

Namespace NetAF.Adapters

Classes

Filter by title

SystemConsoleAdapter (NetAF.Adapters.SystemConsoleAdapter.html)

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

IIOAdapter

Interfaces

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

SystemConsoleAdapter

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

IIOAdapter (NetAF.Adapters.IIOAdapter.html)

+ NetAF.Assets

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

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

Persistence

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

Interface IIOAdapter

Represents any object that provides an adapter for input.

Filter by title

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

Assemblies

Syntax

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

+ NetAF.Assets

Methods

+ NetAF.Assets.Attributes

RenderFrame (Attributes.html)

+ NetAF.Assets.Characters

Declaration
(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

RenderFrame (Interaction.html)

+ NetAF.Assets.Locations

Parameters
(NetAF.Assets.Locations.html)

Type

+ NetAF.Commands

IFrame (NetAF.Renderer.Frames.IFrame.html)

Name

Description

frame

The frame to render.

+ NetAF.Commands.

Persistence

Setup(Game)

(NetAF.Commands.Persistence.html)

Setup for a game.

+ NetAF.Conversations

Declaration
(NetAF.Conversations.html)

+ NetAF.Conversations.

void Setup(Game game)

Instructions

(NetAF.Conversations.Instruct

Parameters

+ NetAF.Extensions

Type
(NetAF.Extensions.html)

Game (NetAF.Logic.Game.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

WantsACKnowledge()
(NetAF.Logic.html)

Name

Description

game

The game to set up for.

Wait for acknowledgment.

Declaration

```
bool WaitForAcknowledge()
```

>Returns

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

SystemConsoleAdapter

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

WaitForInput()

+ NetAF.Assets

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

Wait for input.

Declaration

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

Returns

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

Persistence

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

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

+ NetAF.Logic

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

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

Description

The input.

Class SystemConsoleAdapter

Provides an adapter for the System.Console.

Filter by title

Inheritance

+ NetAF.Adapters

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

Implements

[IIOAdapter](#) (<https://learn.microsoft.com/dotnet/api/netaf.adapters.iioadapter>)
[IIoAdapter](#) (<https://learn.microsoft.com/dotnet/api/system.consoleadapter>)

Inherited Members

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

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

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

[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)))

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

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

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

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

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

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

Namespace: [NetAF](#) (<https://learn.microsoft.com/dotnet/api/netaf>) [Adapters](#) (<https://learn.microsoft.com/dotnet/api/netaf.adapters>)

+ NetAF.Assets.Interaction

Assembly: [NetAF.dll](#) (<https://learn.microsoft.com/dotnet/api/netaf.dll>)

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

Syntax

+ NetAF.Assets.Locations

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

public sealed class SystemConsoleAdapter : IIoAdapter

+ NetAF.Commands

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

t NetAF.Commands.

Methods

Persistence

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

RenderFrame(IFrame)

+ NetAF.Conversations

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

Delegates

Instructions

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

+ NetAF.Extensions

Parameters

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

Type

+ NetAF.Interpretation

[IFrame](#) (<https://learn.microsoft.com/dotnet/api/netaf.interpretation.iframe>)

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

| Type | Name | Description |
|--|-------|----------------------|
| IFrame (https://learn.microsoft.com/dotnet/api/netaf.interpretation.iframe) | frame | The frame to render. |

+ NetAF.Logic

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

Setup(Game)

Setup for a game.

Declaration

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

Part: NetAFAdapters

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

SystemConsoleAdapter
(NetAF.Adapters.SystemConsoleAdapter.html)

+ NetAFAssets

WaitForAcknowledge()

(NetAFAssets.html)

De: NetAFAssets.Attributes

(NetAFAssets.Attributes.html)

public bool WaitForAcknowledge()

+ NetAFAssets.Characters

(NetAFAssets.Characters.html)

Returns

+ NetAFAssets.Interaction

Type
(NetAFAssets.Interaction.html)

bool

+ NetAFAssets.Locations

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

+ NetAFCommands

(NetAFCommands.html)

WaitForInput()

+ NetAFCommands.

WaitForInput

Persistence

(NetAFCommands.Persistence.html)

Declaration

+ NetAFConversations

public string WaitForInput()

(NetAFConversations.html)

+ NetAFConversations.

Returns

Instructions

Type
(NetAFConversations.Instruct

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

+ NetAFExtensions

(NetAFExtensions.html)

Implementation

(NetAFInterpretation.html)

IIOAdapter (NetAF.Adapters.IIOAdapter.html)

+ NetAFLogic

(NetAFLogic.html)

▼

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

Namespace NetAF.Assets

Classes

Filter by title ▾

ConditionalDescription (NetAF.Assets.ConditionalDescription.html)

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

- NetAF.Assets

Description (NetAF.Assets.Description.html)

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

(NetAF.Assets.Description.html)

ExaminableObject (NetAF.Assets.ExaminableObject.html)

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

(NetAF.Assets.ExaminableObject.html)

ExaminationRequest (NetAF.Assets.ExaminationRequest.html)

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

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult (NetAF.Assets.ExaminationResult.html)

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

(NetAF.Assets.ExaminationScene.html)

ExaminationScene (NetAF.Assets.ExaminationScene.html)

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

(NetAF.Assets.IItemContainer.html)

Identifier (NetAF.Assets.Identifier.html)

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

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Structs

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Interfaces

IExaminable (NetAF.Assets.IExaminable.html)

Represents any object that is examinable.



IItemContainer (NetAF.Assets.IItemContainer.html)

+ NetAF.Adapters

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

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

(NetAF.Assets.html)

Represents any object that is visible to a player.

ConditionalDescription

(NetAF.Assets.ConditionalDescriptor)

Description

(NetAF.Assets.Description.html)

ExaminableObject

ExaminationCallback (NetAF.Assets.ExaminationCallback.html)

(NetAF.Assets.ExaminableObject.h)

Represents the callback for examinations.

ExaminationCallback

(NetAF.Assets.ExaminationCallbac

ExaminationRequest

(NetAF.Assets.ExaminationReques

ExaminationResult

(NetAF.Assets.ExaminationResult.I

ExaminationScene

(NetAF.Assets.ExaminationScene.I

IExaminable

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

+ **NetAF.Adapters**

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

- **NetAF.Assets** [Description](#)

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

Inherited Members

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

Assembly: [NetAF.dll](#)

Syntax:

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

Constructors

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

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

ConditionalDescription(string, string, Condition)

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

Represents a conditional description of an object.
 [Size](#) ([NetAF.Assets.Size.html](#))

Declaration:

+ **NetAF.Assets.Attributes**

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

+ **NetAF.Assets.Characters**

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

Parameters:

+ **NetAF.Assets.Interaction**

| Type | Name | Description |
|--|------------------------|-----------------------|
| (NetAF.Assets.Interaction.html) | | |
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>trueDescription</i> | The true description. |

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)
 string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **NetAF.Commands**

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

Properties

+ NetAF.Adapters

(NetAF.Adapters.html)
Condition

- NetAF.Assets

Get or set the condition

(NetAF.Assets.html)

Declaration

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

(NetAF.Assets.Description.html)

Property Value

(NetAF.Assets.ExaminableObject.h)

Type ExaminationCallback

(NetAF.Assets.ExaminationCallback)

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

ExaminationRequest

(NetAF.Assets.ExaminationRequest)

ExaminationResult

(NetAF.Assets.ExaminationResult.I)

ExaminationScene

(NetAF.Assets.ExaminationScene.I)

IExaminable

(NetAF.Assets.IExaminable.html)

Methods

GetDescription()

Get the description.

