisible.html](#))

IPlayerVisible

↳ ExaminableObject.IPlayerVisible ([BP_AdventureFramework_Assets_ExaminableObject_IPlayerVisible.html](#))

Extensions

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

object.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)))

Interpretation

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

(BP.AdventureFramework.Interpretation)

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

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

Assembly: BP.AdventureFramework.dll

Syntax

Assets.Attributes

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

- **BP.AdventureFramework.**

Assets.Characters

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

Properties

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

IConverser

Interaction

NonPlayableCharacter

Get or set the interaction.

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

PlayableCharacter

Declaration

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

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

Assets.Interaction

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

Property value

+ **BP.AdventureFramework.**

Type Description

Assets.Locations

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

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

+ **BP.AdventureFramework.**

Commands

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

Get if this character is alive.

+ **BP.AdventureFramework.**

Declaration

Conversations

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

public bool IsAlive { get; protected set; }

+ **BP.AdventureFramework.**

Conversations.Instructions

Property value

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

Type

+ **BP.AdventureFramework.**

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

Description

Extensions

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

+ **BP.AdventureFramework.**

Interpretation

Get the items this Character holds.

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

Declaration

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

Property Value

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

- BP.AdventureFramework.

Assets.Characters

Methods

(BP.AdventureFramework.Assets.Characters)

Character

AcquireItem(Item)

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

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

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

+ BP.AdventureFramework.

Parameters

Assets.Interaction

Type
(BP.AdventureFramework.Assets)

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

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets)

DequireItem(Item)

+ BP.AdventureFramework.

De- acquire an item.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

public virtual void DequireItem(Item item)

Conversations

(BP.AdventureFramework.Conversations)

Parameters

+ BP.AdventureFramework.

Type
(BP.AdventureFramework.Conversations)

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

Name Description

item

The item to de-acquire.

+ BP.AdventureFramework.

Extensions

FindItem(string, out Item, bool)

(BP.AdventureFramework.Extensions)

Find an item.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

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

Parameters

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

Returns IConverser

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

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

+ BP.AdventureFramework.

Give(Item, Character)

(BP.AdventureFramework.Assets.Interaction)

Give an item to another in game Character.

+ BP.AdventureFramework.

Declaration

Assets.Locations

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

+ BP.AdventureFramework.

Parameters

Commands

Type	Name	Description
Item (BP.AdventureFramework.Assets.Item) (https://learn.microsoft.com/dotnet/api/system.item)	item	The item to give.
Character (BP.AdventureFramework.Assets.Character) (https://learn.microsoft.com/dotnet/api/system.character)	character	The Character to give the item to.

+ BP.AdventureFramework.

Returns

Conversations.Instructions

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

Extensions

(BP.AdventureFramework.Extensions)

HasItem(Item, bool)

(BP.AdventureFramework.

Interpretation Determine if NonPlayableCharacter has an item.

(BP.AdventureFramework.Interpretation)

Declaration

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

Parameters

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

(BP.AdventureFramework.Assets.Characters)

Returns

Character

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

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters)

Interact(Item)

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

+ BP.AdventureFramework.

Declaration

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction)

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

+ BP.AdventureFramework.

Assets.Locations

Parameters

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

Commands

(BP.AdventureFramework.Commands)

Returns

+ BP.AdventureFramework.

Type Conversations

InteractionResult

(BP.AdventureFramework.Conversations)

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

Description

The result of the interaction.

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

InteractWithItem(Item)

Declaration

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

```
InteractionResult InteractWithItem(Item item)
```

Interpretation

(BP.AdventureFramework.Interpretation)

Parameters

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

Returns

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

- **BP.AdventureFramework.**

Kill

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

Kill the character.

Character

Declaration
(BP.AdventureFramework.Assets.Characters)

IConverser

(BP.AdventureFramework.Assets.Characters.IConverser)

NonPlayableCharacter

(BP.AdventureFramework.Assets.Characters.NonPlayableCharacter)

PlayableCharacter

(BP.AdventureFramework.Assets.Characters.PlayableCharacter)

Implements

(BP.AdventureFramework.Assets.Characters.IImplements)

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

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

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

(BP.AdventureFramework.Assets.Characters.IIInteractWithItem)

- + **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

- + **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

- + **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

- + **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

- + **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

- + **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

Interface IConverser

Represents an object that can converse.

Filter by title

Inherited Members

(BP.AdventureFramework.Assets.IExaminable)
IExaminable.Identifier
(BP.AdventureFramework.Assets.IExaminable)
IAssets.Characters
(BP.AdventureFramework.Assets.IExaminable)
IExaminable.Commands
Character
(BP.AdventureFramework.Assets.IExaminable)
(BP.AdventureFramework.Assets.IExaminable)
IExaminable.Attributes
Converser
(BP.AdventureFramework.Assets.IExaminable)
(BP.AdventureFramework.Assets.IExaminable)
IExaminable.Examine
NonPlayableCharacter
(BP.AdventureFramework.Assets.IExaminable)
(BP.AdventureFramework.Assets.IPlayerVisible)
PlayableCharacter
(BP.AdventureFramework.Assets.IPlayerVisible)
(BP.AdventureFramework.Assets.IPlayerVisible)

+ [BP.AdventureFramework](#)

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

Assembly: [BP_AdventureFramework.dll](#)

Syntax

+ **BP.AdventureFramework.**

Assets.Locations

public interface IConverser : IExaminable, IPlayerVisible

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

+ **BP.AdventureFramework.**

Commands

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

+ **BP.AdventureFramework.**

Conversations

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

Get or set the conversation.

+ **BP.AdventureFramework.**

Declaration

Conversations.Instructions

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

Conversation Conversation { get; set; }

+ **BP.AdventureFramework.**

Extensions

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

Type

Description

+ **BP.AdventureFramework.**

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

Interpretation

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

+ **BP.AdventureFramework.**

▼

(BP.AdventureFramework.Assets)

- BP.AdventureFramework.

Assets.Characters

(BP.AdventureFramework.Assets)

Character

(BP.AdventureFramework.Assets.C)

IConverser

(BP.AdventureFramework.Assets.C)

NonPlayableCharacter

(BP.AdventureFramework.Assets.C)

PlayableCharacter

(BP.AdventureFramework.Assets.C)

+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter)

+ BP.AdventureFramework.

Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

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

Assets.Characters

(**BP_AdventureFramework.Asset**)

↳ NonPlayableCharacter
Character

Implements

(**BP_AdventureFramework.Assets.I**

IInteractWithItem

(**BP_AdventureFramework.Assets.IInteractWithItem**)

IConverser

(**BP_AdventureFramework.Assets.IConverser**)

IExaminable

(**BP_AdventureFramework.Assets.IExaminable**)

IPlayerVisible

(**BP_AdventureFramework.Assets.IPlayerVisible**)

PlayableCharacter

(**BP_AdventureFramework.Assets.C**

Character

Character.IsAlive

↳ **BP_AdventureFramework**

Assets.Interaction

(**BP_AdventureFramework.Asset**)

(**BP_AdventureFramework.Assets.Characters.Character**)

(**BP_AdventureFramework_Assets_Characters_Character.html**)

+ **BP_AdventureFramework.**

Assets.Locations

(**BP_AdventureFramework.Asset**)

(**BP_AdventureFramework.Assets.Characters.Character**)

(**BP_AdventureFramework_Assets_Characters_Character.html**)

+ **BP_AdventureFramework.**

Commands

(**BP_AdventureFramework.Asset**)

(**BP_AdventureFramework.Assets.Characters.Character**)

(**BP_AdventureFramework_Assets_Characters_Character.html**)

+ **BP_AdventureFramework.**

Conversations

(**BP_AdventureFramework.Asset**)

(**BP_AdventureFramework.Assets.Characters.Character**)

(**BP_AdventureFramework_Assets_Characters_Character.html**)

+ **BP_AdventureFramework.**

Conversations.Instructions

(**BP_AdventureFramework.Asset**)

(**BP_AdventureFramework.Assets.Characters.Character**)

(**BP_AdventureFramework_Assets_Characters_Character.html**)

+ **BP_AdventureFramework.**

Extensions

(**BP_AdventureFramework.Asset**)

(**BP_AdventureFramework.Assets.Characters.Character**)

(**BP_AdventureFramework_Assets_Characters_Character.html**)

+ **BP_AdventureFramework.**

Interpretation

(**BP_AdventureFramework.Asset**)

(**BP_AdventureFramework.Assets.Characters.Character**)

(**BP_AdventureFramework_Assets_Characters_Character.html**)

+ **BP_AdventureFramework.**

Logic

acter_Interact_BP_AdventureFramework_Assets_Item_)

ExaminableObject.Examination

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

ExaminableObject.ToString()

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

ExaminableObject.Identifier

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

Assets.Characters

ExaminableObject.Description

(BP_AdventureFramework_Assets_Characters)

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

Character

ExaminableObject.Examine

(BP_AdventureFramework_Assets_Characters)

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

PlayableCharacter

NonPlayableCharacters

ExaminableObject.Examine

(BP_AdventureFramework_Assets_ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_AttributableCharacter)

PlayableObjectCharacter

ExaminableObject.Examine

(BP_AdventureFramework_Assets_ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible)

+ BP_AdventureFramework.

Examine

Assets.Interaction

ExaminableObject.IsPlayerVisible

(BP_AdventureFramework_Assets_Interactions)

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

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

Assets.Locations

(BP_AdventureFramework_Assets_Locations)

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

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

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

(BP_AdventureFramework_Commands)

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

+ BP_AdventureFramework.

Assembly: BP.AdventureFramework.dll

(BP_AdventureFramework_Conversations)

Syntax

+ BP_AdventureFramework.

Conversations.Instructions

NonPlayableCharacter : Character, IInteractWithItem, IConverser,

(BP_AdventureFramework_Conversations)

+ BP_AdventureFramework.

Extensions

Constructors

(BP_AdventureFramework_Extensions)

+ BP_AdventureFramework.

NonPlayableCharacter(Identifier, Description, Conversation)

Interpretation

(BP_AdventureFramework_Interpretation)

Initializes a new instance of the NonPlayableCharacter class.

+ BP_AdventureFramework.

Declaration

Ionic

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

Parameters

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

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

+ BPAdventureFramework

Initializes a new instance of the NonPlayableCharacter class.

Assets.Interaction

Declaration

(**BPAdventureFramework.Ass**

+ BPAdventureFramework

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

(**BPAdventureFramework.Ass**

Parameters

+ BPAdventureFramework.

Type	Name	Description
Commands Identifier - BPAdventureFramework.Com Identifier (BPAdventureFramework.Assets.Identifier.html)	<i>identifier</i>	This NonPlayableCharacter's identifier.
Conversations Description - BPAdventureFramework.Con Description (BPAdventureFramework.Assets.Description.html)	<i>description</i>	The description of this NonPlayableCharacter.
Instructions Conversation - BPAdventureFramework.Instr Conversation (BPAdventureFramework.Conversation.html) (BPAdventureFramework.Con	<i>conversation</i>	The conversation.
Extensions bool - BPAdventureFramework.Exte bool (BPAdventureFramework.Assets.Interaction.InteractionC alback.html)	<i>isAlive</i>	Set if this NonPlayableCharacter is alive.
Interpretation InteractionCallback - BPAdventureFramework.Exte InteractionCallback (BPAdventureFramework.Assets.Interaction.InteractionC alback.html)	<i>interaction</i>	Set this NonPlayableCharacter's interaction.

+ BPAdventureFramework.

Ionic

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

Initializes a new instance of the NonPlayableCharacter class.

Declaration

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

- **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

Parameters

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

+ **BP.AdventureFramework.**

Conversations

NonPlayableCharacter(string, string, Conversation)

(BP.AdventureFramework.Conversations)

Initializes a new instance of the NonPlayableCharacter class.

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

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

Extensions

(BP.AdventureFramework.Extensions)

Parameters

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

+ **BP.AdventureFramework.**

Ionic

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

- BP.AdventureFramework.

Assets.Characters

Properties

Character

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

Conversation

([IConverser.html](#))

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

Get or set the conversation.

NonPlayableCharacter

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

PlayableCharacter

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

public Conversation Conversation { get; set; }

+ BP.AdventureFramework.

Assets.Interaction

Properties

Type

+

BP.AdventureFramework.

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

Assets.Locations

Implements

BP.AdventureFramework.

Commands

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

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

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

+ BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

- **BP.AdventureFramework.**

↳ **Assets.Characters** ([https://docs.microsoft.com/dotnet/api/system.object](#))
([BP_AdventureFramework_Assets_Characters.html](#))

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

Implements

IConverser
IExaminable ([BP_AdventureFramework_Assets_IExaminable.html](#))
IPlayable ([BP_AdventureFramework_Assets_IPlayable.html](#))
IIteractWithItem ([BP_AdventureFramework_Assets_IIteractWithItem.html](#))

Inherited Members

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

+ **BP_AdventureFramework.**

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

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

+ **BP_AdventureFramework.**

Assets.Locations

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

+ **BP_AdventureFramework.**

Commands

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

+ **BP_AdventureFramework.**

Conversations

([BP_AdventureFramework_Assets_Characters_Character.html](#))
Character.AcquireItem(Item)

+ **BP_AdventureFramework.**

Conversations.Instructions

([BP_AdventureFramework_Assets_Characters_Character.html](#))
Character.DeacquireItem(Item)

+ **BP_AdventureFramework.**

Extensions

([BP_AdventureFramework_Assets_Characters_Character.html](#))
Character.FindItem(string, out Item, bool)

+ **BP_AdventureFramework.**

Interpretation

([BP_AdventureFramework_Assets_Characters_Character.html](#))
Character.Give(Item, Character)

+ **BP_AdventureFramework.**

Logic

([BP_AdventureFramework_Assets_Characters_Character.html](#))
Character.Interact(Item)

+ **BP_AdventureFramework.**

Logic

([BP_AdventureFramework_Assets_Characters_Character.html](#))

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

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

ExaminableObject.Identifier
▼

BP.AdventureFramework.
Assets.Characters
ExaminableObject.Description
(BP.AdventureFramework.Assets.
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Character)
Description
Character
PlayableCharacter
Com
BP.AdventureFramework.Assets.C
Attributes
NonPlayableCharacters
AttributableCharacter
PlayableCharacter
ExaminableObject.Examine
Examining
+ BP.AdventureFramework.
Assets.Interaction
ExaminableObject.IsPlayerVisible
(BP.AdventureFramework.Assets.
(BP.AdventureFramework.Assets.ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_IsPlayerVisible)
+ BP.AdventureFramework.
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
Assets.Locations
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
(BP.AdventureFramework.Assets.
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
(BP.AdventureFramework.Com
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
+ BP.AdventureFramework.
NameSpace: BP.AdventureFramework (BP.AdventureFramework.html).Assets
(BP.AdventureFramework.Assets.html).Characters (BP.AdventureFramework.Assets.Characters.html)
Conversations
Assembly: BP.AdventureFramework.dll
(BP.AdventureFramework.Con
Syntax
+ BP.AdventureFramework.
Conversations.Instructions
public sealed class PlayableCharacter : Character, IExaminable, IPlayerVisible, IInterpretable
(BP.AdventureFramework.Con
+ BP.AdventureFramework.
Extensions
Constructors
(BP.AdventureFramework.Exte
+ BP.AdventureFramework.
Playables
PlayableCharacter(Identifier, Description, params Item[])
(BP.AdventureFramework.Interpretable
Initializes a new instance of the PlayableCharacter class.
+ BP.AdventureFramework.
Declaration
Logic
(BP.AdventureFramework.Logic)

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

Parameters

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

PlayableCharacter(string, string, params Item[])

NonPlayableCharacter

Initializes a new instance of the PlayableCharacter class.

PlayableCharacter
Declaration

(BP.AdventureFramework.Assets.C

+ BP.AdventureFramework.

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

Assets.Interaction

(BP.AdventureFramework.Assets.

Parameters

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

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

UseItem(item, IInteractWithItem)

Conversations.Instructions

Use item

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

Extensions

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

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Parameters

Interpretation

Type (BP.AdventureFramework.Inter

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

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

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

>Returns

Type	Description
- BP_AdventureFramework. Assets.Characters InteractionResult (BP_AdventureFramework_Assets_Interaction_InteractionResult.html)	The result of the items usage.

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

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

IExaminable
(BP_AdventureFramework_Assets_IExaminable.html)

IPlayerVisible
(BP_AdventureFramework_Assets_IPlayerVisible.html)

IInteractable
(BP_AdventureFramework_Assets_Interaction_IInteractWithItem.html)
(BP.AdventureFramework.Assets.Characters.IInteractWithItem.html)

+ BP_AdventureFramework.

Assets.Interaction

(BP_AdventureFramework_Assets_Interaction.html)

+ BP_AdventureFramework.

Assets.Locations

(BP_AdventureFramework_Assets_Locations.html)

+ BP_AdventureFramework.

Commands

(BP_AdventureFramework_Commands.html)

+ BP_AdventureFramework.

Conversations

(BP_AdventureFramework_Conversations.html)

+ BP_AdventureFramework.

Conversations.Instructions

(BP_AdventureFramework_Conversations_Instructions.html)

+ BP_AdventureFramework.

Extensions

(BP_AdventureFramework_Extensions.html)

+ BP_AdventureFramework.

Interpretation

(BP_AdventureFramework_Interpretation.html)

+ BP_AdventureFramework.

Logic

(BP_AdventureFramework_Logic.html)

Namespace BP.AdventureFramework. Assets.Interaction

▼ Filter by title

Classes

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes.html)

InteractionResult

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

Assets.Characters

Represents a result of an interaction.

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

- BP.AdventureFramework.

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

Assets.Interaction

Represents a reaction.

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

Condition

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

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

Assets.Interaction

IInteractWithItem

Represents a result.

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

InteractionCallback

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

InteractionEffect

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

InteractionResult

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

IInteractWithItem

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

Represents any object that can interact with an item.

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

Reaction

Represents any object that can interact with an item.

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

ReactionResult

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

Result

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

InteractionEffect

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

Assets.Enumerations

Action effects.

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

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

Commands

of reaction results.

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

Delegates

(BP.AdventureFramework.Delegates.html)

Conversations

(BP.AdventureFramework.Conversations.html)

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

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.html)

InteractionCallback

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

Represents the callback for interacting with objects.

▼

Assets.Attributes

(BP.AdventureFramework.Assets.Attributes.html)

+ **BP.AdventureFramework.**

Assets.Characters

(BP.AdventureFramework.Assets.Characters.html)

- **BP.AdventureFramework.**

Assets.Interaction

(BP.AdventureFramework.Assets.Interaction.html)

Condition

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

IInteractWithItem

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

InteractionCallback

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

InteractionEffect

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

InteractionResult

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

Reaction

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

ReactionResult

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

Result

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

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations.html)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands.html)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations.html)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.html)

Delegate Condition

Represents a callback for conditions.

Filter by title

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

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

Assets Characters

Syntax (BP.AdventureFramework.Assets)

- **BP.AdventureFramework.**

 public delegate bool Condition()

Assets.Interaction

(BP.AdventureFramework.Assets)

Returns

Condition

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

InteractionCallback

(BP.AdventureFramework.Assets.IInteractionCallback)

InteractionEffect

(BP.AdventureFramework.Assets.IInteractionEffect)

InteractionResult

(BP.AdventureFramework.Assets.IInteractionResult)

Reaction

(BP.AdventureFramework.Assets.IReaction)

ReactionResult

(BP.AdventureFramework.Assets.IReactionResult)

Result

(BP.AdventureFramework.Assets.IResult)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations)

Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

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

Assets.Characters

(BP.AdventureFramework.Assets.Characters)

Syntax

- **BP.AdventureFramework.**

Assets.Interaction

public interface IInteractWithItem

(BP.AdventureFramework.Assets.Interaction)

Condition

(BP.AdventureFramework.Assets.Interaction.Condition)

IInteractWithItem

(BP.AdventureFramework.Assets.IInteractWithItem)

InteractionCallback

(BP.AdventureFramework.Assets.Interaction.InteractionCallback)

Interact(Item)

InteractionEffect

Interact with an item.

InteractionResult

Declaration

(BP.AdventureFramework.Assets.Interaction)

Reaction

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

ReactionResult

(BP.AdventureFramework.Assets.Interaction.ReactionResult)

Parameters

Result

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

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

InteractionResult

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

Description

The result of the interaction.

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

Delegate InteractionCallback

Represents the callback for interacting with objects.

 Filter by title

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

(BP.AdventureFramework.Assets.InteractionInteractionCallback)

Assembly: BP.AdventureFramework.dll

- **BP.AdventureFramework.**

Syntax

Assets.Interaction

(BP.AdventureFramework.Assets.InteractionInteractionCallback)

Condition

Parameters
 IInteractWithItem

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

InteractionEffect

Returns
 (BP.AdventureFramework.Assets.IInteractionResult)

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

ReactionResult

(BP.AdventureFramework.Assets.IReactionResult)

Result

(BP.AdventureFramework.Assets.IResult)

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Locations

(BP.AdventureFramework.Locations)

Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

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

Syntax

(BP.AdventureFramework.Assets.InteractionEffect)

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

Fields

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

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Locations

(BP.AdventureFramework.Locations)

Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

- **BP.AdventureFramework.**

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

↳ Result ([BP_AdventureFramework_Assets_Interaction_Result.html](#))

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

↳ InteractionResult

Condition

Inherited Members

([BP_AdventureFramework_Assets.Result](#))

Result Description

↳ Item

([BP_AdventureFramework_Assets.Result](#))

↳ InteractionCallback

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

↳ InteractionEffect

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

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

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

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

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

([BP_AdventureFramework_Assets.Result](#))

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

([BP_AdventureFramework_Assets.Result](#))

Assembly: BP_AdventureFramework.dll

Syntax

BP.AdventureFramework.

Assets.Locations

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

+ **BP.AdventureFramework.**

Commands

Constructors

([BP_AdventureFramework.Commands](#))

+ **BP.AdventureFramework.**

InteractionResult(InteractionEffect, Item)

Conversations

([BP_AdventureFramework.Conversations](#))

Initializes a new instance of the InteractionResult class.

Declarations

Conversations.Instructions

([BP_AdventureFramework.Conversations.Instructions](#))

+ **BP.AdventureFramework.**

Extensions

Type ([BP_AdventureFramework.Extensions](#))

Name	Description
------	-------------

Interpretation Effect

effect	The effect of this interaction.
--------	---------------------------------

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

Interpretation

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

InteractionResult(InteractionEffect, Item, string)

- **BP.AdventureFramework.**

Initializes a new instance of the InteractionResult class.

Assets.Interaction

(BP.AdventureFramework.Assets.

Condition

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

(BP.AdventureFramework.Assets.

InteractionCallback

(BP.AdventureFramework.Assets.

Type InteractionEffect

InteractionEffect

(BP.AdventureFramework.Assets.

InteractionResult

(BP.AdventureFramework.Assets.

InteractionEffect.html)

Reaction

Item (BP.AdventureFramework.Assets.

Item.html)

ReactionResult

(BP.AdventureFramework.Assets.

Result

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

Result

(BP.AdventureFramework.Assets.

InteractionResult)

(BP.AdventureFramework.

Properties

(BP.AdventureFramework.

Effect

InteractionEffect

(BP.AdventureFramework.

Commands

Get the effect.

(BP.AdventureFramework.

Conversations

public InteractionEffect Effect { get; }

(BP.AdventureFramework.

Conversations

Property Value

Conversations.Instructions

(BP.AdventureFramework.

Conversations

InteractionEffect (BP.AdventureFramework.Assets.

InteractionEffect.html)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.

Item

+ BP.AdventureFramework.

Get the item used in the interaction.

Interpretation

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

(BP.AdventureFramework.

+ BP.AdventureFramework.

Properties

(BP.AdventureFramework.

Effect

InteractionEffect

(BP.AdventureFramework.

Commands

Get the effect.

(BP.AdventureFramework.

Conversations

public InteractionEffect Effect { get; }

(BP.AdventureFramework.

Conversations

Property Value

Conversations.Instructions

(BP.AdventureFramework.

Conversations

InteractionEffect (BP.AdventureFramework.Assets.

InteractionEffect.html)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.

Item

+ BP.AdventureFramework.

Get the item used in the interaction.

Interpretation

Type	Description
InteractionEffect (BP.AdventureFramework.Assets.	

Type	Description
InteractionEffect (BP.AdventureFramework.Assets.	

Type	Description
InteractionEffect (BP.AdventureFramework.Assets.	

Type	Description
InteractionEffect (BP.AdventureFramework.Assets.	

Declaration

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

Property Value

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

Class Reaction

Represents a reaction.

Filter by title

Inheritance

Assets.Interaction

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

↳ Reaction
Condition

Inherited Members

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

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

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

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

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

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

Reaction

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

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

Assembly: BP.AdventureFramework.dll

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

Syntax

Result

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

+ BP.AdventureFramework.

Assets.Locations

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

Constructors

+ BP.AdventureFramework.

Commands

Reaction(ReactionResult, string)

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

Initializes a new instance of the Reaction class.

+ BP.AdventureFramework.

Declaration

Conversations

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

public Reaction(ReactionResult result, string description)

+ BP.AdventureFramework.

Conversations.Instructions

Parameters

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

Type

Name

Description

+ BP.AdventureFramework.

ReactionResult

result

The result.

Extensions

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

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

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

+ BP.AdventureFramework.

Interpretation

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

description

A description of the result.

Properties

Description

Get a description of the result.



Declaration

Assets.Interaction

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

Condition

Property Value

Type	Description
IInteractWithItem (BP.AdventureFramework.Assets)	

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

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

InteractionEffect

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

Result

InteractionResult

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

Get the result.

Reaction

Declaration

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

ReactionResult

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

Result

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

Property Value

+ BP.AdventureFramework.

Type

Assets.Locations

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

Description

([BP.AdventureFramework](#))

+ BP.AdventureFramework.

Commands

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

+ BP.AdventureFramework.

Conversations

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

+ BP.AdventureFramework.

Conversations.Instructions

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

+ BP.AdventureFramework.

Extensions

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

+ BP.AdventureFramework.

Interpretation

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

Enum ReactionResult

Enumeration of reaction results.

 Filter by title

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

Assembly: BP.AdventureFramework.dll
Condition

Syntax (BP.AdventureFramework.Assets.I

IInteractWithItem

(BP.AdventureFramework.Assets.I

InteractionCallback

(BP.AdventureFramework.Assets.I

InteractionEffect

(BP.AdventureFramework.Assets.I

InteractionResult

Fields

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

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Class Result

Represents a result.

Filter by title

Inheritance

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

object `InteractionObject` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
object `InteractionObject(IObject)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-iobject\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-iobject)))
object `InteractionObject(IObject)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-iobject\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-iobject)))
object `GetHashCode()` (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object `GetType()` (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object `MemberwiseClone()` (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
object `ReferenceEquals(object, object)` (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object `Tostring()` (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
 ↳ `(BP.AdventureFramework.Assets.IResult)`
Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Assets
([BP.AdventureFramework.Assets.html](#)).Interaction ([BP.AdventureFramework.Assets.Interaction.html](#))

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Assets.Locations

Syntax

`(BP.AdventureFramework.Assets.IResult)`

+ **BP.AdventureFramework.Result**

Commands

`(BP.AdventureFramework.Commands.IResult)`

Constructors

`(BP.AdventureFramework.Result)`

Conversations

`(BP.AdventureFramework.Conversations.IResult)`

+ **BP.AdventureFramework.Result**

Initializes a new instance of the `Result` class.

Conversations.Instructions

Declaration

`(BP.AdventureFramework.Result)`

+ **BP.AdventureFramework.Result**

protected `Result()`

Extensions

`(BP.AdventureFramework.Extensions.IResult)`

+ **BP.AdventureFramework.Result**

Properties

`(BP.AdventureFramework.Interaction.IResult)`

Description

`(BP.AdventureFramework.Description.IResult)`

Get the description.

Declaration

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

Property Value

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

IInteractWithItem

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

+ **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

.

Namespace BP.AdventureFramework. Assets.Locations

▼ Filter by title

Classes

+ **BP.AdventureFramework.**

 Assets.Characters

(BP.AdventureFramework.Asset)

+ **BP.AdventureFramework.**

 Assets.Interaction

(BP.AdventureFramework.Asset)

- **BP.AdventureFramework.**

 Assets.Locations

(BP.AdventureFramework.Asset)

 Direction

Represents an entire overworld.

(BP.AdventureFramework.Assets.L

 Exit

(BP.AdventureFramework.Asset)

 Matrix

Represents a region.

(BP.AdventureFramework.Assets.L

 Overworld

(BP.AdventureFramework.Asset)

 Region

Represents a room

(BP.AdventureFramework.Assets.L

 Room

(BP.AdventureFramework.Asset)

 RoomPosition

Represents a room position.

(BP.AdventureFramework.Assets.L

 ViewPoint

(BP.AdventureFramework.Asset)

+ **BP.AdventureFramework.**

 Commands

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

 Directions

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

 Conversations.Instructions

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

 Extensions

 -- -- . . . - . - . - .

Enum Direction

Enumeration of directions.

Filter by title

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

↳ [BP.AdventureFramework](#)

Syntax

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

public enum Direction

- [BP.AdventureFramework](#).

Assets.Locations

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

Direction

(BP.AdventureFramework.Assets.L)

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

Extension Methods

+ [BP.AdventureFramework](#)

DirectionExtensions (Direction)

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

Extensions (BP.AdventureFramework_Assets_Locations_Direction_)

+ [BP.AdventureFramework](#).

Conversations

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

+ [BP.AdventureFramework](#).

Conversations.Instructions

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

+ [BP.AdventureFramework](#).

Extensions

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

+ [BP.AdventureFramework](#).

Locations

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

Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

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

Assets.Interaction

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

(**BP.AdventureFramework.Assets**)

↳ Exit

Implementation

AssetsLocations

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

(**BP.AdventureFramework.Assets**)

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

↳ Direction

Inheritance

(**BP.AdventureFramework.Assets**)

↳ Exit

ExaminableObject.Examination

(**BP.AdventureFramework.Assets**)

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

Examination)

(**BP.AdventureFramework.Assets**)

ExaminableObject.ToString()

Overworld

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

ToCString)

Region

ExaminableObject.Identifier

(**BP.AdventureFramework.Assets**)

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

Room

identifier)

(**BP.AdventureFramework.Assets**)

ExaminableObject.Description

RoomPosition

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

(**BP.AdventureFramework.Assets**)

Description)

ViewPoint

ExaminableObject.Commands

(**BP.AdventureFramework.Assets**)

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

(**BP.AdventureFramework**)

Commands

ExaminableObject.Attributes

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

(**BP.AdventureFramework**)

ExaminableObject.Examine

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

(**BP.AdventureFramework**)

ExaminableObject.IsPlayerVisible

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

(**BP.AdventureFramework**)

ExaminableObject.Conversations

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

(**BP.AdventureFramework**)

ExaminableObject.ConversationInstructions

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

(**BP.AdventureFramework**)

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

(**BP.AdventureFramework**)

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

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

(**BP.AdventureFramework**)

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

(**BP.AdventureFramework**)

Interpretation

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

Assembly: BP.AdventureFramework.dll

Syntax

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

+ BP.AdventureFramework.

Assets.Interaction

Constructors

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

- BP.AdventureFramework.

Exit(Direction, bool, Identifier, Description)

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

Initializes a new instance of the Exit class.

Direction
Declaration

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

Exit

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

Matrix

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

Parameters

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

Region

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

Room

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

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

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

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

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

ViewPoint

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

+ BP.AdventureFramework.

Commands

Properties

(BP.AdventureFramework.Commands.Properties.html)

+ BP.AdventureFramework.

Direction

Conversations

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

- BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Direction.html)

+ BP.AdventureFramework.

Property Value

Extensions

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

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

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.html)

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

Interaction

Get or set the interaction.

Declaration

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

+ BPAdventureFramework.

Property Value

Assets.Interaction

Type

(BP.AdventureFramework.Assets.

Description

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

- BPAdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.

IsLocked

Direction

Get if BPA exists in BPAdventureFramework.Assets.L

Exit

Declaration

(BP.AdventureFramework.Assets.L

Matrix

public bool IsLocked { get; }

(BP.AdventureFramework.Assets.L

Overworld

Property Value

Region

Type

(BP.AdventureFramework.Assets.L

Description

Room

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

(BP.AdventureFramework.Assets.L

RoomPosition

(BP.AdventureFramework.Assets.L

ViewPoint

(BP.AdventureFramework.Assets.L

Methods

+ BPAdventureFramework.

Interact(Item)

(BPAdventureFramework.Com

Interact with an item.

+ BPAdventureFramework.

Declaration

Conversations

(BPAdventureFramework.Con

public InteractionResult Interact(Item item)

+ BPAdventureFramework.

ParticipateInConversations

(BPAdventureFramework.Con

+ BPAdventureFramework.

Item (BPAdventureFramework.Assets.Item.html)

Name

Description

Extensions

(BPAdventureFramework.Exte

+ BPAdventureFramework.

Interpretation

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

Lock()

+ BPAdventureFramework.

Lock this exit.

Assets.Interaction

Declaration

(BP.AdventureFramework.Assets.

- BPAdventureFramework.

public void Lock()

Assets.Locations

(BP.AdventureFramework.Assets.

Direction

Unlock()

(BP.AdventureFramework.Assets.L

Exit

Unlock this exit.

(BP.AdventureFramework.Assets.L

Declaration

Matrix

(BP.AdventureFramework.Assets.L

ObjectWorldId Unlock()

(BP.AdventureFramework.Assets.L

Region

(BP.AdventureFramework.Assets.L

Room

Implements

(BP.AdventureFramework.Assets.I

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

RoomPosition

(BP.AdventureFramework.Assets.I

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

ViewPoint

(BP.AdventureFramework.Assets.L

+ BPAdventureFramework.

Commands

(BP.AdventureFramework.Com

+ BPAdventureFramework.

Conversations

(BP.AdventureFramework.Con

+ BPAdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

+ BPAdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BPAdventureFramework.

Interpretation

Class Matrix

Provides a 3D matrix of rooms.

 Filter by title

Inheritance

Assets.Interaction

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

BP.AdventureFramework.

Assets.Locations

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

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

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

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

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

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

Overload

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

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

Assembly: BP.AdventureFramework.dll

Syntax

```
Room  
(BP.AdventureFramework.Assets.L  
public sealed class Matrix  
RoomPosition  
(BP.AdventureFramework.Assets.L  
ViewPoint
```

Constructors

+ BP.AdventureFramework.

Matrix(Room[, ,])

(BP.AdventureFramework.Con

Initializes a new instance of the Matrix class.

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Con

```
public Matrix(Room[, , ] rooms)
```

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

Type

+ BP.AdventureFramework.

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

	Name	Description
	rooms	The rooms to be represented.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Properties

(BP.AdventureFramework.Inter

Depth

Get the depth of the matrix.

Declaration

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

Assets Interaction

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

BP AdventureFramework

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

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

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

(BP.AdventureFramework.Assets.Locations.Room)

Height

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

Get the height of the matrix.

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

Matrix

(BP.AdventureFramework.Assets.Locations.Room.Overworld) (<https://learn.microsoft.com/dotnet/api/system.int32>)

public int Height { get; }

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

(BP.AdventureFramework.Assets.Locations.Room.Overworld) (<https://learn.microsoft.com/dotnet/api/system.int32>)

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

(BP.AdventureFramework.Assets.Locations.Room.Overworld) (<https://learn.microsoft.com/dotnet/api/system.int32>)

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

(BP.AdventureFramework.Assets.Locations.Room.Overworld) (<https://learn.microsoft.com/dotnet/api/system.int32>)

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

(BP.AdventureFramework.Assets.Locations.Room.Overworld) (<https://learn.microsoft.com/dotnet/api/system.int32>)

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

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

(BP.AdventureFramework.Assets.Locations.Room.Overworld) (<https://learn.microsoft.com/dotnet/api/system.int32>)

BP AdventureFramework

Commands

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

(BP.AdventureFramework.Commands)

+ BPAdventureFramework.this[int, int, int] { get; }

Conversations

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

+ BP AdventureFramework.

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

(BP.AdventureFramework.Conversations)

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

(BP.AdventureFramework.Conversations)

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

+ BP AdventureFramework.

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

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

(BP.AdventureFramework.Extensions)

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

+ BP AdventureFramework.

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

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

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

(BP.AdventureFramework.Interpretation)

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

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

BP AdventureFramework.	Description
Interpretation (https://learn.microsoft.com/dotnet/api/system.int32)	The room. (https://learn.microsoft.com/dotnet/api/system.int32)

Width

Get the width of the matrix.

Declaration

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

Assets Interaction

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

Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Direction

Methods

(BP.AdventureFramework.Assets.Locations)

Exit

(BP.AdventureFramework.Assets.Locations)

ToRooms()

(BP.AdventureFramework.Assets.Locations)

Return this matrix as a one dimensional array of rooms.

Overworld

(BP.AdventureFramework.Assets.Locations)

Declaration

Region

(BP.AdventureFramework.Assets.Locations)

Room

(BP.AdventureFramework.Assets.Locations)

Return RoomPosition

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

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Class Overworld

Represents an entire overworld.

 Filter by title

Inheritance

(BP.AdventureFramework.Ass

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

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

 ↳ Overworld

Assets.Locations

Implements

(BP.AdventureFramework.Ass

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

 ↳ Direction

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

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

Inherited Members

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

ExaminableObject.Examination

 ↳ Matrix

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

Examination)

 ↳ Overworld

ExaminableObject.ToString()

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

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

Region

Tostring)

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

ExaminableObject.Identifier

 ↳ Room

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

dentifer)

 ↳ RoomPosition

ExaminableObject.Description

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

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

ViewPoint

Description)

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

ExaminableObject.Commands

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

Commands)

ExaminableObject.Attributes

(BP.AdventureFramework.Com

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

Attributes)

* **BP.AdventureFramework.**

ExaminableObject.IsPlayerVisible

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

sPlayerVisible)

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

BP.AdventureFramework.

Conversations.Instructions

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

equals(system-object-system-object))

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

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

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

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

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

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

* **BP.AdventureFramework.**

Interpretation

Assembly: BP.AdventureFramework.dll

Syntax

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

Constructors



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

Initializes a new instance of the overworld class.

- **BP.AdventureFramework.**

Assets.Locations

(BP.AdventureFramework.Assets)

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

Exit

Parameters

(BP.AdventureFramework.Assets.L

Type

Matrix

Identifier

(BP.AdventureFramework.Assets.Identifier.html)

Name

Description

Overworld

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

identifier

The identifier for this overworld.

Region

(BP.AdventureFramework.Assets.L

Room

OverWorld(string, string)

(BP.AdventureFramework.Assets.L

Initializes a new instance of the overworld class.

RoomPosition

(BP.AdventureFramework.Assets.L

Declaration

ViewPoint

(BP.AdventureFramework.Assets.L

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

+ **BP.AdventureFramework.**

Commands

Parameters

(BP.AdventureFramework.Com

Type

+ **BP.AdventureFramework.**

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

Name

Description

Conversations

identifier

The identifier for this overworld.

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

description

A description of this overworld.

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Com

Properties

+ **BP.AdventureFramework.**

Extensions

CurrentRegion

(BP.AdventureFramework.Exte

Get the current region.

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

-- -- - . . .