(NetAF.Assets.IItemContainer.html)

Declaration

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

override string GetDescription()

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Returns

Size (NetAF.Assets.Size.html)

Type

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Description

The description.

+ NetAF.Assets.Characters

Overrides

(NetAF.Assets.Characters.html)

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Class Description

Represents a description of an object.

Filter by title

Inheritance

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

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

- **NetAF.Assets**

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

Inherited Members

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

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

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

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

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

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

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

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

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

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

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

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

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

ExaminationResult

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

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

Assembly: NetAF

ExaminationScene

Syntax: `NetAF.Assets.ExaminationScene.I`

IExaminable

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

ItemContainer

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

IPlayerVisible

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

Identifier

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

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

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

Represents a description of an object.

+ **NetAF.Assets.Attributes**

Declaration

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

+ **NetAF.Assets.Characters**

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

Parameters

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

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

Properties

DefaultDescription

Get or set the description.

Declaration

(NetAF.Adapters.html)

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

- NetAF.Assets

(NetAF.Assets.html)

Property Value

ConditionalDescription

| Type | Description |
|---|-------------|
| (NetAF.Assets.ConditionalDescriptor.html) | |

Description

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

ExaminableObject

(NetAF.Assets.ExaminableObject.html)

Empty

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

Get an empty description.

ExaminationRequest

Declaration

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

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

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

Property Value

IExaminable

| Type | Description |
|---------------------------------|-------------|
| (NetAF.Assets.IExaminable.html) | |

Description

| | |
|---------------|--|
| ItemContainer | |
|---------------|--|

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

| | |
|----------------|--|
| IPlayerVisible | |
|----------------|--|

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

| | |
|------------|--|
| Identifier | |
|------------|--|

| | |
|--------------------------------|--|
| (NetAF.Assets.Identifier.html) | |
|--------------------------------|--|

| | |
|--|--|
| Item (https://learn.microsoft.com/dotnet/api/system.item) | |
|--|--|

| | |
|--|--|
| Size (https://learn.microsoft.com/dotnet/api/system.size) | |
|--|--|

GetDescription()

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Returns

+ NetAF.Assets.Locations

Type

(NetAF.Assets.Locations.html)

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

Description

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

+ NetAF.Commands

(NetAF.Commands.html)

▼

(NetAF.Adapters.html)

- NetAF.Assets

(NetAF.Assets.html)

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

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

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

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

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

Implements

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

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

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

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

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

Inherited Members

ExaminationScene

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

ExaminableObject

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

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

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

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

object.ReferenceEquals(object, object) ([NetAF.Assets.ReferenceEquals.html](#))

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

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

Assembly: NetAF.dll

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

Syntax

+ [NetAF.Assets.Attributes](#)

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

+ [NetAF.Assets.Characters](#)

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

+ [NetAF.Assets.Interaction](#)

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

+ [NetAF.Assets.Locations](#)

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

+ [NetAF.Commands](#)

Get the attribute manager for this object.

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

Declaration

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

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

Property Value

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

- NetAF.Assets

(NetAF.Assets.html)

Commands

ConditionalDescription

Get (NetAF.Assets.Commands.html)

Description

Declaration (NetAF.Assets.Description.html)

ExaminableObject

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

ExaminationCallback

Property Value (NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

Type (NetAF.Assets.ExaminationRequest.html)

ExaminationResult

CustomCommand (NetAF.Commands.CustomCommand.html)

(NetAF.Assets.ExaminationResult.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

Description

IExaminable

(NetAF.Assets.IExaminable.html)

Get or set a description of this object.

ItemContainer

Declaration (NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

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

Identifier

(NetAF.Assets.Identifier.html)

Property Value

Item (NetAF.Assets.Item.html)

Type Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

Description (NetAF.Assets.Description.html)

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

Examination (NetAF.Assets.Characters.html)

• NetAF.Assets.Interaction

All examination of this object.

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

ExaminationCallback Examination { get; set; }

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Property Value

(NetAF.Commands.html)

- NetAF.Commands

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

Identifier

Get this objects identifier.

- NetAF.Assets

Declaration

(NetAF.Assets.html)

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

Description

Property Value
(NetAF.Assets.Description.html)

Type ExaminableObject

(NetAF.Assets.ExaminableObject.html)

Identifier (NetAF.Assets.Identifier.html)

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

Get one if this is visible to the player.

IsPlayerVisible (NetAF.Assets.ExaminationScene.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

IExaminable

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

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Type Identifier

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

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Methods

NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Examine this object.

+ NetAF.Assets.Interaction

Declaration

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands

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

Returns

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

ConditionalDescription

(NetAF.Assets.ConditionalDescriptor.html)

RestoreFrom(ExaminableSerialization)

(NetAF.Assets.Description.html)

Restore this object from a serialization.
ExaminableObject

Declaration
NetAF.Assets.ExaminableObject.h

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

(NetAF.Assets.ExaminationRequest.html)

Parameters

ExaminationResult

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

ExaminationScene

ExaminableSerialization

(NetAF.Assets.ExaminationScene.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html)

IExaminable

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Returnsthe string representation of the current object.

Identifier

Declaration

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

public override string ToString()

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

Returns

(NetAF.Assets.Attributes.html)

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

+ NetAF.Assets.Interaction

Overrides

(NetAF.Assets.Interaction.html)

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

+ NetAF.Assets.Locations

Implements

(NetAF.Assets.Locations.html)

+ NetAF.Commands

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

INetAFCommands



- **NetAF.Assets**

(NetAF.Assets.html)

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

- + **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

- + **NetAF.Assets.Characters**

(NetAF.Assets.Characters.htm

- + **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html

- + **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

- + **NetAF.Commands**

(NetAF.Commands.html)

NetAF Commands

Delegate ExaminationCallback

Represents the callback for examinations.

Filter by title

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

- **NetAF.Assets**

Assembly: NetAF.dll

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

Syntax

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

Parameters

| Type | Name | Description |
|---------------------|---------|--------------------------|
| ExaminationCallback | request | The examination request. |

Returns

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

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

+ **NetAF.Assets.Attributes**

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

Class ExaminationRequest

Represents a request to examine an IExaminable.

Filter by title

Inheritance

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

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

Inherited Members

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

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

Assembly: NetAF.dll

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

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

 Identifier

Constructors

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

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

ExaminationRequest(IExaminable, ExaminationScene)

+ **NetAF.Assets.Attributes**

Represents a request to examine an IExaminable.

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

Declaration

+ **NetAF.Assets.Characters**

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

 public ExaminationRequest(IExaminable examinable, ExaminationScene scene)

+ **NetAF.Assets.Interaction**

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

Parameters

+ **NetAF.Assets.Locations**

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

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

Name

Description

| Type | Name | Description |
|---|------------|----------------------------|
| IExaminable (NetAF.Assets.IExaminable.html) | examinable | The object being examined. |

+ **NetAF.Commands**

ExaminationScene

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

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

scene

The scene the object is being examined from.

+ **NetAF.Commands.**

Persistence

ExaminationRequest(IExaminable, Game)

Initializes a new instance of the ExaminationRequest class.

Declaration

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

(NetAF.Assets.html)

Parameters

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

ConditionalDescription
(NetAF.Assets.ExaminableObject.html)

ExaminationCallback
(NetAF.Assets.ExaminationCallback.html)

Properties

ExaminationRequest
(NetAF.Assets.ExaminationRequest.html)

ExaminationResult
(NetAF.Assets.ExaminationResult.html)

Examinable
(NetAF.Assets.Examinable.html)

ExaminationScene
(NetAF.Assets.ExaminationScene.html)

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

IExaminable
(NetAF.Assets.IExaminable.html)

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

IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)

Properties
(NetAF.Assets.IPlayerVisible.html)

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

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

Scope (NetAF.Assets.Attributes.html)

GetNetAFAssetsCharacters

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

Property Value

(NetAF.Assets.Locations.html)

Type

+ NetAF.Commands

ExaminationScene (NetAF.Assets.ExaminationScene.html)

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

Description



(NetAF.Assets.html)

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

Class ExaminationResult

Represents the result of an examination.

Filter by title

Inheritance

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

Inherited Members

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

ItemContainer

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

Syntax

IPlayerVisible
(NetAF.Assets.IPlayerVisible.html)

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

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Constructors

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

ExaminationResult(string)

+ NetAF.Assets.Characters

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

Declarations

NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

public ExaminationResult(string description)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

+ NetAF.Commands

Type

(NetAF.Commands.html)

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

+ NetAF.Commands

Persistence

(NetAF.Commands.Persistence.html)

| Name | Description |
|-------------|------------------------------|
| description | A description of the result. |



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

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

Class ExaminationScene

Represents a scene that an examination occurs in.

Filter by title

Inheritance

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

Inherited Members

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

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

Assembly: NetAF.dll
NetAFHandler

Syntax

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

IPlayerVisible

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

Identifier

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

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

Constructors

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

+ NetAF.Assets.Attributes

[ExaminationScene\(Character, Room\)](#)

+ NetAF.Assets.Characters

Represents a scene that an examination occurs in.

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

Declaration

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

Parameters

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

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

+ NetAF.Conversations

ExaminationScene(Game)

Initializes a new instance of the ExaminationScene class.

Declaration

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

 ↳ Conditional description

Parameters

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

Properties

Examiner

Get the EXAMINER.

Declaration

(NetAF.Assets.IExaminable.html)

IItemContainer

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

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Property Value

Identifier

Type (NetAF.Assets.Identifier.html)

Description

Item (NetAF.Assets.Item.html)

Character (NetAF.Assets.Characters.Character.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

Get a default value for when there is no scene.

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

Description

ExaminationScene (NetAF.Assets.ExaminationScene.html)

+ NetAF.Commands.

Persistence

Room

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

Get the room the examinable is being examined from.

Declaration

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

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

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

Interface IExaminable

Represents any object that is examinable.

Filter by title

Inherited Members

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

ExaminationResult

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

IExaminable

(NetAF.Assets.IExaminable.html)

IItemContainer

Properties

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Attributes

(NetAF.Assets.Identifier.html)

Get the attribute manager for this object.

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Declaration

+ NetAF.Assets.Attributes

AttributeManager Attributes [get;]

+ NetAF.Assets.Characters

Property Value

(NetAF.Assets.Characters.html)

Type

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Commands

+ NetAF.Commands

Get or set this objects commands.

(NetAF.Commands.html)

Declaration

+ NetAF.Commands.

Persistence

CUSTOMCommand[] Commands { get; set; }

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

Property Value

NetAF.Conversation (NetAF.html)

Description

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

Description

Get or set a description of this object.

Description

Declaration
(NetAF.Assets.Description.html)

ExaminableObject

DeclarativeNetAFAssetsExaminableObject { get; set; }

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

Property Value

ExaminationRequest

Type
NetAF.Assets.ExaminationRequest

Description

ExaminationResult

Description (NetAF.Assets.Description.html)

(NetAF.Assets.ExaminationResult.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

Identifier

IExaminable

(NetAF.Assets.IExaminable.html)

Get the object's identifier.

Identifier

Declaration
(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier Identifier { get; }

(NetAF.Assets.Identifier.html)

Property Value

Item (NetAF.Assets.Item.html)

Type
Size (NetAF.Assets.Size.html)

Description

+ NetAF.Assets.Attributes

Identifier (NetAF.Assets.Identifier.html)

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Methods

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Examine(ExaminationScene)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

- NetAF.Commands

(NetAF.Commands.html)

ExaminationResult Examine(ExaminationScene scene)

+ NetAF.Commands.

Persistence

Parameters

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

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

Returns

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

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

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

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

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

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

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

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

+ **NetAF.Conversations**

Interface IItemContainer

Represents any object that is a container of items.

▼ Filter by title

Inherited Members

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

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

ItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

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

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Properties

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Items

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Get the items.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Property Value

+ NetAF.Commands

Type (NetAF.Commands.html)

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

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Methods

+ NetAF.Conversations

(NetAF.Conversations.html)

Description

AddItem(Item)

Add an item.

Declaration

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

 Description

Parameters
Type (NetAF.Assets.Description.html)

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

RemoveItem(Item)

Remove an item.
Parameters

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

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

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Interface IPlayerVisible

Represents any object that is visible to a player.

Filter by title

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

Assembly: NetAF.dll

Syntax (NetAF.Assets.ExaminableObject.h)

ExaminationCallback

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

(NetAF.Assets.ExaminationRequest.h)

ExaminationResult

(NetAF.Assets.ExaminationResult.h)

ExaminationScene

(NetAF.Assets.ExaminationScene.h)

IExaminable

(NetAF.Assets.IExaminable.html)

ItemContainer

Get (NetAF.Assets.ItemContainer.html)

IPlayerVisible

Declaration (NetAF.Assets.IPlayerVisible.html)

Identifier

bool IsPlayerVisible { get; set; }

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

Property Value

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

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

Description

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance

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

Implements

ExaminationRequest
(NetAF.Assets.ExaminationRequest.html)

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

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

Inherited Members

(NetAF.Assets.ExaminationScene.html)

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

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

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

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

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

(NetAF.Assets.Identifier.html)

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

Assembly: NetAF.dll

Size (NetAF.Assets.Size.html)

Syntax

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Constructors

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Identifier(string)

+ NetAF.Assets.Locations

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

(NetAF.Assets.Locations.html)

Declarations

NetAF.Commands

(NetAF.Commands.html)

 public Identifier(string name)

+ NetAF.Commands.

Persistence

Parameters

(NetAF.Commands.Persistence.html)

Type

+ NetAF.Conversations

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

(NetAFConversations.html)

+ NetAF.Conversations.

Instructions

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

Properties

Empty

Get an empty identifier.

Declaration

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

Property Value

(NetAF.Assets.ExaminationRequest)

Type ExaminationResult

(NetAF.Assets.ExaminationResult)

Identifier (NetAF.Assets.Identifier.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.I

IExaminable

IdentifiableName

(NetAF.Assets.Examinable.html)

IItemContainer

Get the name as a case insensitive identifier.