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

Property Value

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

(BP.AdventureFramework.Assets.Locations.Region)

- BP.AdventureFramework.Regions

Assets.Locations

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

Declaration

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

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

Matrix

Property Value

(BP.AdventureFramework.Assets.L.

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

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

(BP.AdventureFramework.Assets.L.

Room

(BP.AdventureFramework.Assets.L.

RoomPosition

(BP.AdventureFramework.Assets.L.

ViewPoint

AddRegion(Region)

+ BP.AdventureFramework.

Add a region to this overworld.

Commands

Declaration

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

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

Conversations

Parameters

+ BP.AdventureFramework.

Type

Conversations.Instructions

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

(BP.AdventureFramework.Com

Name	Description
region	The region to add.

+ BP.AdventureFramework.

Extensions

Examine()

(BP.AdventureFramework.Exte

Examine this object.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Inter

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

Returns

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

+ BP_AdventureFramework.

Assets.Locations

ExaminationObject.Examine()
([BP_AdventureFramework_Assets_ExaminableObject.html](#)#BP_AdventureFramework_Assets_ExaminableObject_Examine)
Direction

(BP.AdventureFramework.Assets.L

FindRegion(string, out Region)

(BP.AdventureFramework.Assets.L

FindRegion.

(BP.AdventureFramework.Assets.L

Declaration

OverWorld

(BP.AdventureFramework.Assets.L

Region public bool FindRegion(string regionName, out Region region)

(BP.AdventureFramework.Assets.L

Room

Parameters (BP.AdventureFramework.Assets.L

Type RoomPosition

(BP_AdventureFramework_Assets_L

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

ViewPoint

Region ([BP_AdventureFramework_Assets_Locations_Region.html](#)) region The region.

+ BP_AdventureFramework.

Returns

Commands

Type ([BP_AdventureFramework_Con](#)

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

Name

Description

regionName

The regions name.

region

The region.

+ BP_AdventureFramework.

Returns

Conversations

(BP_AdventureFramework_Con

Move(Region)

+ BP_AdventureFramework.

Move to region

Conversations.Instructions

(BP_AdventureFramework_Con

Declaration

+ BP_AdventureFramework.

public bool Move(Region region)

Extensions

(BP_AdventureFramework_Exte

Parameters

+ BP_AdventureFramework.

Interpretation

(BP_AdventureFramework_Inter

Region ([BP_AdventureFramework_Assets_Locations_Region.html](#))

Name

Description

region

The region to move to.

Returns

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

RemoveRegion(Region)

(BP.AdventureFramework.Assets.Locations.RemoveRegion)

Remove a region from this overworld.

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.RemoveRegion)

Direction

Parameters

Exit

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

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

Overworld

Implements

(BP.AdventureFramework.Assets.IExaminable)

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

(BP.AdventureFramework.Assets.IPlayerVisible)

RoomPosition

(BP.AdventureFramework.Assets.RoomPosition)

ViewPoint

(BP.AdventureFramework.Assets.ViewPoint)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretations)

Class Region

Represents a region.

Filter by title

Inheritance

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

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

Assets.Locations

↳ [Region](#)

(BP.AdventureFramework.Assets.Locations)

Implements

Direction

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

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

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

↳ [Exit](#)

Inherited from

(BP.AdventureFramework.Assets.Location)

↳ [Matrix](#)

ExaminableObject.Examination

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

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

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

ExaminableObject.ToString()

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

Region

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

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

Room

ExaminableObject.Identifier

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

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

Identifier

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

ExaminableObject.Description

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

ViewPoint

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

↳ [\(BP.AdventureFramework.Assets.ViewPoint.html\)](#)

Description

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

ExaminableObject.

Commands

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

ExaminableObject.Attributes

ExaminableObject.

Attributes

ExaminableObject.IsPlayerVisible

(BP.AdventureFramework.Con)

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

+ BP.AdventureFramework.

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

(BP.AdventureFramework.Con)

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

+ BP.AdventureFramework.

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

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

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

+ BP.AdventureFramework.

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

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

Interpretation

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

Syntax

+ BP.AdventureFramework.

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

Constructors



Region(Identifier, Description)

- **BP.AdventureFramework.**

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

Declaration
(BP.AdventureFramework.Assets.Locations.

Direction

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

Exit

Parameters
Matrix

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

(BP.AdventureFramework.Assets.Locations.

Room

Region(string, string)
RoomPosition

Initializes a new instance of the Region class.

ViewPoint

Declaration
(BP.AdventureFramework.Assets.Locations.

+ **BP.AdventureFramework.**

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

Commands

(BP.AdventureFramework.Commands
Parameters

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

Conversations.Instructions

(BP.AdventureFramework.Conversations.

Properties

Extensions

(BP.AdventureFramework.Extensions

CurrentRoom

+ **BP.AdventureFramework.**

Get the current room.

Interpretation

Declaration
(BP.AdventureFramework.Interpretation

+ **BP.AdventureFramework.**

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

Property Value

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

- BP.AdventureFramework.

Assets.Locations

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

Get a room at a specified location.

Direction

Declaration

Exit

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

Matrix

(BP.AdventureFramework.Assets.Locations)

Parameters

Overload

Type	Name	Description
Region	x	The x position.
int (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.

Property Value

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

+ BP.AdventureFramework.

Rooms

Conversations

Get the number of rooms region contains.

(BP.AdventureFramework.Conversation)

Declaration

+ BP.AdventureFramework.

Conversations.Instructions

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

(BP.AdventureFramework.Conversation)

+ BP.AdventureFramework.

Property Value

Extensions

Type

(BP.AdventureFramework.Extensions)

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

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

VisibleWithoutDiscovery

+ BP.AdventureFramework.

Get if the current region is visible without discovery.

Declaration

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

Property Value

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

(BP.AdventureFramework.Assets.Locations)

Direction

(BP.AdventureFramework.Assets.Locations)

Exit

(BP.AdventureFramework.Assets.Locations)

Matrix

(BP.AdventureFramework.Assets.Locations)

AddRoom(Room, int, int, int)

(BP.AdventureFramework.Assets.Locations)

Add **Room** to this region.

(BP.AdventureFramework.Assets.Locations)

Declaration

Region

(BP.AdventureFramework.Assets.Locations)

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

(BP.AdventureFramework.Assets.Locations)

RoomPosition

(BP.AdventureFramework.Assets.Locations)

Type

viewPoint

(BP.AdventureFramework.Assets.Locations)

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

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

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

Commands

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

(BP.AdventureFramework.Commands)

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

+ BP.AdventureFramework.

Conversations

Returns

(BP.AdventureFramework.Conversations)

Type

(BP.AdventureFramework.Conversations)

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

Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Examine()

Extensions

Examining the object

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

Interpretation

public override ExaminationResult Examine()

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Returns

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

Overrides

ExaminableObject.Examine()

(BP_AdventureFramework_Assets_ExaminableObject_Examine)
+ **BP_AdventureFramework**.

Assets.Locations

(BP_AdventureFramework_Assets_L)

GetAdjoiningRoom(Direction)

(BP_AdventureFramework_Assets_L)

Get an adjoining room to the Region.CurrentRoom property.

Exit

Declaration

(BP_AdventureFramework_Assets_L)

Matrix

public Room GetAdjoiningRoom(Direction direction)

Overworld

(BP_AdventureFramework_Assets_L)

Parameters

Region

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

Return

viewPoint

Type	Description
Room (BP_AdventureFramework_Assets_L)	The adjoining Room.

+ **BP_AdventureFramework**.

Room (BP_AdventureFramework_Assets_Locations_Room.html)

Commands

(BP_AdventureFramework_Con)

GetAdjoiningRoom(Direction, Room)

Conversations

Get an adjoining room to a room.

(BP_AdventureFramework_Con)

Declaration

+ **BP_AdventureFramework**.

Conversations Instructions

public Room GetAdjoiningRoom(Direction direction, Room room)

(BP_AdventureFramework_Con)

+ **BP_AdventureFramework**.

Extensions

Type (BP_AdventureFramework_Ext)

Direction

+ **BP_AdventureFramework**.

(BP_AdventureFramework_Assets_Locations_Direction.html)

Interpretation

Room (BP_AdventureFramework_Assets_Locations_Room.html)

(BP_AdventureFramework_Inter)

+ **BP_AdventureFramework**.

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

GetPositionOfRoom(Room)

Get the position of a room.

+ BP.AdventureFramework.

Declaration

Assets.Locations

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

Direction

Parameters

Exit

Type (BP.AdventureFramework.Assets.LocationsRegion)

Matrix

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

(BP.AdventureFramework.Assets.LocationsRoomPosition)

Overworld

Returns

(BP.AdventureFramework.Assets.LocationsRoomPosition)

Type Region

(BP.AdventureFramework.Assets.LocationsRoomPosition)

Room

(BP.AdventureFramework.Assets.LocationsRoomPosition)

RoomPosition

+ BP.AdventureFramework.

Commands

public bool JumpToRoom(int x, int y, int z)
(BP.AdventureFramework.CommandsJumpToRoom)

+ BP.AdventureFramework.

Parameters

Conversations

Type (BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

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

Conversations.Instructions

(BP.AdventureFramework.ConversationsInstructions)

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

+ BP.AdventureFramework.

Returns

Extensions

Type (BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

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

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

Interpretation

(BP.AdventureFramework.Interpretation)

Move(Direction)

+ BP.AdventureFramework.

Move in a direction.

Declaration

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

Parameters

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

Returns

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

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

SetStartRoom(Room)

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

Set the room to Start in.

Region

Declaration

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

RoomPosition

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

Parameters

ViewPoint

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

Commands

(BP.AdventureFramework.Commands.html)

SetStartRoom(int, int, int)

Conversations

Set the room to start in.

(BP.AdventureFramework.Conversations.html)

Declaration

+ **BP.AdventureFramework.**

Conversations.Instructions

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

(BP.AdventureFramework.Conversations.Instructions.html)

+ **BP.AdventureFramework.**

Extensions

Type (BP.AdventureFramework.Extensions.html)

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

+ **BP.AdventureFramework.**

ToMatrix()

Get this region as a 3D matrix of rooms.

Declaration

```
public Matrix ToMatrix()
```

Returns

- **BP.AdventureFramework.**

Type

Assets.Locations

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

Description

This region, as a 3D matrix.

Direction

(BP.AdventureFramework.Assets.L

UnlockDoorPair(Direction)

(BP.AdventureFramework.Assets.L

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

(BP.AdventureFramework.Assets.L

Declaration

Overworld

(BP.AdventureFramework.Assets.L

public bool UnlockDoorPair(Direction direction)

Region

(BP.AdventureFramework.Assets.L

Room

(BP.AdventureFramework.Assets.L

Type

RoomPosition

Name

Description

(BP.AdventureFramework.Assets.L

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

direction

The direction to unlock in.

ViewPoint

(BP.AdventureFramework.Assets.L

Returns

+ **BP.AdventureFramework.**

Type

Commands

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

(**BP.AdventureFramework.Con**)

Description

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

+ **BP.AdventureFramework.**

Implementations

(**BP.AdventureFramework.Con**)

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

+ **BP.AdventureFramework.**

Conversations.Instructions

(**BP.AdventureFramework.Con**)

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Exte**)

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inte**)

+ **BP.AdventureFramework.**

Class Room

Represents a room

Filter by title

Inheritance

- **BP.AdventureFramework.**

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

Assets.Locations

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

(BP.AdventureFramework.Assets.Locations)

↳ Room

Direction

Implements

↳ (BP.AdventureFramework.Assets.Location)

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

↳ Exit

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

↳ (BP.AdventureFramework.Assets.Location)

IInteractWithItem ([BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html](BP_AdventureFramework_Assets_Interaction_IInteractWithItem.html))

↳ Matrix

Inheritance

(BP.AdventureFramework.Assets.Location)

↳ Overworld

ExaminableObject.Examination

↳ (BP.AdventureFramework.Assets.ExaminableObject)

(BP_AdventureFramework_Assets_ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Region)

Examination

↳ (BP.AdventureFramework.Assets.ExaminableObject)

ExaminableObject.ToString()

↳ Room

(BP_AdventureFramework_Assets_ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Room)

ToString()

↳ RoomPosition

ExaminableObject.Identifier

↳ (BP.AdventureFramework.Assets.ExaminableObject)

(BP_AdventureFramework_Assets_ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Identifier)

ViewPoint

Identifier

↳ (BP.AdventureFramework.Assets.ExaminableObject)

ExaminableObject.Description

(BP_AdventureFramework_Assets_ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Description)

BP.AdventureFramework.

Commands

ExaminableObject.Commands

(BP.AdventureFramework.Commands)

(BP_AdventureFramework_Assets_ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Commands)

BP.AdventureFramework.

ExaminableObject.Attributes

(BP_AdventureFramework_Assets_ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Attributes)

BP.AdventureFramework.

ExaminableObject.Attributes

(BP_AdventureFramework_Assets_ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Attributes)

BP.AdventureFramework.

ExaminableObject.Attributes

(BP_AdventureFramework_Assets_ExaminableObject.html#BP_AdventureFramework_Assets_ExaminableObject_Attributes)

(BP.AdventureFramework.Con)

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

BP.AdventureFramework.

Extensions

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

(BP.AdventureFramework.Extensions)

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

BP.AdventureFramework.

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

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

(BP.AdventureFramework.Interop)

NameSpace: BP.BP.html.AdventureFramework ([BP.AdventureFramework.html](BP_AdventureFramework.html)).Assets

([BP.AdventureFramework.Assets.html](BP_AdventureFramework_Assets.html)).Locations ([BP.AdventureFramework.Assets.Locations.html](BP_AdventureFramework_Assets_Locations.html))

+ BP.AdventureFramework.

Assembly: BP.AdventureFramework.dll

Logic

Syntax

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

Constructors

- **BP.AdventureFramework.**

Assets.Locations

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

Initializes a new instance of the Room class.

 (BP.AdventureFramework.Assets.Locations)

Declaration
 Exit
 (BP.AdventureFramework.Assets.Locations)

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

 (BP.AdventureFramework.Assets.Locations)

 Overworld

Parameters
 (BP.AdventureFramework.Assets.Locations)

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

 ViewPoint

 (BP.AdventureFramework.Assets.Locations)

Room(Identifier, Description, Exit[], params Item[])
+ **BP.AdventureFramework.**

Initializes a new instance of the Room class.

Commands

 (BP.AdventureFramework.Commands)

Declaration
 + **BP.AdventureFramework.**

Conversations

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

Conversations

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

+ **BP.AdventureFramework.**

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

Interpretation

 (BP.AdventureFramework.Interpretation)

Room(string, string, params Exit[])

Logic

Initializes a new instance of the Room class.

Declaration

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

Parameters

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

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

Overworld

Initializes a new instance of the Room class.

(BP.AdventureFramework.Assets.Locations)

Declaration

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

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

RoomPosition

(BP.AdventureFramework.Assets.Location)

Parameters

ViewPoint

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

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Properties

Instructions
(BP.AdventureFramework.Conversation)

BP.AdventureFramework.

Characters

Extensions

Get the characters in this Room

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

Interpretation

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

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

PropertyValue

Logic

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

EnteredFrom

- BP.AdventureFramework.

Get which direction this Room was entered from.
Assets.Locations

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

Direction

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

Exit

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

Matrix

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

Description

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

(BP.AdventureFramework.Assets.Locations.Direction)

Region

(BP.AdventureFramework.Assets.Locations.Region)

Exits

Room

(BP.AdventureFramework.Assets.Locations.Exits)

Get the exits.

RoomPosition

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

ViewPoint

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

+ BP.AdventureFramework.

Commands

Type
(BP.AdventureFramework.Commands)

Description

+ BP.AdventureFramework.

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

Conversations

(BP.AdventureFramework.Conversations)

HasBeenVisited

- BP.AdventureFramework.

Conversations.Instructions

Get if this location has been visited.

(BP.AdventureFramework.Conversations.Visited)

Declaration

+ BP.AdventureFramework.

Extensions

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

(BP.AdventureFramework.Extensions.Visited)

Properties

Interpretation

Type
(BP.AdventureFramework.Interpretation)

Description

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

+ BP.AdventureFramework.

Logic

Interaction

Get or set the interaction.

Declaration

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

- BPAdventureFramework.

Property Value

Assets.Locations

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

(BP.AdventureFramework.Assets.Locations)

Exit

(BP.AdventureFramework.Assets.Locations)

Matrix

Get a BPAdventureFramework.Assets.Locations

Overworld

Declaration

(BP.AdventureFramework.Assets.Locations)

Region

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

Room

Parameters

RoomPosition

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

+ BPAdventureFramework.

Commands

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

+ BPAdventureFramework.

Conversations

(BPAdventureFramework.Conversations)

+ BPAdventureFramework.

Get the items in this Room.

Conversations.Instructions

Declaration

(BPAdventureFramework.Conversations)

+ BPAdventureFramework.

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

Extensions

(BPAdventureFramework.Extensions)

Property Value

+ BPAdventureFramework.

Type	Description
(BPAdventureFramework.Extensions)	Item (BPAdventureFramework.Assets.Item.html)[]

+ BPAdventureFramework.

Logic

UnlockedExits

Get all unlocked exits.

Declaration

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

- BPAdventureFramework.

Property Value

Assets.Locations

Type
(BPAdventureFramework.Assets.Locations)

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

Description

(BPAdventureFramework.Assets.Locations.Exit.html)

Exit

(BPAdventureFramework.Assets.Locations.Exit.html)

Methods

(BPAdventureFramework.Assets.Locations.Exit.html)

Overworld

AddCharacter(NonPlayableCharacter)

Region

Add a character to this room

(BPAdventureFramework.Assets.Locations)

Room

(BPAdventureFramework.Assets.Locations)

RoomPosition

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

(BPAdventureFramework.Assets.Locations)

ViewPoint

Parameters

(BPAdventureFramework.Assets.Locations)

+ BPAdventureFramework.

Commands

NonPlayableCharacter

(BPAdventureFramework.Assets.Characters.NonPlayableCharacter.html)

Name Description

character

The character to add.

+ BPAdventureFramework.

Conversations

AddExit(Exit)

(BPAdventureFramework.Conversation)

Add an exit to this room

+ BPAdventureFramework.

Conversations.Instructions

Declaration

(BPAdventureFramework.Conversation)

+ BPAdventureFramework.

Extensions

Parameters

(BPAdventureFramework.Extensions)

+ BPAdventureFramework.

Interpretation

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

Name Description

exit

The exit to add.

+ BPAdventureFramework.

AddItem(Item)

Log

Add an item to this room.

Declaration

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

Parameters

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

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

Test if a move is possible.
Matrix

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

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

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

Room

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

ViewPoint
Returns
(BP.AdventureFramework.Assets.Location)

Type	Description
bool Command (learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Commands)	If a move in the specified direction is possible.

+ BP.AdventureFramework.
ContainsCharacter(NonPlayableCharacter, bool)

Conversations
Get if this Room contains a character.

+ BP.AdventureFramework.
Conversations.Instructions

Get all the characters in this Room.
(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

Parameters

(BP.AdventureFramework.Extensions)

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

+ BP.AdventureFramework.

Logic

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

>Returns

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

Direction

ContainsCharacter(string, bool)

Exit

Get if this Room contains a character.

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

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

Region

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

Room

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

Type
RoomPosition

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

ViewPoint

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

+ BP.AdventureFramework.

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

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

- **BP.AdventureFramework.**
ContainsExit(Direction, bool)
bool
(<https://learn.microsoft.com/dotnet/api/system.boolean>)

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

+ **BP.AdventureFramework.**
Returns

Conversations

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

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

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

+ BP.AdventureFramework.

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

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

- **BP.AdventureFramework.**
ContainsExit(Direction, bool)
bool
(<https://learn.microsoft.com/dotnet/api/system.boolean>)

Get if this Room contains an exit.

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

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

+ **BP.AdventureFramework.**
Interpretation
public bool ContainsExit(Direction direction, bool includeInvisibleExits = false)

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

Parameters
+ **BP.AdventureFramework.**

Logic

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

Assets.Locations

Returns

(BP.AdventureFramework.Assets.Locations)

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

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

Region
(BP.AdventureFramework.Assets.Locations)

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

RoomPosition

Parameters
(BP.AdventureFramework.Assets.Locations)

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

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

(BP.AdventureFramework.Commands)

Returns

+ BP.AdventureFramework.

Type Conversations

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

+ BP.AdventureFramework.

Conversations.Instructions

Commands.AddInteractionTarget(string)

+ BP.AdventureFramework.

Extensions

Declaration
(BP.AdventureFramework.Extensions)

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

Interpretation

Parameters
(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

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

Returns

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

Assets.Locations

(BP.AdventureFramework.Assets.ContainsItem(Item))

Direction

Get if this Room contains an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to False.

(BP.AdventureFramework.Assets.L
Declaration
Matrix)

(BP.AdventureFramework.Assets.L
public bool ContainsItem(Item item)

Overload
(BP.AdventureFramework.Assets.L
Region)

Parameters
(BP.AdventureFramework.Assets.L

Type Room

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

(BP.AdventureFramework.Assets.L
Returns ViewPoint)

Type (BP.AdventureFramework.Assets.L

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

Commands

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

+ BP.AdventureFramework.

Conversations

Get if this Room contains an item.

(BP.AdventureFramework.Con
Declaration)

+ BP.AdventureFramework.

ConversationsInstructions(string itemName, bool includeInvisibleItems = false)

(BP.AdventureFramework.Con

Parameters

+ BP.AdventureFramework.

Type Extensions

(BP.AdventureFramework.Extensions.
string)

+ BP.AdventureFramework.

Interpretation

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

+ BP.AdventureFramework.

Logic

Type	Name	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	itemName	The item name to check for.

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

Returns

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

Examine()

- **BP.AdventureFramework.**

Handle examination this Room.

Assets.Locations

Declaration

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

Direction

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

(BP.AdventureFramework.Assets.Locations)

Exit

Returns

Matrix

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

Overload

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

(BP.AdventureFramework.Assets.Locations)

Region

Overrides

(BP.AdventureFramework.Assets.Locations)

ExaminableObject.Examine()

Room

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

(BP.AdventureFramework.Assets.Locations)

Examine

RoomPosition

(BP.AdventureFramework.Assets.Locations)

ViewPoint

FindCharacter(string, out NonPlayableCharacter)

(BP.AdventureFramework.Assets.Locations)

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

+ **BP.AdventureFramework.**

Declaration

Commands

(**BP.AdventureFramework.Commands**)

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

+ **BP.AdventureFramework.**

Conversations

Parameters

(**BP.AdventureFramework.Conversations**)

Type

+ **BP.AdventureFramework.**

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

Name

Description

characterName

The character.

Conversations.Instructions

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

NonPlayableCharacter

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

character

The character name.

+ **BP.AdventureFramework.**

Extensions

Returns

(**BP.AdventureFramework.Extensions**)

Type

+ **BP.AdventureFramework.**

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

Description

True if the character was found.

Interpretation

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

FindCharacter(string, out NonPlayableCharacter, bool)

Logic

Find a character.

Declaration

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



Parameters

+ BP.AdventureFramework.

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

Returns

Type	Description
RoomPosition (BP.AdventureFramework.Assets.Locations.RoomPosition) https://learn.microsoft.com/dotnet/api/system.nonplayableroomposition	True if the character was found.

+ BP.AdventureFramework.

FINDEXIT(Direction, bool; out Exit)

Commands

Find an exit

(BP.AdventureFramework.Commands)

Declaration

+ BP.AdventureFramework.

Conversations

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

(BP.AdventureFramework.Conversation)

Parameters

Conversations.Instructions

Type

(BP.AdventureFramework.Conversation)

Direction

+ BP.AdventureFramework.

(BP.AdventureFramework.Assets.Locations.Directions)

Extensions

(BP.AdventureFramework.Extensions)

bool

+ BP.AdventureFramework.

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

Interpretation

(BP.AdventureFramework.Interpretation)

Exit

(BP.AdventureFramework.Assets.Locations.Exit)

+ BP.AdventureFramework.

(Logic)

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

Returns

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



FindInteractionTarget(string, out IInteractWithItem)

- BP.AdventureFramework.

Find an interaction target.

Assets.Locations

Declaration

(BP.AdventureFramework.Assets.Locations)

Direction

```
public bool FindInteractionTarget(string targetName, out IInteractWithItem target)  
(BP.AdventureFramework.Assets.Locations)
```

Exit

Parameters

Matrix

Type
(BP.AdventureFramework.Assets.Locations)

Name

Description

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

targetName

The targets name.

Region

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

target

The target.

Room

(BP.AdventureFramework.Assets.Locations)

Returns

Position

Type
(BP.AdventureFramework.Assets.Locations)

Description

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

True if the target was found.

+ BP.AdventureFramework.

Commands

FindItem(string, out Item)

(BP.AdventureFramework.Commands)

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

+ BP.AdventureFramework.

Conversations

Declaration

(BP.AdventureFramework.Conversations)

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

+ BP.AdventureFramework.

Conversations.Instructions

Parameters

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

Declaration

(BP.AdventureFramework.Extensions)

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

+ BP.AdventureFramework.

Interpretation

Returns

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

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

FindItem(string, out Item, bool)

Find an item.

- **BP.AdventureFramework.**

AssetsLocations

(**BP.AdventureFramework.AssetsLocations.**

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

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

Exit

Parameters

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

Room

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

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

ViewPoint

Returns (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Type	Description
+ BP.AdventureFramework.	

Commands bool (<https://learn.microsoft.com/dotnet/api/system.boolean>) True if the item was found.

(**BP.AdventureFramework.Commands.**

HasLockedExitInDirection(Direction, bool)

Conversations

Get the locked exit in a specified direction.

(**BP.AdventureFramework.Conversations.**

Instructions

(**BP.AdventureFramework.Conversations.Instructions.**

HasLockedExitInDirection(Direction direction, bool includeInvisibleExits

= false)

+ **BP.AdventureFramework.**

Extensions

Parameters (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Type	Name	Description
Direction	direction	The direction to check.

(**BP.AdventureFramework.Extensions.**

Interpretation

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

(**BP.AdventureFramework.Interpretation.**

Logic

Type	Name	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

>Returns

Type	Description
BP.AdventureFramework. Assets.Locations bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Assets.Locations)	If there is a locked exit in the specified direction.

Direction

HasUnlockedExitInDirection(Direction, bool)

Get if [BP.AdventureFramework.Assets.Locations](#) has an unlocked exit in a specified direction.

Matrix
Declaration
([BP.AdventureFramework.Assets.Locations](#))

Overworld

```
public bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits = false)
```

Region

([BP.AdventureFramework.Assets.Locations](#))

Room

Parameters
([BP.AdventureFramework.Assets.Locations](#))

Type	Name	Description
RoomPosition (BP.AdventureFramework.Assets.Locations)	<i>direction</i>	The direction to check.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Commands)	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

+ BP.AdventureFramework.

Returns

Conversations

Type	Description
(BP.AdventureFramework.Conversations)	If there is a unlocked exit in the specified direction.

+ BP.AdventureFramework.

<https://learn.microsoft.com/dotnet/api/system.boolean>

Conversations.Instructions

([BP.AdventureFramework.Conversations](#))

BP.AdventureFramework.

Interact(item)

Extensions

Interact with an item

([BP.AdventureFramework.Extensions](#))

Declaration

+ BP.AdventureFramework.

Interpretation

```
public InteractionResult Interact(Item item)
```

([BP.AdventureFramework.Interpretation](#))

+ BP.AdventureFramework.

Parameters

Logic

Type	Name	Description
Item (BP.AdventureFramework.Assets.Item.html)	<i>item</i>	The item to interact with.

Returns

Type	Description
InteractionResult - BPAdventureFramework. (BP.AdventureFramework.Assets.Interaction.InteractionResult.html) Assets.Locations (BP.AdventureFramework.Assets.Locations.html)	The result of the interaction.

MovedInto(Direction?)

(BP.AdventureFramework.Assets.Location.MovedInto.html)

Handles movement into this GameLocation.

(BP.AdventureFramework.Assets.Location.MovedInto.html)
Declaration Matrix

(BP.AdventureFramework.Assets.Location.MovedInto.html)
public void MovedInto(Direction? fromDirection)

Overwrote

(BP.AdventureFramework.Assets.Location.MovedInto.html)

Region

Parameters

(BP.AdventureFramework.Assets.Location.MovedInto.html)

Type	Name	Description
Room (BP.AdventureFramework.Assets.Location.MovedInto.html)	<i>fromDirection</i>	The direction movement into this Room is from. Use null if there is no direction.

+ BP.AdventureFramework.

RemoveCharacter(NonPlayableCharacter)

(BP.AdventureFramework.Commands.RemoveCharacter.html)

Remove a character from the room.

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Commands.RemoveCharacter.html)

public void RemoveCharacter(NonPlayableCharacter character)

+ BP.AdventureFramework.

Conversations.Instructions

Parameters

(BP.AdventureFramework.Commands.RemoveCharacter.html)

Type	Name	Description
NonPlayableCharacter (BP.AdventureFramework.Assets.Characters.NonPlayableCharacter.html)	<i>character</i>	The character to remove.

+ BP.AdventureFramework.

RemoveExit(Exit)

(BP.AdventureFramework.Interactions.RemoveExit.html)

Remove an exit from the room.

+ BP.AdventureFramework.

Declaration

Logic

```
public void RemoveExit(Exit exit)
```

Parameters

Type	Name	Description
Exit (BP.AdventureFramework.Assets.Locations.Exit.html)	exit	The exit to remove.

- BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))

Direction

Remove an interaction target from the room.
(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))

Exit

Declaration
(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))

Matrix

```
public IIInteractWithItem RemoveInteractionTarget(IIInteractWithItem target)
```

(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))

Overworld

Parameters
(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))

Type	Name	Description
Region (BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))		

Type	Name	Description
Room (BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))	target	The target to remove.

RoomPosition

Return
(BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))

Type	Description
ViewPoint (BP.AdventureFramework.Assets.Locations.RemoveInteractionTarget(IInteractWithItem))	The target removed from this room.

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

(BP.AdventureFramework.Commands)

Conversations

Remove an item from the room.
(BP.AdventureFramework.Commands)

Declaration
+ BP.AdventureFramework.

Conversations.Instructions

```
public void RemoveItem(Item item)
```

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Parameters

Type	Name	Description
Item (BP.AdventureFramework.Assets.Item.html)	item	The item to remove.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

SpecifyConditionalDescription(ConditionalDescription)

+ BP.AdventureFramework.

Specify a conditional description of this room.

Logic

Declaration

```
public void SpecifyConditionalDescription(ConditionalDescription description)
```

Parameters

Type	Name	Description
- BP.AdventureFramework. (BP.AdventureFramework.Assets.ConditionalDescription.html) Assets.Locations (BP.AdventureFramework.Assets.Locations)	<i>description</i>	The description of this room.

Implements

Direction
(BP.AdventureFramework.Assets.Location)
Exit
IExaminable (BP.AdventureFramework.Assets.IExaminable.html)
IPlayerVisible (BP.AdventureFramework.Assets.IPlayerVisible.html)
IIteractWithItem (BP.AdventureFramework.Assets.Interaction.IInteractWithItem.html)
(BP.AdventureFramework.Assets.Location)
Overworld
(BP.AdventureFramework.Assets.Location)
Region
(BP.AdventureFramework.Assets.Location)
Room
(BP.AdventureFramework.Assets.Location)
RoomPosition
(BP.AdventureFramework.Assets.Location)
ViewPoint
(BP.AdventureFramework.Assets.Location)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Class RoomPosition

Represents a room position.

Filter by title

Inheritance

Assets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(BP.AdventureFramework.Ass

↳ RoomPosition

Direction

Inherited Members

(BP.AdventureFramework.Assets.L

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(BP.AdventureFramework.Assets.L

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Assets

(BP.AdventureFramework.Assets.html).Locations (BP.AdventureFramework.Assets.Locations.html)

Asse

(BP.AdventureFramework.Assets.L

ViewPoint

(BP.AdventureFramework.Assets.L

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

Constructors

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Com

RoomPosition(Room, int, int)

+ BP.AdventureFramework.

Initializes a new instance of the RoomPosition class.

Conversations.Instructions

Declaration

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

room, int x, int y, int z)

Extensions

(BP.AdventureFramework.Exte

Parameters

+ BP.AdventureFramework.

Interpretation

Room (BP.AdventureFramework.Assets.Locations.Room.html)

(BP.AdventureFramework.Inter

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ BP.AdventureFramework.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Logic

(BP.AdventureFramework.Logi

Type	Name	Description
Interpretation	room	The room/
Logic	x	The x position of the room.
Logic	y	The y position of the room.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z position of the room.

Properties

Assets.Locations

(BP.AdventureFramework.Assets.Locations.Room)

Direction

Get the room direction.
(BP.AdventureFramework.Assets.Locations.Room)

Declaration

(BP.AdventureFramework.Assets.Locations.Room)

Matrix

public Room Room { get; }
(BP.AdventureFramework.Assets.Locations.Room)

Overworld

Property Value
(BP.AdventureFramework.Assets.Locations.Room)

Type

(BP.AdventureFramework.Assets.Locations.Room)

Description

Room

(BP.AdventureFramework.Assets.Locations.Room.html)

(BP.AdventureFramework.Assets.Locations.Room)

RoomPosition

X (BP.AdventureFramework.Assets.Locations.Room)

ViewPoint

Get the X position of the room.
(BP.AdventureFramework.Assets.Locations.Room)

+ BP.AdventureFramework.

Declaration

Commands

(BP.AdventureFramework.Commands)

+ BP.AdventureFramework.

Conversations

Type

Description

(BP.AdventureFramework.Conversations)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Conversations.Instructions

(BP.AdventureFramework.Conversations)

Y BP.AdventureFramework.

Extensions

Get the Y position of the room.
(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

Interpretation

{ get; }

(BP.AdventureFramework.Interpretation)

Property Value

BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

Z

Get the Z position of the room.

Assets.Locations

Declaration
[BP.AdventureFramework.Assets.Locations](#)

Direction

```
public int z { get; }
```

Exit

([BP.AdventureFramework.Assets.Locations](#))

Property Value

Matrix

Type
([BP.AdventureFramework.Assets.Locations](#))

Description

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([BP.AdventureFramework.Assets.Locations](#))

Region

([BP.AdventureFramework.Assets.Locations](#))

Room

([BP.AdventureFramework.Assets.Locations](#))

Methods

IsAtPosition(int, int, int)

ViewPoint

Get if this RoomPosition is at a position.
Declaration
[BP.AdventureFramework.Assets.Locations](#)

+ BP.AdventureFramework.

Declaration

Commands

([BP.AdventureFramework.Commands](#) x, int y, int z)

+ BP.AdventureFramework.

Parameters

Conversations

Type
([BP.AdventureFramework.Conversations](#))

Name

Description

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

x

The X position.

Conversations.Instructions

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The Y position.

([BP.AdventureFramework.Conversations](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

z

The Z position.

+ BP.AdventureFramework.

Extensions

Returns

Type
([BP.AdventureFramework.Extensions](#))

Description

+ BP.AdventureFramework.

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

True if this is at the position, else false.

Interpretation

([BP.AdventureFramework.Interpretation](#))

+ BP.AdventureFramework.

Logic

([BP.AdventureFramework.Logic](#))



Assets.Locations

(BP.AdventureFramework.Assets.Locations)

Direction
(BP.AdventureFramework.Assets.Locations.Direction)
Exit
(BP.AdventureFramework.Assets.Locations.Exit)
Matrix
(BP.AdventureFramework.Assets.Locations.Matrix)
Overworld
(BP.AdventureFramework.Assets.Locations.Overworld)
Region
(BP.AdventureFramework.Assets.Locations.Region)
Room
(BP.AdventureFramework.Assets.Locations.Room)
RoomPosition
(BP.AdventureFramework.Assets.Locations.RoomPosition)
ViewPoint
(BP.AdventureFramework.Assets.Locations.ViewPoint)

+ **BP.AdventureFramework.**

Commands

(BP.AdventureFramework.Commands)

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Conversations)

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

(BP.AdventureFramework.Ass	
↳ object (https://learn.microsoft.com/dotnet/api/system.object)	
↳ ViewPoint	
(BP.AdventureFramework.Assets.L	
Inherited Members	
Exit	
object (https://learn.microsoft.com/dotnet/api/system.object)	https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)
object (https://learn.microsoft.com/dotnet/api/system.object)	https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-system-object)
object (https://learn.microsoft.com/dotnet/api/system.object)	https://learn.microsoft.com/dotnet/api/system.object.gethashcode
object (https://learn.microsoft.com/dotnet/api/system.object)	https://learn.microsoft.com/dotnet/api/system.object.gettype
object (https://learn.microsoft.com/dotnet/api/system.object)	https://learn.microsoft.com/dotnet/api/system.object.referenceequals
object (https://learn.microsoft.com/dotnet/api/system.object)	https://learn.microsoft.com/dotnet/api/system.object.tostring
(BP.AdventureFramework.Assets.I	
Namespace:	BP (BP.html), AdventureFramework (BP.AdventureFramework.html), Assets (BP.AdventureFramework.Assets.html), Locations (BP.AdventureFramework.Assets.Locations.html)
RoomPosition	
Assets (https://learn.microsoft.com/dotnet/api/system.object)	
ViewPoint	
Syntax	
	(BP.AdventureFramework.Assets.L
+ BP.AdventureFramework.	
Commands	
(BP.AdventureFramework.Com	
+ BP.AdventureFramework.	
Properties	
Conversations	
(BP.AdventureFramework.Con	
Any BP.AdventureFramework.	
ConversationsInstructions	
Get if there is a view in any direction.	
(BP.AdventureFramework.Con	
Declaration	
+ BP.AdventureFramework.	
Extensions	
Extension1 Any { get; }	
(BP.AdventureFramework.Exte	
Property Value	
+ BP.AdventureFramework.	
Interpretation	
(BP.AdventureFramework.Inter	
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	
+ BP.AdventureFramework.	
Logic	
(BP.AdventureFramework.Logi	
AnyNotVisited	
(BP.AdventureFramework.Logic	

Get if there is a view in any direction.

Declaration

```
public bool AnyNotVisited { get; }
```

Property Value

Type	Description
(BP.AdventureFramework.Assets.Locations.Direction.html)	

bool (https://learn.microsoft.com/dotnet/api/system.boolean)

(BP.AdventureFramework.Assets.Locations.Direction.html)

Exit

(BP.AdventureFramework.Assets.Locations.Direction.html)

Matrix

(BP.AdventureFramework.Assets.Locations.Direction.html)

Get if there is a View in any direction.

Overworld

Declaration

(BP.AdventureFramework.Assets.Locations.Direction.html)

Region

```
public Room this[Direction direction] { get; }
```

Room

(BP.AdventureFramework.Assets.Locations.Direction.html)

Property Value

RoomPosition

Type	Description
(BP.AdventureFramework.Assets.Locations.Direction.html)	

bool (https://learn.microsoft.com/dotnet/api/system.boolean)

(BP.AdventureFramework.Assets.Locations.Direction.html)

+ BP.AdventureFramework.

Commands

this[Direction]

(BP.AdventureFramework.Commands)

Get the room that lies in a specified direction.

+ BP.AdventureFramework.

Declaration

Conversations

(BP.AdventureFramework.Conversations)

```
public Room this[Direction direction] { get; }
```

+ BP.AdventureFramework.