(NetAF.Assets.ItemContainer.html)

Declaration

(NetAF.Assets.IPlayerVisible.html)

Type Identifier

public string IdentifiableName { get; }

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Property Value

Size (NetAF.Assets.Size.html)

| Type | Description |
|---------------------------|-------------|
| + NetAF.Assets.Attributes | |

(NetAF.Assets.Attributes.html)

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Name

+ NetAF.Assets.Interaction

Get the name

(NetAF.Assets.Interaction.html)

Declaration

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

public string Name { get; }

+ NetAF.Commands

(NetAF.Commands.html)

Property Value

| Type | Description |
|------------------------------|-------------|
| + NetAF.Commands.Persistence | |

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

(NetAF.Commands.Persistence)

+ NetAF.Conversations

(NetAF.Conversations.html)

Methods

+ NetAF.Conversations.

Instructions

Equals(Identifier)

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

Declaration

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

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

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

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

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

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

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

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

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

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

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

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

Declaration

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

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

+ NetAF.Assets.Locations

`(NetAF.Assets.Locations.html)`

+ NetAF.Commands

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

+ NetAF.Conversations

`(NetAF.Conversations.html)`

`ToString()`

`+ NetAF.Conversations.`

`Instructions`

Returns a string that represents the current object.

Declaration

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

>Returns

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

Overrides

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

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

Implements

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

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

[Persistence](#)

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

[Instructions](#)

Class Item

Represents an item that can be used within the game.

Filter by title

Inheritance [System.Object](#)

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

Syntax

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



Constructors

ExaminationCallback

(NetAF.Assets.ExaminationCallbac

ExaminationRequest

Item(Identifier, Description, bool)

(NetAF.Assets.ExaminationReques

ExaminationResult

Initializes a new instance of the Item class.

(NetAF.Assets.ExaminationResult.I

Declaration

ExaminationScene

(NetAF.Assets.ExaminationScene.I

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

(NetAF.Assets.IExaminable.html)

ItemContainer

Parameters

(NetAF.Assets.IItemContainer.html)

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Item(String, string, bool)

+ NetAF.Assets.Characters

Initializes a new instance of the Item class.

(NetAF.Assets.Characters.htm

Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

+ NetAF.Conversations

(NetAF.Conversations.html)

Properties

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

Interaction

Get or set the interaction.

Declaration

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

Property Value

| Type | Description |
|------------------------------------|-------------|
| (NetAF.Assets.ExaminationCallback) | |

IsTakeable

Get or set if this is takeable.

(NetAF.Assets.IExaminable.html)

Declaration

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

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

Identifier

Property Value

(NetAF.Assets.Identifier.html)

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

Interact(item)

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Declaration

+ NetAF.Commands

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

+ NetAF.Commands.

Parameters

Persistence

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

+ NetAF.Conversations

(NetAF.Conversations.html)

Returns

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.html)

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

RestoreFrom(ItemSerialization)

Restore this object from a serialization:

ExaminationCallback

Declaration
NetAF.Assets.ExaminationCallback

ExaminationRequest

(NetAF.Assets.ExaminationRequest.Serialization serialization)

ExaminationResult

(NetAF.Assets.ExaminationResult.I

Parameters

ExaminationScene

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

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

Implementation
NetAF.Assets.IPlayerVisible.html

Identifier

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

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

Item (NetAF.Assets.Item.html)

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

Size (NetAF.Assets.Size.html)

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

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

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

Struct Size

Represents a size.

Filter by title

Inherited Members

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

Assembly Container

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

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)
public readonly struct Size
Identifier
(NetAF.Assets.Identifier.html)
Item ([NetAF.Assets.Item.html](#))

Constructors

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

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

Represents a size.

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

Declaration

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

Parameters

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

+ NetAF.Commands

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

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

Name

Description

width

The width.

height

The height.

Persistence

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Height

Instructions

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

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

Declaration

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

Property Value

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

Width

Declaration
ExaminationRequest
(NetAF.Assets.ExaminationRequest)

ExaminationResult
(NetAF.Assets.ExaminationResult)

GetExaminationScene
(NetAF.Assets.ExaminationScene)

Declaration
IExaminable

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

ItemContainer
(NetAF.Assets.IItemContainer.html)

IPlayerVisible

Property Value
(NetAF.Assets.IPlayerVisible.html)

Type
Identifier

(NetAF.Assets.Identifier.html)
int (<https://learn.microsoft.com/dotnet/api/system.int32>)
Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Namespace NetAF.Assets.Attributes

Classes

Filter by title

+ NetAF.Adapters

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

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

Provides a description of an attribute.

+ NetAF.Assets

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

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

- NetAF.Assets.Attributes

Provides a class for managing attributes.

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

Attribute

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

AttributeManager

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

Persistence

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

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

Class Attribute

Provides a description of an attribute.

Filter by title

Inheritance

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

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

↳ Attribute

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

Implements

- **NetAFAssets.Attributes**

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

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

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

Attribute

Inherited Members

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

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

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

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

+ **NetAFAssets.Characters**

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

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

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

+ **NetAFAssets.Interaction**

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

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

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

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

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

+ **NetAFAssets.Locations**

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

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

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

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

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

Persistence

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

Constructors

NetAF.Conversations

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

Attribute(string, string, int, int)

Instructions

Provides a description of an attribute.

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

Declaration

+ **NetAF.Extensions**

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

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

+ **NetAF.Interpretation**

Parameters

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

Type

+ **NetAF.Logic**

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

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

+ **NetAF.Persistence**

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


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

Property Value

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

+ NetAF.Assets

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

- NetAF.Assets.Attributes

Get the name of the attribute.

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

Declaration
Attribute

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

AttributeManager

(NetAF.Assets.Attributes.AttributeM

Property Value

+ NetAF.Assets.Characters

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

Description

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

+ NetAF.Assets.Locations

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

Methods

+ NetAF.Commands

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

FromSerialization(AttributeSerialization)

+ NetAF.Commands.

Create a new Attribute from a serialization.

Persistence

Declaration

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

+ NetAF.Conversations

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

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

Partial Type Instructions

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

Returns

+ NetAF.Interpretation

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

Description

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

+ NetAF.Persistence

RestoreFrom(AttributeSerialization)

Restore this object from a serialization.

Declaration

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

(NetAF.Adapters.html)

Parameters

+ **NetAF.Assets**

Type
(NetAF.Assets.html)

AttributeSerialization

- **NetAF.Assets.Attributes**

(NetAF.Serialization.Assets.AttributeSerialization.html)

(NetAF.Assets.Attributes.html)

Name

Description

serialization

The serialization to restore from.

Attribute

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

AttributeManager

IRestoreFromObjectSerialization

(NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Persistence**

Class AttributeManager

Provides a class for managing attributes.

Filter by title

Inheritance

+ NetAF.Assets

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

NetAF.Assets.Attributes

Implements

(NetAF.Assets.Attributes.html)

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

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

(NetAF.Assets.Attributes.Attribute.html)

Inherited Members

AttributeManager

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

+ NetAF.Assets.Characters

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

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

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

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

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

+ NetAF.Assets.Locations

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

Assembly: NetAF.dll

+ NetAF.Commands

Syntax

(NetAF.Commands.html)

+ NetAF.Commands

public sealed class AttributeManager : IRestoreFromObjectSerialization<AttributeManager>

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Properties

+ NetAF.Conversations.

Instructions

Count

(NetAF.Conversations.Instruct.html)

Get the number of attributes this manager has.

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

public int Count { get; }

(NetAF.Interpretation.html)

+ NetAF.Logic

Property Value

(NetAF.Logic.html)

Type

Description

+ NetAF.Persistence

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

(NetAF.Persistence.html)

Methods

Add(Attribute, int)

Add a value to an attribute.

Declaration

+ NetAF.Assets

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

- NetAF.Assets.Attributes

Parameters

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

Type Attribute

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

AttributeManager

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

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

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

+ NetAF.Assets.Characters

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

Add(String, int)

+ NetAF.Assets.Interaction

Add a value to an attribute.

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

Declaration

+ NetAF.Assets.Locations

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

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

+ NetAF.Commands

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

+ NetAF.Commands.

Persistence

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

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

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

+ NetAF.Conversations

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

GetAsDictionary()

Instructions

Get all attributes as a dictionary.

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

Declaration

+ NetAF.Extensions

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

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

+ NetAF.Interpretation

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

+ NetAF.Logic

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

+ NetAF.Persistence

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

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

+ NetAF.Assets

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

- NetAF.Assets.Attributes

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

Declaration

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

R NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

Description

An array of attributes.

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

+ NetAF.Assets.Locations

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

Get the value of an attribute.

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

+ NetAF.Commands.

public int GetValue(Attribute attribute)

Persistence

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

Parameters

+ NetAF.Conversations

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

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

Name

Description

[+ NetAF.Conversations.](#)

attribute

The attribute.

Instructions

Returns

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

Type

+ NetAF.Extensions

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

Description

The value.

+ NetAF.Interpretation

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

GetValue(String)

+ NetAF.Logic

Get the value of an attribute.

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

Declaration

+ NetAF.Persistence

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

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

Parameters

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

+ NetAF.Assets

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

| Type | Description |
|---|-------------|
| NetAF.Assets.Attributes (NetAF/Assets/Attributes.html) int (https://learn.microsoft.com/en-us/dotnet/api/system.int32) | The value. |

Attribute
(NetAF.Assets.AttributeManager.RemoveAttribute)

Remove an attribute

Remove an attribute
+ **NetAF.Assets.Characters**

Declaration

+ NetAEAssets.Interaction

public void Remove(Attribute
(NetAE Assets Interaction.html)

| + NetAF.Assets.Locations | | | |
|---------------------------------|--|------------------|----------------|
| Parameters | Type | Name | Description |
| | | <i>attribute</i> | The attribute. |
| + NetAF.Commands | Attribute (NetAF.Assets.Attributes.Attribute.html) | | |

± NetAE Commands

Reprise(facing)

Non-volatile (NetAECommands Persistence)

(NetAF.Command) Remove an attribute

+ NetAE Conversations

NetApp Declaration

卷之三

+ NetApp Convoy

Instructions

NETAL Parameters

| Name | Description |
|---|--|
| (NetAF.Extensions.html) string (https://learn.microsoft.com/dotnet/api/system.string) | <i>attributeName</i> The name of the attribute. |

+ NetAF.Interpretation

(NetAF.Interpretation.html)

RemoveAll()

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

D Net AE Persistence

Dataland Persistence
[\(NetAE Persistence.html\)](#)

```
public void RemoveAll()
```

RestoreFrom(AttributeManagerSerialization)

Restore this object from a serialization.

+ NetAF.Assets

Declaration

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

- NetAF.Assets.Attributes

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

Parameters

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

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

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

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

+ NetAF.Assets.Characters

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

Subtract(Attribute, int)

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

Subtract a value from an attribute.

+ NetAF.Assets.Locations

Declaration

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

+ NetAF.Commands

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

Parameters

+ NetAF.Commands.

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

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

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

Name

Description

[attribute](#)

The attribute.

+ NetAF.Conversations

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

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

[value](#)

The value.

+ NetAF.Conversations.

Subtract(string, int)

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

Subtract a value from an attribute.

+ NetAF.Extensions

Declaration

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

+ NetAF.Interpretation

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

Parameters

+ NetAF.Logic

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

Name

Description

+ NetAF.Persistence

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

[attributeName](#)

The name of the attribute.

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

Implements

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

+ **NetAF.Assets**

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

- **NetAF.Assets.Attributes**

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

Attribute

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

AttributeManager

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

+ **NetAF.Assets.Characters**

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

+ **NetAF.Persistence**

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

Namespace NetAF.Assets.Characters

Classes

Filter by title

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

+ **NetAF.Assets**

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

+ **NetAF.Assets.Attributes**

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

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

- **NetAF.Assets.Characters**

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

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

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

IConverser

Interfaces

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

PlayableCharacter
Represents an object that can converse.
[\(NetAF.Assets.Characters.PlayableCharacter.html\)](#)

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

+ **NetAF.Interpretation**

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

Class Character

Represents a generic in game character.

Filter by title

Inheritance

+ **NetAF.Assets**

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

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

+ **NetAF.Assets.Attributes**

↳ Character

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

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

- **NetAF.Assets.Characters**

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

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

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

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

IConverser

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

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

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

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

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

Inherited Members

+ **NetAF.Assets.Interaction**

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

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)

+ **NetAF.Assets.Locations**

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

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

ExaminableObject.Description

+ **NetAF.Commands**

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

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

ExaminableObject.Commands

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

ExaminableObject.Attributes

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

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

ExaminableObject.Examine(ExaminationScene)

+ **NetAF.Conversations**

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

ExaminableObject.IsPlayerVisible

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

ExaminableObject.RestoreFrom(ExaminableSerialization)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_Assets_ExaminableSerialization_)

+ **NetAF.Extensions**

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

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

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

+ **NetAF.Interpretation**

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

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

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

+ **NetAF.Logic**

Declaration

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

Property Value

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Methods

- NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

AddItem(item)

Character

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

Declaration
NetAF.Assets.Characters.IConverser

NonPlayableCharacter

public void AddItem(Character item)

PlayableCharacter

(NetAF.Assets.Characters.Playable)

Parameters

+ NetAF.Assets.Interaction

Type

(NetAF.Assets.Interaction.html)

Item (NetAF.Assets.Item.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

FIndItem(string, out Item, bool)

(NetAF.Commands.html)

Find an item.

+ NetAF.Commands.

Declaration

Persistence

(NetAF.Commands.Persistence)

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

+ NetAF.Conversations

(NetAF.Conversations.html)

Parameters

+ NetAF.Conversations.

Type Instructions

(NetAF.Conversations.Instruction)

string

Name

Description

The items name.

+ NetAF.Extensions

(NetAF.Extensions.html)

Item (NetAF.Assets.Item.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

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

>Returns

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

GiveItemToCharacter

(NetAF.Assets.Characters.html)

Give an item to another in game Character.

Character

Declaration:

`(NetAF.Assets.Characters.Character)`

IConverser

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

NonPlayableCharacter

`(NetAF.Assets.Characters.NonPlay`

Parameters

PlayableCharacter

Type: `NetAF.Assets.Characters.Playable`

Name

Description

+ NetAF.Assets.Interaction

item

The item to give.

(NetAF.Assets.Interaction.html)

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

character

The Character to give the item to.

+ NetAF.Assets.Locations

Returns:

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Description

b (NetAF.Commands.html)

True if the transaction completed OK, else false.