Conversations.Instructions

Parameters

(BP.AdventureFramework.Conversations.Instructions)

Type

+ BP.AdventureFramework.

Direction (BP.AdventureFramework.Assets.Locations.Direction.html)

Name	Description
direction	The direction to check.

Extensions

(BP.AdventureFramework.Extensions)

Property Value

+ BP.AdventureFramework.

Type

Interpretation

Room (BP.AdventureFramework.Assets.Locations.Room.html)

(BP.AdventureFramework.Interpretations)

Description
The room.

+ BP.AdventureFramework.

Logic

NoView

(BP.AdventureFramework.Logic)

Get a view point representing no view.

Declaration

```
public static ViewPoint NoView { get; }
```

Property Value

Type	Description
(BP.AdventureFramework.Assets.Locations.ViewPoint.html)	

(BP.AdventureFramework.Assets.Locations.ViewPoint.html)

Exit

(BP.AdventureFramework.Assets.Locations.ViewPoint.html)

Matrix

(BP.AdventureFramework.Assets.Locations.ViewPoint.html)

Overworld

Create(Region)

Region

Create(BP.AdventureFramework.Assets.Locations.ViewPoint.html)

Room

Declaration

(BP.AdventureFramework.Assets.Locations.ViewPoint.html)

RoomPosition

```
public static ViewPoint Create(Region region)
```

ViewPoint

(BP.AdventureFramework.Assets.Locations.ViewPoint.html)

Parameters

Type	Name	Description
(BP.AdventureFramework.Commands)	region	The region to create the view point from.

+ BP.AdventureFramework.

Return

Conversations

Type	Description
(BP.AdventureFramework.Conversations)	

(BP.AdventureFramework.Conversations)

Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Namespace BP.AdventureFramework.Commands

▼ Filter by title

Classes

+ BP.AdventureFramework.

CustomCommand (BP.AdventureFramework.Commands.CustomCommand.html)
(BP.AdventureFramework.Associations)

Provides a custom command.

+ BP.AdventureFramework.

Associations

(BP.AdventureFramework.Associations)

ICommand (BP.AdventureFramework.Commands.ICommand.html)

Represents a command.

(BP.AdventureFramework.Commands)

Delegates

CustomCommand

(BP.AdventureFramework.Commands)

CustomCommandCallback

(BP.AdventureFramework.Commands)

CustomCommandCallback (BP.AdventureFramework.Commands.CustomCommandCallback.html)

(BP.AdventureFramework.Commands)

Provides a callback for custom commands.

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

BP.AdventureFramework.Ass

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ CustomCommand

+ **BP.AdventureFramework.**

Implements

Assets.Locations

ICommand (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Commands.ICommand.html>)

IPlayerVisible (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.IPlayerVisible.html>)

- **BP.AdventureFramework.**

Inherited Members

Commands

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

CustomCommand
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

CustomCommandCallback

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(BP.AdventureFramework.Comma
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

ICommand
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

(BP.AdventureFramework.Comma
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **BP.AdventureFramework.**

Conversations

Name: BP (HTML).AdventureFramework (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.html>).Commands

(BP.AdventureFramework.Commands.html)

BP.AdventureFramework.Con

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

Conversations.Instructions

(BP.AdventureFramework.Comma IComma, IPlayerVisible

+ **BP.AdventureFramework.**

Extensions

Constructors

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

CustomCommand(CommandHelp, bool, CustomCommandCallback)

(BP.AdventureFramework.Inte

Initializes a new instance of the CustomCommand class.

+ **BP.AdventureFramework.**

Declaration

Logic

(BP.AdventureFramework.Logi

```
public CustomCommand(CommandHelp help, bool isPlayerVisible, CustomCommandCallback callback)
```

+ **BP.AdventureFramework.**

Rendering

Parameters

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)	help	The help for this command.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	isPlayerVisible	If this is visible to the player.
CustomCommandCallback (BP.AdventureFramework.Associations.CustomCommandCallback)	callback	The callback to invoke when this command is invoked.

Assets.Locations

(BP.AdventureFramework.Associations)

- BP.AdventureFramework.

Properties

Commands

(BP.AdventureFramework.Commands)

Arguments

CustomCommand

(BP.AdventureFramework.Commands.Arguments)
Get or set the arguments.

CustomCommandCallback

(BP.AdventureFramework.Commands.Arguments)
Declaration

ICommand

```
public string[] Arguments { get; set; }
```

+ BP.AdventureFramework.

Conversations

Property Value

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

Help

AdventureFramework.

Extensions

Get the help for this command.

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

Interpretation

```
public CommandHelp Help { get; }
```

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Property Value

Logic

(BP.AdventureFramework.Logic)

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

IsPlayerVisible

+ BP.AdventureFramework.

Get or set if this is visible to the player.

Rendering.FrameBuilders

Declaration

```
public bool IsPlayerVisible { get; set; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BP.AdventureFramework.Ass	

+ BP.AdventureFramework.

Assets.Locations

Methods

- BP.AdventureFramework.

Invoke(Game)

(BP.AdventureFramework.Com

Invoke the command.

CustomCommand

Declaration ([BP.AdventureFramework.Comma](#)

CustomCommandCallback

(BP.AdventureFramework.TwoLineComma)

ICommand

(BP.AdventureFramework.Comma

Parameters

+ BP.AdventureFramework.

Type

Conversations

Game ([BP.AdventureFramework.Logic.Game.html](#))

(BP.AdventureFramework.Con

Name

Description

game

The game to invoke the command on.

+ BP.AdventureFramework.

Returns

Conversations.Instructions

Type

(BP.AdventureFramework.Con

Description

Reaction ([BP.AdventureFramework.Assets.Interaction.Reaction.html](#))

The reaction.

+ BP.AdventureFramework.

Extensions

Implements

+ BP.AdventureFramework.

Command ([BP.AdventureFramework.Commands.ICommand.html](#))

IPlayerVisible ([BP.AdventureFramework.Assets.IPlayerVisible.html](#))

(BP.AdventureFramework.Inte

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders

Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Commands
(BP.AdventureFramework.Commands.html)

Assembly: BP.AdventureFramework.dll

Assets.Locations

(BP.AdventureFramework.Assets)

public delegate Reaction CustomCommandCallback(Game game, string[] arguments)

- BP.AdventureFramework.

Commands

Parameters

(BP.AdventureFramework.Commands)

Type	Name	Description
CustomCommand	game	The game to invoke the command on.
Game (BP.AdventureFramework.Logic.Game.html) CustomCommandCallback	arguments	The arguments to invoke the command with.

+ BP.AdventureFramework.

Returns

Conversations

Type	Description
Reaction (BP.AdventureFramework.Assets.Interaction.Reaction.html)	The reaction to the command.

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Interface ICommand

Represents a command.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Commands
(BP.AdventureFramework.Commands.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Assets.Locations

Syntax
(BP.AdventureFramework.Ass

- **BP.AdventureFramework.**

`public interface ICommand`

Commands

(BP.AdventureFramework.Com

CustomCommand

(BP.AdventureFramework.Comma

CustomCommandCallback

(BP.AdventureFramework.Comma

ICommand

Invoke(Game)

(BP.AdventureFramework.Comma

Invoke the command.

+ **BP.AdventureFramework.**

Declarations

(BP.AdventureFramework.Con

Reaction Invoke(Game game)

+ **BP.AdventureFramework.**

Conversations.Instructions

Parameters
(BP.AdventureFramework.Con

Type

+ **BP.AdventureFramework.**

Game (BP.AdventureFramework.Logic.Game.html)

Name

Description

game

The game to invoke the command on.

Extensions

(BP.AdventureFramework.Exte

Returns

+ **BP.AdventureFramework.**

Type

Interpretation

Reaction (BP.AdventureFramework.Logic.Reaction.html)

Description

The reaction.

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

Namespace BP.AdventureFramework.Conversations

▼ Filter by title

Classes

(BP.AdventureFramework.Ass

Conversation (BP.AdventureFramework.Conversations.Conversation.html)

Assets

Locations
Represents a conversation.

(BP.AdventureFramework.Ass

LogItem (BP.AdventureFramework.Conversations.LogItem.html)

Commands

Provides a container for log items.

(BP.AdventureFramework.Com

Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)

Conversations

Represents a paragraph in a Conversation.

(BP.AdventureFramework.Con

Conversation

Response (BP.AdventureFramework.Conversations.Response.html)

ConversationActionCallback
Provides a callback for a conversation action.

(BP.AdventureFramework.Convers

LogItem

(BP.AdventureFramework.Convers

Paragraph

(BP.AdventureFramework.Convers

Participant
Enumeration of participants in a conversation.

(BP.AdventureFramework.Convers

Response

Delegates

+ BP.AdventureFramework.

ConversationsInstructions

(BP.AdventureFramework.Conversations.ConversationActionCallback.html)

+ Provides a callback that can be used in conversations invoking actions.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

BP.AdventureFramework.

Class Conversation

Represents a conversation.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

(**BP.AdventureFramework.Ass**

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(**BP.AdventureFramework.Com**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

- **BP.AdventureFramework.**

Conversations

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(**BP.AdventureFramework.Com**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Convers**

NameSpace: BP.Bpmn.AdventureFramework (BP.AdventureFramework.html).Conversations

(BP.AdventureFramework.Conversations.html)

(**BP.AdventureFramework.Conver**

Assembly: BP.AdventureFramework.dll

Syntax: `class Conversation`

Paragraph

(**BP.AdventureFramework.Conver**

Participant

(**BP.AdventureFramework.Conver**

Response

Constructors

(**BP.AdventureFramework.Conver**

+ **BP.AdventureFramework.**

Conversation(params Paragraph[])

(**BP.AdventureFramework.Con**

Initializes a new instance of the Conversation class.

+ **BP.AdventureFramework.**

Declaration

Extensions

(**BP.AdventureFramework.Exte**

public Conversation(params Paragraph[] paragraphs)

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**

Type

Name

Description

+ **BP.AdventureFramework.**

Paragraph (BP.AdventureFramework.Conversations.Paragraph.html)[]

paragraphs

The paragraphs.

Logic

(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**

Properties

Rendering

(**BP.AdventureFramework.Ren**

CurrentParagraph

Get the current paragraph in the conversation.

Declaration

```
public Paragraph CurrentParagraph { get; }
```

+ BP.AdventureFramework.

Property Value

Assets.Locations

Type	Description
(BP.AdventureFramework.Conversations.Paragraph.html)	

Commands

(BP.AdventureFramework.Commands)

- Log

BP.AdventureFramework.

Conversations

Get the log.

(BP.AdventureFramework.Conversations)

Declaration

Conversation

```
public LogItem[] Log { get; }
```

ConversationActionCallback

(BP.AdventureFramework.Conversations)

Property Value

Type	Description
(BP.AdventureFramework.Conversations.LogItem.html)	

Participant

(BP.AdventureFramework.Conversations)

Response

Paragraphs

(BP.AdventureFramework.Conversations)

Get the current paragraph in the conversation.

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations)

```
public Paragraph[] Paragraphs { get; }
```

+ BP.AdventureFramework.

Extensions

Property Value

(BP.AdventureFramework.Extensions)

Type	Description
(BP.AdventureFramework.Extensions)	

Interpretation

(BP.AdventureFramework.Conversations.Paragraph.html)

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Methods

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Next(Game)

Rendering

(BP.AdventureFramework.Rendering)

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```



Parameters

+ **BP.AdventureFramework.**

Type
Assets.Locations

Game (BP.AdventureFramework.Assets.Game.html)

Name

Description

game

The game.

+ **BP.AdventureFramework.**

Returns

Commands

Type
(BP.AdventureFramework.Com

Reaction (BP.AdventureFramework.Assets.Interaction.Reaction.html)

Description

- **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

Respond(Response, Game)

Conversation

Response (BP.AdventureFramework.Convers

ConversationActionCallback

Declaration

(BP.AdventureFramework.Convers

LogItem

(BP.AdventureFramework.Respons

Paragraph

Parameters (BP.AdventureFramework.Convers

Participant

Type
(BP.AdventureFramework.Convers

Name

Description

Response
Response (BP.AdventureFramework.Conversations.Response.html)

response

The response.

(BP.AdventureFramework.Convers

Game (BP.AdventureFramework.Logic.Game.html)

game

The game.

+ **BP.AdventureFramework.**

Conversations.Instructions

Returns

(BP.AdventureFramework.Con

Type

+ **BP.AdventureFramework.**

Reaction (BP.AdventureFramework.Assets.Interaction.Reaction.html)

Description

Extensions

The reaction to the response.

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Ren

Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations
(BP.AdventureFramework.Conversations.html)

(**BP.AdventureFramework**.Assembly: BP.AdventureFramework.dll)

Syntax

Commands

(**BP.AdventureFramework.Conversations**)

- **BP.AdventureFramework.**

Parameters

Conversations

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html) (BP.AdventureFramework.Conversations) ConversationActionCallback (BP.AdventureFramework.Conversations) LogItem (BP.AdventureFramework.Conversations) Paragraph (BP.AdventureFramework.Conversations) Participant (BP.AdventureFramework.Conversations) Response (BP.AdventureFramework.Conversations)	game	The game to invoke the callback on.

+ **BP.AdventureFramework.**

Conversations.Instructions

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Extensions**)

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logic**)

- **BP.AdventureFramework**

Class LogItem

Provides a container for log items.

Filter by title

Inheritance

([BP.AdventureFramework.Ass](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BP.AdventureFramework.**

↳ LogItem

Commands

Inherited Members

([BP.AdventureFramework.Com](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

- **BP.AdventureFramework.**

Conversations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

([BP.AdventureFramework.Con](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

↳ Conversation

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([BP.AdventureFramework.Convers](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

↳ ConversationActionCallback

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([BP.AdventureFramework.Convers](#))

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

([BP.AdventureFramework.Conversations.html](#))

([BP.AdventureFramework.Convers](#))

Assembly: BP.AdventureFramework.dll

Syntax: `BP.AdventureFramework.Convers`

Participant

([BP.AdventureFramework.Convers](#))

↳ LogItem

Response

([BP.AdventureFramework.Convers](#))

Constructors

Conversations.Instructions

([BP.AdventureFramework.Con](#))

LogItem(Participant, string)

+ **BP.AdventureFramework.**

Initializes a new instance of the LogItem class.

Extensions

([BP.AdventureFramework.Exte](#))

Parameters

+ **BP.AdventureFramework.**

Type
Logic

([BP.AdventureFramework.Log](#))

([BP.AdventureFramework.Log](#))

([BP.AdventureFramework.Log](#))

Rendering

([BP.AdventureFramework.Ren](#))

+ **BP.AdventureFramework.**

Name	Description
<code>participant</code>	The participant.
<code>line</code>	The line.

Properties

Line

Get the line.



Declaration

(BP.AdventureFramework.Ass

```
    public string Line { get; }
```

+ BP.AdventureFramework.

Commands

Property Value

(BP.AdventureFramework.Com

Type	Description
string (System.String) (microsoft.com/dotnet/api/system.string)	

(BP.AdventureFramework.Com

Conversation

Participant

(BP.AdventureFramework.Convers

ConversationActionCallback

Get the participant

(BP.AdventureFramework.Convers

LogItem

Declaration

(BP.AdventureFramework.Convers

Paragraph

```
public Participant Participant { get; }
```

(BP.AdventureFramework.Convers

Participant

Property Value

(BP.AdventureFramework.Convers

Response

Type (BP.AdventureFramework.Convers

Participant (BP.AdventureFramework.Conversations.Participant.html)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Commands

Paragraph

(**BP.AdventureFramework.Com**

Inherited Members

+ **BP.AdventureFramework.**

↳ Conversations ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(**BP.AdventureFramework.Com**

↳ equals(system-object-system-object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(**BP.AdventureFramework.Convers**

object GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

ConversationActionCallback

object ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Convers**

object ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

LogItem

NameSpace: **BP.AdventureFramework.Convers**

(**BP.AdventureFramework.Conversations.html**)

Paragraph

Assembly: **BP.AdventureFramework.dll**

(**BP.AdventureFramework.Convers**

Syntax Participant

(**BP.AdventureFramework.Convers**

Response sealed class Paragraph

(**BP.AdventureFramework.Convers**

+ **BP.AdventureFramework.**

ConversationsInstructions

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.Paragraph(string, ConversationActionCallback, IEndOfParagraphInstruction, string)**

Extensions

(**BP.AdventureFramework.Exte**

Initializes a new instance of the Paragraph class.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(**BP.AdventureFramework.Inte**

public Paragraph(string line, ConversationActionCallback action, IEndOfParagraphInstr

uction instruction, string name = "")

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

Type	Name	Description
+ BP.AdventureFramework.		
Rendering	line	Specify the line.

+ **BP.AdventureFramework.**

RenderingFrameBuilders

Type	Name	Description
ConversationActionCallback (BP.AdventureFramework.Conversations.Co nversationActionCallback.html)	<i>action</i>	Specify any action to be carried out with this line.
IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.In structions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
+ BP.AdventureFramework. string Commands (https://learn.microsoft.com/dotnet/api/system.string)	<i>name</i>	Specify the name of the paragraph.

- BP.AdventureFramework.

Conversations

Paragraph(string, ConversationActionCallback, string)

Conversation
Initializes a new instance of the Paragraph class.
(BP.AdventureFramework.Convers

Declaration
ConversationActionCallback

(BP.AdventureFramework.Convers

LogItem
public Paragraph(string line, ConversationActionCallback action, string name = "")
(BP.AdventureFramework.Convers

Paragraph

Paragraph
(BP.AdventureFramework.Convers

Type	Name	Description
Participant (BP.AdventureFramework.Convers		
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>line</i>	Specify the line.
ConversationActionCallback (BP.AdventureFramework.Convers	<i>action</i>	Specify any action to be carried out with this line.
+ BP.AdventureFramework. Conversations.ConversationActionCallb ack.html		
+ BP.AdventureFramework. Conversations.Instructions		
+ BP.AdventureFramework. Commands		
+ BP.AdventureFramework.		

Extensions

(BP.AdventureFramework.Exte

Paragraph(string, IEndOfParagraphInstruction, string)

+ BP.AdventureFramework.

Initialization
Initializes a new instance of the Paragraph class.

Interpretation
(BP.AdventureFramework.Inte

+ BP.AdventureFramework.

Logic
public Paragraph(string line, IEndOfParagraphInstruction instruction, string name = "")
(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Parameters
Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>line</i>	Specify the line.
IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
string Commands (BP.AdventureFramework.Commands)	<i>name</i>	Specify the name of the paragraph.

- BP.AdventureFramework.

Conversations

Paragraph(string, string)

Conversation

Initializes a new instance of the Paragraph class.
([BP.AdventureFramework.Conversations.Paragraph.html](#))

Declaration

[\(BP.AdventureFramework.Conversations.Paragraph.cs#L11\)](#)

LogItem

public Paragraph(string line, string name = "")
([BP.AdventureFramework.Conversations.Paragraph.cs#L12](#))

Paragraph

Paragraph([BP.AdventureFramework.Conversations.Paragraph.html#L1](#))

Participant

([BP.AdventureFramework.Conversations.Paragraph.cs#L13](#))

Response

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([BP.AdventureFramework.Conversations.Paragraph.cs#L14](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Specify the name of the paragraph.

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)

Properties

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

BP.AdventureFramework.

Get or Set any action to carry out on this line.

Interpretation

Declaration

[\(BP.AdventureFramework.Interpretation.cs#L1\)](#)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Property Value

Type	Description
ConversationActionCallback Action { get; set; }	

+ BP.AdventureFramework.

Rendering.FrameBuilders

CanRespond

Get if a response is possible.

Declaration

```
public bool CanRespond { get; }
```

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

- BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

Conversation

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

(BP.AdventureFramework.Convers

ConversationActionCallback

Declaration

(BP.AdventureFramework.Convers

LogItem

(BP.AdventureFramework.Convers

```
public IEndOfParagraphInstruction Instruction { get; }
```

Paragraph

(BP.AdventureFramework.Convers

Properties

Value

Type

(BP.AdventureFramework.Convers

Response

IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

Description

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

Line

+ BP.AdventureFramework.

Get or set the line.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

```
public string Line { get; set; }
```

Interpretation

(BP.AdventureFramework.Inte

Property Value

+ BP.AdventureFramework.

Type

Logic

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

+ BP.AdventureFramework.

Rendering

Name

(BP.AdventureFramework.Ren

Get the name.

+ BP.AdventureFramework.

Rendering.FrameBuilders

Declaration

```
public string Name { get; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string) + BP.AdventureFramework.	

Commands

(BP.AdventureFramework.Com

Responses

- BP.AdventureFramework.

Get or set the responses, applicable to the last line.

Conversations

(BP.AdventureFramework.Con

Declaration

Conversation

p(BP.AdventureFramework.Conversations[get; set;]

ConversationActionCallback

(BP.AdventureFramework.Convers

Property Value

LogItem

Type	Description
BP.AdventureFramework.Convers	

Paragraph

Response (BP.AdventureFramework.Conversations.Response.html)[]

(BP.AdventureFramework.Convers

Participant

(BP.AdventureFramework.Convers

Response

(BP.AdventureFramework.Convers

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inte

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders

Enum Participant

Enumeration of participants in a conversation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations
(BP.AdventureFramework.Conversations.html)

Commands

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Com

Syntax

- **BP.AdventureFramework.**

ConversationsParticipant

(BP.AdventureFramework.Con

Conversation

(BP.AdventureFramework.Convers

ConversationActionCallback

(BP.AdventureFramework.Convers

Fields

Name	Description
OtherParagraph	(BP.AdventureFramework.Convers
Player	Any other participant. (BP.AdventureFramework.Convers

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Ren

Class Response

Provides a response to a conversation.

Filter by title

Inheritance

Commands

(BP.AdventureFramework.Conversations)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Response

- BP.AdventureFramework.

Inherited Members

Conversations

(BP.AdventureFramework.Conversations) ([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)))

Conversation

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)))

ConversationActionCallback

object GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

LogItem

object ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Paragraph

Name space: BP.AdventureFramework.Conversations

(BP.AdventureFramework.Conversations.html)

Participant

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Conversations)

Syntax

Response

(BP.AdventureFramework.Conversations)

public sealed class Response

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations)

Constructors

+ BP.AdventureFramework.

Extensions

Response(string) (<https://learn.microsoft.com/dotnet/api/system.string>)

Initializes a new instance of the Response class.

Interpretation

Declaration

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Part of: BP.AdventureFramework.Logic

+ BP.AdventureFramework.

Rendering

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Response(string, EndOfParagraphInstruction)

(BP.AdventureFramework.Rendering)

Initializes a new instance of the Response class.

Type		Name	Description
+ BP.AdventureFramework.			

string (https://learn.microsoft.com/dotnet/api/system.string)		line	The line to trigger this response.
--	--	------	------------------------------------

Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

Parameters

Type	Name	Description
Commands string https://learn.microsoft.com/dotnet/api/system.string - BP.AdventureFramework.	<i>line</i>	The line to trigger this response.
Couversations IEndOfParagraphInstruction https://learn.microsoft.com/dotnet/api/system.instructions.ienndofofparagraphinstruction.html Conversation	<i>instruction</i>	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

(BP.AdventureFramework.ConversationActionCallback
(BP.AdventureFramework.Conversations.Instruction.IEndOfParagraphInstruction.html)

Properties

(BP.AdventureFramework.Conversations.Paragraph)
Instruction

(BP.AdventureFramework.Conversations.Participant)
Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

Response

(BP.AdventureFramework.Conversations.Declaration)

+ BP.AdventureFramework.

```
public IEndOfParagraphInstruction Instruction { get; }
```

Conversations.Instructions

(BP.AdventureFramework.Conversations)

Property Value

+ BP.AdventureFramework.

Type

Extensions

(BP.AdventureFramework.Extensions)

(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Line

+ BP.AdventureFramework.

Get the line.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

```
public string Line { get; }
```

Rendering

(BP.AdventureFramework.Rendering)

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

(BP.AdventureFramework.Renderers)

(https://learn.microsoft.com/dotnet/api/system.string)

Type	Description
(BP.AdventureFramework.Renderers)	(https://learn.microsoft.com/dotnet/api/system.string)

▼

Commands

(BP.AdventureFramework.Com)

- BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con)

Conversation

(BP.AdventureFramework.Conver)

ConversationActionCallback

(BP.AdventureFramework.Conver)

LogItem

(BP.AdventureFramework.Conver)

Paragraph

(BP.AdventureFramework.Conver)

Participant

(BP.AdventureFramework.Conver)

Response

(BP.AdventureFramework.Conver)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rend)

Namespace BP.AdventureFramework.Conversations.Instructions

▼ Filter by title

Classes

Assets.Locations

(BP.AdventureFramework.Assets.Locations.ByCallback)

(BP.AdventureFramework.Conversations.Instructions.ByCallback.html)

Commands

An end-of-paragraph instruction that shifts paragraphs based on a callback.

(BP.AdventureFramework.Commands.ByCallback)

First (BP.AdventureFramework.Conversations.Instructions.First.html)

Conversations

An end-of-paragraph instruction that shifts paragraphs to the start.

(BP.AdventureFramework.Conversations.First)

GoTo (BP.AdventureFramework.Conversations.Instructions.GoTo.html)

Conversations Instructions

An end-of-paragraph instruction that shifts paragraphs based on an absolute index.

(BP.AdventureFramework.Conversations.GoTo)

Jump (BP.AdventureFramework.Conversations.Instructions.Jump.html)

(BP.AdventureFramework.Conversations.Jump)

An end-of-paragraph instruction that shifts paragraphs based on a delta.

(BP.AdventureFramework.Conversations.Jump.ByDelta)

GoTo

Last (BP.AdventureFramework.Conversations.Instructions.Last.html)

(BP.AdventureFramework.Conversations.Last)

An end-of-paragraph instruction that shifts paragraphs to the end.

(BP.AdventureFramework.Conversations.Last)

Jump

Next (BP.AdventureFramework.Conversations.Instructions.Next.html)

(BP.AdventureFramework.Conversations.Next)

An end-of-paragraph instruction that shifts paragraphs to the next paragraph.

(BP.AdventureFramework.Conversations.Next)

Next

Previous (BP.AdventureFramework.Conversations.Instructions.Previous.html)

(BP.AdventureFramework.Conversations.Previous)

An end-of-paragraph instruction that shifts paragraphs to the previous paragraph.

(BP.AdventureFramework.Conversations.Previous)

Repeat

Repeat (BP.AdventureFramework.Conversations.Instructions.Repeat.html)

(BP.AdventureFramework.Conversations.Repeat)

An end-of-paragraph instruction that repeats.

(BP.AdventureFramework.Conversations.Repeat)

ToName (BP.AdventureFramework.Conversations.Instructions.ToName.html)

Extensions

An end-of-paragraph instruction that shifts paragraphs based on a name.

(BP.AdventureFramework.Extensions.ToName)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

Interfaces

IEndOfParagraphInstruction

([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Represents an instruction to be carried out at the end of a paragraph.

Assets.Locations

([BP.AdventureFramework.Assets.Locations.html](#))

+ BP.AdventureFramework.

Commands

([BP.AdventureFramework.Commands.html](#))

+ BP.AdventureFramework.

Conversations

([BP.AdventureFramework.Conversations.html](#))

- BP.AdventureFramework.

Conversations.Instructions

([BP.AdventureFramework.Conversations.Instructions.html](#))

ByCallback

([BP.AdventureFramework.Conversations.Instructions.ByCallback.html](#))

First

([BP.AdventureFramework.Conversations.Instructions.First.html](#))

GoTo

([BP.AdventureFramework.Conversations.Instructions.GoTo.html](#))

IEndOfParagraphInstruction

([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Jump

([BP.AdventureFramework.Conversations.Instructions.Jump.html](#))

Last

([BP.AdventureFramework.Conversations.Instructions.Last.html](#))

Next

([BP.AdventureFramework.Conversations.Instructions.Next.html](#))

Previous

([BP.AdventureFramework.Conversations.Instructions.Previous.html](#))

Repeat

([BP.AdventureFramework.Conversations.Instructions.Repeat.html](#))

ToName

([BP.AdventureFramework.Conversations.Instructions.ToName.html](#))

+ BP.AdventureFramework.

Extensions

([BP.AdventureFramework.Extensions.html](#))

+ BP.AdventureFramework.

Interpretation

([BP.AdventureFramework.Interpretation.html](#))

Class ByCallback

An end of paragraph instruction that shifts paragraphs based on a callback.

Filter by title

Inheritance

+ **BP.AdventureFramework** Object (<https://learn.microsoft.com/dotnet/api/system.object>)

Commands

(**BP.AdventureFramework.Com** Implements)

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Implementation

Conversations

(**BP.AdventureFramework.Con** object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))))

- **BP.AdventureFramework.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(**BP.AdventureFramework.Con** object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(**BP.AdventureFramework.Convers**

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

(**BP.AdventureFramework.Conversations.html**).Instructions ([BP.AdventureFramework.Conversations.Instructions.html](#))

Assembly: BP.AdventureFramework.dll

IEndOfParagraphInstruction

Syntax

(BP.AdventureFramework.Convers

Jump

public sealed class ByCallback : IEndOfParagraphInstruction

(BP.AdventureFramework.Convers

Last

(BP.AdventureFramework.Convers

Constructors

(BP.AdventureFramework.Convers

Previous

ByCallback(Func<IEndOfParagraphInstruction>)

Repeat

Create a new instance of the ByCallback class.

(BP.AdventureFramework.Convers

ToName

Declaration

(BP.AdventureFramework.Convers

+ **BP.AdventureFramework.** IEndOfParagraphInstruction callback)

Extensions

(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

Logic

Type	Name	Description
Func<IEndOfParagraphInstruction> (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html) >	callback	The callback that decides the instruction to use.

+ BP.AdventureFramework.

Commands

Properties

+ BP.AdventureFramework.

Callbacks

(BP.AdventureFramework.Conversations)

Get the callback that decides the instruction to use.

- BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Conversations)

Get the callback that decides the instruction to use.

Declaration

Instructions

(BP.AdventureFramework.Conversations)

```
public Func<IEndOfParagraphInstruction> Callback { get; }
```

ByCallback

Property Value
First

Type

BP.AdventureFramework.Convers

Description

GoTo
Func<IEndOfParagraphInstruction>
(BP.AdventureFramework.Convers
IEndOfParagraphInstruction
IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
>
Jump

(BP.AdventureFramework.Convers

Last

(BP.AdventureFramework.Convers

Methods

(BP.AdventureFramework.Convers

Previous

GetIndexOfNext(Paragraph[] Paragraphs)

(BP.AdventureFramework.Convers

Repeat

Get the index of the next paragraph.

(BP.AdventureFramework.Convers

Declaration

Name
(BP.AdventureFramework.Convers

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Conversations.Paragraph.html)

+ BP.AdventureFramework.

Logic

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

>Returns

Type	Description
+ BP.AdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32) Commands	The index of the next paragraph.

(BP.AdventureFramework.Com

Implementations

Conversations

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
(BP.AdventureFramework.Con

- **BP.AdventureFramework.**
Conversations.Instructions
(BP.AdventureFramework.Con

ByCallback
(BP.AdventureFramework.Convers
First
(BP.AdventureFramework.Convers
GoTo
(BP.AdventureFramework.Convers
IEndOfParagraphInstruction
(BP.AdventureFramework.Convers
Jump
(BP.AdventureFramework.Convers
Last
(BP.AdventureFramework.Convers
Next
(BP.AdventureFramework.Convers
Previous
(BP.AdventureFramework.Convers
Repeat
(BP.AdventureFramework.Convers
ToName
(BP.AdventureFramework.Convers

- + **BP.AdventureFramework.**
Extensions
(BP.AdventureFramework.Exte

- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Inter

- + **BP.AdventureFramework.**
Logic

Class First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

Inheritance

+ BP.AdventureFramework.

↳ [Commands](#) /learn.microsoft.com/dotnet/api/system.object)

(BP.AdventureFramework.Con

Implements

+ BP.AdventureFramework.

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

Conversations

(BP.AdventureFramework.Con

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Conversations.Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(BP.AdventureFramework.Con

equals(system-object-system-object))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

GoTo

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations

(BP.AdventureFramework.Conversations).Instructions (BP.AdventureFramework.Conversations.Instructions.html)

IEndOfParagraphInstruction

Assembly: BP.AdventureFramework.dll

Syntax

Jump

(BP.AdventureFramework.Convers
public sealed class First : IEndOfParagraphInstruction
Last

(BP.AdventureFramework.Convers

Next

(BP.AdventureFramework.Convers

Previous

(BP.AdventureFramework.Convers

Repeat

GetIndexOfNext(Paragraph, Paragraph[])

ToName

Get the index of the next paragraph

(BP.AdventureFramework.Convers

Description

- BP.AdventureFramework.

Extensions

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Parameters

Interpretation

Type	Name	Description
BP.AdventureFramework.Inter	current	The current paragraph.

+ BP.AdventureFramework.

(BP.AdventureFramework.Conversations.Paragraph.html)

Logic

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

>Returns

Type	Description
Commands int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Conversations.Commands)	The index of the next paragraph.

+ BP.AdventureFramework.

Implements

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

- BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

ByCallback

(BP.AdventureFramework.Conversations.Instructions.ByCallback)

First

(BP.AdventureFramework.Conversations.Instructions.First)

GoTo

(BP.AdventureFramework.Conversations.Instructions.GoTo)

IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)

Jump

(BP.AdventureFramework.Conversations.Instructions.Jump)

Last

(BP.AdventureFramework.Conversations.Instructions.Last)

Next

(BP.AdventureFramework.Conversations.Instructions.Next)

Previous

(BP.AdventureFramework.Conversations.Instructions.Previous)

Repeat

(BP.AdventureFramework.Conversations.Instructions.Repeat)

ToName

(BP.AdventureFramework.Conversations.Instructions.ToName)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

Commands

↳ [\(BP.AdventureFramework.Con\)](#)

↳ GoTo

+ **BP.AdventureFramework.**

Implements

Conversations

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

(BP.AdventureFramework.Con)

Inherited Members

- **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

(BP.AdventureFramework.Conversations)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

[By System.Collections.Generic.IEqualityComparer<T>.Equals\(T, T\)](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

[\(BP.AdventureFramework.Conversations\)](#)

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

[\(BP.AdventureFramework.Conversations.html\)](#).Instructions ([BP.AdventureFramework.Conversations.Instructions.html](#))

Assembly: AdventureFramework.dll

Jump

[\(BP.AdventureFramework.Conversations\)](#)

Last

public sealed class GoTo : IEndOfParagraphInstruction
[\(BP.AdventureFramework.Conversations\)](#)

Next

[\(BP.AdventureFramework.Conversations\)](#)

Constructors

[\(BP.AdventureFramework.Conversations\)](#)

Repeat

GoTo(int) [\(BP.AdventureFramework.Conversations\)](#)

ToName

Create a new instance of the GoTo class.
[\(BP.AdventureFramework.Conversations\)](#)

Declaration

+ **BP.AdventureFramework.**

Extensions

public GoTo(int index)

(BP.AdventureFramework.Extensions)

+ **BP.AdventureFramework.**

Parameters

Interpretation

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	index	The index of the next paragraph.

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

Properties

Index

Get the index.



Declaration

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Property Value

Conversations

(BP.AdventureFramework.Con

- in (BP.AdventureFramework.Con

Conversations.Instructions

(BP.AdventureFramework.Con

ByCallback

Methods

(BP.AdventureFramework.Convers

First

(BP.AdventureFramework.Convers

GetIndexOfNext(Paragraph, Paragraph[])

(BP.AdventureFramework.Convers

Get the index of the next paragraph.

IEndOfParagraphInstruction

Declaration

(BP.AdventureFramework.Convers

Jump

(BP.AdventureFramework.Convers

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Last

(BP.AdventureFramework.Convers

Parameters

Next

(BP.AdventureFramework.Convers

Previous

(BP.AdventureFramework.Convers

(BP.AdventureFramework.Conversations.Paragraph.html)

Repeat

(BP.AdventureFramework.Convers

ToName

(BP.AdventureFramework.Conversations.Paragraph.html)

[] (BP.AdventureFramework.Convers

+ BP.AdventureFramework.

Returns

Extensions

Type (BP.AdventureFramework.Exte

Name Description

+ in (BP.AdventureFramework.

The index of the next paragraph.

Interpretation

(BP.AdventureFramework.Inter

Implements

+ BP.AdventureFramework.

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

Logic

(BP.AdventureFramework.Logi

▼

Commands

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework.Con**

- **BP.AdventureFramework.**

Conversations.Instructions

(**BP.AdventureFramework.Con**

ByCallback

(**BP.AdventureFramework.Conver**

First

(**BP.AdventureFramework.Conver**

GoTo

(**BP.AdventureFramework.Conver**

IEndOfParagraphInstruction

(**BP.AdventureFramework.Conver**

Jump

(**BP.AdventureFramework.Conver**

Last

(**BP.AdventureFramework.Conver**

Next

(**BP.AdventureFramework.Conver**

Previous

(**BP.AdventureFramework.Conver**

Repeat

(**BP.AdventureFramework.Conver**

ToName

(**BP.AdventureFramework.Conver**

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

Interface IEndOfParagraphInstruction

Represents an instruction to be carried out at the end of a paragraph.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations

(BP.AdventureFramework.Conversations.Instructions (BP.AdventureFramework.Conversations.Instructions.html))

Assembly: BP.AdventureFramework.dll
+ **BP.AdventureFramework.**

Syntax

Conversations

(BP.AdventureFramework.Conversations)

public interface IEndOfParagraphInstruction

- **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

Methods

GetIndexOfNext(Paragraph, Paragraph[])

GoTo

Get the index of the next paragraph.

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Declaration

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Jump

int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Last

Para

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Next

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Previous

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

Repeat

Paragraph

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

forName

(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction)

+ **BP.AdventureFramework.**

Returns

Extensions

Type

(BP.AdventureFramework.Extensions.IEndOfParagraphInstruction)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation.IEndOfParagraphInstruction)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic.IEndOfParagraphInstruction)

+ **BP.AdventureFramework.**

Type	Name	Description
Paragraph	current	The current paragraph.
Paragraph	paragraphs	The collection of paragraphs.
Paragraph		

+ **BP.AdventureFramework.**

Returns

Extensions

Type

(BP.AdventureFramework.Extensions.IEndOfParagraphInstruction)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation.IEndOfParagraphInstruction)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic.IEndOfParagraphInstruction)

+ **BP.AdventureFramework.**

Class Jump

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

+ **BP AdventureFramework.**
↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
Conversations

↳ **(BP.AdventureFramework.Conversations)**
Implements

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

↳ **BP.AdventureFramework.**
Conversations.Instructions

↳ **(BP.AdventureFramework.Conversations)**
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
ByCallback

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

↳ **(BP.AdventureFramework.Conversations)**

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

Jump ([BP.AdventureFramework.Conversations.html](#)).Instructions ([BP.AdventureFramework.Conversations.Instructions.html](#))

↳ **(BP.AdventureFramework.Conversations)**

Last

Syntax

(BP.AdventureFramework.Conversations)

Next

public sealed class Jump : IEndOfParagraphInstruction

(BP.AdventureFramework.Conversations)

Previous

(BP.AdventureFramework.Conversations)

Constructors

(BP.AdventureFramework.Conversations)

ToName

Jump() ([BP.AdventureFramework.Conversations](#))

+ **BP AdventureFramework.**

Create a new instance of the Jump class.