+ NetAF.Commands.

Persistence

HasItem(item, bool)

(NetAF.Commands.Persistence.html)

Determine if this PlayableCharacter has an item.

+ NetAF.Conversations

Declaration:

(NetAF.Conversations.html)

+ NetAF.Conversations.

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

Instructions

(NetAF.Conversations.Instruct

Parameters

+ NetAF.Extensions

Type (NetAF.Extensions.html)

Name

Description

Item (NetAF.Assets.Item.html)

item

The item.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

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

>Returns

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Interact(\$item).Characters

(NetAF.Assets.Characters.html)

Interact with an item.

Character

Declaration:

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

IConverser

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

NonPlayableCharacter

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

Parameters:

PlayableCharacter

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

Name

Description

+ NetAF.Assets.Interaction

item

The item to interact with.

(NetAF.Assets.Interaction.html)

Returns

+ NetAF.Assets.Locations

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

Description

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

The result of the interaction.

+ NetAF.Commands

(NetAF.Commands.html)

Persistence

Interact with a specified item.

(NetAF.Commands.Persistence.html)

Declaration:

+ NetAF.Conversations

(NetAF.Conversations.html)

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

+ NetAF.Conversations.

Instructions

Parameters:

(NetAF.Conversations.Instruction.html)

Name

Description

+ NetAF.Extensions

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

(NetAF.Extensions.html)

item

The item to interact with.

* NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

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



+ **NetAF.Assets**

(NetAF.Assets.html)

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

- **NetAF.Assets.Characters**

(NetAF.Assets.Characters.htm

Character

(NetAF.Assets.Characters.Character.html)

IConverser

(NetAF.Assets.Characters.IConverser.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Interface IConverser

Represents an object that can converse.

Filter by title

Inherited Members

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

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

+ **NetAF.Assets.Attributes**

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

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

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

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

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

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

Character

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

IRestoreFromObjectSerialization<ExaminableSerialization>.RestoreFrom(ExaminableSerialization)

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

1.html#NetAF_Serialization_IRestoreFromObjectSerialization_1_RestoreFrom__0_

NonPlayableCharacter

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

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

Assembly: NetAF.dll

PlayableCharacter

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

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

Properties

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

+ **NetAF.Commands.**

Conversation

Persistence

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

Get or set the conversation.

Declaration:

+ **NetAF.Conversations**

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

Conversation Conversation { get; set; }

+ **NetAF.Conversations.**

Instructions

Property Value

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

Type

+ **NetAF.Extensions**

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

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

Description

+ **NetAF.Interpretation**

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

+ **NetAF.Logic**

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

▼

- (NetAF.Assets.html)
- + NetAF.Assets.Attributes
(NetAF.Assets.Attributes.html)
- NetAF.Assets.Characters
(NetAF.Assets.Characters.html)
 - Character
(NetAF.Assets.Characters.Character.html)
 - IConverser
(NetAF.Assets.Characters.IConverser.html)
 - NonPlayableCharacter
(NetAF.Assets.Characters.NonPlayableCharacter.html)
 - PlayableCharacter
(NetAF.Assets.Characters.PlayableCharacter.html)
- + NetAF.Assets.Interaction
(NetAF.Assets.Interaction.html)
- + NetAF.Assets.Locations
(NetAF.Assets.Locations.html)
- + NetAF.Commands
(NetAF.Commands.html)
- + NetAF.Commands.
Persistence
(NetAF.Commands.Persistence.html)
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
(NetAF.Conversations.Instructions.html)
- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)

Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

+ **NetAF.Assets.Attributes**

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

- **NetAF.Assets.Characters**

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

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

Implements

Character

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

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

IConverser

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

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

NonPlayableCharacter

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

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

PlayableCharacter

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

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

+ **NetAF.Assets.Interaction**

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

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

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

+ **NetAF.Assets.Locations**

Inherited Members

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

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

+ **NetAF.Commands**

Character.Interaction

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

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

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

Character.AddItem (Item, bool)

Persistence

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

System.Boolean_

Character.FindItem (string, out Item, bool)

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

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

F_Assets_Item__System.Boolean_

+ **NetAF.Conversations**

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

Character.Give (NetAF_Assets_Item_NetAF_Assets_Characters_Character)

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

Character.Interact (Item)

+ **NetAF.Extensions**

Character.Interact (NetAF_Assets_Characters.Character.html#NetAF_Assets_Characters_Character_Interact_NetAF_Assets_Item_)

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

Character.AddItem (Item)

+ **NetAF.Interpretation**

Character.AddItem (NetAF_Assets_Characters.Character.html#NetAF_Assets_Characters_Character_AddItem_NetAF_Assets_Item_)

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

Character.RemoveItem (Item)

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

+ **NetAF.Logic**

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

+ **NetAF.Persistence**

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

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

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

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

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

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

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

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

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

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

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

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

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

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

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

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

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

Na(NetAF.Commands.html)

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

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

+ **NetAF.Conversations.**

Instructions
(NetAF.Conversations.Instruct)

CONSTRUCTORS

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

NonPlayableCharacter(Identifier, Description, Conversation)

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

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

+ **NetAF.Persistence**

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

Parameters

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

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

(NetAF.Assets.Characters.NonPlayableCharacter)

Initializes a new instance of the NonPlayableCharacter class.

(NetAF.Assets.Characters.Playable)

Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

public NonPlayableCharacter(Identifier identifier, Description description, Conversation

conversation, bool isAlive, InteractionCallback interaction)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

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

(NetAF.Extensions.html)

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

+ NetAF.Logic

Initializes a new instance of the NonPlayableCharacter class.

(NetAF.Logic.html)

Declaration

+ NetAF.Persistence

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

Parameters

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

+ NetAF.Assets.Locations

NonPlayableCharacter(string, string, Conversation)

+ NetAF.Commands

Initializes a new instance of the NonPlayableCharacter class.

(NetAF.Commands.html)

Declaration

+ NetAF.Commands.

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

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

Instructions

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

+ NetAF.Extensions

string

(NetAF.Extensions.html)

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

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Conversation
(NetAF.Conversations.Conversation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Properties

Conversation

Get or set the conversation.

Declaration

+ **NetAF.Assets.Attributes**

public Conversation Conversation { get; set; }

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

- **NetAF.Assets.Characters**

Property Value

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

Type

Character

Description

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

IConverser

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

NonPlayableCharacter

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

PlayableCharacter

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

Methods

+ **RestoreFrom(NonPlayableCharacterSerialization)**

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

Restore this object from a serialization.

+ **NetAF.Assets.Locations**

Declaration

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

+ **NetAF.Commands**

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

Parameters

+ **NetAF.Commands.**

Type

Persistence

Name

Description

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

serialization

The serialization to restore from.

+ **NetAF.Conversations**

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

Implements

+ **NetAF.Conversations.**

Instructions

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

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

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

+ **NetAF.Extensions**

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

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

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

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

+ **NetAF.Interpretation**

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

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

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

+ **NetAF.Logic**

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

+ **NetAF.Persistence**

▼

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

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

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

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

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

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

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

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

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

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

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

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

+ **NetAF.Persistence**

Class PlayableCharacter

Represents a playable character.

Filter by title

Inheritance

- ([NetAFAssets.Attributes.html](#))
 - ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- **NetAFAssets.Characters**
 - ↳ ExaminableObject ([NetAFAssets.ExaminableObject.html](#))
 - ↳ Character ([NetAFAssets.Characters.Character.html](#))
 - ↳ PlayableCharacter
 - Character
 - Implements
 - ([NetAFAssets.Characters.Character.html](#))
 - IInteractWithItem ([NetAFAssets.Interaction.IInteractWithItem.html](#))
 - ItemContainer ([NetAFAssets.ItemContainer.html](#))
 - IConverger ([NetAFAssets.Characters.IConverger.html](#))
 - IExaminable ([NetAFAssets.IExaminable.html](#))
 - NonPlayableView ([NetAFAssets.NonPlayableVisible.html](#))
 - IPlayerVisible ([NetAFAssets.IPlayerVisible.html](#))
 - IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<ExaminableSerializable ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>
 - IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CharacterSerializable ([NetAF.Serialization.Assets.CharacterSerialization.html](#))>
 - + **NetAFAssets.Interaction**
 - ([NetAFAssets.Interaction.html](#))
 - Inherited Members
 - + **NetAFAssets.Locations**
 - Character.IsAlive ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_IsAlive)
 - ([NetAFAssets.Locations.html](#))
 - Character.Interaction
 - ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Interaction)
 - + **NetAFCommands**
 - Character.Kill() ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Kill)
 - ([NetAFCommands.html](#))
 - Character.HasItem(item, bool)
 - ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_HasItem_NetAF_Assets_Item_System_Boolean_)
 - + **NetAFCommands**
 - Character.FindItem(string, out Item, bool)
 - ([NetAFCommands.Persistence.html](#))
 - Character.FindItem([System.String](#), [NetAF_Assets_Assets](#))
 - + **NetAFConversations**
 - FAssetItem ([System.Boolean_](#))
 - Character.Give(item, Character)
 - ([NetAFConversations.html](#))
 - ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Give_NetAF_Assets_Item_NetAF_Assets_Character)
 - + **NetAFConversations**
 - Character.GetLastItem()
 - ([NetAFConversations.Instruction.html](#))
 - Character.Items ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Items)
 - + **NetAFExtensions**
 - Character.AddItem([Item](#))
 - ([NetAFExtensions.html](#))
 - Character.RemoveItem([Item](#))
 - + **NetAFInterpretation**
 - ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_RemoveItem_NetAF_Assets_Item)
 - ([NetAFInterpretation.html](#))
 - Character.RestoreFrom(CharacterSerialization)
 - + **NetAFLogic**
 - ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_RestoreFrom_NetAF_Serialization_Assets_CharacterSerialization_)
 - ([NetAFLogic.html](#))
 - + **NetAFPersistence**
 - ([NetAF Persistence.html](#))

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

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

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

- NetAF.Assets.Characters

Initializes a new instance of the PlayableCharacter class.

(NetAF.Assets.Characters.html)

Declaration

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

Parameters

PlayableCharacter

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

+ NetAF.Commands.

Persistence

PlayableCharacter(string, string, params Item[])

(NetAF.Commands.Persistence.html)

Initializes a new instance of the PlayableCharacter class.

+ NetAF.Conversations

Declaration

(NetAF.Conversations.html)

+ NetAF.Conversations.

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

(NetAF.Conversations.Instruct.html)

Parameters

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

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

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

(NetAF.Persistence.html)

Initializes a new instance of the PlayableCharacter class.

Declaration

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



Parameters

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

+ NetAF.Assets.Locations

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

Properties

+ NetAF.Commands

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

CanConverse

+ NetAF.Commands.

Get if this playable character can converse with an IConverser.

Persistence

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

+ NetAF.Conversations

public bool CanConverse { get; }

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

+ NetAF.Conversations.

Property Value

Instructions

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

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

+ NetAF.Extensions

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

+ NetAF.Interpretation

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

+ NetAF.Logic

[UserItem\(IItem, IInteractWithItem\)](#)

+ NetAF.Persistence

Use an item.

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

Description

Declaration

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

Parameters

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

Returns

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

Implements

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

+ **NetAF.Assets.Interaction**

ItemContainer (NetAF.Assets.ItemContainer.html)

(NetAF.Assets.Interaction.html)

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

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

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Namespace NetAF.Assets.Interaction

Classes

Filter by title

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

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

(NetAF.Assets.Attributes.html)

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

+ NetAF.Assets.Characters

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

- NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

Represents a result.
Condition

(NetAF.Assets.Interaction.Condition)

InteractWithItem

(NetAF.Assets.Interaction.IInteractWithItem)

InteractionCallback

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

Represents any object that can interact with an item.

(NetAF.Assets.Interaction.IInteractWithItem)

Enums

InteractionEffect

(NetAF.Assets.Interaction.InteractionEffect)

Reaction

(NetAF.Assets.Interaction.Reaction)

ReactionResult

(NetAF.Assets.Interaction.ReactionResult)

Enumeration of interaction effects.
(NetAF.Assets.Interaction.ReactionResult)

Result

(NetAF.Assets.Interaction.Result)

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

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

+ NetAF.Assets.Locations

Enumeration of reaction results.
(NetAF.Assets.Locations.html)

Delegates

NetAF.Commands

(NetAF.Commands.html)

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

Persistence

Represents a callback for conditions.
(NetAF.Commands.Persistence)

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

(NetAF.Conversations.html)

Represents the callback for interacting with objects.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

▼

(NetAF.Assets.html)

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

- NetAF.Assets.Interaction

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

Condition

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

IInteractWithItem

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

InteractionCallback

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

InteractionEffect

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

InteractionResult

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

Reaction

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

ReactionResult

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

Result

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

Persistence

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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

Delegate Condition

Represents a callback for conditions.

Filter by title

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

Assembly: NetAF.dll

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

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

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

Persistence

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

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

Assembly: NetAF.dll

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

public interface IInteractWithItem

- **NetAF.Assets.Interaction**

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

Condition

Methods

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

IInteractWithItem

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

Interact(Item)

InteractionCallback

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

Interact with an item.

InteractionEffect

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

Declaration

InteractionResult

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

InteractionResult

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

Reaction

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

Parameters

ReactionResult

| Type | Name | Description |
|---|------|----------------------------|
| NetAF.Assets.Interaction.ReactionResult | item | The item to interact with. |

+ **NetAF.Assets.Locations**

Returns

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

Type

+ **NetAF.Commands**

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

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

Description

The result of the interaction.

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

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

+ **NetAF.Extensions**

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

Delegate InteractionCallback

Represents the callback for interacting with objects.

Filter by title

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

Assembly: NetAF.dll

+ **NetAF.Assets.Characters**

Syntax
(NetAF.Assets.Characters.html)

- **NetAFAssetsInteraction**

(NetAF.Assets.Interaction.html)

Parameters

Condition

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

InteractionCallback

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

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

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

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

Reaction

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

ReactionResult

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

Result

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

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

- NetAF.Assets.Interaction

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

Condition

(NetAF.Assets.Interaction.Condition)

IInteractWithItem

(NetAF.Assets.Interaction.IInteract)

InteractionCallback

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

Result

(NetAF.Assets.Interaction.Result)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

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

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

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

- **NetAF.Assets.Interaction**

↳ InteractionResult

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

Inherited Members

Condition

Result ([NetAF.Assets.NetAF_Assets_Interaction.Result.html#NetAF_Assets_Interaction_Result_Description](#))

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

NetAF.Assets.Interaction.IInteract

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

(NetAF.Assets.Interaction.Reaction)

Assembly: NetAF.dll

ReactionResult

Syntax

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

Result

public sealed class InteractionResult : Result

+ **NetAF.Assets.Locations**

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

Constructors

+ **NetAF.Commands**

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

InteractionResult(InteractionEffect, Item)

+ **NetAF.Commands.**

Initializes a new instance of the InteractionResult class.