Extensions

Declaration

(BP.AdventureFramework.Exte

+ **BP AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

Parameters

Type	Name	Description
Logic int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Logic)	delta	The delta to shift paragraphs by.

+ **BP.AdventureFramework.**

Rendering

Properties

Delta

Get the delta.



Declaration

+ **BP.AdventureFramework.**
public int Delta { get; }

Conversations

(**BP.AdventureFramework.Conversations**)

Property Value

- **BP.AdventureFramework.**
Type

Conversations.Instructions

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

ByCallback

(**BP.AdventureFramework.Conversations**)

First

(**BP.AdventureFramework.Conversations**)

GoTo

(**BP.AdventureFramework.Conversations**)

IEndOfParagraphInstruction

(**BP.AdventureFramework.Conversations**)

Get the index of the next paragraph.

Jump

(**BP.AdventureFramework.Conversations**)

Last

(**BP.AdventureFramework.Conversations**)

Next

(**BP.AdventureFramework.Conversations**)

Parameters

Previous

Type (**BP.AdventureFramework.Conversations**)

Repeat

Paragraph (**BP.AdventureFramework.Conversations**)

(**BP.AdventureFramework.Conversations.Paragraph.html**)

ToName

Paragraph (**BP.AdventureFramework.Conversations**)

(**BP.AdventureFramework.Conversations.Paragraph.html**)

+ **BP.AdventureFramework.**

Extensions

(**BP.AdventureFramework.Extensions**)

Returns

+ **BP.AdventureFramework.**

Type

Interpretation

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(**BP.AdventureFramework.Interpretation**)

Name

Description

current

The current paragraph.

paragraphs

The collection of paragraphs.

+ **BP.AdventureFramework.**

Implements

(**BP.AdventureFramework.Logging**)

IEndOfParagraphInstruction (**BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html**)

+ **BP.AdventureFramework.**

Rendering

▼

+ **BP.AdventureFramework.**
Conversations
(**BP.AdventureFramework.Con**

- **BP.AdventureFramework.**
Conversations.Instructions
(**BP.AdventureFramework.Con**

ByCallback
(**BP.AdventureFramework.Convers**
First
(**BP.AdventureFramework.Convers**
GoTo
(**BP.AdventureFramework.Convers**
IEndOfParagraphInstruction
(**BP.AdventureFramework.Convers**
Jump
(**BP.AdventureFramework.Convers**
Last
(**BP.AdventureFramework.Convers**
Next
(**BP.AdventureFramework.Convers**
Previous
(**BP.AdventureFramework.Convers**
Repeat
(**BP.AdventureFramework.Convers**
ToName
(**BP.AdventureFramework.Convers**

+ **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**

+ **BP.AdventureFramework.**
Pondering

Class Last

An end of paragraph instruction that shifts paragraphs to the end.

Filter by title

Inheritance

+ **BP.AdventureFramework.**

↳ **Conversations**

(**BP.AdventureFramework.Conversations**)

Implements

- **BP.AdventureFramework.**

IEndOfParagraphInstruction (**BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html**)

Conversations.Instructions

Inherited from

(**BP.AdventureFramework.Conversations**)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

(**BP.AdventureFramework.Conversations**)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-object)))

(**BP.AdventureFramework.Conversations**)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(**BP.AdventureFramework.Conversations**)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(**BP.AdventureFramework.Conversations**)

Jump

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations

(**BP.AdventureFramework.Conversations**).Instructions (**BP.AdventureFramework.Conversations.Instructions.html**)

Last

(**BP.AdventureFramework.Conversations**)

Syntax

Next

(**BP.AdventureFramework.Conversations**)

public sealed class Last : IEndOfParagraphInstruction

Previous

(**BP.AdventureFramework.Conversations**)

Repeat

(**BP.AdventureFramework.Conversations**)

To Name

(**BP.AdventureFramework.Conversations**)

Methods

(**BP.AdventureFramework.Conversations**)

+ **BP.AdventureFramework.**

GetIndexOfNext(Paragraph, Paragraph[])

Extensions

(**BP.AdventureFramework.Extensions**)

Declarations

(**BP.AdventureFramework.**)

Interpretation

(**BP.AdventureFramework.Interpretation**)

+ **BP.AdventureFramework.**

Parameters

Logic

Type (**BP.AdventureFramework.Logic**)

Name

Description

+ **BP.AdventureFramework.**

(**BP.AdventureFramework.Conversations.Paragraph.html**)

current

The current paragraph.

(**BP.AdventureFramework.Rendering**)

(**BP.AdventureFramework.Rendering**)

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

>Returns

Type	Description
Conversations (BP.AdventureFramework.Conversations.html)	The index of the next paragraph.

- BP.AdventureFramework.

Implementations

(BP.AdventureFramework.Conversations.html)

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)
ByCallback
(BP.AdventureFramework.Conversations.ByCallback.html)
First
(BP.AdventureFramework.Conversations.First.html)
GoTo
(BP.AdventureFramework.Conversations.GoTo.html)
IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)
Jump
(BP.AdventureFramework.Conversations.Jump.html)
Last
(BP.AdventureFramework.Conversations.Last.html)
Next
(BP.AdventureFramework.Conversations.Next.html)
Previous
(BP.AdventureFramework.Conversations.Previous.html)
Repeat
(BP.AdventureFramework.Conversations.Repeat.html)
ToName
(BP.AdventureFramework.Conversations.ToName.html)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.html)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.html)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic.html)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering.html)

Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance

Conversations

↳ [\(BP.AdventureFramework.Conversations\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Next

- **BP.AdventureFramework.**

Implements

Conversations.Instructions

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

([BP.AdventureFramework.Conversations](#)) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

Inherited Members

ByCallback

object (BP.AdventureFramework.Conversations) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object (BP.AdventureFramework.Conversations) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object (BP.AdventureFramework.Conversations) (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object (BP.AdventureFramework.Conversations) (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object (BP.AdventureFramework.Conversations) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

(BP.AdventureFramework.Conversations)

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Conversations

Assembly: AdventureFramework.dll

Next

Syntax

(BP.AdventureFramework.Conversations)

Previous

public sealed class Next : IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations)

Repeat

(BP.AdventureFramework.Conversations)

ToName

(BP.AdventureFramework.Conversations)

Methods

+ **BP.AdventureFramework.**

Extensions

GetIndexOfNext(Paragraph, Paragraph[])

([BP.AdventureFramework.Extensions](#)) (https://learn.microsoft.com/dotnet/api/system.object.getindexofnext)

Get the index of the next paragraph.

+ **BP.AdventureFramework.**

Declaration

Interpretation

([BP.AdventureFramework.Interpretation](#)) (https://learn.microsoft.com/dotnet/api/system.object.interpretation)

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

+ **BP.AdventureFramework.**

Logic

Parameters

([BP.AdventureFramework.Logic](#)) (https://learn.microsoft.com/dotnet/api/system.object.logic)

Type

+ **BP.AdventureFramework.**

Paragraph

Rendering

([BP.AdventureFramework.Conversations.Paragraph](#)) (https://learn.microsoft.com/dotnet/api/system.object.render)

([BP.AdventureFramework.Rendering](#)) (https://learn.microsoft.com/dotnet/api/system.object.render)

([BP.AdventureFramework.Render](#)) (https://learn.microsoft.com/dotnet/api/system.object.render)

Type	Name	Description
Paragraph	current	The current paragraph.

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

>Returns

Conversations	Description
(BP.AdventureFramework.Conversations) int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

- BP.AdventureFramework.

Conversations.Instructions

Implementations

ByCallback	IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html) (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)
First	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)
GoTo	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)
Jump	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)
Last	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)
Next	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)
Previous	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)
Repeat	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)
ToName	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)
	(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

Class Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance

(**BP.AdventureFramework.Con**)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

- **BP.AdventureFramework.**

↳ Previous

Conversations.Instructions

Implements

(**BP.AdventureFramework.Con**)

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

↳ ByCallback

Inherited Members

([BP.AdventureFramework.Convers](#))

Final

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(**BP.AdventureFramework.Convers**)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

([BP.AdventureFramework.Convers](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(**BP.AdventureFramework.Convers**)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Last

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

(**BP.AdventureFramework.Convers**)

Assembly:

BP.AdventureFramework.dll

Syntax

Previous

(**BP.AdventureFramework.Convers**)

```
public sealed class Previous : IEndOfParagraphInstruction
```

Repeat

(**BP.AdventureFramework.Convers**)

ToName

(**BP.AdventureFramework.Convers**)

Methods

BP.AdventureFramework.

Extensions

(**BP.AdventureFramework.Exte**)

GetIndexOfNext(Paragraph, Paragraph[])

+ **BP.AdventureFramework.**

Get the index of the next paragraph.

Interpretation

Declaration

(**BP.AdventureFramework.Inter**)

+ **BP.AdventureFramework.**

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

Logic

(**BP.AdventureFramework.Logi**)

Parameters

+ **BP.AdventureFramework.**

Type

Rendering

Paragraph

(**BP.AdventureFramework.Ren**)

([BP.AdventureFramework.Conversations.Paragraph.html](#))

+ **BP.AdventureFramework.**

Type	Name	Description
Paragraph	current	The current paragraph.

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

>Returns

Type	Description
- int BP.AdventureFramework .dotnet/api/system.int32)	The index of the next paragraph.

Conversations.Instructions (BP.AdventureFramework.Conversations)

Implements

By Callback

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.IEndOfParagraphInstruction.html)
First
(BP.AdventureFramework.Conversations)
GoTo
(BP.AdventureFramework.Conversations)
IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations)
Jump
(BP.AdventureFramework.Conversations)
Last
(BP.AdventureFramework.Conversations)
Next
(BP.AdventureFramework.Conversations)
Previous
(BP.AdventureFramework.Conversations)
Repeat
(BP.AdventureFramework.Conversations)
ToName
(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Class Repeat

An end of paragraph instruction that repeats.

Filter by title

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ **Repeat**
↳ **Conversations.Instructions**
↳ **(BP.AdventureFramework.Conversations.Instructions.Repeat)**

Implements

IEndOfParagraphInstruction ([BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
↳ [BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction](#) ([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)))

Inherited Members

First

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)))
↳ To

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)))
↳ EqualsOfParagraphObjectSystemObject

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

↳ [BP.AdventureFramework.Conversations](#)

Namespace: [BP](#) ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

Next: [BP.AdventureFramework.Conversations.Next](#) ([BP.AdventureFramework.Conversations.html](#)).Instructions ([BP.AdventureFramework.Conversations.Instructions.html](#))

Assembly: [BP.AdventureFramework](#)

Previous: [BP.AdventureFramework.Previous](#)

Syntax: [\(BP.AdventureFramework.Conversations.Repeat\)](#)

```
public sealed class Repeat : IEndOfParagraphInstruction  
    (BP.AdventureFramework.Conversations.Repeat)
```

ToName

↳ [BP.AdventureFramework.Conversations](#)

+ **BP.AdventureFramework.**

Methods

Extensions

↳ **(BP.AdventureFramework.Extensions)**

GetIndexOfNext(Paragraph, Paragraph[])

↳ [BP.AdventureFramework.GetIndexOfNext](#)

Interpretation

Get the index of the next paragraph.

↳ **(BP.AdventureFramework.Interpretation)**

Declaration

+ **BP.AdventureFramework.**

Logic int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

↳ **(BP.AdventureFramework.Logic)**

Parameters

↳ **F:BP.AdventureFramework.**

Rendering

↳ **(BP.AdventureFramework.Rendering)**

Paragraph

↳ [BP.AdventureFramework.Conversations.Paragraph](#) ([BP.AdventureFramework.Conversations.Paragraph.html](#))

↳ **RenderingFrameBuilders**

Type	Name	Description
↳ (BP.AdventureFramework.Rendering)	current	The current paragraph.

Type	Name	Description
Paragraph (BP.AdventureFramework.Conversations.Paragraph.html) []	<i>paragraphs</i>	The collection of paragraphs.

>Returns

Type	Description
- BP.AdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

(BP.AdventureFramework.Conversations.Indices)

Implements

- ByCallback
(BP.AdventureFramework.Conversations.Indices.IEndOfParagraphInstruction)
- First
IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Indices.IEndOfParagraphInstruction.html)
(BP.AdventureFramework.Conversations.Indices.First)
- GoTo
(BP.AdventureFramework.Conversations.Indices.IGoToInstruction)
- IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations.Indices.IEndOfParagraphInstruction)
- Jump
(BP.AdventureFramework.Conversations.Indices.IJumpInstruction)
- Last
(BP.AdventureFramework.Conversations.Indices.ILastInstruction)
- Next
(BP.AdventureFramework.Conversations.Indices.INextInstruction)
- Previous
(BP.AdventureFramework.Conversations.Indices.IPreviousInstruction)
- Repeat
(BP.AdventureFramework.Conversations.Indices.IRepeatInstruction)
- ToName
(BP.AdventureFramework.Conversations.Indices.IToNameInstruction)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering FrameBuilders

Class ToName

An end of paragraph instruction that shifts paragraphs based on a name.

Filter by title

Inheritance

+ BP.AdventureFramework.	object (https://learn.microsoft.com/dotnet/api/system.object)
Conversations.Instructions	
(BP.AdventureFramework.Conversations.Instructions)	
Implements	
IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)	
(BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction)	
Inherited Members	
First	
object (BP.Object (object)) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))	
To	
object (BP.Object (object)) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-system-object))	
object (BP.HashCode) (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)	
object GetType () (https://learn.microsoft.com/dotnet/api/system.object.gettype)	
object ReferenceEquals (object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)	
object ToString () (https://learn.microsoft.com/dotnet/api/system.object.tostring)	

(BP.AdventureFramework Conversations.Instructions)

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Conversations

Next: [BP.AdventureFramework.Conversations.Next](#)

Assembly: BP ([BP.html](#)).AdventureFramework

Syntax

```
(BP.AdventureFramework.Conversations)
Repeat
public sealed class ToName : IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations)
ToName
(BP.AdventureFramework.Conversations)
```

Constructors

+ **BP.AdventureFramework.**

Extensions

+ **BP.AdventureFramework.Extensions.**

+ **BP.AdventureFramework.**

Create a new instance of the ToName class.

Interpretation

Declaration

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logic)

+ **Type**

Rendering

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	name	The name of the paragraph to jump to.

+ **BP.AdventureFramework.**

RenderingFrameBuilders

Properties

Name

Get the name of the paragraph to jump to.

Declaration

- **BP.AdventureFramework.**
public string Name { get; }
Conversations.Instructions
(BP.AdventureFramework.Conversations.Instructions)

Property Value
ByCallback

Type **BP.AdventureFramework.Conversations.Instructions**

First
string (<https://learn.microsoft.com/dotnet/api/system.string>)
(BP.AdventureFramework.Conversations.Instructions)

GoTo
(BP.AdventureFramework.Conversations.Instructions)

IEndOfParagraphInstruction
(BP.AdventureFramework.Conversations.Instructions)

Jump
(BP.AdventureFramework.Conversations.Instructions)

GetIndexOfNext(Paragraph, Paragraph[])

Last
Get the index of the next paragraph.

Next
(BP.AdventureFramework.Conversations.Paragraph)

Declaration

BP.AdventureFramework.Conversations.Paragraph

Previous
(BP.AdventureFramework.Conversations.Paragraph)

Repeat
(BP.AdventureFramework.Conversations.Paragraph)

Parameters

ToName

Type **BP.AdventureFramework.Conversations.Paragraph**

Name

Description

+ **BP.AdventureFramework.**

current

The current paragraph.

Extensions
(BP.AdventureFramework.Conversations.Paragraph.html)

+ **BP.AdventureFramework.**

paragraphs

The collection of paragraphs.

Interpretation

(BP.AdventureFramework.Interpretation)

Returns

+ **BP.AdventureFramework.**

Description

Type **Logic**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

The index of the next paragraph.

(BP.AdventureFramework.Logic)

BP.AdventureFramework.

Implementations

(BP.AdventureFramework.Renderer)

IEndOfParagraphInstruction (BP.AdventureFramework.Conversations.Instructions.IEndOfParagraphInstruction.html)

BP.AdventureFramework.

RenderingFrameBuilders

▼

- **BP.AdventureFramework.**
Conversations.Instructions
(BP.AdventureFramework.Con

ByCallback
(BP.AdventureFramework.Convers
First
(BP.AdventureFramework.Convers
GoTo
(BP.AdventureFramework.Convers
IEndOfParagraphInstruction
(BP.AdventureFramework.Convers
Jump
(BP.AdventureFramework.Convers
Last
(BP.AdventureFramework.Convers
Next
(BP.AdventureFramework.Convers
Previous
(BP.AdventureFramework.Convers
Repeat
(BP.AdventureFramework.Convers
ToName
(BP.AdventureFramework.Convers

- + **BP.AdventureFramework.**
Extensions
(BP.AdventureFramework.Exte

- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Inter

- + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logi

- + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Ren

- + **BP.AdventureFramework.**
RenderingFrameBuilders

Namespace BP.AdventureFramework.Extensions

▼ Filter by title

Classes

+ **BP.AdventureFramework.**

Commands

DirectionExtensions

([BP.AdventureFramework.Extensions.DirectionExtensions.html](#))

+ **BP.AdventureFramework.** Provides extension methods for Directions.

Conversations

([BP.AdventureFramework.Con](#)

StringExtensions ([BP.AdventureFramework.Extensions.StringExtensions.html](#))

+ **BP.AdventureFramework.** Provides extension methods for strings.

Conversations.Instructions

([BP.AdventureFramework.Con](#)

- **BP.AdventureFramework.**

Extensions

([BP.AdventureFramework.Exte](#)

DirectionExtensions

([BP.AdventureFramework.Exten](#)

StringExtensions

([BP.AdventureFramework.Exten](#)

+ **BP.AdventureFramework.**

Interpretation

([BP.AdventureFramework.Inter](#)

+ **BP.AdventureFramework.**

Logic

([BP.AdventureFramework.Logi](#)

+ **BP.AdventureFramework.**

Rendering

([BP.AdventureFramework.Rende](#)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

([BP.AdventureFramework.Rende](#)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

- .

Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

Inheritance

+ **BP.AdventureFramework.**Object (https://learn.microsoft.com/dotnet/api/system.object)

Commands

(**BP.AdventureFramework.Com**

Inherited Members

+ **BP.AdventureFramework.**Object (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

Conversations

(**BP.AdventureFramework.Com** object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **BP.AdventureFramework.**Object (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Extensions

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Extensions

(**BP.AdventureFramework.Exte**

Assembly: BP.AdventureFramework.dll

DirectionExtensions

Syntax (**BP.AdventureFramework.Exten**

StringExtensions

p(BP.AdventureFramework.Exten

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**

Methods

+ **BP.AdventureFramework.**

Logic

Inverse(Direction) (https://learn.m

+ **BP.AdventureFramework.**

Rendering

Declaration (**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**Inverse(Direction, Inverse(this Direction value))

RenderingBuilders

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

RenderingBuilders

Direction (BP.AdventureFramework.Assets.Locations.Direction.html)

Color

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

RenderingBuilders

Returns

Name	Description
value	The direction.

Type	Description
Direction (BP.AdventureFramework.Assets.Locations.Direction.html)	The inverse direction.

▼

- + BP.AdventureFramework.
Commands
(BP.AdventureFramework.Com)
- + BP.AdventureFramework.
Conversations
(BP.AdventureFramework.Con)
- + BP.AdventureFramework.
Conversations.Instructions
(BP.AdventureFramework.Con)
- BP.AdventureFramework.
Extensions
(BP.AdventureFramework.Exte)
 - DirectionExtensions
(BP.AdventureFramework.Exten)
 - StringExtensions
(BP.AdventureFramework.Exten)
- + BP.AdventureFramework.
Interpretation
(BP.AdventureFramework.Inter)
- + BP.AdventureFramework.
Logic
(BP.AdventureFramework.Logi)
- + BP.AdventureFramework.
Rendering
(BP.AdventureFramework.Rend)
- + BP.AdventureFramework.
Rendering.FrameBuilders
(BP.AdventureFramework.Rend)
- + BP.AdventureFramework.
Rendering.FrameBuilders.
Color
(BP.AdventureFramework.Rend)
- + BP.AdventureFramework.

Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

+ **BP.AdventureFramework** Object (<https://learn.microsoft.com/dotnet/api/system.object>)

Commands

(**BP.AdventureFramework.Com**)

Inherited Members

+ **BP.AdventureFramework** Object ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Conversations

(**BP.AdventureFramework.Com**) object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **BP.AdventureFramework** Object (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Extensions

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Extensions

(**BP.AdventureFramework.Exten**)

Assembly: BP.AdventureFramework.dll

DirectionExtensions

Syntax (**BP.AdventureFramework.Exten**)

StringExtensions

public static bool CaseInsensitiveContains(string, string)

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**)

Methods

+ **BP.AdventureFramework.**

Logic

CaseInsensitiveContains(string, string)

Return Value Returns true if a specified substring occurs within this string. This is not case sensitive.

Rendering

Declaration (**BP.AdventureFramework.Ren**)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**)

Parameters

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Color

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(**BP.AdventureFramework.Ren**)

+ **BP.AdventureFramework.**

Name	Description
value	The value.
subString	The string to seek.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the value parameter occurs within this string, or if value is the empty string (""); otherwise, false.

+ BP.AdventureFramework.**EnsureFinishedSentence(string)**

Commands

Ensure this string is a finished sentence, ending in either ?, ! or .
(BP.AdventureFramework.Con

Declaration
+ **BP.AdventureFramework.**

Conversations

public static string EnsureFinishedSentence(this string value)
(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Parameters

Conversations.Instructions

Type
(BP.AdventureFramework.Con

string (<https://learn.microsoft.com/dotnet/api/system.string>)

- **BP.AdventureFramework.**

Extensions

Returns

(BP.AdventureFramework.Exte

Type

DirectionExtensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

StringExtensions

(BP.AdventureFramework.Exten

= BP.AdventureFramework.**EqualsExaminable(string, IExaminable)**

Interpretation

Determine if this string equals an IExaminable.

(BP.AdventureFramework.Inte

Declaration

+ **BP.AdventureFramework.**

Logic

public static bool EqualsExaminable(this string value, IExaminable examinable)
(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Parameters

Rendering

Type

(BP.AdventureFramework.Ren

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

Returns

+ **BP.AdventureFramework.**

Type

Rendering.FrameBuilders.

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if this string equals the identifier, else false.

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

EqualsIdentifier(string, Identifier)

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

+ **BP.AdventureFramework.**

Type	Name	Description
(BP.AdventureFramework.Com string (https://learn.microsoft.com/dotnet/api/system.string)	<i>value</i>	The value.
+ BP.AdventureFramework. Identifier (BP.AdventureFramework.Assets.Identifier.html)	<i>identifier</i>	The identifier.

Conversations

(BP.AdventureFramework.Con

Returns

Type	Description
BP.AdventureFramework.	
Conversations.Instructions bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if this string equals the identifier, else false.

- **BP.AdventureFramework.**

GetObjectifier(string)

(BP.AdventureFramework.Exten

Get an objectifier for a word.

DirectionExtensions

Declaration

(BP.AdventureFramework.Exten

StringExtensions

```
public static Identifier GetObjectifier(this string word)
```

+ **BP.AdventureFramework.**

Parameters

Interpretation

Type	Name	Description
+ BP.AdventureFramework. String (https://learn.microsoft.com/dotnet/api/system.string)	<i>word</i>	The word.

Logic

Replaces **BP.AdventureFramework.Logi**

Type	Description
+ BP.AdventureFramework.	

Rendering

String (<https://learn.microsoft.com/dotnet/api/system.string>)

The objectifier.

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

IsPlural(string)

(BP.AdventureFramework.Render

Get if a word is plural.

+ **BP.AdventureFramework.**

Declaration **Rendering.FrameBuilders.**

Color

```
public static bool IsPlural(this string word)
```

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	word	The word to check.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the word is plural.

Commands

(BP.AdventureFramework.Com

IsVowel(string)

+ BP.AdventureFramework.

Conversations a vowel.

(BP.AdventureFramework.Com

Declaration

+ BP.AdventureFramework.

public static bool IsVowel(this string value)

Conversations.Instructions

(BP.AdventureFramework.Com

Parameters

- BP.AdventureFramework.

Type

Type	Name	Description
(BP.AdventureFramework.Exte		

string (<https://learn.microsoft.com/dotnet/api/system.string>)

value

The value to check.

DirectionExtensions

Return **BP.AdventureFramework.Exten**

StringExtensions

Type **(BP.AdventureFramework.Exten**

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the character is a vowel.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

LineCount(string)

+ BP.AdventureFramework.

Determine the number of lines in this string.

Logic

(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

public static int LineCount(this string value)

Rendering

(BP.AdventureFramework.Ren

Parameters

+ BP.AdventureFramework.

Type

Type	Name	Description
(BP.AdventureFramework.Ren		

string (<https://learn.microsoft.com/dotnet/api/system.string>)

value

The value.

+ BP.AdventureFramework.

Returns

Rendering.FrameBuilders.

Type

Type	Description
(BP.AdventureFramework.Ren	

Color

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The number of lines in the string.

+ BP.AdventureFramework.

RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

Parameters

+ BP.AdventureFramework.

Type Commands

(BP.AdventureFramework.Com

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value The string to ensure isn't finished finish.

+ BP.AdventureFramework.

Returns

Conversations

Type AdventureFramework.Con

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

ToDescription(string)

BP.AdventureFramework.

Extensions

Returns this string as a Description.

(BP.AdventureFramework.Exte

Declaration

DirectionExtensions

(BP.AdventureFramework.Exten

```
public static Description ToDescription(this string value)
```

StringExtensions

(BP.AdventureFramework.Exten

Parameters

+ BP.AdventureFramework.

Type Interpretation

(BP.AdventureFramework.Inte

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value The value.

+ BP.AdventureFramework.

Returns

Logic

Type AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

ToIdentifier(string)

+ BP.AdventureFramework.

RenderingFrameBuilders

(BP.AdventureFramework.Render

Declaration

+ BP.AdventureFramework.

```
public static Identifier ToIdentifier(this string value)
```

Color

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

Returns

Type	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)	This string as an identifier.

+ BP.AdventureFramework.

Commands

ToSentenceCase(string) Com

+ BP.AdventureFramework.

Convert a string to sentence case.

Conversations

Declaration

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

Returns

Type	Description
StringExtensions	

(BP.AdventureFramework.Extensions.StringExtensi

The word in sentence case.

- BP.AdventureFramework.

Interpretation

ToSpeech(string) Inter

BP.AdventureFramework.

Logic

Declaration

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

Parameters

(BP.AdventureFramework.Renderin

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.

Returns

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Type	Description
Color (https://learn.microsoft.com/dotnet/api/system.string)	The value in sentence case.

+ BP.AdventureFramework.

▼

- + **BP.AdventureFramework.**
Commands
(**BP.AdventureFramework.Com**)
- + **BP.AdventureFramework.**
Conversations
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**
Conversations.Instructions
(**BP.AdventureFramework.Con**)
- **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**)
 - DirectionExtensions
(**BP.AdventureFramework.Exten**)
 - StringExtensions
(**BP.AdventureFramework.Exten**)
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**)
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**)
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**

Namespace BP.AdventureFramework. Interpretation

▼ Filter by title

Classes

Commands

(BP.AdventureFramework.Com)

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)

+ BP.AdventureFramework.

Provides help for a command.

Conversations

(BP.AdventureFramework.Con)

CustomCommandInterpreter

+ BP.AdventureFramework.

(BP.AdventureFramework.Interpretation.CustomCommandInterpreter.html)

Conversations.Instructions

Provides an object that can be used for interpreting custom commands.

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

InterpretationResult

Extensions

(BP.AdventureFramework.Interpretation.InterpretationResult.html)

(BP.AdventureFramework.Exte

Represents the result of an interpretation.

- BP.AdventureFramework.

Interfaces

(BP.AdventureFramework.Inter

CommandHelp

IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

CustomCommandInterpreter

Represents a command interpreter that can act as an interpreter for input.

(BP.AdventureFramework.Interpret

IInterpreter

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Ren

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

Commands

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ CommandHelp

+ BP.AdventureFramework.

Implements

Conversations

IEquatable (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<CommandHelp

([BP.AdventureFramework.Con](#)
(BP.AdventureFramework.Interpretation.CommandHelp.html)>

+ BP.AdventureFramework.

Inherited Members

Conversations.Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

Extensions

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

([BP.AdventureFramework.Exte](#)

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype\)](https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring\)](https://learn.microsoft.com/dotnet/api/system.object.tostring)

BP.AdventureFramework.

Interpretation

NameSpace: BP (BP.html) AdventureFramework (BP.AdventureFramework.html).Interpretation

([BP.AdventureFramework.Inter](#)

Assembly: BP.AdventureFramework.dll

([BP.AdventureFramework.Interpret](#)

Syntax

CustomCommandInterpreter

([BP.AdventureFramework.Interpret](#)
public sealed class CommandHelp : IEquatable<CommandHelp>
Interpreter

([BP.AdventureFramework.Interpret](#)

InterpretationResult

([BP.AdventureFramework.Interpret](#)

Constructors

+ BP.AdventureFramework.

Logic

CommandHelp(string, string)

([BP.AdventureFramework.Logi](#)

Initializes a new instance of the CommandHelp class.

+ BP.AdventureFramework.

Declaration:

Rendering

([BP.AdventureFramework.Ren](#)

public CommandHelp(string command, string description)

+ BP.AdventureFramework.

Rendering.FrameBuilders

Parameters

([BP.AdventureFramework.Ren](#)

Type

+ BP.AdventureFramework.

string ([https://learn.microsoft.com/dotnet/api/system.string\)](https://learn.microsoft.com/dotnet/api/system.string)

Rendering.FrameBuilders.

Color

([https://learn.microsoft.com/dotnet/api/system.string\)](https://learn.microsoft.com/dotnet/api/system.string)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	command	The command.
Color (https://learn.microsoft.com/dotnet/api/system.string)	description	The help.

Properties

Command

Get the command.

Declaration

Commands

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Property Value

Conversations

Type	Description
(BP.AdventureFramework.Con)	

+s (BP.AdventureFramework.Con) /dotnet/api/system.string)

Conversations.Instructions

(BP.AdventureFramework.Con)

Description

(BP.AdventureFramework.)

Extensions

Get the description of the command.

(BP.AdventureFramework.Exte

Declaration

- BP.AdventureFramework.

Interpretation Description { get; }

(BP.AdventureFramework.Intei

Property Value Help

Type	Description
(BP.AdventureFramework.Interpret	

CustomCommandInterpreter

string (BP.AdventureFramework.CommandInterpret /dotnet/api/system.string)

IInterpreter

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

Methods

+ BP.AdventureFramework.

Logic

Equals(CommandHelp)

(BP.AdventureFramework.Logi

Indicates whether the current object is equal to another object of the same type.

+ BP.AdventureFramework.

Declaration

Rend

public bool Equals(CommandHelp other)

+ BP.AdventureFramework.

Rendering.FrameBuilders

Parameters

(BP.AdventureFramework.Ren

Type	Name	Description
+ BP.AdventureFramework.		

CommandHelp

RenderingFrameBuilders.

(BP.AdventureFramework.Interpretation.CommandHelp.html)

other

An object to compare with this object.

Color

(BP.AdventureFramework.Ren

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	true (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool) if the current object is equal to the other parameter; otherwise, false (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool).

Commands

(BP.AdventureFramework.Com

Implements [IAdventureFramework](#).

Conversations

[IEquatable<T>](#) (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Exte

- **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

CommandHelp

(BP.AdventureFramework.Interpret

CustomCommandInterpreter

(BP.AdventureFramework.Interpret

IInterpreter

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

Commands

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ CustomCommandInterpreter

+ BP.AdventureFramework.

Implements

Conversations

IInterpreter ([BP.AdventureFramework.Interpretation.IInterpreter.html](#))

([BP.AdventureFramework.Con](#)

Inherited Members

+ BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

([BP.AdventureFramework.Con](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ BP.AdventureFramework.

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

([BP.AdventureFramework.Exte](#)

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](#))

Interpretation

NameSpace: BP ([BP.html](#)) AdventureFramework ([BP.AdventureFramework.html](#)).Interpretation
([BP.AdventureFramework.Interpretation.html](#))

Assembly: BP.AdventureFramework.dll

([BP.AdventureFramework.Interpret](#)

Syntax

CustomCommandInterpreter

([BP.AdventureFramework.Interpret](#)

public class CustomCommandInterpreter : IInterpreter

([BP.AdventureFramework.Interpret](#)

InterpretationResult

([BP.AdventureFramework.Interpret](#)

Properties

BP.AdventureFramework.

Logic

([BP.AdventureFramework.Logi](#)

SupportedCommands

+ BP.AdventureFramework.

Get an array of all supported commands.

Rendering

Declaration:

([BP.AdventureFramework.Ren](#)

+ BP.AdventureFramework.

public CommandHelp[] SupportedCommands { get; }

Rendering.FrameBuilders

([BP.AdventureFramework.Ren](#)

Property Value

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

CommandHelp ([BP.AdventureFramework.Interpretation.CommandHelp.html](#))[]

Color

Description

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration
↓
Type

Commands

(BP.AdventureFramework.Con) GetContextualCommandHelp(Game game)

+ BP.AdventureFramework.

Parameters

Conversations

Type (BP.AdventureFramework.Con)

Name

Description

+ BP.AdventureFramework.Logic.Game.html)

game

The game.

Conversations.Instructions

Ref (BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Description

Extensions (BP.AdventureFramework.Interpretation.CommandHelp.html)[]

The contextual help.

(BP.AdventureFramework.Exte

- BP.AdventureFramework.

Interpret(string, Game)

(BP.AdventureFramework.Interp

Interpret a string.

CommandHelp

Declaration

(BP.AdventureFramework.Interpret

CustomCommandInterpreter

public InterpretationResult Interpret(string input, Game game)

IInterpreter

Parameters

InterpretationResult

Type (BP.AdventureFramework.Interpret

Name

Description

string (https://learn.microsoft.com/dotnet/api/system.string)

input

The string to interpret.

+ BP.AdventureFramework.

Logic (BP.AdventureFramework.Logic.Game.html)

game

The game.

(BP.AdventureFramework.Logi

Returns

+ BP.AdventureFramework.

Rendering

Description

(BP.AdventureFramework.Ren

The result of the

interpretation.

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

Implements

+ BP.AdventureFramework.

IInterpreter (BP.AdventureFramework.Interpretation.IInterpreter.html)

Rendering.FrameBuilders

Color

(BP.AdventureFramework.Ren

▼

Commands

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte)

- BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interp)

CommandHelp

(BP.AdventureFramework.Interpret

CustomCommandInterpreter

(BP.AdventureFramework.Interpret

IInterpreter

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rend)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rend)

Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Interpretation
(BP.AdventureFramework.Interpretation.html)

Assembly: BP.AdventureFramework.dll

Syntax

+ **BP.AdventureFramework.**

Conversations

public interface IInterpreter
(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Conversations.Instructions

(BP.AdventureFramework.Con

Properties

+ **BP.AdventureFramework.**

Extensions

SupportedCommands
(BP.AdventureFramework.Exte

Get an array of all supported commands.

- **BP.AdventureFramework.**

Declaration

Interpretation

(BP.AdventureFramework.Inter

CommandHelp[] SupportedCommands { get; }

CommandHelp
(BP.AdventureFramework.Interpret

Property Value

(BP.AdventureFramework.Interpret

Type
IInterpreter

Description

CommandHelp (BP.AdventureFramework.Interpret

CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]

InterpretationResult

(BP.AdventureFramework.Interpret

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Logi

GetContextualCommandHelp(Game)

Rendering

Get contextual command help for a game, based on its current state.

(BP.AdventureFramework.Ren

Declaration

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

CommandHelp[] GetContextualCommandHelp(Game game)

(BP.AdventureFramework.Ren

Partners

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Color)

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html)	game	The game.

Returns

Type	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)[]	The contextual help.

(BP.AdventureFramework.Com

+ BP.AdventureFramework. Interpret(string, Game)

Conversations

InterpretationResult
(BP.AdventureFramework.Com

Deserialization
+ BP.AdventureFramework.

Conversations.Instructions

InterpretationResult Interpret(string input, Game game)

+ BP.AdventureFramework.

Parameters

Extensions

Type	Name	Description
BP.AdventureFramework.Exte		
string (https://learn.microsoft.com/dotnet/api/system.string)	input	The string to interpret.

- BP.AdventureFramework.

Interpretation
(BP.AdventureFramework.Logic.Game.html)

game

The game.

(BP.AdventureFramework.Inter

Returns

CommandHelp

Type	Description
(BP.AdventureFramework.Interpret	
CustomCommandInterpreter	

InterpretationResult

(BP.AdventureFramework.Interpret
Interpreter)

The result of the

interpretation.

(BP.AdventureFramework.Inter

InterpretationResult

(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Ren

Class InterpretationResult

Represents the result of an interpretation.

Filter by title

Inheritance

Commands

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

↳ InterpretationResult

+ BP.AdventureFramework.

Inherited Members

Conversations

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype\)](https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.MemberwiseClone() ([https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone\)](https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring\)](https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Interpretation
(BP.AdventureFramework.Interpretation.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Interpretation)

CommandHelp

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

CustomCommandInterpreter

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

IInterpreter

Constructors

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

InterpretationResult

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

InterpretationResult(bool, ICommand)

+ BP.AdventureFramework.

Initializes a new instance of the InterpretationResult class.

Logic

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

+ BP.AdventureFramework.

public InterpretationResult(bool wasInterpretedSuccessfully, ICommand command)

Rendering

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

Parameters

+ BP.AdventureFramework.

Type

Rendering.FrameBuilders

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

([https://learn.microsoft.com/dotnet/api/system.boolean\)](https://learn.microsoft.com/dotnet/api/system.boolean)

+ BP.AdventureFramework.

Rendering.FrameBuilders

Color

↳ [https://learn.microsoft.com/dotnet/api/system.object\)](https://learn.microsoft.com/dotnet/api/system.object)

Type	Name	Description
bool	wasInterpretedSuccessfully	If interpretation was successful.

Type	Name	Description
ICommand (BP.AdventureFramework.Commands.ICommand.html)	command	The command.

▼

Commands (BP.AdventureFramework.Com

+ BP.AdventureFramework.

Command

(BP.AdventureFramework.Com

Get the command.

+ BP.AdventureFramework.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Con

PUBLIC ICommand Command { get; }

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

Type

Description

- BP.AdventureFramework.

ICommand (BP.AdventureFramework.Commands.ICommand.html)

Interpretation

(BP.AdventureFramework.Inter

Fail

CommandHelp

(BP.AdventureFramework.Interpret

Get a default result for failure.

CustomCommandFailure

(BP.AdventureFramework.Interpret

Declaration

Interpreter

(BP.AdventureFramework.Interpret

public static InterpretationResult Fail { get; }

InterpretationResult

(BP.AdventureFramework.Interpret

Property Value

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

InterpretationResult (BP.AdventureFramework.Interpretation.InterpretationResult.html)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rende

WasInterpretedSuccessfully

(BP.AdventureFramework.Rende

Successful

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rende

Color

(BP.AdventureFramework.Rende

Property Value

(BP.AdventureFramework.Rende

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

▼

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversations

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

- BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

CommandHelp

(BP.AdventureFramework.Interpret

CustomCommandInterpreter

(BP.AdventureFramework.Interpret

IInterpreter

(BP.AdventureFramework.Interpret

InterpretationResult

(BP.AdventureFramework.Interpret

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rend

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rend

Namespace BP.AdventureFramework.Logic

Classes

Filter by title

Conversations

EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)

(BP.AdventureFramework.Con)

Represents the result of an end check.

+ BP.AdventureFramework.

Conversations Instructions

Game (BP.AdventureFramework.Logic.Game.html)

(BP.AdventureFramework.Con)

Represents the structure of the game

+ BP.AdventureFramework.

Extensions

EFTUNS

(BP.AdventureFramework.Exte

BP.AdventureFramework

ExitMode (BP.AdventureFramework.Logic.ExitMode.html)

Interpretation

Enumeration of exit modes.

(BP.AdventureFramework.Intei

BP.AdventureFramework

GameState (BP.AdventureFramework.Logic.GameState.html)

Logic

Enumeration of game states.

(BP.AdventureFramework.Logi

Delegates

(BP.AdventureFramework.Logic.Er

EndCheckResult

(BP.AdventureFramework.Logic.Er

ExitMode

Represents the callback used for end checks.

(BP.AdventureFramework.Logic.Ex

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback.html)

(BP.AdventureFramework.Logic.Ga

Represents the callback used for Game creation.

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

Represents a callback for Overworld creation.

(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

PlayerCreationCallback

Rendering

(BP.AdventureFramework.Logic.PlayerCreationCallback.html)

(BP.AdventureFramework.Render

Represents a callback for Player creation.

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

▼

Conversations

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.Er

EndCheckResult

(BP.AdventureFramework.Logic.Er

ExitMode

(BP.AdventureFramework.Logic.Ex

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

Delegate EndCheck

Represents the callback used for end checks.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

Conversations.Instructions

Syntax

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**EndCheckResult EndCheck(Game game)

Extensions

(BP.AdventureFramework.Exte

Type	Name	Description
Game (BP.AdventureFramework.Logic.Game.html) (BP.AdventureFramework.Inte	game	The game to check for end.

Returns

- **BP.AdventureFramework.**

Type	Description
EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)	Returns a result from the check.

EndCheck

(BP.AdventureFramework.Logic.EndCheck.html)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult.html)

ExitMode

(BP.AdventureFramework.Logic.ExitMode.html)

Game

(BP.AdventureFramework.Logic.Game.html)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback.html)

GameState

(BP.AdventureFramework.Logic.GameState.html)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback.html)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback.html)

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Renderin

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

Conversations

↳ (BP.AdventureFramework.Conversations)
↳ EndCheckResult
+ BP.AdventureFramework.
Inherited Members
Conversations.Instructions
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-system-object))
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
+ BP.AdventureFramework.
Extensions
object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

- **BP.AdventureFramework.**
Logic

Syntax

(BP.AdventureFramework.Logic)

```
EndCheck  
public class EndCheckResult  
(BP.AdventureFramework.Logic.EndCheckResult)
```

Constructors

(BP.AdventureFramework.Logic.Example)

Game

EndCheckResult(bool, string, string)

GameCreationCallback

Initializes a new instance of the EndCheckResult class.

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

```
public EndCheckResult(bool hasEnded, string title, string description)  
(BP.AdventureFramework.Logic.OverworldCreationCallback)
```

PlayerCreationCallback

Para (BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.	Name	Description
Rendering		
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	hasEnded	If the game has ended.
+ BP.AdventureFramework.Rendering		
string (https://learn.microsoft.com/dotnet/api/system.string)	title	A title to describe the end.
+ BP.AdventureFramework.RenderingBuilders		
string (https://learn.microsoft.com/dotnet/api/system.string)	description	A description of the end.

(BP.AdventureFramework.Rendering)

Properties

Description

Get a description of the end.

Declaration

Conversations

(BP.AdventureFramework.Conversation;)

+ BP.AdventureFramework.

Property Value

Conversations.Instructions

(BP.AdventureFramework.Conversation;)

Description

+ BP.AdventureFramework.

String (https://api.dotnetfiddle.com/dotnet/api/system.string)

Extensions

(BP.AdventureFramework.Extensions;)

HasEnded

+ BP.AdventureFramework.

Interpretation

Get if the game has come to an end.

(BP.AdventureFramework.Interpretation;)

Declaration

- BP.AdventureFramework.

Logic bool HasEnded { get; }

(BP.AdventureFramework.Logic;)

Property Value

EndCheck

(BP.AdventureFramework.Logic.EndCheck;)

Description

Type EndCheckResult

bool (https://api.dotnetfiddle.com/dotnet/api/system.boolean)

ExitMode

(BP.AdventureFramework.Logic.ExitMode;)

Game

NotEnded

+ BP.AdventureFramework.Logic.Game;

GameCreationCallback

Get a default result for not ended.

(BP.AdventureFramework.Logic.GameCreationCallback;)

Declaration

GameState

(BP.AdventureFramework.Logic.GameState;)

OverworldCreationCallback EndCheckResult NotEnded { get; }

(BP.AdventureFramework.Logic.OverworldCreationCallback;)

PlayerCreationCallback

Property Value

(BP.AdventureFramework.Logic.PlayerCreationCallback;)

+ BP.AdventureFramework.

Rendering

EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult.html)

(BP.AdventureFramework.Rendering;)

+ BP.AdventureFramework.

Title

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders;)

Get a title to describe the end.

Declaration

```
public string Title { get; }
```

Property Value

Type	Description
Conversations string (https://learn.microsoft.com/dotnet/api/system.string) (BP.AdventureFramework.Conversations)	
+ BP.AdventureFramework.Conversations.Instructions (BP.AdventureFramework.Conversations.Instructions)	
+ BP.AdventureFramework.Extensions (BP.AdventureFramework.Extensions)	
+ BP.AdventureFramework.Interpretation (BP.AdventureFramework.Interpretation)	
- BP.AdventureFramework.Logic (BP.AdventureFramework.Logic)	
EndCheck (BP.AdventureFramework.Logic.EndCheck) EndCheckResult (BP.AdventureFramework.Logic.EndCheckResult) ExitMode (BP.AdventureFramework.Logic.ExitMode) Game (BP.AdventureFramework.Logic.Game) GameCreationCallback (BP.AdventureFramework.Logic.GameCreationCallback) GameState (BP.AdventureFramework.Logic.GameState) OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback) PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback)	
+ BP.AdventureFramework.Rendering (BP.AdventureFramework.Rendering)	
+ BP.AdventureFramework.Rendering.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders)	

Enum ExitMode

Enumeration of exit modes.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

public enum ExitMode

Extensions

+ **BP.AdventureFramework.**

Interpretation

Fields

(BP.AdventureFramework.Inter

Name	Description
BP.AdventureFramework.	
Logic	Exit the application.

(BP.AdventureFramework.Logic

ReturnToTitleScreen	Return to the title screen.
EndCheck	
(BP.AdventureFramework.Logic.EndCheck)	
EndCheckResult	
(BP.AdventureFramework.Logic.EndCheckResult)	
ExitMode	
(BP.AdventureFramework.Logic.ExitMode)	
Game	
(BP.AdventureFramework.Logic.Game)	
GameCreationCallback	
(BP.AdventureFramework.Logic.GameCreationCallback)	
GameState	
(BP.AdventureFramework.Logic.GameState)	
OverworldCreationCallback	
(BP.AdventureFramework.Logic.OverworldCreationCallback)	
PlayerCreationCallback	
(BP.AdventureFramework.Logic.PlayerCreationCallback)	

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Class Game

Represents the structure of the game

Filter by title

Inheritance

Conversations

↳ [\(BP.AdventureFramework.Conversations\)](#)

↳ Game

+ **BP.AdventureFramework.**

Inherited Members

Conversations.Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **BP.AdventureFramework.**

Interpretation

NameSpace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

Syntax

Logic

(BP.AdventureFramework.Logic)

```
public sealed class Game
{
    EndCheck
    (BP.AdventureFramework.Logic.Error)
    EndCheckResult
    (BP.AdventureFramework.Logic.Error)
    FixMode
    (BP.AdventureFramework.Logic.Except)
    Game
    (BP.AdventureFramework.Logic.Game)
}
```

Fields

DefaultErrorPrefix

```
GameCreationCallback
Get the default error prefix
GameState
Declaration
    (BP.AdventureFramework.Logic.Game)
    OverworldCreationCallback
    public const string DefaultErrorPrefix = "Oops"
    (BP.AdventureFramework.Logic.Overworld)
    PlayerCreationCallback
FieldValue
    (BP.AdventureFramework.Logic.Player)
}
```

+ **BP.AdventureFramework.**

Description

Rendering

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(BP.AdventureFramework.Rendering)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering)

Properties

ActiveConverser

Get the active converser.

Declaration

Conversations

(BP.AdventureFramework.Converser)

+ BP.AdventureFramework.

Property Value

Conversations.Instructions

(BP.AdventureFramework.Converser)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Author

+ BP.AdventureFramework.

Interpretation

Get or set the name of the author.

(BP.AdventureFramework.Interpretation)

Declaration

- BP.AdventureFramework.

Logic

string Author { get; set; }

(BP.AdventureFramework.Logic)

Property Value

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

Type

EndCheckResult

Description

+ BP.AdventureFramework.Logic.EndCheck

string EndCheckResult { get; }

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

+ DefaultInterpreter

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

Get the default interpreter.

(BP.AdventureFramework.Logic.GameDefaultInterpreter)

Declaration

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

PlayerCreationCallback

PlayerCreationCallback

Property Value

(BP.AdventureFramework.Logic.PlayerCreationCallback)

Type

+ BP.AdventureFramework.

Rendering

+ BP.AdventureFramework.Rendering.IInterpreter

+ BP.AdventureFramework.Rendering.IInterpreter

+ BP.AdventureFramework.

DefaultSize

+ BP.AdventureFramework.Rendering.FrameBuilders

+ BP.AdventureFramework.Rendering.FrameBuilders

Get the default size.

Description

Declaration

```
public static Size DefaultSize { get; }
```

Property Value

Type	Description
Size (https://learn.microsoft.com/dotnet/api/system.size.html) (BP.AdventureFramework.Conversations)	

+ BP.AdventureFramework.

Conversations

Instructions (BP.AdventureFramework.Conversations)

Get the description.

+ BP.AdventureFramework.

Declaration

Extensions

(BP.AdventureFramework.Extensions) public string Description { get; }

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation) Type

- BP.AdventureFramework.

string ([https://learn.microsoft.com/dotnet/api/system.string](#))
Logic

(BP.AdventureFramework.Logic)

DisplayCommandListInSceneFrames

(BP.AdventureFramework.Logic.ErrorCheck)

Get or set if the command list is displayed in scene frames.

(BP.AdventureFramework.Logic.ErrorCheck)

Declaration

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

public bool DisplayCommandListInSceneFrames { get; set; }

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

Type

GameState

(BP.AdventureFramework.Logic.GameCreationCallback)

bool ([https://learn.microsoft.com/dotnet/api/system.boolean](#))
OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

DisplaySize

(BP.AdventureFramework.Logic.PlayerCreationCallback)

BP.AdventureFramework.

Rendering

Declaration

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Type	Description
Size (BP.AdventureFramework.Assets.Size.html)	

ErrorPrefix

Gets or sets the error prefix.

Conversations
(BP.AdventureFramework.Conversations)
 Declaration

+ **BP.AdventureFramework.**

```
public string ErrorPrefix { get; set; }
```

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)
 Declaration

Property Value

+ **BP.AdventureFramework.**

Extensions

(BP.AdventureFramework.Extensions)
 Declaration

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

+ **BP.AdventureFramework.**

Interpretation

FrameBuilders

(BP.AdventureFramework.Interpretation.FrameBuilders)
 Declaration

Gets or sets the collection of frame builders used to render this game.

BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)
 Declaration

```
public FrameBuilderCollection FrameBuilders { get; set; }
```

(BP.AdventureFramework.Logic.EndCheck)
 Declaration

EndCheckResult

Property Value

(BP.AdventureFramework.Logic.EndCheckResult)
 Declaration

Type

ExitMode

(BP.AdventureFramework.Logic.ExitMode)
 Declaration

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection)
 Declaration

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)
 Declaration

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)
 Declaration

Get the introduction

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)
 Declaration

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)
 Declaration

```
public string Introduction { get; }
```

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Rendering)
 Declaration

Property Value

(BP.AdventureFramework.Rendering)
 Type

+ **BP.AdventureFramework.**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)
 Declaration

(BP.AdventureFramework.Rendering.FrameBuilders.html)
 Declaration

IsExecuting

Get if this is executing.

Declaration

```
public bool IsExecuting { get; }
```

Conversations

Property Value

(BP.AdventureFramework.Con

Type

+ BP.AdventureFramework.

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Name

Extensions

Get (BP.AdventureFramework.Exte

Property Value

BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

- BP.AdventureFramework.

Property Value

Logic

Type (BP.AdventureFramework.Logi

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(BP.AdventureFramework.Logic.Er

EndCheckResult

(BP.AdventureFramework.Logic.Er

Overworld

ExitMode

(BP.AdventureFramework.Logic.Ex

Game

Declaration

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

p(BP.AdventureFramework.Overworld.Ga

GameState

(BP.AdventureFramework.Logic.Ga

Property Value

OverworldCreationCallback

Type (BP.AdventureFramework.Logic.Ov

Description

PlayerCreationCallback

Overworld ([BP.AdventureFramework.Assets.Locations.Overworld.html](#))

(BP.AdventureFramework.Logic.Pla

+ BP.AdventureFramework.

Rendering

Player

(BP.AdventureFramework.Render

Get the player.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render

```
public PlayableCharacter Player { get; }
```

Property Value

Type	Description
PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)	

Conversations

(BP.AdventureFramework.Conversations)

SceneMapKeyFramework.

Conversations.Instructions

Get or set the type of key to use on the scene map.

(BP.AdventureFramework.Conversations)

Declaration

+ BP.AdventureFramework.

Extensions

```
public KeyType SceneMapKeyType { get; set; }
```

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

Type

(BP.AdventureFramework.Interpretation)

KeyType (BP.AdventureFramework.Rendering.KeyType.html)

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

Methods

(BP.AdventureFramework.Logic.EndCheckResult)

EndCheckResult

Create(string string, string, OverworldCreationCallback, PlayerCreationCallback,

EndCheck, EndCheck)

(BP.AdventureFramework.Logic.ExGame)

Create a new callback for generating instances of a game.

Game

Declaration

GameCreationCallback

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition)
```

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

Parameters

PlayerCreationCallback

Type	Name	Description
BP.AdventureFramework.Logic.PlayerCreationCallback	name	The name of the game.
String	introduction	An introduction to the game.
(https://docs.microsoft.com/dotnet/api/system.string)	description	A description of the game.

Type	Name	Description
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>playerGenerator</i>	The function to generate the player with.
+ BP.AdventureFramework.Conversations EndCheck (BP.AdventureFramework.Logic.EndCheck.html)	<i>completionCondition</i>	The callback used to check game completion.
+ BP.AdventureFramework.Conversations.Instructions EndCheck (BP.AdventureFramework.Logic.EndCheck.html)	<i>gameOverCondition</i>	The callback used to check game over.

+ BP.AdventureFramework.

Returns

Extensions

Type	Description
GameCreationCallback + BP.AdventureFramework. Interpretation (BP.AdventureFramework.Logic.GameCreationCallback.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.

- BP.AdventureFramework.

Create(string, string, string, OverworldCreationCallback, PlayerCreationCallback, EndCheck, EndCheckSize, FrameBuilderCollection, ExitMode, string, Interpreter)

(BP.AdventureFramework.Logic.EndCheckResult)
Create a new callback for generating instances of a game.

Declaration

```
public static GameCreationCallback Create(string name, string introduction, string description, OverworldCreationCallback overworldGenerator, PlayerCreationCallback playerGenerator, EndCheck completionCondition, EndCheck gameOverCondition, Size displaySize, GameCreationCallbackCollection frameBuilders, ExitMode exitMode, string errorPrefix, Interpreter interpreter)
{
    GameState gameState = new GameState();
    gameState.Parameters = new Dictionary<string, object>()
    {
        { "OverworldCreationCallback", overworldGenerator }
    };
}
```

Parameters

OverworldCreationCallback

Type	Name	Description
PlayerCreationCallback string (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>name</i>	The name of the game.
introduction string (https://learn.microsoft.com/dotnet/api/system.string)	<i>introduction</i>	An introduction to the game.
description string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description of the game.

+ BP.AdventureFramework.

Rendering

(https://learn.microsoft.com/dotnet/api/system.string)

FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.html)

Type	Name	Description
OverworldCreationCallback (BP.AdventureFramework.Logic.OverworldCreationCallback.html)	<i>overworldGenerator</i>	A function to generate the overworld with.
PlayerCreationCallback (BP.AdventureFramework.Logic.PlayerCreationCallback.html)	<i>playerGenerator</i>	The function to generate the player with.
Conversations (BP.AdventureFramework.Conversations.EndCheck.html) + BP.AdventureFramework.Conversations.Instructions.EndCheck.html	<i>completionCondition</i>	The callback used to check game completion.
+ BP.AdventureFramework.Extensions.FrameBuilderCollection.html + BP.AdventureFramework.Extensions.EndCheck.html	<i>gameOverCondition</i>	The callback used to check game over.
+ BP.AdventureFramework.Extensions.Size.html	<i>displaySize</i>	The display size.
Extensions FrameBuilderCollection (BP.AdventureFramework.Extensions.FrameBuilders.FrameBuilderCollection.html)	<i>frameBuilders</i>	The collection of frame builders to use to render the game.
Interpretation (BP.AdventureFramework.Interpreter.ExitMode.html)	<i>exitMode</i>	The exit mode.
- String (https://learn.microsoft.com/dotnet/api/system.string)	<i>errorPrefix</i>	A prefix to use when displaying errors.
Logic IInterpreter (BP.AdventureFramework.Logic.EndCheck.html) + BP.AdventureFramework.Logic.EndCheckResult Return (BP.AdventureFramework.Logic.Error)	<i>interpreter</i>	The interpreter.

Type	Description
ExitMode (BP.AdventureFramework.Logic.ExitMode.html)	
GameCreationCallback (BP.AdventureFramework.Logic.GameCreationCallback.html)	A new GameCreationHelper that will create a GameCreator with the parameters specified.

DisplayAbout()
Display the about frame.
+ **BP.AdventureFramework.Render**
Declaration
(BP.AdventureFramework.Logic.PlayerCreationCallback.html)

+ **BP.AdventureFramework.Rendering**
+ **BP.AdventureFramework.Rendering.FrameBuilders**
Display the help frame.

Declaration

```
public void DisplayHelp()
```

DisplayMap()

Conversations

Display the map frame.

(**BP.AdventureFramework.Con**)

Declaration

+ **BP.AdventureFramework.**

Conversations Instructions

```
public void DisplayMap()
```

(**BP.AdventureFramework.Con**)

+ **BP.AdventureFramework.**

Extensions

DisplayTransition(string, string)

(**BP.AdventureFramework.Exte**)

Display a transition frame.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(**BP.AdventureFramework.Inter**)

```
public void DisplayTransition(string title, string message)
```

- **BP.AdventureFramework.**

Logic

Parameters

(**BP.AdventureFramework.Logi**)

Type

EndCheck

string (<https://learn.microsoft.com/dotnet/api/system.string>)

EndCheckResult

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(**BP.AdventureFramework.Logic.E**)

ExitMode

(**BP.AdventureFramework.Logic.Ex**)

Execute(GameCreationCallback)

(**BP.AdventureFramework.Logic.Ga**)

Execute a game

GameCreationCallback

(**BP.AdventureFramework.Logic.Ga**)

Declaration

GameState

(**BP.AdventureFramework.Logic.Ga**)

```
public static void Execute(GameCreationCallback creator)
```

OverworldCreationCallback

(**BP.AdventureFramework.Logic.Ov**)

Parameters

PlayerCreationCallback

(**BP.AdventureFramework.Logic.Pla**)

Type

(**BP.AdventureFramework.Logic.Pla**)

Name Description

creator The creator to use to create the game.

+ **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Logic.GameCreationCallback.html**)

(**BP.AdventureFramework.Render**)

+ **BP.AdventureFramework.**

FindInteractionTarget(string)

(**BP.AdventureFramework.Render**)

Find an interaction target within the current scope for this Game.

Declaration

```
public IInteractWithItem FindInteractionTarget(string name)
```



Parameters

Conversations	Type	Name	Description
(BP.AdventureFramework.Conversations)	string (https://learn.microsoft.com/dotnet/api/system.string)	name	The targets name.

+ BP.AdventureFramework.

Conversations.Instructions

Returns

(BP.AdventureFramework.Conversations)	Type	Description
(BP.AdventureFramework.IInteractWithItem)	(BP.AdventureFramework.Extensions)	The first IInteractWithItem object which has a name that matches the name parameter.

+ BP.AdventureFramework.

Interpretation

GetAllPlayerVisibleExaminables()

Gets all examinables currently visible to the player.

BP.AdventureFramework.

Logic

Declaration

(BP.AdventureFramework.Logic)

```
public IExaminable[] GetAllPlayerVisibleExaminables()
```

(BP.AdventureFramework.Logic.EndCheckResult)

Returns

(BP.AdventureFramework.Logic.Examinable)

Type	ExitMode	Description
IExaminable	(BP.AdventureFramework.Logic.ExitMode)	An array of all examinables that are currently visible to the player.

Game

(BP.AdventureFramework.Assets.IExaminable.html)

(BP.AdventureFramework.Logic.GameCreationCallback)

(BP.AdventureFramework.Logic.GameState)

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

Delegate GameCreationCallback

Represents the callback used for Game creation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Con

Syntax

+ **BP.AdventureFramework.**

public delegate Game GameCreationCallback()

(BP.AdventureFramework.Exte

Returns

+ **BP.AdventureFramework.**

Type

Interpretation

(BP.AdventureFramework.Inter

Game (BP.AdventureFramework.Logic.Game.html)

Description

A game created by the callback.

- **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.E

EndCheckResult

(BP.AdventureFramework.Logic.E

ExitMode

(BP.AdventureFramework.Logic.Ex

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Enum GameState

Enumeration of game states.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Conversations

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Con

Syntax

+ **BP.AdventureFramework.**

Conversations

PUBLIC C#11

Instructions

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Extensions

Fields

(BP.AdventureFramework.Exte

Name	Description
Interpretation	
Active	Active.
Logic	
NotStarted	Not started.

(BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.E

EndCheckResult

(BP.AdventureFramework.Logic.E

ExitMode

(BP.AdventureFramework.Logic.Ex

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Renderin

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Renderin

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

public delegate Overworld OverworldCreationCallback()

(BP.AdventureFramework.Exte

Returns

+ BP.AdventureFramework.

Type

Interpretation

(BP.AdventureFramework.Inter

Overworld (BP.AdventureFramework.Assets.Locations.Overworld.html)

Description

A generated Overworld.

- BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.EndCheck)

EndCheckResult

(BP.AdventureFramework.Logic.EndCheckResult)

ExitMode

(BP.AdventureFramework.Logic.ExitMode)

Game

(BP.AdventureFramework.Logic.Game)

GameCreationCallback

(BP.AdventureFramework.Logic.GameCreationCallback)

GameState

(BP.AdventureFramework.Logic.GameState)

OverworldCreationCallback

(BP.AdventureFramework.Logic.OverworldCreationCallback)

PlayerCreationCallback

(BP.AdventureFramework.Logic.PlayerCreationCallback)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Logic (BP.AdventureFramework.Logic.html)

Assembly: BP.AdventureFramework.dll

(BP.AdventureFramework.Con

Syntax

+ **BP.AdventureFramework.**

public delegate PlayableCharacter PlayerCreationCallback()

Extensions

(BP.AdventureFramework.Exte

Returns

+ **BP.AdventureFramework.**

Type

Description

Interpretation

(BP.AdventureFramework.Inte

PlayableCharacter (BP.AdventureFramework.Assets.Characters.PlayableCharacter.html)

A generated Player.

- **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

EndCheck

(BP.AdventureFramework.Logic.E

EndCheckResult

(BP.AdventureFramework.Logic.E

ExitMode

(BP.AdventureFramework.Logic.Ex

Game

(BP.AdventureFramework.Logic.Ga

GameCreationCallback

(BP.AdventureFramework.Logic.Ga

GameState

(BP.AdventureFramework.Logic.Ga

OverworldCreationCallback

(BP.AdventureFramework.Logic.Ov

PlayerCreationCallback

(BP.AdventureFramework.Logic.Pla

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Namespace BP.AdventureFramework. Rendering

▼ Filter by title

Enums

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

KeyType

(BP.AdventureFramework.Rendering.KeyType.html)

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

RegionMapMode

(BP.AdventureFramework.Rendering.RegionMapMode.html)

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions.html)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation.html)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic.html)

- BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering.html)

KeyType

(BP.AdventureFramework.Rendering.KeyType.html)

RegionMapMode

(BP.AdventureFramework.Rendering.RegionMapMode.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.html)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

+ BP.AdventureFramework.

Color

(BP.AdventureFramework.Rendering.Color.html)

Enum KeyType

Enumeration of key types.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Commands

Syntax

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

Fields

(**BP.AdventureFramework.Con**

Name Description

+ **BP.AdventureFramework.**

Dynamic Dynamic key, only show relevant key items.

Extensions

Full Full key

(**BP.AdventureFramework.Exte**

None

No key.

+ **BP.AdventureFramework.**

Interpretation

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**

- **BP.AdventureFramework.**

Rendering

(**BP.AdventureFramework.Ren**

KeyType

(**BP.AdventureFramework.Renderin**

RegionMapMode

(**BP.AdventureFramework.Renderin**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

Enum RegionMapMode

Enumeration of region map modes.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Commands

Syntax

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Fields

Conversations.Instructions

(BP.AdventureFramework.Con

Name

Description

+ **BP.AdventureFramework.**

Detailed Shows rooms at a detailed level.

Extensions

Dynamic

Dynamic region map - uses detailed if there is room, else map will be undetailed.

(BP.AdventureFramework.Exte

Undetailed

Shows rooms as one character, which allows larger maps to be displayed in a limited area.

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Logic

(BP.AdventureFramework.Logi

- **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Ren

KeyType

(BP.AdventureFramework.Renderin

RegionMapMode

(BP.AdventureFramework.Renderin

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Ren

+ **BP.AdventureFramework.**

Namespace BP.AdventureFramework.Rendering.FrameBuilders

▼ Filter by title

Classes

+ BP.AdventureFramework.

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollection.html)

Provides a collection of all of the frame builders required to run a game.
+ BP.AdventureFramework.

Interpretation

FrameBuilderCollectionsInter

(BP.AdventureFramework.Rendering.FrameBuilders.FrameBuilderCollections.html)

} BP.AdventureFramework.

Logic

Provides a container from frame builder collections.

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

GridStringBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBuilder.html)

(BP.AdventureFramework.Ren

Provides a class for building strings as part of a grid.

- BP.AdventureFramework.

InterfacesFrameBuilders

(BP.AdventureFramework.Ren

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)

(BP.AdventureFramework.Renderir

FrameBuilderCollection

(BP.AdventureFramework.Renderir

FrameBuilderCollections

Represents any object that can build about frames.

(BP.AdventureFramework.Renderir

GridStringBuilder

(BP.AdventureFramework.Renderir

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.h

ml)

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.h

ml)

ICompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.h

ml)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.h

ml)

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.h

ml)

IGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html

)

IRoomMapBuilder

(BP.AdventureFramework.Renderir

Represents any object that can build game over frames.

IHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html)

Represents any object that can build help frames.

IRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html)

Extensions

Represents any object that can build region maps.

(BP.AdventureFramework.Exte

IRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.htm

I) (BP.AdventureFramework.Inte

+ BP.AdventureFramework.

Logic

IRoomMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)

+ BP.AdventureFramework.

Represents any object that can build room maps.

Rendering

(BP.AdventureFramework.Ren

ISceneFrameBuilder

(BP.AdventureFramework.

Rendering.FrameBuilders

Represents any object that can build scene frames.

(BP.AdventureFramework.Ren

FrameBuilderCollection

ITitleFrameBuilder

(BP.AdventureFramework.Renderin

(BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html)

(BP.AdventureFramework.Renderin

Represents any object that can build title frames.

GridStringBuilder

(BP.AdventureFramework.Renderin

ITransitionFrameBuilder

(BP.AdventureFramework.Renderin

(BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

ICompletionFrameBuilder

Represents any object that can build transition frames.

(BP.AdventureFramework.Renderin

IConversationFrameBuilder

(BP.AdventureFramework.Renderin

IGameOverFrameBuilder

(BP.AdventureFramework.Renderin

IHelpFrameBuilder

(BP.AdventureFramework.Renderin

IRegionMapBuilder

(BP.AdventureFramework.Renderin

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

Class FrameBuilderCollection

Provides a collection of all of the frame builders required to run a game.

Filter by title

Inheritance

+ **BPAdventureFramework**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

 ↳ FrameBuilderCollection

(**BPAdventureFramework.Extensions**)

Inherited Members

+ **BPAdventureFramework**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

↳ **Interpretation**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **BPAdventureFramework**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

↳ **Rendering**

Namespace: BP(BP.html).AdventureFramework(BP.AdventureFramework.html).Rendering

(**BPAdventureFramework.Rendering**) (<https://learn.microsoft.com/dotnet/api/bp.adventureframework.rendering.framebuilders>)

Assembly: BP.AdventureFramework.dll

- **BPAdventureFramework**

Syntax

Rendering.FrameBuilders

(**BPAdventureFramework.Render**)

```
public class FrameBuilderCollection  
    : FrameBuilderCollection
```

(BP.AdventureFramework.Render

FrameBuilderCollections

(BP.AdventureFramework.Render

GridStringBuilder

(BP.AdventureFramework.Render

FrameBuilderCollection(ITitleFrameBuilder, ISceneFrameBuilder,

IRegionMapFrameBuilder, IHelpFrameBuilder, ICompletionFrameBuilder,

IGameOverFrameBuilder, IAboutFrameBuilder, ITransitionFrameBuilder,

IConversationFrameBuilder)

(BP.AdventureFramework.Render

|ConversationFrameBuilder

Initializes a new instance of the FrameBuilderCollection class.

(BP.AdventureFramework.Render

DeclarationOverFrameBuilder

(BP.AdventureFramework.Render

|HelpFrameBuilder

```
public FrameBuilderCollection(ITitleFrameBuilder titleFrameBuilder, ISceneBuild
```

```
er, IRegionMapFrameBuilder regionMapFrameBuilder, IHelpFrameBuild
```

```
er, ICompletionFrameBuilder completionFrameBuilder, IGameOverFrameBu
```

```
ild, IAboutFrameBuilder aboutFrameBuilder, ITransitionFrameBu
```

```
ild, IRegionMapFrameBuilder, IConversationFrameBuilder conversationFrameBuilder)
```

(BP.AdventureFramework.Render

|RoomMapBuilder

Parameters

(BP.AdventureFramework.Render

|- - - .. .

Type	Name	Description
ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ITitleFrameBuilder.html)	<i>titleFrameBuilder</i>	The builder to use for building title frames.
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ISceneFrameBuilder.html)	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
+ BP.AdventureFramework.Extensions (BP.AdventureFramework.Extensions) IRegionMapFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IRegionMapFrameBuilder.html)	<i>regionMapFrameBuilder</i>	The builder to use for building region map frames.
+ BP.AdventureFramework.Interpretation (BP.AdventureFramework.Interpretation) IHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IHelpFrameBuilder.html)	<i>helpFrameBuilder</i>	The builder to use for building help frames.
+ BP.AdventureFramework.Logic (BP.AdventureFramework.Logic) ICompletionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ICompletionFrameBuilder.html)	<i>completionFrameBuilder</i>	The builder to use for building completion frames.
+ BP.AdventureFramework.Rendering (BP.AdventureFramework.Rendering) IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IGameOverFrameBuilder.html)	<i>gameOverFrameBuilder</i>	The builder to use for building game over frames.
- BP.AdventureFramework.Rendering.FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders) IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IAboutFrameBuilder.html)	<i>aboutFrameBuilder</i>	The builder to use for building about frames.
ITransitionFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .ITransitionFrameBuilder.html) FrameBuilderCollection FrameBuilderCollections	<i>transitionFrameBuilder</i>	The builder to use for building transition frames.
IConversationFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders .IConversationFrameBuilder.html)	<i>conversationFrameBuilder</i>	The builder to use for building conversation frames.

Properties

AboutFrameBuilder

Get the builder to use for about frames.

HelpFrameBuilder
(BP.AdventureFramework.Renderer)

Declaration
IRegionMapBuilder
(BP.AdventureFramework.Renderer)

```
public IAboutFrameBuilder AboutFrameBuilder { get; }
```

RegionMapBuilder
(BP.AdventureFramework.Renderer)

Property Value
RegionMapBuilder
(BP.AdventureFramework.Renderer)

Type	Description
IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

CompletionFrameBuilder

+ **BP.AdventureFramework.**Get the builder to use for completion frames.

Extensions

Declaration

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**Builder CompletionFrameBuilder { get; }

Interpretation

(BP.AdventureFramework.Inter

Property Value

+ **BP.AdventureFramework.**

Logic

ICompletionFrameBuilder

(BP.AdventureFramework.Logic

(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

+ **BP.AdventureFramework.**

Rendering

ConversationFrameBuilder

Get the builder to use for conversation frames.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Ren

FrameBuilderCollection ConversationFrameBuilder ConversationFrameBuilder { get; }

(BP.AdventureFramework.Renderir

FrameBuilderCollections

Property Value

(BP.AdventureFramework.Renderir

Type GridStringBuilder

(BP.AdventureFramework.Renderir

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

(BP.AdventureFramework.Renderir

ICompletionFrameBuilder

(BP.AdventureFramework.Renderir

GameOverFrameBuilder

(BP.AdventureFramework.Renderir

Get the builder to use for game over frames.

(BP.AdventureFramework.Renderir

Declaration

IHelpFrameBuilder

(BP.AdventureFramework.Renderir

public TGameOverFrameBuilder GameOverFrameBuilder { get; }

IRoomMapBuilder

(BP.AdventureFramework.Renderir

Type RegionMapFrameBuilder

(BP.AdventureFramework.Renderir

IRoomMapBuilder

(BP.AdventureFramework.Renderir

.. .

Type	Description
IGameOverFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	

HelpFrameBuilder

+ **BP.AdventureFramework.** HelpFrameBuilder { get; }

Get the builder to use for help frames.

Extensions

Declaration

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.** HelpFrameBuilder { get; }

Interpretation

(BP.AdventureFramework.Inte

Property Value

+ **BP.AdventureFramework.**

Description

Logic

IHelpFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html)

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

RegionMapFrameBuilder

(BP.AdventureFramework.Render

Get the builder to use for region map frames.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render

public IRegionMapFrameBuilder RegionMapFrameBuilder { get; }

FrameBuilderCollection

(BP.AdventureFramework.Render

Property Value

FrameBuilderCollections

Type (BP.AdventureFramework.Render

Description

GridStringBuilder

IRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

IAboutFrameBuilder

(BP.AdventureFramework.Render

ICompletionFrameBuilder

(BP.AdventureFramework.Render

IConversationFrameBuilder

Get the builder to use for scene frames.

(BP.AdventureFramework.Render

IGameOverFrameBuilder

Declaration (BP.AdventureFramework.Render

IHelpFrameBuilder

public ISceneFrameBuilder SceneFrameBuilder { get; }

(BP.AdventureFramework.Render

IRegionMapBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

... - - - .. .

Type	Description
ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)	

TitleFrameBuilder

+ **BP.AdventureFramework.**Get the builder to use for title frames.

Extensions

Declaration

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.** TitleFrameBuilder { get; }

Interpretation

(BP.AdventureFramework.Inter

Property Value

+ **BP.AdventureFramework.**

Description

Logic

ITitleFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html)

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

TransitionFrameBuilder

(BP.AdventureFramework.Ren

Get the builder to use for transition frames.

- **BP.AdventureFramework.**

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

public ITransitionFrameBuilder TransitionFrameBuilder { get; }

FrameBuilderCollection

(BP.AdventureFramework.Render

Property Value

FrameBuilderCollections

Type **(BP.AdventureFramework.Render**

Description

GridStringBuilder

ITransitionFrameBuilder

(BP.AdventureFramework.Render

(BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

IAboutFrameBuilder

(BP.AdventureFramework.Render

ICompletionFrameBuilder

(BP.AdventureFramework.Render

IConversationFrameBuilder

(BP.AdventureFramework.Render

IGameOverFrameBuilder

(BP.AdventureFramework.Render

IHelpFrameBuilder

(BP.AdventureFramework.Render

IRegionMapBuilder

(BP.AdventureFramework.Render

IRegionMapFrameBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

... .

Class FrameBuilderCollections

Provides a container from frame builder collections.

Filter by title

Inheritance

+ **BPAdventureFramework**

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

Extensions

(**BPAdventureFramework.Exte**

Inherited Members

+ **BPAdventureFramework**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

Interpretation

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **BPAdventureFramework**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Rendering

Namespace: BP(BP.html).AdventureFramework(BP.AdventureFramework.html).Rendering

(**BPAdventureFramework.Ren**

- **BPAdventureFramework.**

Syntax

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

public static class FrameBuilderCollections

FrameBuilderCollection

(BP.AdventureFramework.Renderir

FrameBuilderCollections

(BP.AdventureFramework.Renderir

FrameBuilder

(BP.AdventureFramework.Renderir

IAboutFrameBuilder

Default

AdventureFramework.Renderir

ICompletionFrameBuilder

Get the default frame builder collection.

(BP.AdventureFramework.Renderir

IConversationFrameBuilder

(BP.AdventureFramework.Renderir

IGameOverFrameBuilder

public static FrameBuilderCollection Default { get; }

(BP.AdventureFramework.Renderir

IHelpFrameBuilder

Properties

(BP.AdventureFramework.Renderir

Type IRegionMapBuilder

(BP.AdventureFramework.Renderir

FrameBuilderCollectionBuilder

(BP.AdventureFramework.Renderir

FrameBuilders.FrameBuilderCollection.html)

IRoomMapBuilder

(BP.AdventureFramework.Renderir

... - - - .. .

Description

Type	Description
FrameBuilderCollectionBuilder	(BP.AdventureFramework.Renderir

▼

- + **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Render**
- **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**
 - FrameBuilderCollection
(**BP.AdventureFramework.Renderir**
 - FrameBuilderCollections
(**BP.AdventureFramework.Renderir**
 - GridStringBuilder
(**BP.AdventureFramework.Renderir**
 - IAboutFrameBuilder
(**BP.AdventureFramework.Renderir**
 - ICompletionFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IConversationFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IGameOverFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IHelpFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IRegionMapBuilder
(**BP.AdventureFramework.Renderir**
 - IRegionMapFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IRoomMapBuilder
(**BP.AdventureFramework.Renderir**
 - ...
...

Class GridStringBuilder

Provides a class for building strings as part of a grid.

Filter by title

Inheritance

+ **BPAdventureFramework**

↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

 └ GridStringBuilder

(**BPAdventureFramework.Extensions**)

Inherited Members

+ **BPAdventureFramework**

↳ [object.Equals\(object\)](https://learn.microsoft.com/dotnet/api/system.object.Equals) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

 └ **Interpretation**

(**BPAdventureFramework.Interpreter**)

↳ [object.Equals\(object, object\)](https://learn.microsoft.com/dotnet/api/system.object.Equals) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **BPAdventureFramework**

↳ [object.GetHashCode\(\)](https://learn.microsoft.com/dotnet/api/system.object.GetHashCode) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

↳ [object.GetType\(\)](https://learn.microsoft.com/dotnet/api/system.object.GetType) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(**BPAdventureFramework.Logic**)

↳ [object.MemberwiseClone\(\)](https://learn.microsoft.com/dotnet/api/system.object.MemberwiseClone) (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ **BPAdventureFramework**

↳ [object.ToString\(\)](https://learn.microsoft.com/dotnet/api/system.object.ToString) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

 └ **Rendering**

Namespace: BP(BP.html).AdventureFramework(BP.AdventureFramework.html).Rendering

(**BPAdventureFramework.Rendering**)

Assembly: BP.AdventureFramework.dll

- **BPAdventureFramework**

Syntax

GridStringBuilder

(**BPAdventureFramework.Renderer**)

public class GridStringBuilder

 FrameBuilderCollection

 (BP.AdventureFramework.Renderer

 FrameBuilderCollections

 (BP.AdventureFramework.Renderer

 GridStringBuilder

 (BP.AdventureFramework.Renderer

GridStringBuilder(char, char, char)

 (BP.AdventureFramework.Renderer

Initializes a new instance of the GridStringBuilder class.

 |CompletionFrameBuilder

Declaration

 IConversationFrameBuilder

 (BP.AdventureFramework.Renderer

 public GridStringBuilder(char leftBoundaryCharacter = '|', char rightBoundaryCharacter = '|', IGameOverFrameBuilder elGameOver, char horizontalDividerCharacter = '-')

 (BP.AdventureFramework.Renderer

 IHelpFrameBuilder

Parameters

 (BP.AdventureFramework.Renderer

Type	Name	Description
RegionMapBuilder (BP.AdventureFramework.Renderer char RegionMapFrameBuilder (https://learn.microsoft.com/dotnet/api/system.char) RoomMapBuilder (BP.AdventureFramework.Renderer - - - - - .. .	<i>leftBoundaryCharacter</i>	The character to use for left boundaries.

Type	Name	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>rightBoundaryCharacter</i>	The character to use for right boundaries.
char (https://learn.microsoft.com/dotnet/api/system.char)	<i>horizontalDividerCharacter</i>	The character to use for horizontal dividers.

+ BP.AdventureFramework.

Extensions

[\(BP.AdventureFramework.Extensions\)](#)

Properties

Interpretation

[\(BP.AdventureFramework.Interpretation\)](#)

DisplaySize

+ BP.AdventureFramework.

Get the display size.

Logic

[\(BP.AdventureFramework.Logic\)](#)

+ BP.AdventureFramework.

```
public Size DisplaySize { get; }
```

Rendering

[\(BP.AdventureFramework.Rendering\)](#)

Property Value

- BP.AdventureFramework.

Type

[Rendering.FrameBuilders](#)

[Size\(<https://learn.microsoft.com/dotnet/api/system.size.html>\)](#)

[\(BP.AdventureFramework.Rendering\)](#)

Description

FrameBuilderCollection

[\(BP.AdventureFramework.Renderer\)](#)

HorizontalDividerCharacter

[\(BP.AdventureFramework.Renderer\)](#)

Get or set the character used for horizontal dividers.

[GridStringBuilder](#)

[Declaration](#)

[IAboutFrameBuilder](#)

```
public char HorizontalDividerCharacter { get; set; }
```

[ICompletionFrameBuilder](#)

[\(BP.AdventureFramework.Renderer\)](#)

Property Value

[\(BP.AdventureFramework.Renderer\)](#)

Type

[IGameOverFrameBuilder](#)

char(<https://learn.microsoft.com/dotnet/api/system.char>)

[\(BP.AdventureFramework.Renderer\)](#)

Description

IHelpFrameBuilder

[\(BP.AdventureFramework.Renderer\)](#)

[JRegionMapBuilder](#)

[\(BP.AdventureFramework.Renderer\)](#)

Get or Set the character used for left boundary.

[\(BP.AdventureFramework.Renderer\)](#)

[Declaration](#)

[IRoomMapBuilder](#)

[\(BP.AdventureFramework.Renderer\)](#)

– – – – –

```
public char LeftBoundaryCharacter { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

+ BP.AdventureFramework.

Extensions

LineTerminator (BP.AdventureFramework.Exte

BP.AdventureFramework.

Interpretation

Declaration (BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

Property Value (BP.AdventureFramework.Logi

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

- BP.AdventureFramework.

RightBoundaryCharacter

Rendering FrameBuilders

(BP.AdventureFramework.Render

Get or set the character used for right boundary.

FrameBuilderCollection

Declaration (BP.AdventureFramework.Render

FrameBuilderCollections

```
public char RightBoundaryCharacter { get; set; }
```

(BP.AdventureFramework.Render

GridStringBuilder

(BP.AdventureFramework.Render

Property Value

IAboutFrameBuilder

Type (BP.AdventureFramework.Render

ICompletionFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

(BP.AdventureFramework.Render

IConversationFrameBuilder

(BP.AdventureFramework.Render

IGameOverFrameBuilder

(BP.AdventureFramework.Render

Methods

DrawBoundary(AnsiColor)

Declaration IRegionMapBuilder

(BP.AdventureFramework.Render

Draw the boundary.

IRoomMapFrameBuilder

Declaration
(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

.. - - ..

```
public void DrawBoundary(AnsiColor color)
```

Parameters

Type	Name	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm) + BP.AdventureFramework. I) Extensions (BP.AdventureFramework.Extensions)	color	The color to draw the boundary.

(BP.AdventureFramework.Extensions)

Interpretation

Draw a wrapped string.

[\(BP.AdventureFramework.Interpretations\)](#)

Declaration

+ **BP.AdventureFramework.**

Logic

```
public void DrawCentralisedWrapped(string value, int startY, int maxWidth, AnsiColor color, out int endX, out int endY)  
(BP.AdventureFramework.Logic)
```

+ **BP.AdventureFramework.**

Rendering

Type	Name	Description
- BP.AdventureFramework.		
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
- BP.AdventureFramework.Rendering.FrameBuilders.		
int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start y position.
- (BP.AdventureFramework.Rendering.FrameBuilders)		
int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The max width of the string.
FrameBuilderCollections		
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm) GridStringBuilder I) (BP.AdventureFramework.Renderings)	color	The color to draw the text.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end y position.

[\(BP.AdventureFramework.Renderings\)](#)

[IGameOverFrameBuilder](#)

Draw a horizontal divider.

[\(BP.AdventureFramework.Renderings\)](#)

[IHelpFrameBuilder](#)

[\(BP.AdventureFramework.Renderings\)](#)

[IRegionMapBuilder](#)

```
public void DrawHorizontalDivider(int y, AnsiColor color)  
(BP.AdventureFramework.Renderings)
```

[IRegionMapFrameBuilder](#)

[\(BP.AdventureFramework.Renderings\)](#)

[IRoomMapBuilder](#)

[\(BP.AdventureFramework.Renderings\)](#)

[IRegionMapFrameBuilder](#)

[\(BP.AdventureFramework.Renderings\)](#)

[ISceneMapBuilder](#)

[\(BP.AdventureFramework.Renderings\)](#)

[ISceneMapFrameBuilder](#)

[\(BP.AdventureFramework.Renderings\)](#)

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the divider.
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm l) ▼	color	The color to draw the boundary.

+ **BP.AdventureFramework.**

DrawUnderline(int, int, int, AnsiColor)

(BP.AdventureFramework.Exte
Draw an underline.

+ **BP.AdventureFramework.**

Declaration

Interpretation

(BP.AdventureFramework.Inte

public void DrawUnderline(int x, int y, int length, AnsiColor color)

+ **BP.AdventureFramework.**

Parameters

Logon

(BP.AdventureFramework.Logi

+ **BP.AdventureFramework.**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Rendering

(BP.AdventureFramework.Ren

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

- **BP.AdventureFramework.**

Rendering_FrameBuilders

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Ren

AnsiColor

FrameBuilderCollection

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.htm

ml) (BP.AdventureFramework.Renderin

FrameBuilderCollections

(BP.AdventureFramework.Renderin

GridStringBuilder

DrawWrapped(string, int, int, int, int, AnsiColor, out int, out int)

(BP.AdventureFramework.Renderin

IAboutFrameBuilder

Draw a wrapped string.

(BP.AdventureFramework.Renderin

ICompletionFrameBuilder

(BP.AdventureFramework.Renderin

IConversationFrameBuilder

public void DrawWrapped(string value, int startX, int startY, int maxWidth, AnsiColo

r(color, out int endX, out int endY)

IGameOverFrameBuilder

(BP.AdventureFramework.Renderin

Parameters

HelpFrameBuilder

(BP.AdventureFramework.Renderin

IRegionMapBuilder

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(BP.AdventureFramework.Renderin

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Renderin

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Renderin

.. - - - ..

Type	Name	Description
IRegionMapBuilder	value	The string.
string (https://learn.microsoft.com/dotnet/api/system.string)	startX	The start x position.
IRegionMapBuilder	startY	The start y position.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The max width of the string.
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	color	The color to draw the text.
BP.AdventureFramework	endX	The end x position.
Extensions int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Exte	endY	The end y position.

+ BP.AdventureFramework.

Flush

(BP.AdventureFramework.Interfaces.IAdventureFrameBuilder)
Flush the buffer.

+ BP.AdventureFramework.

Declaration Logic

(BP.AdventureFramework.Logic.IAdventureFrameBuilder)
public void Flush()

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Renderers.IAdventureFrameBuilder)
GetCellColor(int, int)

- BP.AdventureFramework.

Get a color for a cell.

Rendering.FrameBuilders

(BP.AdventureFramework.Renderers.FrameBuilderCollection)

FrameBuilderCollection
public AnsiColor GetCellColor(int x, int y)
([BP.AdventureFramework.Renderers.FrameBuilderCollection](#))

FrameBuilderCollections

(BP.AdventureFramework.Renderers.FrameBuilderCollection)

Parameters

GridStringBuilder
Type ([BP.AdventureFramework.Renderers.FrameBuilderCollection](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

ICompletionFrameBuilder

([BP.AdventureFramework.Renderers.FrameBuilderCollection](#))

Returns ConversationFrameBuilder

Type ([BP.AdventureFramework.Renderers.FrameBuilderCollection](#))

IGameOverFrameBuilder

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

IHelpFrameBuilder

([BP.AdventureFramework.Renderers.FrameBuilderCollection](#))

IRoomMapBuilder

([BP.AdventureFramework.Renderers.FrameBuilderCollection](#))

GetCharacter(int, int)

([BP.AdventureFramework.Renderers.FrameBuilderCollection](#))

Get a character from the builder.

([BP.AdventureFramework.Renderers.FrameBuilderCollection](#))

Declaration IRoomMapBuilder

([BP.AdventureFramework.Renderers.FrameBuilderCollection](#))

...

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the cell.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the cell.

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	The cell color.

Type
IHelpFrameBuilder
(BP.AdventureFramework.Renderers.FrameBuilderCollection)
IRoomMapBuilder
(BP.AdventureFramework.Renderers.FrameBuilderCollection)
GetCharacter(int, int)
(BP.AdventureFramework.Renderers.FrameBuilderCollection)
Get a character from the builder.
(BP.AdventureFramework.Renderers.FrameBuilderCollection)
Declaration IRoomMapBuilder
(BP.AdventureFramework.Renderers.FrameBuilderCollection)

```
public char GetCharacter(int x, int y)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the character.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the character.

Extensions

Reimplemented from [\(BP.AdventureFramework.Extensions.IAdventureFrameworkExtensions\)](#).

Type	Description
(BP.AdventureFramework.Extensions.IAdventureFrameworkExtensions) .GetChar(https://learn.microsoft.com/dotnet/api/system.char)	The character.

+ BP.AdventureFramework.

[GetNumberOfLines\(string, int, int, int\)](#)

(BP.AdventureFramework.Logging)

Get the number of lines a string will take up.

+ BP.AdventureFramework.

Declaration

Rendering

(BP.AdventureFramework.Rendering)

```
public int GetNumberOfLines(string value, int startX, int startY, int maxWidth)
```

- BP.AdventureFramework.

Rendering.FrameBuilders

Type	Name	Description
FrameBuilderCollection<string> (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start x position.
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.

Returns [IAboutFrameBuilder](#)

(BP.AdventureFramework.Renderer)

```
ICompletionFrameBuilder
```

Type ([\(BP.AdventureFramework.Renderer\)](#))

Type	Description
(BP.AdventureFramework.Renderer) .GetNumberOfLines()	The number of lines the string will take up.

IGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

Resize([Size](#))

IRegionFrameBuilder

(BP.AdventureFramework.Renderer)

Resize this builder

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

```
IRoomMapFrameBuilder
```

(BP.AdventureFramework.Renderer)

```
public void Resize(Size displaySize)
```

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

```
... - - - .. .
```

Parameters

Type	Name	Description
Size (BP.AdventureFramework.Assets.Size.html)	displaySize	The new size.

SetCell(int, int, char, AnsiColor)

+ **BP.AdventureFramework.**

Set a cell.

Extensions

Declaration

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.** x, int y, char character, AnsiColor color)

Interpretation

(BP.AdventureFramework.Inter

Parameters

Type	Name	Description
Logic int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Logi	x	The x position of the cell.
Rendering int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Ren	y	The y position of the cell.
char (https://learn.microsoft.com/dotnet/api/system.char) (BP.AdventureFramework.Ren	character	The character.
AnsiColor AnsiColor FrameBuilderCollection (BP.AdventureFramework.Renderin	color	The color of the character.

FrameBuilderCollection

(BP.AdventureFramework.Renderin

FrameBuilderCollections

(BP.AdventureFramework.Renderin

GridStringBuilder

(BP.AdventureFramework.Renderin

IAboutFrameBuilder

(BP.AdventureFramework.Renderin

ICompletionFrameBuilder

(BP.AdventureFramework.Renderin

IConversationFrameBuilder

(BP.AdventureFramework.Renderin

IGameOverFrameBuilder

(BP.AdventureFramework.Renderin

IHelpFrameBuilder

(BP.AdventureFramework.Renderin

IRegionMapBuilder

(BP.AdventureFramework.Renderin

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

... - .. .

Interface IAboutFrameBuilder

Represents any object that can build about frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.IframeBuilder**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Logi

Build(string Game, int width)

Rendering

Build a frame.

(BP.AdventureFramework.Render

Declaration

- **BP.AdventureFramework.**

Rendering.FrameBuilders

IFrameBuilder(string title, Game game, int width, int height)

(BP.AdventureFramework.Render

FrameBuilderCollection

Parameters

(BP.AdventureFramework.Render

Type FrameBuilderCollections

(BP.AdventureFramework.Render
string (<https://learn.microsoft.com/dotnet/api/system.string>)
GridStringBuilder

Name

Description

title

The title.

Game (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Game.html>)

game

The game.

IAboutFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)
(BP.AdventureFramework.Render

width

The width of the frame.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

height

The height of the frame.

(BP.AdventureFramework.Render

Return ConversationFrameBuilder

(BP.AdventureFramework.Render

Type GameOverFrameBuilder

Description

(BP.AdventureFramework.Render
IFrame (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames.IFrame.html>)

IHelpFrameBuilder

(BP.AdventureFramework.Render

IRegionMapBuilder

(BP.AdventureFramework.Render

IRegionMapFrameBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

... . . .

Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ BP.AdventureFramework.

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ BP.AdventureFramework.ICompletionFrameBuilder

Interpretation

(BP.AdventureFramework.Interp

+ BP.AdventureFramework.

Methods

(BP.AdventureFramework.Logi

Build(string, string, int, int)

Rendering

Build a frame.

(BP.AdventureFramework.Render

Declaration

- BP.AdventureFramework.

Rendering.FrameBuilders

IframeBuilder(string message, string reason, int width, int height)

(BP.AdventureFramework.Render

FrameBuilderCollection

Parameters

(BP.AdventureFramework.Render

Type FrameBuilderCollections

Name

Description

Type FrameBuilderCollections	Name	Description
(BP.AdventureFramework.Render	message	The message to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)		
GridStringBuilder		
string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
IAboutFrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
(BP.AdventureFramework.Render		
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.
(BP.AdventureFramework.Render		

Return Type

(BP.AdventureFramework.Render

Type GameOverFrameBuilder

Description

IframeBuilder (https://learn.microsoft.com/dotnet/api/system.delegate)		
---	--	--

IHelpFrameBuilder

(BP.AdventureFramework.Render

IRegionMapBuilder

(BP.AdventureFramework.Render

IRegionMapFrameBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

... . . .

Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**ConversationFrameBuilder

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Logi

Build(string title, IConverser converser, CommandHelp[], int width, int height)

Rendering

Build a frame.

(BP.AdventureFramework.Render

Declaration

- **BP.AdventureFramework.**

RenderingFrameBuilders

Iframe Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)

(BP.AdventureFramework.Render

FrameBuilderCollection

(BP.AdventureFramework.Render

Parameters

FrameBuilderCollections

Type **(BP.AdventureFramework.Render**

Name

Description

string title

title

The title to display to the user.

(BP.AdventureFramework.Render

IAutoFrameBuilder converser

converser

The converser.

(BP.AdventureFramework.Render

ICompletionFrameBuilder contextualCommands

contextualCommands

The contextual commands to display.

(BP.AdventureFramework.Render

CommandHelp[] width

width

The width of the frame.

(BP.AdventureFramework.Render

IRoomMapFrameBuilder height

height

The height of the frame.

(BP.AdventureFramework.Render

IRegionMapFrameBuilder Returns

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

.. .

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

▼

- + **BP.AdventureFramework.**
Extensions
(BP.AdventureFramework.Exte...)
- + **BP.AdventureFramework.**
Interpretation
(BP.AdventureFramework.Inter...)
- + **BP.AdventureFramework.**
Logic
(BP.AdventureFramework.Logi...)
- + **BP.AdventureFramework.**
Rendering
(BP.AdventureFramework.Render...)
- **BP.AdventureFramework.**
Rendering.FrameBuilders
(BP.AdventureFramework.Render...)

FrameBuilderCollection
(BP.AdventureFramework.Renderin...)
FrameBuilderCollections
(BP.AdventureFramework.Renderin...)
GridStringBuilder
(BP.AdventureFramework.Renderin...)
IAboutFrameBuilder
(BP.AdventureFramework.Renderin...)
ICompletionFrameBuilder
(BP.AdventureFramework.Renderin...)
IConversationFrameBuilder
(BP.AdventureFramework.Renderin...)
IGameOverFrameBuilder
(BP.AdventureFramework.Renderin...)
IHelpFrameBuilder
(BP.AdventureFramework.Renderin...)
IRegionMapBuilder
(BP.AdventureFramework.Renderin...)
IRegionMapFrameBuilder
(BP.AdventureFramework.Renderin...)
IRoomMapBuilder
(BP.AdventureFramework.Renderin...)
...

Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.OverFrameBuilder**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Logi

Build(string, string, int, int)

Rendering

Build a frame.

(BP.AdventureFramework.Render

Declaration

- **BP.AdventureFramework.**

Rendering.FrameBuilders

IFrame Build(string message, string reason, int width, int height)

(BP.AdventureFramework.Render

FrameBuilderCollection

Parameters

(BP.AdventureFramework.Render

Type FrameBuilderCollections

Name

Description

string (https://learn.microsoft.com/dotnet/api/system.string) GridStringBuilder	message	The message to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string) IAboutFrameBuilder	reason	The reason the game ended.
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Render	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Render	height	The height of the frame.

(BP.AdventureFramework.Render

Return ConversationFrameBuilder

(BP.AdventureFramework.Render

Type GameOverFrameBuilder

Description

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	
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(BP.AdventureFramework.Render

IHelpFrameBuilder

(BP.AdventureFramework.Render

IRegionMapBuilder

(BP.AdventureFramework.Render

IRegionMapFrameBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

.. .

Interface IHelpFrameBuilder

Represents any object that can build help frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.IframeBuilder**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Logi

Build(string, string, CommandHelp[], int, int)

Rendering

Build a frame.

(BP.AdventureFramework.Render

Declaration

- **BP.AdventureFramework.**

Rendering.FrameBuilders

IFrameBuilder(string title, string description, CommandHelp[] commandHelp, int width,

(BP.AdventureFramework.Render

FrameBuilderCollection

(BP.AdventureFramework.Renderin

Parameters

FrameBuilderCollections

Type	Name	Description
IFrameBuilder	title	The title.
string (https://learn.microsoft.com/dotnet/api/system.string)	description	The description.
CommandHelp	commandHelp	The command help.
ICompletionFrameBuilder		
(BP.AdventureFramework.Rendering.CommandHelp.html)		
IConversationFrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
IGameOverFrameBuilder		
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.
IHelpFrameBuilder		
(BP.AdventureFramework.Renderin		

Returns

IFrameBuilder

Type	Description
IRegionMapFrameBuilder	

▼

- + **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Render**
- **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**
 - FrameBuilderCollection
(**BP.AdventureFramework.Renderir**
 - FrameBuilderCollections
(**BP.AdventureFramework.Renderir**
 - GridStringBuilder
(**BP.AdventureFramework.Renderir**
 - IAboutFrameBuilder
(**BP.AdventureFramework.Renderir**
 - ICompletionFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IConversationFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IGameOverFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IHelpFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IRegionMapBuilder
(**BP.AdventureFramework.Renderir**
 - IRRegionMapFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IRoomMapBuilder
(**BP.AdventureFramework.Renderir**
 -

Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.IRegionMapBuilder**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Logi

BUILDRegionMap(GridStringBuilder, Region, int, int, int, int)

Rendering

Build a map of a region.

(BP.AdventureFramework.Render

Declaration

- **BP.AdventureFramework.**

Rendering.FrameBuilders

```
void BUILDRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int width, int height)
```

FrameBuilderCollection

(BP.AdventureFramework.Render

Parameters

FrameBuilderCollections

Type **(BP.AdventureFramework.Render**

GridStringBuilder

(BP.AdventureFramework.Render

rs.GridStringBuilder.html)

(BP.AdventureFramework.Render

RegionCompletionFrameBuilder

(BP.AdventureFramework.Assets.Locations.Region

Completion.html)

ConversationFrameBuilder

int **(BP.AdventureFramework.Render**

IGameOverFrameBuilder

(<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Render

IHelpFrameBuilder

int **(BP.AdventureFramework.Render**

(<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Render

IRegionMapFrameBuilder

int **(BP.AdventureFramework.Render**

(<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Render

IRoomMapBuilder

int **(BP.AdventureFramework.Render**

(<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Render

IRoomMapBuilder

Name

Description

gridStringBuilder

The string builder to use.

region

The region.

x

The x position to start building at.

y

The y position to start building at.

maxWidth

The maximum horizontal space available in which to build the map.

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>maxHeight</i>	The maximum vertical space available in which to build the map.

▼

- + **BP.AdventureFramework.Extensions**
([BP.AdventureFramework.Extensions](#))
- + **BP.AdventureFramework.Interpretation**
([BP.AdventureFramework.Interpretation](#))
- + **BP.AdventureFramework.Logic**
([BP.AdventureFramework.Logic](#))
- + **BP.AdventureFramework.Rendering**
([BP.AdventureFramework.Rendering](#))
- **BP.AdventureFramework.Rendering.FrameBuilders**
([BP.AdventureFramework.Rendering.FrameBuilders](#))
 - FrameBuilderCollection
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 - FrameBuilderCollections
([BP.AdventureFramework.Rendering.FrameBuilderCollections](#))
 - GridStringBuilder
([BP.AdventureFramework.Rendering.GridStringBuilder](#))
 - IAboutFrameBuilder
([BP.AdventureFramework.Rendering.IAboutFrameBuilder](#))
 - ICompletionFrameBuilder
([BP.AdventureFramework.Rendering.ICompletionFrameBuilder](#))
 - IConversationFrameBuilder
([BP.AdventureFramework.Rendering.IConversationFrameBuilder](#))
 - IGameOverFrameBuilder
([BP.AdventureFramework.Rendering.IGameOverFrameBuilder](#))
 - IHelpFrameBuilder
([BP.AdventureFramework.Rendering.IHelpFrameBuilder](#))
 - IRegionMapBuilder
([BP.AdventureFramework.Rendering.IRegionMapBuilder](#))
 - IRRegionMapFrameBuilder
([BP.AdventureFramework.Rendering.IRegionMapFrameBuilder](#))
 - IRoomMapBuilder
([BP.AdventureFramework.Rendering.IRoomMapBuilder](#))
 - IRRegionMapFrameBuilder
([BP.AdventureFramework.Rendering.IRegionMapFrameBuilder](#))
 - IRoomMapBuilder
([BP.AdventureFramework.Rendering.IRoomMapBuilder](#))
 -

Interface IRegionMapFrameBuilder

Represents any object that can build region map frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.IRegionMapFrameBuilder**

Interpretation

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Logi

Build(Region, int, int)

Rendering

Build a frame.

(BP.AdventureFramework.Render

Declaration

- **BP.AdventureFramework.**

RenderingFrameBuilders

IFrame Build(Region region, int width, int height)

(BP.AdventureFramework.Render

FrameBuilderCollection

Parameters

(BP.AdventureFramework.Render

Type FrameBuilderCollections

Name

Description

(BP.AdventureFramework.Render	<i>region</i>	The region.
Region (BP.AdventureFramework.Assets.Locations.Region.html) GridStringBuilder	<i>width</i>	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

Returns

(BP.AdventureFramework.Render

Type ConversationFrameBuilder

Description

(BP.AdventureFramework.Render	
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html) IGameOverFrameBuilder	

(BP.AdventureFramework.Render

IHelpFrameBuilder

(BP.AdventureFramework.Render

IRegionMapBuilder

(BP.AdventureFramework.Render

IRegionMapFrameBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

.. .

Interface IRoomMapBuilder

Represents any object that can build room maps.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ BP.AdventureFramework.

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ BP.AdventureFramework.IRoomMapBuilder

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Methods

(BP.AdventureFramework.Logi

BuildRoomMap (GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

Rendering

(BP.AdventureFramework.Render

Declaration

BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

BuildRoomMap (GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoin

t, KeyType key, int startX, int startY, out int endX, out int endY)

FrameBuilderCollection

(BP.AdventureFramework.Render

Parameters

(BP.AdventureFramework.Render

Type GridStringBuilder

Name

Description

(BP.AdventureFramework.Render

GridStringBuilder

gridStringBuilder

The string builder to use.

(BP.AdventureFramework.Render

IAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBu

lder.html)

ICompletionFrameBuilder

Room (BP.AdventureFramework.Assets.Locations.Room.html)

(BP.AdventureFramework.Render

IConversationFrameBuilder

ViewPoint (BP.AdventureFramework.Render

(BP.AdventureFramework.Assets.Locations.ViewPoint.html)

IGameOverFrameBuilder

KeyType (BP.AdventureFramework.Render

IHelpFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Render

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Render

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

..

▼

- + **BP.AdventureFramework.**
Extensions
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- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**
- + **BP.AdventureFramework.**
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 - IAboutFrameBuilder
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 - ICompletionFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IConversationFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IGameOverFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IHelpFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IRegionMapBuilder
(**BP.AdventureFramework.Renderir**
 - IRegionMapFrameBuilder
(**BP.AdventureFramework.Renderir**
 - IRoomMapBuilder
(**BP.AdventureFramework.Renderir**
 - ...
...

Interface ISceneFrameBuilder

Represents any object that can build scene frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.FrameBuilder**

Interpretation

(BP.AdventureFramework.Interp

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Logi

Build(RoomViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)

Rendering

(BP.AdventureFramework.Render

Build a frame.

BP.AdventureFramework.

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Render Point viewPoint, PlayableCharacter player, string messag

e, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

(BP.AdventureFramework.Render

FrameBuilderCollection

(BP.AdventureFramework.Render

FrameBuilderCollections

(BP.AdventureFramework.Render

Type GridStringBuilder

Name

Description

Room IAboutFrameBuilder

room

Specify the Room.

ViewPoint ICompletionFrameBuilder

viewPoint

Specify the viewpoint from the room.

(BP.AdventureFramework.Render

ml) IConversationFrameBuilder

PlayableCharacter IGameOverFrameBuilder

player

Specify the player.

(BP.AdventureFramework.Render

Character.html) IHHelpFrameBuilder

string IRegionMapBuilder

message

Any additional message.

(http://learn.microsoft.com/dotnet/api/system.string)

CommandHelp IRegionMapFrameBuilder

contextualCommands

The contextual commands to display.

(BP.AdventureFramework.Render

ml) IRoomMapBuilder

|| (BP.AdventureFramework.Render

Type	Name	Description
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	keyType	The type of key to use.
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

+ BP.AdventureFramework.

Extensions

Type (BP.AdventureFramework.Exte

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

FrameBuilderCollection

(BP.AdventureFramework.Renderin

FrameBuilderCollections

(BP.AdventureFramework.Renderin

GridStringBuilder

(BP.AdventureFramework.Renderin

IAboutFrameBuilder

(BP.AdventureFramework.Renderin

ICompletionFrameBuilder

(BP.AdventureFramework.Renderin

IConversationFrameBuilder

(BP.AdventureFramework.Renderin

IGameOverFrameBuilder

(BP.AdventureFramework.Renderin

IHelpFrameBuilder

(BP.AdventureFramework.Renderin

IRegionMapBuilder

(BP.AdventureFramework.Renderin

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderin

IRoomMapBuilder

(BP.AdventureFramework.Renderin

... .

Description

Type (BP.AdventureFramework.Exte	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ BP.AdventureFramework.

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ BP.AdventureFramework.FrameBuilder

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Methods

(BP.AdventureFramework.Logi

Build(string, string, int, int)

Rendering

Build a frame.

(BP.AdventureFramework.Render

Declaration

- BP.AdventureFramework.

Rendering.FrameBuilders

`IFrameBuilder(string title, string description, int width, int height)`

(BP.AdventureFramework.Render

FrameBuilderCollection

Parameters

(BP.AdventureFramework.Render

Type FrameBuilderCollections

(BP.AdventureFramework.Render

`string (https://learn.microsoft.com/dotnet/api/system.string)`

GridStringBuilder

`string (https://learn.microsoft.com/dotnet/api/system.string)`

AboutFrameBuilder

`int (https://learn.microsoft.com/dotnet/api/system.int32)`

(BP.AdventureFramework.Render

`int (https://learn.microsoft.com/dotnet/api/system.int32)`

(BP.AdventureFramework.Render

Name

Description

`title`

The title.

`description`

The description.

`width`

The width of the frame.

`height`

The height of the frame.

Return Type

(BP.AdventureFramework.Render

Type GameOverFrameBuilder

(BP.AdventureFramework.Render

`IFrameBuilder (https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Rendering.Frames.IFrame.html)`

Description

IHelpFrameBuilder

(BP.AdventureFramework.Render

IRegionMapBuilder

(BP.AdventureFramework.Render

IRegionMapFrameBuilder

(BP.AdventureFramework.Render

IRoomMapBuilder

(BP.AdventureFramework.Render

... . . .

Interface ITransitionFrameBuilder

Represents any object that can build transition frames.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll
Extensions

Syntax
(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**ITransitionFrameBuilder

Interpretation

(BP.AdventureFramework.Interpretation)

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.LogicalTransitionFrameBuilder)

Build(string, string, int, int)
Rendering

Build a frame.
(BP.AdventureFramework.Rendering.ITransitionFrameBuilder)

Declaration

- **BP.AdventureFramework.**

Rendering.FrameBuilders

ITransitionFrameBuilder Build(string title, string message, int width, int height)

(BP.AdventureFramework.Rendering.ITransitionFrameBuilder)

FrameBuilderCollection

Parameters
(BP.AdventureFramework.Renderer)

Type	Name	Description
FrameBuilderCollections		
string (https://learn.microsoft.com/dotnet/api/system.string) GridStringBuilder	title	The title to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
IAboutFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (BP.AdventureFramework.Renderer)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

(BP.AdventureFramework.Renderer)

Return Type
IGameConversationFrameBuilder

Type	Description
GameOverFrameBuilder	

IFrame (BP.AdventureFramework.Rendering.IFrame)

IHelpFrameBuilder

(BP.AdventureFramework.Renderer)

IRegionMapBuilder

(BP.AdventureFramework.Renderer)

IRegionMapFrameBuilder

(BP.AdventureFramework.Renderer)

IRoomMapBuilder

(BP.AdventureFramework.Renderer)

... - - - .. .

Namespace BP.AdventureFramework.Rendering.FrameBuilders.Color

▼ Filter by title

Classes

[Conversations.Instructions](#)
(BP.AdventureFramework.Con

[ColorAboutFrameBuilder](#)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder.html)

(BP.AdventureFramework.Exte

Provides a builder of color about frames.

+ [BP.AdventureFramework.](#)

Interpretation

[ColorCompletionFrameBuilder](#)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder.html)

(BP.AdventureFramework.

Provides a builder of color completion frames.

(BP.AdventureFramework.Logi

[ColorConversationFrameBuilder](#)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder.html)

(BP.AdventureFramework.Ren

Provides a builder of color conversation frames.

+ [BP.AdventureFramework.](#)

Rendering.FrameBuilders

[ColorGameOverFrameBuilder](#)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder.html)

(BP.AdventureFramework.

Provides a builder of color game over frames.

Color

(BP.AdventureFramework.Render

[ColorHelpFrameBuilder](#)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder.html)

(BP.AdventureFramework.Renderin

Provides a builder of color help frames.

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

[ColorRegionMapBuilder](#)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapBuilder.html)

(BP.AdventureFramework.Renderin

Provides a color builder for region maps.

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

[ColorRegionMapFrameBuilder](#)

(BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRegionMapFrameBuilder.html)

(BP.AdventureFramework.Renderin

Provides a builder of color region map frames.

ColorRoomMapBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorRoomMapBuilder.html](#))

Provides a color room map builder.

Conversations.Instructions

([BP.AdventureFramework.Conversations.Instructions.html](#))

ColorSceneFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorSceneFrameBuilder.html](#))

Extensions

Provides a builder for color scene frames.

([BP.AdventureFramework.Extensions.html](#))

+ [BP.AdventureFramework.](#)

ColorTitleFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTitleFrameBuilder.html](#))

+ [BP.AdventureFramework.](#)

Provides a builder of color title frames.

Logic

([BP.AdventureFramework.Logic.html](#))

ColorTransitionFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.Color.ColorTransitionFrameBuilder.html](#))

([BP.AdventureFramework.Renderings.html](#))

+ [BP.AdventureFramework.](#)

Enums

Rendering.FrameBuilders

([BP.AdventureFramework.Renderings.Enums.html](#))

AnsiColor

([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorBuilders

Enumeration of ANSI colors.

([BP.AdventureFramework.Renderings.ColorBuilders.html](#))

AnsiColor

([BP.AdventureFramework.Renderings.ColorBuilders.AnsiColor.html](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderings.ColorBuilders.ColorAboutFrameBuilder.html](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderings.ColorBuilders.ColorCompletionFrameBuilder.html](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderings.ColorBuilders.ColorConversationFrameBuilder.html](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderings.ColorBuilders.ColorGameOverFrameBuilder.html](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderings.ColorBuilders.ColorHelpFrameBuilder.html](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderings.ColorBuilders.ColorRegionMapBuilder.html](#))

ColorRegionMapFrameBuilder

Enum AnsiColor

Enumeration of ANSI colors.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering
(BP.AdventureFramework.Rendering.html).FrameBuilders (BP.AdventureFramework.Rendering.FrameBuilders.html).Color
(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

Assembly: BP.AdventureFramework.dll

+ **BP.AdventureFramework.**

Syntax

Extensions

(BP.AdventureFramework.Extensions.AnsiColor)

+ **BP.AdventureFramework.**

Interpretation

(BP.AdventureFramework.Interpretation.AnsiColor)

Fields

(BP.AdventureFramework.Renderer.AnsiColor)

Name	Description
Black	Black (30).
Blue	Blue (34).
BrightBlack	Bright black (90).
BrightBlue	Bright blue (94).
BrightCyan	Bright cyan (96).
BrightGreen	Bright green (92).
BrightMagenta	Bright magenta (95).
BrightRed	Bright red (91).
BrightWhite	Bright white (97).
BrightYellow	Bright yellow (93).
CyanAboutFrameBuilder	Cyan (36).
GreenColorCompletionFrameBuilder	Green (32).
MagentaColorConversationFrameBuilder	Magenta (35).
RedColorGameOverFrameBuilder	Red (31).
ResetColorHelpFrameBuilder	Reset (0).
WhiteColorRegionMapFrameBuilder	White (37).
YellowColorRegionMapBuilder	Yellow (33).

▼

Conversations.Instructions
(BP.AdventureFramework.Con

- + **BP.AdventureFramework.**
 Extensions
 (BP.AdventureFramework.Exte
- + **BP.AdventureFramework.**
 Interpretation
 (BP.AdventureFramework.Inter
- + **BP.AdventureFramework.**
 Logic
 (BP.AdventureFramework.Logi
- + **BP.AdventureFramework.**
 Rendering
 (BP.AdventureFramework.Render
- + **BP.AdventureFramework.**
 Rendering.FrameBuilders
 (BP.AdventureFramework.Render
- **BP.AdventureFramework.**
 Rendering.FrameBuilders.
 Color
 (BP.AdventureFramework.Render

 AnsiColor
 (BP.AdventureFramework.Renderin
 ColorAboutFrameBuilder
 (BP.AdventureFramework.Renderin
 ColorCompletionFrameBuilder
 (BP.AdventureFramework.Renderin
 ColorConversationFrameBuilder
 (BP.AdventureFramework.Renderin
 ColorGameOverFrameBuilder
 (BP.AdventureFramework.Renderin
 ColorHelpFrameBuilder
 (BP.AdventureFramework.Renderin
 ColorRegionMapBuilder
 (BP.AdventureFramework.Renderin
 ColorRegionMapFrameBuilder

Class ColorAboutFrameBuilder

Provides a builder of color about frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorAboutFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

IAboutFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IAboutFrameBuilder.html)

([\(BP.AdventureFramework.Exte](#)

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

([\(BP.AdventureFramework.Inte](#)

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))

+ **BP.AdventureFramework.**

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

([\(BP.AdventureFramework.Logi](#)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

+ **BP.AdventureFramework.**

Name (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering

([\(BP.AdventureFramework.Rep](#)

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

([\(BP.AdventureFramework.Ren](#)

public sealed class ColorAboutFrameBuilder : IAboutFrameBuilder

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

([\(BP.AdventureFramework.Ren](#)

AnsiColor

ColorAboutFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorAboutFrameBuilder class.

([\(BP.AdventureFramework.Render](#)

Declaration

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

public ColorAboutFrameBuilder(GridStringBuilder gridStringBuilder)

([\(BP.AdventureFramework.Renderin](#)

ColorGameOverFrameBuilder

Para ([\(BP.html\).AdventureFramework.Renderin](#)

ColorHelpFrameBuilder

([\(BP.AdventureFramework.Renderin](#)

StringRegionMapBuilder

([\(BP.AdventureFramework.Renderin](#)

ColorRegionMapFrameBuilder

Type		Name	Description
StringRegionMapBuilder	((BP.AdventureFramework.Renderin	gridStringBuilder	A builder to use for the string layout.

Properties

AuthorColor

Get or set the author color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

```
public ANSIColor AuthorColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

(BP.AdventureFramework.Extensions)

Description

+ BP.AdventureFramework.

ANSIColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Interpretation

(BP.AdventureFramework.Interpretation)

BackgroundColor

BP.AdventureFramework.

Logic

Get or set the background color.

(BP.AdventureFramework.Logic)

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BackgroundColor { get; set; }
```

(BP.AdventureFramework.Rendering)

Property Value

BP.AdventureFramework.

Rendering.FrameBuilders

Description

(BP.AdventureFramework.Rendering.FrameBuilders)

ANSIColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

BorderColor

(BP.AdventureFramework.Rendering)

Get or set the border color.

ANSIColor

Declaration

(BP.AdventureFramework.Rendering)

ColorAboutFrameBuilder

```
public ANSIColor BorderColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering)

Property Value

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering)

Description

ColorGameOverFrameBuilder

ANSIColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Rendering)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering)

Get or set the border color.

ColorRegionMapFrameBuilder

DescriptionColor

(BP.AdventureFramework.Rendering)

Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.ConversationsInstructions)	

+ BP.AdventureFramework.

NameColors

(BP.AdventureFramework.Extensions)

Get or set the name color.

+ BP.AdventureFramework.

Declaration

Interpretation

(BP.AdventureFramework.Interpretation)

```
public AnsiColor NameColor { get; set; }
```

+ BP.AdventureFramework.

Logic

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Logic)	

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Renderers)

TitleColor

AdventureFramework.

Rendering.FrameBuilders

Get or set the title color.

(BP.AdventureFramework.Rendering.FrameBuilders)

Declaration

- BP.AdventureFramework.

Rendering.FrameBuilders

```
public AnsiColor TitleColor { get; set; }
```

Color

(BP.AdventureFramework.Rendering.FrameBuilders)

Property Value

AnsiColor

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder)	

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorHelpFrameBuilder)

Build(string, Game, int, int)

(BP.AdventureFramework.Rendering.FrameBuilders.Build)

Build a frame.

(BP.AdventureFramework.Rendering.FrameBuilders.Build)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder)

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders.Declaration)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapFrameBuilder)

Methods

```
public IFrame Build(string title, Game game, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
Game (BP.AdventureFramework.Logic.Game.html)	<i>game</i>	The game.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

Returns

+ **BP.AdventureFramework.**

Type	Description
Interpretation (BP.AdventureFramework.Interpretation.IFrame.html)	

+ **BP.AdventureFramework.**

Logic

Implements

([BP.AdventureFramework.Logic.IAboutFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Rendering

([BP.AdventureFramework.Rendering.IFrameBuilder.html](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

([BP.AdventureFramework.Rendering.FrameBuilders.IFrameBuilder.html](#))

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Rendering.Color.IColorBuilder.html](#))

AnsiColor

([BP.AdventureFramework.Rendering.Color.IAnsiColorBuilder.html](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Rendering.Color.IAboutFrameBuilder.html](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Rendering.Color.ICompletionFrameBuilder.html](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering.Color.IConversationFrameBuilder.html](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Rendering.Color.IGameOverFrameBuilder.html](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Rendering.Color.IHelpFrameBuilder.html](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Rendering.Color.IRegionMapBuilder.html](#))

ColorRegionMapFrameBuilder

Class ColorCompletionFrameBuilder

Provides a builder of color completion frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorCompletionFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

ICompletionFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#))

([\(BP.AdventureFramework.Exte](#)

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

([\(BP.AdventureFramework.Inte](#)

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](#))

+ **BP.AdventureFramework.**

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

([\(BP.AdventureFramework.Logi](#)

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

+ **BP.AdventureFramework.**

No rendering

([\(BP.AdventureFramework.Rep](#)

([\(BP.AdventureFramework.Rendering.html\)](#)) FrameBuilders ([\(BP.AdventureFramework.Rendering.FrameBuilders.html\)](#)).Color

([\(BP.AdventureFramework.Rendering.html\)](#)).FrameBuilders.Color.html)

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

([\(BP.AdventureFramework.Ren](#)

public sealed class ColorCompletionFrameBuilder : ICompletionFrameBuilder

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

([\(BP.AdventureFramework.Ren](#)

AnsiColor

ColorCompletionFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorCompletionFrameBuilder class.

([\(BP.AdventureFramework.Renderi](#)

Declaration

([\(BP.AdventureFramework.Renderi](#)

ColorConversationFrameBuilder

public ColorCompletionFrameBuilder(GridStringBuilder gridStringBuilder)

([\(BP.AdventureFramework.Renderi](#)

ColorGameOverFrameBuilder

Para ([\(BP.AdventureFramework.Renderi](#)

ColorHelpFrameBuilder

([\(BP.AdventureFramework.Renderi](#)

StringRegionMapBuilder

([\(BP.AdventureFramework.Renderi](#)

FrameBuilders.GridString

Builder

ColorRegionMapFrameBuilder

Type		Name	Description
StringRegionMapBuilder	((BP.AdventureFramework.Renderi	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Con

```
public ANSIColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

Type	Description
------	-------------

+ BP.AdventureFramework.

ANSIColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Interpretation

(BP.AdventureFramework.Inter

BorderColor

AdventureFramework.

Logic

Get or set the border color.

(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BorderColor { get; set; }
```

(BP.AdventureFramework.Render

Property Value

BP.AdventureFramework.

Type	Description
------	-------------

Rendering.FrameBuilders

(BP.AdventureFramework.Render

ANSIColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

Get or set the description color.

AnsiColor

Declaration

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

Property Value

ColorConversationFrameBuilder

Type	Description
------	-------------

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

ANSIColor	(BP.AdventureFramework.Render
-----------	-------------------------------

Rendering.FrameBuilders.Color.AnsiColor.html)

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

Get or set the title color.

ColorRegionMapFrameBuilder

Type	Description
------	-------------

ANSIColor	(BP.AdventureFramework.Render
-----------	-------------------------------

Rendering.FrameBuilders.Color.AnsiColor.html)	
---	--

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.ConversationsInstructions)	

+ BP.AdventureFramework.

Extensions

Methods

([BP.AdventureFramework.Extensions](#))

+ BP.AdventureFramework.

Build(string, string, int, int)

([BP.AdventureFramework.Interpreters](#))

Build a frame.

+ BP.AdventureFramework.

Declaration

Logic

([BP.AdventureFramework.Logic](#))

+ BP.AdventureFramework.

Parameters

Rendering

([BP.AdventureFramework.Rendering](#))

Type ([BP.AdventureFramework.Rendering](#))

Name

Description

+ BP.AdventureFramework.		
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
+ BP.AdventureFramework.		
string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
- BP.AdventureFramework.		
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
- BP.AdventureFramework.		
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

Color

Returns

([BP.AdventureFramework.Rendering](#))

Type AnsiColor

Type	Description
IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

([BP.AdventureFramework.Renderers](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderers](#))

ColorRegionMapFrameBuilder

Implements

ICompletionFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

([BP.AdventureFramework.Renderers](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

([BP.AdventureFramework.Renderers](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderers](#))

ColorRegionMapFrameBuilder

Class ColorConversationFrameBuilder

Provides a builder of color conversation frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorConversationFrameBuilder

+ BP.AdventureFramework.

Implements

Extensions

IConversationFrameBuilder

(BP.AdventureFramework.Exte

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

+ BP.AdventureFramework.

Inherited Members

Interpretation

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

Logic

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

(BP.AdventureFramework.Logic)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Rendering

Name: BP.AdventureFramework.Render

(BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders.html).Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color.html)

+ BP.AdventureFramework.

Assembly: BP.AdventureFramework.dll

Rendering.FrameBuilders

Syntax

(BP.AdventureFramework.Render

- BP.AdventureFramework.

public sealed class ColorConversationFrameBuilder : IConversationFrameBuilder

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

Constructors

AnsiColor

(BP.AdventureFramework.Render

ColorConversationFrameBuilder(GridStringBuilder)

(BP.AdventureFramework.Render

Initializes a new instance of the ColorConversationFrameBuilder class.

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

public ColorConversationFrameBuilder(GridStringBuilder gridStringBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.

▼

Properties

+ BP.AdventureFramework.

BackgroundColor

(BP.AdventureFramework.Exte
Get or set the background color.

+ BP.AdventureFramework.

Declaration
Interpretation

(BP.AdventureFramework.Inte

```
public AnsiColor Backgroundcolor { get; set; }
```

+ BP.AdventureFramework.

Property Value

(BP.AdventureFramework.Logi
Type

+ BP.AdventureFramework.

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)
Rendering

(BP.AdventureFramework.Render

BorderColor

BP.AdventureFramework.

Rendering.FrameBuilders

Get or set the border color.

(BP.AdventureFramework.Render

Declaration

- BP.AdventureFramework.

Rendering.FrameBuilders

```
public AnsiColor Bordercolor { get; set; }
```

Color

(BP.AdventureFramework.Render

Property Value

AnsiColor

Type (BP.AdventureFramework.Render

ColorAboutFrameBuilder

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

InputColor

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

Get or set the input color.

ColorGameOverFrameBuilder

Declaration (BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

```
public AnsiColor Inputcolor { get; set; }
```

ColorRegionMapBuilder

(BP.AdventureFramework.Render

Property Value

ColorRegionMapFrameBuilder

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

NonPlayerMessageColor

Get or set the non-player message color.

(BP.AdventureFramework.Con
Declaration)

+ BP.AdventureFramework.

```
public AnsiColor NonPlayerMessageColor { get; set; }
```

(BP.AdventureFramework.Exte
Property Value)

+ BP.AdventureFramework.
Type

Interpretation

(BP.AdventureFramework.Inter
ANSICOLOR (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html))

+ BP.AdventureFramework.

Logic

PlayerMessageColor

(BP.AdventureFramework.Logi
Color)

Get or set the player message color.

(BP.AdventureFramework.R
Declaration)

Rendering

(BP.AdventureFramework.Render
Color)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render
Property Value)

- BP.AdventureFramework.

Rendering.FrameBuilders

ANSICOLOR (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Color

(BP.AdventureFramework.Render
Color)

ResponseColor

(BP.AdventureFramework.Renderir
Color)

Get or set the response color.

(ColorResponseBuilder)

(BP.AdventureFramework.Renderir
Declaration)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderir
ColorCompletionFrameBuilder)

public AnsiColor ResponseColor { get; set; }

(ColorConversationFrameBuilder)

(BP.AdventureFramework.Renderir
ColorConversationFrameBuilder)

ColorConversationFrameBuilder

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

TitleColor

Get or set the title color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Conversations.Instructions
Property Value
(BP.AdventureFramework.Con

Type

+ **BP.AdventureFramework.**

AnsiColor (BPAdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Extensions

(BP.AdventureFramework.Exte

+ **BP.AdventureFramework.**

Methods

(BP.AdventureFramework.Inter

+ **BP.AdventureFramework.**

Build(string, IConverser, CommandHelp[], int, int)

Logic

Build (Frame

(BP.AdventureFramework.Logi

Declaration

+ **BP.AdventureFramework.**

Rendering

```
public IFrame Build(string title, IConverser converser, CommandHelp[] contextualComm
```

ands, int width, int height)

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Parameters

(BP.AdventureFramework.Render

Type

- **BP.AdventureFramework.**

string

Rendering.FrameBuilders.

(https://learn.microsoft.com/dotnet/api/system.string)

Color

IConverser

(BP.AdventureFramework.Render

(BP.AdventureFramework.Assets.Characters.IConverser

.AnsiColor

.html)

(BP.AdventureFramework.Renderin

CommandHelpFrameBuilder

(BP.AdventureFramework.Interpretation.CommandHelp.

html)

ColorCompletionFrameBuilder

]

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

int (https://learn.microsoft.com/dotnet/api/system.int32)

(BP.AdventureFramework.Renderin

int (https://learn.microsoft.com/dotnet/api/system.int32)

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

Return

(BP.AdventureFramework.Renderin

Type ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

ColorRegionMapFrameBuilder

Implements

IConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.IConversationFrameBuilder.html)

▼

Conversations.Instructions

(BP.AdventureFramework.Conversations)

+ BP.AdventureFramework.

Extensions

(BP.AdventureFramework.Extensions)

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering.FrameBuilders)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Rendering.FrameBuilders.Color)

AnsiColor

(BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor)

ColorAboutFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.ColorRegionMapBuilder)

ColorRegionMapFrameBuilder

Class ColorGameOverFrameBuilder

Provides a builder of color game over frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.Conversations.Instructions\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorGameOverFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

IGameOverFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#))

([\(BP.AdventureFramework.Extensions.IGameOverFrameBuilder\)](#))

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

([\(BP.AdventureFramework.Interop.ObjectExtensions\)](#))

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](#))

([\(BP.AdventureFramework.Interop.ObjectExtensions\)](#))

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

([\(BP.AdventureFramework.Interop.ObjectExtensions\)](#))

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

([\(BP.AdventureFramework.Interop.ObjectExtensions\)](#))

Rendering

([\(BP.AdventureFramework.Rendering\)](#))

([\(BP.AdventureFramework.Rendering.FrameBuilders\)](#))

([\(BP.AdventureFramework.Rendering.FrameBuilders.Color\)](#))

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

([\(BP.AdventureFramework.Rendering\)](#))

public sealed class ColorGameOverFrameBuilder : IGameOverFrameBuilder

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

([\(BP.AdventureFramework.Rendering\)](#))

AnsiColor

ColorGameOverFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorGameOverFrameBuilder class.

([\(BP.AdventureFramework.Rendering\)](#))

Declaration

([\(BP.AdventureFramework.Renderer\)](#))

ColorCompletionFrameBuilder

public ColorGameOverFrameBuilder(GridStringBuilder gridStringBuilder)

([\(BP.AdventureFramework.Renderer\)](#))

ColorGameOverFrameBuilder

Parameters

([\(BP.AdventureFramework.Renderer\)](#))

ColorHelpFrameBuilder

([\(BP.AdventureFramework.Renderer\)](#))

StringRegionMapBuilder

([\(BP.AdventureFramework.Renderer\)](#))

FrameBuilders.GridStringBuilder

ColorRegionMapFrameBuilder

Type	Name	Description
GridStringBuilder	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Con

```
public ANSIColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

Type	Description
------	-------------

+ BP.AdventureFramework.

ANSIColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Interpretation

(BP.AdventureFramework.Inter

BorderColor

AdventureFramework.

Logic

Get or set the border color.

(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BorderColor { get; set; }
```

(BP.AdventureFramework.Render

Property Value

BP.AdventureFramework.

Type	Description
------	-------------

Rendering.FrameBuilders

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

Get or set the description color.

AnsiColor

Declaration

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

Property Value

ColorConversationFrameBuilder

Type	Description
------	-------------

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

AnsiColor	(BP.AdventureFramework.Render
-----------	-------------------------------

Rendering.FrameBuilders.Color.AnsiColor.html)

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

Get or set the title color.

ColorRegionMapFrameBuilder

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.ConversationsInstructions)	

+ BP.AdventureFramework.

Extensions

Methods

([BP.AdventureFramework.Extensions](#))

+ BP.AdventureFramework.

Build(string, string, int, int)

([BP.AdventureFramework.Interpreters](#))

Build a frame.

+ BP.AdventureFramework.

Declaration

Logic

([BP.AdventureFramework.Logic](#))

([BP.AdventureFramework.Logic](#)) (message, string reason, int width, int height)

+ BP.AdventureFramework.

Parameters

Rendering

([BP.AdventureFramework.Rendering](#))

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	reason	The reason the game ended.
int (https://learn.microsoft.com/dotnet/api/system.int32)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

Color

Returns

([BP.AdventureFramework.Rendering](#))

Type	Description
AnsiColor	

([BP.AdventureFramework.Rendering](#))

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderers](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderers](#))

ColorRegionMapFrameBuilder

Implements	
IGameOverFrameBuilder	(BP.AdventureFramework.Rendering.FrameBuilders.IGameOverFrameBuilder.html)
ColorAboutFrameBuilder	(BP.AdventureFramework.Renderers)
ColorCompletionFrameBuilder	(BP.AdventureFramework.Renderers)
ColorConversationFrameBuilder	(BP.AdventureFramework.Renderers)
ColorGameOverFrameBuilder	(BP.AdventureFramework.Renderers)
ColorHelpFrameBuilder	(BP.AdventureFramework.Renderers)
ColorRegionMapBuilder	(BP.AdventureFramework.Renderers)
ColorRegionMapFrameBuilder	(BP.AdventureFramework.Renderers)

Class ColorHelpFrameBuilder

Provides a builder of color help frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.Conversations.Instructions\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorHelpFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

IHelpFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

([BP.AdventureFramework.Extensions](#))

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

([BP.AdventureFramework.Interpreters](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

+ **BP.AdventureFramework.**

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

([BP.AdventureFramework.Logic](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

+ **BP.AdventureFramework.**

Name ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Rendering](#)) FrameBuilders ([BP.AdventureFramework.Rendering.FrameBuilders.html](#)).Color

([BP.AdventureFramework.Rendering.FrameBuilders.Color](#))

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

([BP.AdventureFramework.Render](#))

public sealed class ColorHelpFrameBuilder : IHelpFrameBuilder

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

([BP.AdventureFramework.Render](#))

AnsiColor

ColorHelpFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorHelpFrameBuilder class.

([BP.AdventureFramework.Render](#))

Declaration

([BP.AdventureFramework.Render](#))

ColorCompletionFrameBuilder

public ColorHelpFrameBuilder(GridStringBuilder gridStringBuilder)

([BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder

Para ([BP.html](#)).AdventureFramework.Render

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

StringRegionMapBuilder

([BP.AdventureFramework.Render](#)) FrameBuilders.GridString

Builder

Type		Name	Description
GridStringBuilder	(BP.AdventureFramework.Render) FrameBuilders.GridString	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Con

```
public ANSIColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

Type	Description
------	-------------

+ BP.AdventureFramework.

ANSIColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Interpretation

(BP.AdventureFramework.Inter

BorderColor

BP.AdventureFramework.

Logic

Get or set the border color.

(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BorderColor { get; set; }
```

(BP.AdventureFramework.Render

BP.AdventureFramework.

Type	Description
------	-------------

Rendering.FrameBuilders

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

CommandColor

(BP.AdventureFramework.Render

Get or set the command color.

AnsiColor

Declaration

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

```
public ANSIColor CommandColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

Property Value

ColorConversationFrameBuilder

Type	Description
------	-------------

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

CommandDescriptionColor

(BP.AdventureFramework.Render

Get or set the command description color.

ColorRegionMapFrameBuilder

Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.Con	

+ BP.AdventureFramework.

DescriptionColor

(BP.AdventureFramework.Exte Get or set the description color.

+ BP.AdventureFramework.

Declaration Interpretation

(BP.AdventureFramework.Inte public AnsiColor DescriptionColor { get; set; }

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

TitleAdventureFramework.

Rendering.FrameBuilders

Get or set the title color.

(BP.AdventureFramework.Ren

Declaration

- BP.AdventureFramework.

Rendering.FrameBuilders

public AnsiColor TitleColor { get; set; }

Color

(BP.AdventureFramework.Ren

Property Value

AnsiColor

Type (BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

Build(string, string, CommandHelp[], int, int)

(BP.AdventureFramework.Renderin

Build a frame.

ColorRegionMapBuilder

Declaration

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

Parameters

Type	Name	Description
Conversations Instructions string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title.
(BP.AdventureFramework.Con String string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description.
+ BP.AdventureFramework. CommandHelp Extensions (BP.AdventureFramework.Interpretation.CommandHelp.html)	<i>commandHelp</i>	The command help.
+ BP.AdventureFramework. Interpretation int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
+ BP.AdventureFramework. Interpretation int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

Logic

Returns

(BP.AdventureFramework.Logi

Type	Description
+ BP.AdventureFramework. Rendering IPFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	

(BP.AdventureFramework.Render

Implements

Rendering.FrameBuilders

[IHelpFrameBuilder \(BP.AdventureFramework.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](https://learn.microsoft.com/bp/adventureframework/rendering.framebuilders.ihelpframebuilder.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

AnsiColor

[\(BP.AdventureFramework.Renderin](https://learn.microsoft.com/bp/adventureframework/rendering.renderers.ansicolor.html)

ColorAboutFrameBuilder

[\(BP.AdventureFramework.Renderin](https://learn.microsoft.com/bp/adventureframework/rendering.renderers.coloraboutframebuilder.html)

ColorCompletionFrameBuilder

[\(BP.AdventureFramework.Renderin](https://learn.microsoft.com/bp/adventureframework/rendering.renderers.colorcompletionframebuilder.html)

ColorConversationFrameBuilder

[\(BP.AdventureFramework.Renderin](https://learn.microsoft.com/bp/adventureframework/rendering.renderers.colorconversationframebuilder.html)

ColorGameOverFrameBuilder

[\(BP.AdventureFramework.Renderin](https://learn.microsoft.com/bp/adventureframework/rendering.renderers.colorgameoverframebuilder.html)

ColorHelpFrameBuilder

[\(BP.AdventureFramework.Renderin](https://learn.microsoft.com/bp/adventureframework/rendering.renderers.colorhelpframebuilder.html)

ColorRegionMapBuilder

[\(BP.AdventureFramework.Renderin](https://learn.microsoft.com/bp/adventureframework/rendering.renderers.colorregionmapbuilder.html)

ColorRegionMapFrameBuilder

Class ColorRegionMapBuilder

Provides a color builder for region maps.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorRegionMapBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

IRegionMapBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html](#))

([BP.AdventureFramework.Exte](#)

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

([BP.AdventureFramework.Inter](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

+ **BP.AdventureFramework.**

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

([BP.AdventureFramework.Logi](#)

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

+ **BP.AdventureFramework.**

Rendering ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Rendering

([BP.AdventureFramework.Render](#)

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

([BP.AdventureFramework.Ren](#)

public sealed class ColorRegionMapBuilder : IRegionMapBuilder

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

([BP.AdventureFramework.Ren](#)

Properties

AnsiColor

([BP.AdventureFramework.Render](#)

CurrentFloorIndicator

([BP.AdventureFramework.Render](#)

Get or set the character to use for the current floor.

CompletionFrameBuilder

Declaration

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#)

public char CurrentFloorIndicator { get; set; }

ColorGameOverFrameBuilder

([BP.AdventureFramework.Render](#)

PropertyFrameBuilder

([BP.AdventureFramework.Render](#)

Type

ColorRegionMapBuilder

char ([BP.AdventureFramework.Render](#)

(https://learn.microsoft.com/dotnet/api/system.char)

ColorRegionMapFrameBuilder

Description

EmptySpace

Get or set the character used for representing an empty space.

Declaration

```
public char EmptySpace { get; set; }
```

Conversations.Instructions

Property Value

([BP.AdventureFramework.Con](#)

Type

+ [BP.AdventureFramework.](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

Extensions

+ [BP.AdventureFramework.](#)

[HorizontalBoundary](#)

Interpretation

([BP.AdventureFramework.Inter](#)

Get or set the character used for horizontal boundaries.

Declaration

Logic

public char HorizontalBoundary { get; set; }

+ [BP.AdventureFramework.](#)

Property Value

[Rendering](#)

Type

([BP.AdventureFramework.Render](#)

Description

+ [BP.AdventureFramework.](#)

Property Value

([BP.AdventureFramework.Render](#)

[LockedExit](#)

- [BP.AdventureFramework.](#)

Get or set the character representing a locked exit.

Color

Declaration

([BP.AdventureFramework.Render](#)

ansiColor char LockedExit { get; set; }

([BP.AdventureFramework.Render](#)

ColorAboutFrameBuilder

Property Value

([BP.AdventureFramework.Render](#)

Type

ColorCompletionFrameBuilder

([BP.AdventureFramework.Render](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

[LockedExitColor](#)

Get or set the character used for rendering locked exits.

Declaration

([BP.AdventureFramework.Render](#)

ColorHelpFrameBuilder

Declaration

([BP.AdventureFramework.Render](#)

ColorRegionMapBuilder

Declaration

([BP.AdventureFramework.Render](#)

ColorRegionMapFrameBuilder

```
public AnsiColor LockedExitColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) Conversations.Instructions (BP.AdventureFramework.Conversations)	

+ BP.AdventureFramework.

LowerLevel

Extensions

Get or set the character to use for lower levels.

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

Interpretation

```
public char LowerLevel { get; set; }
```

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Type

(BP.AdventureFramework.Logic)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

LowerLevelColor

+ BP.AdventureFramework.

Get or set the lower level color.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Renderings)

- BP.AdventureFramework.

```
public AnsiColor LowerLevelColor { get; set; }
```

Rendering.FrameBuilders

Color

Property Value

(BP.AdventureFramework.Renderings)

Type

AnsiColor

(BP.AdventureFramework.Renderings)

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderings)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderings)

ColorConversationFrameBuilder

Get or set the character to use for indicating the player.

(BP.AdventureFramework.Renderings)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderings)

ColorHelpFrameBuilder

```
public char Player { get; set; }
```

(BP.AdventureFramework.Renderings)

ColorRegionMapBuilder

(BP.AdventureFramework.Renderings)

ColorRegionMapFrameBuilder

Property Value

(BP.AdventureFramework.Renderings)

ColorRegionMapFrameBuilder

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

PlayerColor

Get or set the color of the player.

(**BP.AdventureFramework.Con**
Declaration)

+ **BP.AdventureFramework.**

```
public AnsiColor PlayerColor { get; set; }
```

(**BP.AdventureFramework.Exte**

Property Value

+ **BP.AdventureFramework.**

Type

(**BP.AdventureFramework.Inter**

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ **BP.AdventureFramework.**

Logic

ShowLowerFloors

(**BP.AdventureFramework.Logi**

Get or set a value indicating whether lower floors will be shown.

Declaration

(**BP.AdventureFramework.Render**

```
public bool ShowLowerFloors { get; set; }
```

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

Property Value

- **BP.AdventureFramework.**

Rendering.FrameBuilders

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Color

(**BP.AdventureFramework.Render**

UnLockedExit

(**BP.AdventureFramework.Render**

Get or set the character used for representing an unlocked exit.

Color.AutoCompleteFrameBuilder

Declaration

ColorCompletionFrameBuilder

(**BP.AdventureFramework.Render**

```
public char UnLockedExit { get; set; }
```

ColorConversationFrameBuilder

(**BP.AdventureFramework.Render**

```
public Color ConversationColor { get; set; }
```

ColorGameOverFrameBuilder

(**BP.AdventureFramework.Render**

Type

ColorHelpFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

ColorRegionMapBuilder

(**BP.AdventureFramework.Render**

ColorRegionMapFrameBuilder

(**BP.AdventureFramework.Render**

ColorRegionMapFrameBuilder

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

UnvisitedBoundaryColor

Get or set the unvisited room boundary color.

Declaration

```
public AnsiColor UnvisitedBoundaryColor { get; set; }
```

Conversations.Instructions

Property Value

([BP.AdventureFramework.Con](#))

Type

+ [BP.AdventureFramework.](#)

AnsiColor ([BPAdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Description

Extensions

([BP.AdventureFramework.Exte](#))

+ [BP.AdventureFramework.](#)

[VerticalBoundary](#)

Interpretation

([BP.AdventureFramework.Inter](#))

Gets or sets the vertical boundaries.

Declaration

Logic

```
public char VerticalBoundary { get; set; }
```

+ [BP.AdventureFramework.](#)

Property Value

[Rendering](#)

Type ([BP.AdventureFramework.Render](#))

Description

+ [BP.AdventureFramework.](#)

[Rendering](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

[Rendering.FrameBuilders](#)

([BP.AdventureFramework.Render](#))

[VisitedBoundaryColor](#)

- [BP.AdventureFramework.](#)

Gets or sets the visited boundary color.

Color

Declaration

([BP.AdventureFramework.Render](#))

AnsiColor

```
public AnsiColor VisitedBoundaryColor { get; set; }
```

([BP.AdventureFramework.Render](#))

ColorAboutFrameBuilder

Property Value

([BP.AdventureFramework.Render](#))

Type ColorCompletionFrameBuilder

([BP.AdventureFramework.Render](#))

AnsiColor ([BPAdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Description

Methods

[ColorFrameBuilder](#)

([BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

[BuildRegionMap\(GridStringBuilder, Region, int, int, int, int\)](#)

ColorRegionMapFrameBuilder

Build a map of a region.

Declaration

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)
```

▼

Particulars.Instructions

Type	Name	Description
+ BP.AdventureFramework.Extensions (GridStringBuilder) Region	gridStringBuilder	The string builder to use.
+ BP.AdventureFramework.Interpretation (BP.AdventureFramework.Assets.Locations.Region.html) int	region	The region.
+ BP.AdventureFramework.Logic (https://learn.microsoft.com/dotnet/api/system.int32) int	x	The x position to start building at.
+ BP.AdventureFramework.Rendering (https://learn.microsoft.com/dotnet/api/system.int32) int	y	The y position to start building at.
+ BP.AdventureFramework.Rendering.FrameBuilders (https://learn.microsoft.com/dotnet/api/system.int32) int	maxWidth	The maximum horizontal space available in which to build the map.
- BP.AdventureFramework.Rendering.FrameBuilders Color	maxHeight	The maximum vertical space available in which to build the map.

Implements

AnsiColor
IRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapBuilder.html)
(BP.AdventureFramework.Rendering)
ColorAboutFrameBuilder
(BP.AdventureFramework.Rendering)
ColorCompletionFrameBuilder
(BP.AdventureFramework.Rendering)
ColorConversationFrameBuilder
(BP.AdventureFramework.Rendering)
ColorGameOverFrameBuilder
(BP.AdventureFramework.Rendering)
ColorHelpFrameBuilder
(BP.AdventureFramework.Rendering)
ColorRegionMapBuilder
(BP.AdventureFramework.Rendering)
ColorRegionMapFrameBuilder

Class ColorRegionMapFrameBuilder

Provides a builder of color region map frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorRegionMapFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

IRegionMapFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.IRegionMapFrameBuilder.html\)](#))

([\(BP.AdventureFramework.Extensions.html\)](#))

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

([\(BP.AdventureFramework.Interpreters.html\)](#))

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](#))

+ **BP.AdventureFramework.**

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

([\(BP.AdventureFramework.Logic.html\)](#))

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

+ **BP.AdventureFramework.**

No rendering ([\(BP.html\)](#)).AdventureFramework ([\(BP.AdventureFramework.html\)](#)).Rendering

([\(BP.AdventureFramework.Rendering.FrameBuilders.html\)](#)) FrameBuilders ([\(BP.AdventureFramework.Rendering.FrameBuilders.html\)](#)).Color

([\(BP.AdventureFramework.Rendering.FrameBuilders.Color.html\)](#))

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

([\(BP.AdventureFramework.Rendering.html\)](#))

public sealed class ColorRegionMapFrameBuilder : IRegionMapFrameBuilder

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

([\(BP.AdventureFramework.Rendering.html\)](#))

AnsiColor

ColorRegionMapFrameBuilder(GridStringBuilder, IRegionMapBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorRegionMapFrameBuilder class.

([\(BP.AdventureFramework.Rendering.html\)](#))

Declaration

([\(BP.AdventureFramework.Rendering.html\)](#))

ColorConversationFrameBuilder

public ColorRegionMapFrameBuilder(GridStringBuilder gridStringBuilder, IRegionMapBuilder regionMapBuilder)

([\(BP.AdventureFramework.Rendering.html\)](#))

ColorGameOverFrameBuilder

([\(BP.AdventureFramework.Rendering.html\)](#))

Parameters

gridStringBuilder

([\(BP.AdventureFramework.Rendering.html\)](#))

regionMapBuilder

([\(BP.AdventureFramework.Rendering.html\)](#))

ColorRegionMapFrameBuilder

([\(BP.AdventureFramework.Rendering.html\)](#))

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.
IRegionMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRegionM apBuilder.html)	<i>regionMapBuilder</i>	A builder for region maps.

Conversations.Instructions (BP.AdventureFramework.Con

+ BP.AdventureFramework.

Extensions

Properties

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

BackgroundColor

Interpretation

(BP.AdventureFramework.Inter

Get or set the background color.

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logic

+ BP.AdventureFramework.

Property Value

Rendering

Type (BP.AdventureFramework.Render

Description

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

BorderColor

(BP.AdventureFramework.

Rendering.FrameBuilders.

Get or set the border color.

Color

Declaration

(BP.AdventureFramework.Render

AnsiColor
public AnsiColor BorderColor { get; set; }

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

Property Value

(BP.AdventureFramework.Render

Type ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

Description

AnsiColor (BP.AdventureFramework.Render

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

TitleColor

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

Get or set the title color.

ColorRegionMapBuilder

Declaration

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

Conversations.Instructions

(BP.AdventureFramework.Con

+ BP.AdventureFramework.

Methods

Extends

(BP.AdventureFramework.Exte

Build(Region, int, int)

Interpretation

Build a frame.

(BP.AdventureFramework.Inter

Declaration

+ BP.AdventureFramework.

Logic

```
public IFrame Build(Region region, int width, int height)
```

(BP.AdventureFramework.Logi

Parameters

Type	Name	Description
(BP.AdventureFramework.Render	region	The region.
Region (BP.AdventureFramework.Assets.Locations.Region.html)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

- BP.AdventureFramework.

Returns

Rendering.FrameBuilders.

Type

Color

(BP.AdventureFramework.Render	Description
AnsiColor (BP.AdventureFramework.Render	

Rendering.FrameBuilders.

Color (BP.AdventureFramework.Render

IRegionMapFrameBuilder	(BP.AdventureFramework.Render
ColorCompletionFrameBuilder (BP.AdventureFramework.Render	

ColorCompletionFrameBuilder
(BP.AdventureFramework.Render

ColorConversationFrameBuilder
(BP.AdventureFramework.Render

ColorGameOverFrameBuilder
(BP.AdventureFramework.Render

ColorHelpFrameBuilder
(BP.AdventureFramework.Render

ColorRegionFrameBuilder
(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder
(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder
(BP.AdventureFramework.Render

Class ColorRoomMapBuilder

Provides a color room map builder.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorRoomMapBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

IRoomMapBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

(**BP.AdventureFramework.Exte**

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

(**BP.AdventureFramework.Inter**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

+ **BP.AdventureFramework.**

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

(**BP.AdventureFramework.Logi**

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

+ **BP.AdventureFramework.**

No rendering

(**BP.AdventureFramework.Rep**

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**

public sealed class ColorRoomMapBuilder : IRoomMapBuilder

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework.Ren**

Properties

AnsiColor

(BP.AdventureFramework.Render

BoundaryColor

(BP.AdventureFramework.Render

Get or set the room boundary color.

(BP.AdventureFramework.Render

Declaration

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

public AnsiColor BoundaryColor { get; set; }

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

PropertyValueFrameBuilder

(BP.AdventureFramework.Render

Type

ColorRegionMapBuilder

Description

AnsiColor ([BP.AdventureFramework.Render](#)

Rendering.FrameBuilders.Color.AnsiColor.html

ColorRegionMapFrameBuilder

Corner

Get or set the character to use for corners.

Declaration

```
public char Corner { get; set; }
```

Conversations.Instructions

Property Value

([BP.AdventureFramework.Con](#)

Type

+ [BP.AdventureFramework.](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

Extensions

([BP.AdventureFramework.Exte](#)

HorizontalBoundary

Interpretation

([BP.AdventureFramework.Inter](#)

Get or set the character for horizontal boundaries.

Declaration

Logic

([BP.AdventureFramework.Log](#)

Rendering

Property Value

([BP.AdventureFramework.Render](#)

Type

([BP.AdventureFramework.Render](#)

Description

HorizontalExitBorder

- [BP.AdventureFramework.](#)

HorizontalExitBorder

([BP.AdventureFramework.HorizontalExi](#)

Get or set the character for horizontal exit borders.

Color

Declaration

([BP.AdventureFramework.Render](#)

ansiColor char HorizontalExitBorder { get; set; }

([BP.AdventureFramework.Render](#)

ColorAboutFrameBuilder

Property Value

([BP.AdventureFramework.Render](#)

Type

([BP.AdventureFramework.Render](#)

Description

([BP.AdventureFramework.Render](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([BP.AdventureFramework.Render](#)

ColorConversationFrameBuilder

([BP.AdventureFramework.Render](#)

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#)

ColorRegionMapBuilder

([BP.AdventureFramework.Render](#)

ColorRegionMapFrameBuilder

Get or set the character for item or character colors.

([BP.AdventureFramework.Render](#)

ColorRegionMapFrameBuilder

([BP.AdventureFramework.Render](#)

ColorRegionMapFrameBuilder

```
public AnsiColor ItemOrCharacterColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	

Conversations.Instructions

(BP.AdventureFramework.Conversations.Instructions)

ItemOrCharacterFramework

Extensions

Get or set the character used for representing there is an item or a character in the room.

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

Interpretation

```
public char ItemOrCharacterInRoom { get; set; }
```

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Type

(BP.AdventureFramework.Logic)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

KeyPadding

+ BP.AdventureFramework.

Get or set the padding between the key and the map.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Rendering.FrameBuilders)

- BP.AdventureFramework.

```
public int KeyPadding { get; set; }
```

Rendering.FrameBuilders.

Color

Property Value

(BP.AdventureFramework.Rendering.Color)

Type

AnsiColor

int

<https://learn.microsoft.com/dotnet/api/system.int32>)

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderer)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderer)

ColorConversationFrameBuilder

Get or set the character used for representing a locked exit.

(BP.AdventureFramework.Rendering.LockedExit)

Declaration

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderer)

ColorHelpFrameBuilder

```
public char LockedExit { get; set; }
```

(BP.AdventureFramework.Renderer)

ColorRegionMapBuilder

Property Value

(BP.AdventureFramework.Rendering.LockedExit)

ColorRegionMapFrameBuilder

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

LockedExitColor

Gets or sets the locked exit color.

([BP.AdventureFramework.Con](#))

+ **BP.AdventureFramework.**

```
public AnsiColor LockedExitColor { get; set; }
```

([BP.AdventureFramework.Exte](#))

Property Value

+ **BP.AdventureFramework.**

Type

([BP.AdventureFramework.Inter](#))

Description

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ **BP.AdventureFramework.**

Logic

UnvisitedExitColor

([BP.AdventureFramework.Logi](#))

Get or set the unvisited exit color.

([BP.AdventureFramework.](#))

Declaration

([BP.AdventureFramework.Render](#))

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

([BP.AdventureFramework.Render](#))

- Type

([BP.AdventureFramework.](#))

Description

AnsiColor ([BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Color

([BP.AdventureFramework.Render](#))

VerticalBoundary

([BP.AdventureFramework.Render](#))

Get or set the character to use for vertical boundaries.

([ColorAboutFrameBuilder](#))

Declaration

ColorCompletionFrameBuilder

([BP.AdventureFramework.Render](#))

public char VerticalBoundary { get; set; }

([ColorConversationFrameBuilder](#))

([BP.AdventureFramework.Render](#))

Property Value

([BP.AdventureFramework.Render](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Render](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

ColorRegionMapBuilder

([BP.AdventureFramework.Render](#))

ColorRegionMapFrameBuilder

Description

VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

Conversations.Instructions
Property Value
(BP.AdventureFramework.Con

Type

+ **BP.AdventureFramework.**

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

Extensions
+ **BP.AdventureFramework.**

VisitedExitColor
Interpretation

Get or set the color used for

Visited exits.

Declaration

Logic

```
public AnsiColor VisitedExitColor { get; set; }
```

+ **BP.AdventureFramework.**

Property Value
Rendering

Type **(BP.AdventureFramework.Render**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(BP.AdventureFramework.Render

Methods

Rendering.FrameBuilders.

Color

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

AnsiColor

Declaration

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

Declaration

(BP.AdventureFramework.Render

ColorCompletionFrameBuilder

```
public void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoint, KeyType key, int startX, int startY, out int endX, out int endY)
```

ColorConversationFrameBuilder

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

Parameters

(BP.AdventureFramework.Render

Type ColorHelpFrameBuilder

(BP.AdventureFramework.Render

GridStringBuilder

ColorRegionMapBuilder

(BP.AdventureFramework.Rendering.FrameBuilders.GridStringBu

lder.html)

ColorRegionMapFrameBuilder

Type	Name	Description
ColorHelpFrameBuilder	gridStringBuilder	The string builder to use.

Type	Name	Description
Room (BP.AdventureFramework.Assets.Locations.Room.html)	room	The room.
ViewPoint (BP.AdventureFramework.Assets.Locations.ViewPoint.html)	viewPoint	The viewpoint from the room.
Key Type (BP.AdventureFramework.Rendering.KeyType.html)	key	The key type.
Conversations Instructions int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start position, x.
(BP.AdventureFramework.Con int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start position, x.
+ BP.AdventureFramework. Extensions int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end position, x.
(BP.AdventureFramework.Exte int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end position, x.

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

IRoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRoomMapBuilder.html)

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

AnsiColor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

Class ColorSceneFrameBuilder

Provides a builder for color scene frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorSceneFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

ISceneFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html\)](#))

(BP.AdventureFramework.Exte

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

(BP.AdventureFramework.Inter

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](#))

↳ **BP.AdventureFramework.**

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

(BP.AdventureFramework.Logi

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

↳ **BP.AdventureFramework.**

Na

Rendering ([\(BP.html\).AdventureFramework \(BP.AdventureFramework.html\).Rendering](#))

([\(BP.AdventureFramework.Rendering.html\).FrameBuilders \(BP.AdventureFramework.Rendering.FrameBuilders.html\).Color](#)) ([\(BP.AdventureFramework.Rendering.FrameBuilders.Color.html\)](#))

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

public sealed class ColorSceneFrameBuilder : ISceneFrameBuilder

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

([\(BP.AdventureFramework.Render](#))

AnsiColor

ColorSceneFrameBuilder(GridStringBuilder, IRoomMapBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorSceneFrameBuilder class.

([\(BP.AdventureFramework.Render](#))

Declaration

([\(BP.AdventureFramework.Render](#))

ColorConversationFrameBuilder

public ColorSceneFrameBuilder(GridStringBuilder gridStringBuilder, IRoomMapBuilder roomMapBuilder) ([\(BP.AdventureFramework.Render](#))

ColorGameOverFrameBuilder

([\(BP.AdventureFramework.Render](#))

Parameters

gridStringBuilder

([\(BP.AdventureFramework.Render](#))

ColorRegionMapBuilder

([\(BP.AdventureFramework.Render](#))

ColorRegionMapFrameBuilder

Type	Name	Description
GridStringBuilder (BP.AdventureFramework.Rendering.FrameBuilders.GridString Builder.html)	<i>gridStringBuilder</i>	A builder to use for the string layout.
IRoomMapBuilder (BP.AdventureFramework.Rendering.FrameBuilders.IRoomMap Builder.html)	<i>roomMapBuilder</i>	A builder to use for room maps.

+ BP.AdventureFramework.

Extensions

Properties

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

BackgroundColor

Interpretation

(BP.AdventureFramework.Inter

Get or set the background color.

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logic

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

Type	Description
+BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html	

Rendering.FrameBuilders

(BP.AdventureFramework.Render

BorderColor

(BP.AdventureFramework.Render

Rendering.FrameBuilders.

Get or set the border color.

Color

(BP.AdventureFramework.Render

```
AnsiColor
public AnsiColor BorderColor { get; set; }
```

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

(BP.AdventureFramework.Render

Declaration

(BP.AdventureFramework.Render

Type	Description
ColorCompletionFrameBuilder (BP.AdventureFramework.Render	

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

GetOrSetCommandsColor

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

CommandsColor

Declaration

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Render

```
public AnsiColor CommandsColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) Conversations.Instructions (BP.AdventureFramework.Conversations)	

BP.AdventureFramework

DisplayMessagesInIsolation

Extensions

Get or set if messages should be displayed in isolation.

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

Interpretation

```
public bool DisplayMessagesInIsolation { get; set; }
```

(BP.AdventureFramework.Interpretation)

+ BP.AdventureFramework.

Logic

Type

(BP.AdventureFramework.Logic)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

InputColor

+ BP.AdventureFramework.

Get or set the input color.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Renderers)

- BP.AdventureFramework.

```
public AnsiColor InputColor { get; set; }
```

Rendering.FrameBuilders.

Color

Property Value

(BP.AdventureFramework.Renderers)

Type

AnsiColor

(BP.AdventureFramework.Renderers)

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderers)

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderers)

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderers)

Get or set if movement messages should be suppressed.

(BP.AdventureFramework.Renderers)

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderers)

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderers)

ColorRegionMapBuilder

(BP.AdventureFramework.Renderers)

ColorRegionMapFrameBuilder

(BP.AdventureFramework.Renderers)

ColorRegionMapFrameBuilder

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

TextColor

Gets the text color.

(**BPAdventureFramework.Extensions**)

Declaration

+ **BPAdventureFramework.Extensions**

```
public AnsiColor TextColor { get; set; }
```

(**BPAdventureFramework.Extensions**)

Property Value

+ **BPAdventureFramework.Extensions**

Type

(**BPAdventureFramework.Extensions**)

AnsiColor ([BPAdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ **BPAdventureFramework.Extensions**

Logic

(**BPAdventureFramework.Logic**)

Methods

+ **BPAdventureFramework.Extensions**

Rendering

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)

+ **BPAdventureFramework.Extensions**

Build a frame.

Rendering.FrameBuilders

Declaration

(**BPAdventureFramework.Rendering.FrameBuilders**)

- **BPAdventureFramework.Extensions**

```
public IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)
```

Color

(**BPAdventureFramework.Rendering.FrameBuilders**)

Parameters

Type	Name	Description
(BPAdventureFramework.Rendering.FrameBuilders)		
Room	room	Specify the Room.
(BPAdventureFramework.Rendering.FrameBuilders)		
ColorAboutFrameBuilder		
(BPAdventureFramework.Rendering.FrameBuilders)		
(BPAdventureFramework.Rendering.FrameBuilders)		
ColorCompletionFrameBuilder		
ViewPoint	viewPoint	Specify the viewpoint from the room.
(BPAdventureFramework.Rendering.FrameBuilders)		
(BPAdventureFramework.Rendering.FrameBuilders)		
ColorConversationFrameBuilder		
PlayableCharacter	player	Specify the player.
(BPAdventureFramework.Rendering.FrameBuilders)		
(BPAdventureFramework.Rendering.FrameBuilders)		
ColorHelpFrameBuilder		
String	message	Any additional message.
(BPAdventureFramework.Rendering.FrameBuilders)		
ColorRegionMapBuilder		
(BPAdventureFramework.Rendering.FrameBuilders)		
ColorRegionMapFrameBuilder		

Type	Name	Description
CommandHelp (BP.AdventureFramework.Interpretation.CommandHelp.html)	<i>contextualCommands</i>	The contextual commands to display.
		
KeyType (BP.AdventureFramework.Rendering.KeyType.html)	<i>keyType</i>	The type of key to use.
(BP.AdventureFramework.Con int (https://learn.microsoft.com/dotnet/api/system.int32) Extensions	<i>width</i>	The width of the frame.
+ BP.AdventureFramework. int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

(BP.AdventureFramework.Exte Returns

Type	Description
Interpretation IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)	
(BP.AdventureFramework.Inte	

+ BP.AdventureFramework.

Implements

(BP.AdventureFramework.Logi ISceneFrameBuilder (BP.AdventureFramework.Rendering.FrameBuilders.ISceneFrameBuilder.html)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Render

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Render

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Render

AnsiColor

(BP.AdventureFramework.Renderin

ColorAboutFrameBuilder

(BP.AdventureFramework.Renderin

ColorCompletionFrameBuilder

(BP.AdventureFramework.Renderin

ColorConversationFrameBuilder

(BP.AdventureFramework.Renderin

ColorGameOverFrameBuilder

(BP.AdventureFramework.Renderin

ColorHelpFrameBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapBuilder

(BP.AdventureFramework.Renderin

ColorRegionMapFrameBuilder

Class ColorTitleFrameBuilder

Provides a builder of color title frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorTitleFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

ITitleFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html\)](#))

([\(BP.AdventureFramework.Exte](#)

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

([\(BP.AdventureFramework.Inter](#)

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](#))

+ **BP.AdventureFramework.**

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

([\(BP.AdventureFramework.Logi](#)

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

+ **BP.AdventureFramework.**

Name ([\(BP.html\).AdventureFramework \(BP.AdventureFramework.html\).Rendering](#))

([\(BP.AdventureFramework.Rendering.html\).FrameBuilders \(BP.AdventureFramework.Rendering.FrameBuilders.html\).Color](#))

([\(BP.AdventureFramework.Rendering.FrameBuilders.Color.html\)](#))

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

([\(BP.AdventureFramework.Ren](#)

public sealed class ColorTitleFrameBuilder : ITitleFrameBuilder

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

([\(BP.AdventureFramework.Ren](#)

AnsiColor

ColorTitleFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorTitleFrameBuilder class.

([\(BP.AdventureFramework.Renderin](#)

Declaration

([\(BP.AdventureFramework.Renderin](#)

ColorCompletionFrameBuilder

public ColorTitleFrameBuilder(GridStringBuilder gridStringBuilder)

([\(BP.AdventureFramework.Renderin](#)

ColorGameOverFrameBuilder

Para ([\(BP.html\).AdventureFramework.Renderin](#)

ColorHelpFrameBuilder

([\(BP.AdventureFramework.Renderin](#)

StringRegionMapBuilder

([\(BP.AdventureFramework.Renderin](#)

ColorTitleFrameBuilder

Type		Name	Description
GridStringBuilder	((BP.AdventureFramework.Renderin	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Con

```
public ANSIColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

(BP.AdventureFramework.Exte

Type Description

+ BP.AdventureFramework.

ANSIColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Interpretation

(BP.AdventureFramework.Inter

BorderColor

AdventureFramework.

Logic

Get or set the border color.

(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BorderColor { get; set; }
```

(BP.AdventureFramework.Render

Property Value

BP.AdventureFramework.

Rendering.FrameBuilders

Type Description

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

DescriptionColor

(BP.AdventureFramework.Render

Get or set the description color.

AnsiColor

Declaration

```
public ANSIColor DescriptionColor { get; set; }
```

ColorAboutFrameBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

ColorCompletionFrameBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

ColorConversationFrameBuilder

Property Value

(BP.AdventureFramework.Render

Type Description

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorHelpFrameBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

ColorRegionMapFrameBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

ColorRegionMapBuilder

```
public ANSIColor DescriptionColor { get; set; }
```

ColorRegionMapFrameBuilder

Get or set the color.

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.ConversationsInstructions)	

+ BP.AdventureFramework.

Extensions

Methods

([BP.AdventureFramework.Extensions](#))

+ BP.AdventureFramework.

Build(string, string, int, int)

([BP.AdventureFramework.Interpretation](#))

Build a frame.

+ BP.AdventureFramework.

Declaration

Logic

([BP.AdventureFramework.Logic](#))

([BP.AdventureFramework.Logic](#)) (title, string description, int width, int height)

+ BP.AdventureFramework.

Parameters

Rendering

([BP.AdventureFramework.Rendering](#))

Type ([BP.AdventureFramework.Rendering](#))

+ BP.AdventureFramework.

String (<https://learn.microsoft.com/dotnet/api/system.string>)

Rendering.FrameBuilders

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(BP.AdventureFramework.Rendering.FrameBuilders)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

- BP.AdventureFramework.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Rendering.FrameBuilders

Color ([BP.AdventureFramework.Rendering](#))

Returns ([BP.AdventureFramework.Rendering](#))

Type AnsiColor

([BP.AdventureFramework.Rendering](#))

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorGameFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapFrameBuilder

Implements

ITitleFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))

([BP.AdventureFramework.Renderer](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapFrameBuilder

Class ColorTransitionFrameBuilder

Provides a builder of color transition frames.

Filter by title

Inheritance

Conversations.Instructions

↳ [\(BP.AdventureFramework.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ColorTransitionFrameBuilder

+ **BP.AdventureFramework.**

Implements

Extensions

ITransitionFrameBuilder ([\(BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html\)](#))

([\(BP.AdventureFramework.Extensions.html\)](#))

Inherited Members

+ **BP.AdventureFramework.**

object.Equals(object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](#))

([\(BP.AdventureFramework.Interpreters.html\)](#))

object.Equals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](#))

+ **BP.AdventureFramework.**

object.GetHashCode() ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](#))

object.GetType() ([\(https://learn.microsoft.com/dotnet/api/system.object.gettype\)](#))

([\(BP.AdventureFramework.Logic.html\)](#))

object.ReferenceEquals(object, object) ([\(https://learn.microsoft.com/dotnet/api/system.object.referenceequals\)](#))

+ **BP.AdventureFramework.**

No rendering ([\(BP.html\)](#)).AdventureFramework ([\(BP.AdventureFramework.html\)](#)).Rendering

([\(BP.AdventureFramework.Rendering.FrameBuilders.html\)](#))

([\(BP.AdventureFramework.Rendering.FrameBuilders.Color.html\)](#))

Assembly: BP.AdventureFramework.dll

Syntax

Rendering.FrameBuilders

([\(BP.AdventureFramework.Renderers.html\)](#))

public sealed class ColorTransitionFrameBuilder : ITransitionFrameBuilder

- **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Constructors

([\(BP.AdventureFramework.Renderers.html\)](#))

AnsiColor

ColorTransitionFrameBuilder(GridStringBuilder)

ColorAboutFrameBuilder

Initializes a new instance of the ColorTransitionFrameBuilder class.

([\(BP.AdventureFramework.Renderers.html\)](#))

Declaration

([\(BP.AdventureFramework.Renderers.html\)](#))

ColorCompletionFrameBuilder

([\(BP.AdventureFramework.Renderers.html\)](#))

ColorConversationFrameBuilder

public ColorTransitionFrameBuilder(GridStringBuilder gridStringBuilder)

([\(BP.AdventureFramework.Renderers.html\)](#))

ColorGameOverFrameBuilder

([\(BP.AdventureFramework.Renderers.html\)](#))

ColorHelpFrameBuilder

([\(BP.AdventureFramework.Renderers.html\)](#))

ColorRegionFrameBuilder

([\(BP.AdventureFramework.Renderers.html\)](#))

ColorStringRegionFrameBuilder

([\(BP.AdventureFramework.Renderers.html\)](#))

ColorTransitionFrameBuilder

([\(BP.AdventureFramework.Renderers.html\)](#))

Type		Name	Description
GridStringBuilder	((BP.AdventureFramework.Renderers.html))	gridStringBuilder	A builder to use for the string layout.

Properties

BackgroundColor

Get or set the background color.

Declaration

Conversations.Instructions

(BP.AdventureFramework.Con

```
public ANSIColor BackgroundColor { get; set; }
```

+ BP.AdventureFramework.

Property Value

Extensions

Type	Description
------	-------------

+ BP.AdventureFramework.

ANSIColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

Interpretation

(BP.AdventureFramework.Inter

BorderColor

AdventureFramework.

Logic

Get or set the border color.

(BP.AdventureFramework.Logi

Declaration

+ BP.AdventureFramework.

Rendering

```
public ANSIColor BorderColor { get; set; }
```

(BP.AdventureFramework.Render

Property Value

BP.AdventureFramework.

Type	Description
------	-------------

Rendering.FrameBuilders

(BP.AdventureFramework.Render

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

- BP.AdventureFramework.

Rendering.FrameBuilders.

Color

MessageColor

(BP.AdventureFramework.Render

Get or set the message color.

AnsiColor

Declaration

(BP.AdventureFramework.Render

ColorAboutFrameBuilder

```
public ANSIColor MessageColor { get; set; }
```

ColorCompletionFrameBuilder

(BP.AdventureFramework.Render

Property Value

ColorConversationFrameBuilder

Type	Description
------	-------------

(BP.AdventureFramework.Render

ColorGameOverFrameBuilder

AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)

(BP.AdventureFramework.Render

ColorHelpFrameBuilder

(BP.AdventureFramework.Render

ColorRegionMapBuilder

(BP.AdventureFramework.Render

ColorRegionMapFrameBuilder

Get or set the title color.

TitleColor

ColorRegionMapFrameBuilder

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html) (BP.AdventureFramework.ConversationsInstructions)	

+ BP.AdventureFramework.

Extensions

Methods

([BP.AdventureFramework.Extensions](#))

+ BP.AdventureFramework.

Build(string, string, int, int)

([BP.AdventureFramework.Interpreters](#))

Build a frame.

+ BP.AdventureFramework.

Declaration

Logic

([BP.AdventureFramework.Logic](#))

+ BP.AdventureFramework.

Parameters

Rendering

([BP.AdventureFramework.Rendering](#))

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>title</i>	The title to display to the user.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>message</i>	The message to display to the user.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>height</i>	The height of the frame.

Color

Returns

([BP.AdventureFramework.Rendering](#))

Type	Description
AnsiColor	

([BP.AdventureFramework.Renderer](#))

IFrame ([BP.AdventureFramework.Rendering.Frames.IFrame.html](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapFrameBuilder

Implements

ITransitionFrameBuilder ([BP.AdventureFramework.Rendering.FrameBuilders.ITransitionFrameBuilder.html](#))

([BP.AdventureFramework.Renderer](#))

ColorAboutFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorCompletionFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorConversationFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorHelpFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorGameOverFrameBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapBuilder

([BP.AdventureFramework.Renderer](#))

ColorRegionMapFrameBuilder

Namespace BP.AdventureFramework.Rendering.Frames

▼ Filter by title

Classes

(BP.AdventureFramework.Com)

+ BP.AdventureFramework.

GridTextFrame (BP.AdventureFramework.Rendering.Frames.GridTextFrame.html)

(BP.AdventureFramework.Com)

Displaying a command based interface.

+ BP.AdventureFramework.

Interfaces

Conversations.Instructions

(BP.AdventureFramework.Com)

IFrame (BP.AdventureFramework.Rendering.Frames.IFrame.html)

Extension object that is a frame that can display a command based interface.

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Ren

- BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Ren

GridTextFrame

Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

+ **BP.AdventureFramework** ([Object](#)) ([https://learn.microsoft.com/dotnet/api/system.object](#))

Commands

(**BP.AdventureFramework.Com**)

Implements

IFrame ([BP.AdventureFramework.Rendering.IFrame.html](#))

+ **BP.AdventureFramework**.

Inheritance

Conversations

(**BP.AdventureFramework.Com**)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

+ **BP.AdventureFramework.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

(**BP.AdventureFramework.Con**)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

+ **BP.AdventureFramework.**

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

Extensions

Namespace: BP (BP.html) AdventureFramework (BP.AdventureFramework.html).Rendering

(BP.AdventureFramework.Rendering.html).Frames (BP.AdventureFramework.Rendering.Frames.html)

+ **BP.AdventureFramework**.

Syntax

Interpretation

(**BP.AdventureFramework.Inter**)

```
public sealed class GridTextFrame : IFrame
```

+ **BP.AdventureFramework.**

Logic

(**BP.AdventureFramework.Logi**)

Constructors

+ **BP.AdventureFramework.**

Rendering

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

(BP.AdventureFramework.Render

Initializes a new instance of the GridTextFrame class.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Ren**)

```
public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiC  
olor backgroundColor)
```

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Parameters

(**BP.AdventureFramework.Ren**)

Type

- **BP.AdventureFramework.**

GridStringBuilder

Rendering.Frames

(BP.AdventureFramework.Rendering.FrameBuilders.GridString

(BP.AdventureFramework.Render

Builder.html)

GridTextFrame

-- -- . . . - . - . . .

Type	Name	Description
- BP.AdventureFramework.		

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorLeft</i>	The cursor left position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorTop</i>	The cursor top position.
AnsiColor ↳ (BP.AdventureFramework.Rendering.FrameBuilders.Color.AnsiColor.html)	<i>backgroundColor</i>	The background color.

+ BP.AdventureFramework.

Commands

([BP.AdventureFramework.Commands](#))

Properties

+ BP.AdventureFramework.

Conversations

AcceptsInput

([BP.AdventureFramework.Conversations.AcceptsInput](#))

Gets or sets if this Frame accepts input.

Conversations.Instructions

Declaration

([BP.AdventureFramework.Conversations.Instructions](#))

+ BP.AdventureFramework.

Extensions

Provides extension methods.

([BP.AdventureFramework.Extensions](#))

+ Type: BP.AdventureFramework.

Description

Interpretation

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

([BP.AdventureFramework.Interpretation](#))

+ BP.AdventureFramework.

BackgroundColor

([BP.AdventureFramework.Logging](#))

Get the background color.

+ BP.AdventureFramework.

Declaration

Rendering

([BP.AdventureFramework.Rendering](#))

Public [AnsiColor](#) *BackgroundColor* { get; }

+ BP.AdventureFramework.

Provides extension methods.

([BP.AdventureFramework.Rendering.FrameBuilders](#))

+ BP.AdventureFramework.

Provides extension methods.

([BP.AdventureFramework.Rendering.FrameBuilders](#))

- BP.AdventureFramework.

Get the cursor left position.

Rendering.Frames

Declaration

([BP.AdventureFramework.Rendering.Frames](#))

GridTextFrame

```
public int CursorLeft { get; }
```

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

+ BP.AdventureFramework.

Commands

CursorTop (BP.AdventureFramework.Com

Get the cursor top position.

Conversations

Decrement (BP.AdventureFramework.Con

```
public int CursorTop { get; }
```

+ BP.AdventureFramework.

Conversations.Instructions

Property Value (BP.AdventureFramework.Con

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

Extensions (BP.AdventureFramework.Exte

+ BP.AdventureFramework.

ShowCursor

Interpretation

(BP.AdventureFramework.Inter

Get or set if the cursor should be shown.

+ BP.AdventureFramework.

Declaration

Logic

(BP.AdventureFramework.Logic) set; }

+ BP.AdventureFramework.

Property Value

Rendering

Type (BP.AdventureFramework.Ren

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

Methods

Rendering.FrameBuilders.

Color

RenderTextWriter (BP.AdventureFramework.Render

Rendering.FrameBuilders. RenderTextWriter

BP.AdventureFramework.

Rendering.Frames

Declaration (BP.AdventureFramework.Render

GridTextFrame

```
public void Render(TextWriter writer)
```

Parameters

Type	Name	Description
TextWriter (https://learn.microsoft.com/dotnet/api/system.io.textwriter)	writer	The writer.

+ BP.AdventureFramework.

Commands

To**String()**

(BP.AdventureFramework.Com

Returns a string that represents the current object.

+ BP.AdventureFramework.

Conversations

Conversations.

public override string ToString()

+ BP.AdventureFramework.

Conversations.Instructions

Returns

(BP.AdventureFramework.Con

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	A string that represents the current object.

(BP.AdventureFramework.Exte

Overrides

+ BP.AdventureFramework.

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Interpretation

(BP.AdventureFramework.Inter

Implements

+ BP.AdventureFramework.

IFrame, (BP.AdventureFramework.Rendering.Frames.IFrame.html)

Logic

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Color

(BP.AdventureFramework.Ren

- BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Ren

GridTextFrame

— — —

Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Rendering (BP.AdventureFramework.Rendering.html).Frames (BP.AdventureFramework.Rendering.Frames.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Commands

Syntax

(BP.AdventureFramework.Com

+ **BP.AdventureFramework.**

Conversations

(BP.AdventureFramework.Con

+ **BP.AdventureFramework.**

Properties

Conversations.Instructions

(BP.AdventureFramework.Con

AcceptsInput

(BP.AdventureFramework.

Extensions

Get or Set if this Frame accepts input.

(BP.AdventureFramework.Exte

Declaration

+ **BP.AdventureFramework.**

Interpretation Input { get; set; }

(BP.AdventureFramework.Inter

Property Value

(BP.AdventureFramework.

Type

(BP.AdventureFramework.Logi

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

+ **BP.AdventureFramework.**

Rendering

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Get the cursor left position.

Rendering.FrameBuilders

Declaration

(BP.AdventureFramework.Render

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

Property Value

(BP.AdventureFramework.Render

Type

- **BP.AdventureFramework.**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Rendering.Frames

Description

(BP.AdventureFramework.Render

GridTextFrame

-- - . . . - . - . . .

CursorTop

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```

+ BP.AdventureFramework.

Type

(BP.AdventureFramework.Com

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ BP.AdventureFramework.

Conversations

SKBP.AdventureFramework.Com

+ BP.AdventureFramework.

Get or set the cursor should be shown.

Conversations.Instructions

Declaration

(BP.AdventureFramework.Com

+ BP.AdventureFramework.set; }

Extensions

(BP.AdventureFramework.Exte

+ BP.AdventureFramework.

Interpretation

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

Methods

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

Render(TextWriter)

(BP.AdventureFramework.Render

Render this frame on a writer.

+ BP.AdventureFramework.

Declaration

Rendering.FrameBuilders

(BP.AdventureFramework.Re

Void Render(TextWriter writer)

+ BP.AdventureFramework.

Partial class Rendering.FrameBuilders.

Color

Type (BP.AdventureFramework.Re

TextWriter (<https://learn.microsoft.com/dotnet/api/system.io.textwriter>)

- BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Re

GridTextFrame

Description

Description

Name

Description

writer

The writer.

▼

- + **BP.AdventureFramework.**
Commands
(**BP.AdventureFramework.Com**)
- + **BP.AdventureFramework.**
Conversations
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**
Conversations.Instructions
(**BP.AdventureFramework.Con**)
- + **BP.AdventureFramework.**
Extensions
(**BP.AdventureFramework.Exte**)
- + **BP.AdventureFramework.**
Interpretation
(**BP.AdventureFramework.Inter**)
- + **BP.AdventureFramework.**
Logic
(**BP.AdventureFramework.Logi**)
- + **BP.AdventureFramework.**
Rendering
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
(**BP.AdventureFramework.Render**)
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
(**BP.AdventureFramework.Render**)
- **BP.AdventureFramework.**
Rendering.Frames
(**BP.AdventureFramework.Render**)

GridTextFrame

— — . . . — . . .

Namespace BP.AdventureFramework. Utilities

▼ Filter by title

Classes

+ **BP.AdventureFramework.**

 Conversations

 OverworldMaker ([BP.AdventureFramework.Utilities.OverworldMaker.html](#))

 Provides a class for helping to make Regions.

+ **BP.AdventureFramework.**

 Conversations.Instructions

 RegionMaker ([BP.AdventureFramework.Utilities.RegionMaker.html](#))

 Provides a class for helping to make Regions.

+ **BP.AdventureFramework.**

 Extensions

Interfaces

([BP.AdventureFramework.Exte](#)

+ **BP.AdventureFramework.**

IAssetTemplate<T> ([BP.AdventureFramework.Utilities.IAssetTemplate-1.html](#))

([BP.AdventureFramework.IAsse](#)

 Provides a template for an asset.

+ **BP.AdventureFramework.**

 Logic

 ([BP.AdventureFramework.Logi](#)

+ **BP.AdventureFramework.**

 Rendering

 ([BP.AdventureFramework.Ren](#)

+ **BP.AdventureFramework.**

 Rendering.FrameBuilders

 ([BP.AdventureFramework.Ren](#)

+ **BP.AdventureFramework.**

 Rendering.FrameBuilders.

 Color

 ([BP.AdventureFramework.Ren](#)

+ **BP.AdventureFramework.**

 Rendering.Frames

 ([BP.AdventureFramework.Ren](#)

- **BP.AdventureFramework.**

 Utilities

Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Filter by title

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

+ **BP.AdventureFramework.**

Assembly: BP.AdventureFramework.dll

Commands

Syntax

(**BP.AdventureFramework.Com**

+ **BP.AdventureFramework.**

public interface IAssetTemplate<out T>

Conversations

(**BP.AdventureFramework.Con**

Type Parameters

+ **BP.AdventureFramework.**

Name Description

Conversations.Instructions

T The type of asset being templated.

(**BP.AdventureFramework.Con**

+ **BP.AdventureFramework.**

Extensions

Methods

+ **BP.AdventureFramework.**

Instantiate()

(**BP.AdventureFramework.Instantiate**

Instantiate a new instance of the templated asset.

+ **BP.AdventureFramework.**

Declaration
Logic

(**BP.AdventureFramework.Logic**

T Instantiate()

+ **BP.AdventureFramework.**

Rendering

Returns

(**BP.AdventureFramework.Rendering**

Type Description

+ **BP.AdventureFramework.**

T The asset.

Rendering.FrameBuilders

(**BP.AdventureFramework.Rendering.FrameBuilders**

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework.Rendering.FrameBuilders.Color**

+ **BP.AdventureFramework.**

Rendering.Frames

(**BP.AdventureFramework.Rendering.Frames**

- **BP.AdventureFramework.**

Utilities

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ BP.AdventureFramework.

↳ [Object](#)(<https://learn.microsoft.com/dotnet/api/system.object>)
(BP.AdventureFramework.Com)

Inherited Members

+ BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(BP.AdventureFramework.Com)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object_system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object_system-object)))

(BP.AdventureFramework.Com)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ BP.AdventureFramework.

Extensions

Namespace: BP ([BP.html](#)).AdventureFramework ([BP.AdventureFramework.html](#)).Utilities ([BP.AdventureFramework.Utilities.html](#))

(BP.AdventureFramework.Exte

Assembly: BP.AdventureFramework.dll

\$BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

Constructors

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

OverworldMaker(Identifier, Description, params RegionMaker[])

(BP.AdventureFramework.Overw

Initializes a new instance of the OverworldMaker class.

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren
Identifier identifier, Description description, params RegionM
aker[] regionMakers)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Parameters

Color

Type	Name	Description
Identifier (BP.AdventureFramework.Assets.Identifier.html)	<i>identifier</i>	An identifier for the region.
Description (BP.AdventureFramework.Assets.Description.html)	<i>description</i>	A description for the region.

- BP.AdventureFramework.

Utilities

Type	Name	Description
RegionMaker (BP.AdventureFramework.Utilities.RegionMaker.html) []	regionMakers	The region makes to use to construct regions.

▼

OverworldMaker(string, string, params RegionMaker[])

Commands

Initializes a new instance of the OverworldMaker class.

(BP.AdventureFramework.Con

Declaration

+ BP.AdventureFramework.

Conversations

```
public OverworldMaker(string identifier, string description, params RegionMaker[] re
(BP.AdventureFramework.Con
gionMakers)
```

+ BP.AdventureFramework.

Parameters

(BP.AdventureFramework.Con

Type

+ BP.AdventureFramework.

string

(https://learn.microsoft.com/dotnet/api/system.string)

(BP.AdventureFramework.Exte

string

(https://learn.microsoft.com/dotnet/api/system.string)

Interpretation

RegionMaker

(BP.AdventureFramework.Inter

(BP.AdventureFramework.Utilities.RegionMaker.html)

[]BP.AdventureFramework.

Logic

(BP.AdventureFramework.Logi

Methods

BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Re

Make()

+ BP.AdventureFramework.

Make an overworld

Rendering.FrameBuilders

(BP.AdventureFramework.Re

Details

+ BP.AdventureFramework.

public Overworld Make()

Rendering.FrameBuilders.

Color

Returns

(BP.AdventureFramework.Re

Type

+ BP.AdventureFramework.

Overworld (BP.AdventureFramework.Assets.Locations.Overworld.html)

Description

The created overworld.

Rendering.Frames

(BP.AdventureFramework.Re

- BP.AdventureFramework.

Utilities

▼

- + **BP.AdventureFramework.**
Commands
([BP.AdventureFramework.Com](#))
- + **BP.AdventureFramework.**
Conversations
([BP.AdventureFramework.Con](#))
- + **BP.AdventureFramework.**
Conversations.Instructions
([BP.AdventureFramework.Con](#))
- + **BP.AdventureFramework.**
Extensions
([BP.AdventureFramework.Exte](#))
- + **BP.AdventureFramework.**
Interpretation
([BP.AdventureFramework.Inter](#))
- + **BP.AdventureFramework.**
Logic
([BP.AdventureFramework.Logi](#))
- + **BP.AdventureFramework.**
Rendering
([BP.AdventureFramework.Ren](#))
- + **BP.AdventureFramework.**
Rendering.FrameBuilders
([BP.AdventureFramework.Ren](#))
- + **BP.AdventureFramework.**
Rendering.FrameBuilders.
Color
([BP.AdventureFramework.Ren](#))
- + **BP.AdventureFramework.**
Rendering.Frames
([BP.AdventureFramework.Ren](#))
- **BP.AdventureFramework.**
Utilities

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ BP.AdventureFramework.

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

(BP.AdventureFramework.Com)

Inherited Members

+ BP.AdventureFramework.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

(BP.AdventureFramework.Com)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object_system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object_system-object)))

(BP.AdventureFramework)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(BP.AdventureFramework.Com)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Extensions

Namespace: BP (BP.html).AdventureFramework (BP.AdventureFramework.html).Utilities (BP.AdventureFramework.Utilities.html)

(BP.AdventureFramework.Exte

Assembly: BP.AdventureFramework.dll

\$BP.AdventureFramework.

Interpretation

(BP.AdventureFramework.Inter

+ BP.AdventureFramework.

Logic

Constructors

(BP.AdventureFramework.Logi

+ BP.AdventureFramework.

RegionMaker(Identifier, Description)

Rendering

(BP.AdventureFramework.Ren

Initializes a new instance of the RegionMaker class.

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Ren

Identifier identifier, Description description)

+ BP.AdventureFramework.

Parameters

Rendering.FrameBuilders.

Type	Name	Description
(BP.AdventureFramework.Ren	Identifier	An identifier for the region.
Identifier (BP.AdventureFramework.Assets.Identifier.html)	identifier	An identifier for the region.

+ BP.AdventureFramework.

Rendering.Frames

(BP.AdventureFramework.Ren

RegionMaker(Identifier, Description)

Utilities

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```

Parameters

+ **BP.AdventureFramework.**

Type

Commands

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

(**BP.AdventureFramework.Con**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

identifier

An identifier for the region.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

description

A description for the region.

+ **BP.AdventureFramework.**

Conversations

(**BP.AdventureFramework.Con**

Properties

Conversations.Instructions

(**BP.AdventureFramework.Con**

this[int, int, int]

+ **BP.AdventureFramework.**

Get or set the room at a location.

Extensions

(**BP.AdventureFramework.Exte**

+ **BP.AdventureFramework.**

public Room this[int x, int y, int z] { get; set; }

Interpretation

(**BP.AdventureFramework.Inter**

Parameters

+ **BP.AdventureFramework.**

Type

Logic

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

(**BP.AdventureFramework.Logic**

x

The x position.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The y position.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

z

The z position.

(**BP.AdventureFramework.Ren**

Property Value

+ **BP.AdventureFramework.**

Rendering.FrameBuilders

(**BP.AdventureFramework.Rep**

Room (<https://learn.microsoft.com/dotnet/api/BP.AdventureFramework.Assets.Locations.Room.html>)

Description

The room.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

CanPlaceRoom(int, int, int)

(**BP.AdventureFramework.Ren**

Determine if a room can be placed at a location

BP.AdventureFramework.

Declaration

Utilities

```
public bool CanPlaceRoom(int x, int y, int z)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The X position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The Z position.

+ BP.AdventureFramework.

Returns

Commands

Type	Description
BP.AdventureFramework.Con	True if the room can be placed, else false.

Conversations

Type	Description
BP.AdventureFramework.Con	True if the room can be placed, else false.

Conversations.Instructions

(BP.AdventureFramework.Con)

GetRoomPositions()

+ BP.AdventureFramework.

Gets room positions.

(BP.AdventureFramework.Extensions)

Declaration

+ BP.AdventureFramework.

```
public RoomPosition[] GetRoomPositions()
```

(BP.AdventureFramework.Interpretation)

Returns

+ BP.AdventureFramework.

Type

Type	Description
BP.AdventureFramework.Logic	The room positions.

Logic

(BP.AdventureFramework.Logic)

+ BP.AdventureFramework.

Rendering

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders

(BP.AdventureFramework.Rendering)

+ BP.AdventureFramework.

Rendering.FrameBuilders.

Returns

Color

(BP.AdventureFramework.Rendering)

Type

Type	Description
BP.AdventureFramework.Region	The created region.

Region

(BP.AdventureFramework.Region)

Region ([BP.AdventureFramework.Assets.Locations.Region.html](#))

Rendering.Frames

(BP.AdventureFramework.Rendering)

Make(RoomPosition)

Utilities

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```

Parameters

+ **BP.AdventureFramework.**

Type

Commands

RoomPosition

(**BP.AdventureFramework.Com**

(BP.AdventureFramework.Assets.Locations.RoomPosition.html)

Name

Description

startPosition

The start position.

+ **BP.AdventureFramework.**

Conversations

Returns

(**BP.AdventureFramework.Con**

Type

Description

+ **BP.AdventureFramework.**

Region

(BP.AdventureFramework.Assets.Locations.Region.html)

The created region.

Conversations.Instructions

(**BP.AdventureFramework.Con**

MAKE(AdventureFramework).

Extensions

Make a region.

(**BP.AdventureFramework.Exte**

Declaration

+ **BP.AdventureFramework.**

Interpretation

```
public Region Make(int x, int y, int z)
```

(**BP.AdventureFramework.Inter**

+ **BP.AdventureFramework.**

Parameters

Logic

Type

(**BP.AdventureFramework.Logi**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

x

The start x position.

+ **BP.AdventureFramework.**

Rendering.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The start y position.

(**BP.AdventureFramework.Ren**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

z

The start z position.

+ **BP.AdventureFramework.**

Returns

Rendering.FrameBuilders

Type

(**BP.AdventureFramework.Ren**

Description

Region (BP.AdventureFramework.Assets.Locations.Region.html)

The created region.

+ **BP.AdventureFramework.**

Rendering.FrameBuilders.

Color

(**BP.AdventureFramework.Ren**

+ **BP.AdventureFramework.**

Rendering.Frames

(**BP.AdventureFramework.Ren**

- **BP.AdventureFramework.**

Utilities