Persistence

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

+ **NetAF.Conversations**

public InteractionResult(InteractionEffect effect, Item item)

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

+ **NetAF.Conversations.**

Parameters

Instructions

Type

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

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

+ **NetAF.Extensions**

Item

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

| Type | Name | Description |
|--|--------|------------------------------------|
| (NetAF.Conversations.Instruct) | effect | The effect of this interaction. |
| (NetAF.Extensions.html) | item | The item used in this interaction. |

+ **NetAF.Interpretation**

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

InteractionResult(InteractionEffect, Item, string)

Initializes a new instance of the InteractionResult class.

Declaration

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

(NetAF.Assets.Characters.html)

Parameters

- **NetAF.Assets.Interaction**

Type
(NetAF.Assets.Interaction.html)

InteractionEffect

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

InteractWithItem

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

InteractionCallback

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

(NetAF.Assets.Interaction.InteractionResult)

InteractionEffect

(NetAF.Assets.Interaction.InteractionEffect)

InteractionResult

(NetAF.Assets.Interaction.InteractionResult)

Reaction

(NetAF.Assets.Interaction.Reaction)

InteractionResult

(NetAF.Assets.Interaction.Reaction)

Get the effect.

Result

(NetAF.Assets.Interaction.Result.html)

Declaration

+ **NetAF.Assets.Locations**

Type
(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

Property Value
(NetAF.Commands.html)

Type

+ **NetAF.Commands**.

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

Persistence

(NetAF.Commands.Persistence)

+ **NetAF.Conversations**

Item
(NetAF.Conversations.html)

Get the item used in the interaction.

+ **NetAF.Conversations**.

Instructions

(NetAF.Conversations.Instruct)

public Item Item { get; }

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Property Value

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

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

▼

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

Class Reaction

Represents a reaction.

Filter by title

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

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

- **NetAF.Assets.Interaction**

↳ Reaction

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

Inherited Members

Condition

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

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

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

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

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

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

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

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

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

Reaction

Assembly: [NetAF.dll](#)

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

Syntax

ReactionResult

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

public sealed class Reaction

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

+ **NetAF.Assets.Locations**

Constructors

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

+ **NetAF.Commands**

Reaction(ReactionResult, string)

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

Persistence

Declaration

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

+ **NetAF.Conversations**

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

Parameters

+ **NetAF.Conversations**.

Type Instructions

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

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

Name

Description

result

The result.

+ **NetAF.Extensions**

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

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

name

description

Description

A description of the result.

+ **NetAF.Interpretation**

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

Properties

Description

Get a description of the result.

Declaration

(NetAF.Assets.Characters.num)

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

Property Value

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

InteractionCallback

`(NetAF.Assets.Interaction.InteractionCallback)`

InteractionEffect

`(NetAF.Assets.Interaction.InteractionEffect)`

Result

Get the result.

`(NetAF.Assets.Interaction.InteractionResult)`

Declaration

Reaction

`(NetAF.Assets.Interaction.Reaction)`

`public ReactionResult Result { get; }`

`(NetAF.Assets.Interaction.ReactionResult)`

Result

Property Value

`(NetAF.Assets.Interaction.Result)`

+ NetAF.Assets.Locations

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

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Enum ReactionResult

Enumeration of reaction results.

Filter by title

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

Assembly: NetAF.dll

(NetAF.Assets.Interaction.html)

Syntax

```
Condition  
public enum ReactionResult : IInteractWithItem  
{  
    InteractionCallback  
    InteractionEffect  
}
```

Fields

| Name | Description |
|-----------|--|
| Error | (NetAF.Assets.Interaction.InteractionResult) An error reaction. |
| Fatal | (NetAF.Assets.Interaction.InteractionResult) A fatal effect on the player. |
| Internal | ReactionResult An internal reaction. |
| OK Result | OK. (NetAF.Assets.Interaction.Result.html) |

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Class Result

Represents a result.

Filter by title

Inheritance

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

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

↳ Condition

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

↳ InteractionWithItem

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

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

Inherited Members

InteractionCallback

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

InteractionEffect

object ([NetAF.Object.html](#)) ([<code>object.Equals\(object, object\)</code>](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

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

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

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

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

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

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

Assembly: NetAF.dll

NetAF.Assets.Locations

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

public abstract class Result

+ NetAF.Commands

([NetAF.Commands.html](#))

NetAF.Commands.

Persistence

([NetAF.Commands.Persistence.html](#))

Result()

+ NetAF.Conversations

Initializes a new instance of the Result class.

([NetAF.Conversations.html](#))

NetAF.Conversations.

Instructions

protected Result ()

([NetAF.Conversations.Instruct.html](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Properties

Interpretation

([NetAF.Interpretation.html](#))

NetAF.Logic

([NetAF.Logic.html](#))

Get the description.

Declaration

```
public string Description { get; protected set; }
```

Property Value

| Type | Description |
|---|-------------|
| (NetAF.Assets.Interaction.html) string <small>Condition /learn.microsoft.com/dotnet/api/system.string)</small> (NetAF.Assets.Interaction.Condition IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem InteractionCallback (NetAF.Assets.Interaction.InteractionCallback InteractionEffect (NetAF.Assets.Interaction.InteractionEffect InteractionResult (NetAF.Assets.Interaction.InteractionResult Reaction (NetAF.Assets.Interaction.Reaction ReactionResult (NetAF.Assets.Interaction.ReactionResult Result (NetAF.Assets.Interaction.Result.html) | |

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Namespace NetAF.Assets.Locations

Classes

Filter by title

Exit (NetAF.Assets.Locations.Exit.html)

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

Matrix (NetAF.Assets.Locations.Matrix.html)

Provides a 3D matrix of rooms.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Overworld (NetAF.Assets.Locations.Overworld.html)

- NetAF.Assets.Locations

Represents an entire overworld

(NetAF.Assets.Locations.html)

Direction

Region (NetAF.Assets.Locations.Region.html)

Exit

Represents a region.

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

Represents a room

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Room

Represents a room position.

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

Represents a view point from a room.

(NetAF.Assets.Locations.ViewPoint.html)

Enums

(NetAF.Commands.html)

+ NetAF.Commands

Direction (NetAF.Assets.Locations.Direction.html)

Persistence

Enumeration of directions.

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Enum Direction

Enumeration of directions.

Filter by title

Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Locations (NetAF.Assets.Locations.html)

([NetAF_Assets_Attributes.html](#))

Assembly: NetAF.dll

Syntax

([NetAF_Assets_Characters.html](#))

public enum Direction

+ NetAF.Assets.Interaction

([NetAF_Assets_Interaction.html](#))

- NetAF.Assets.Locations

([NetAF_Assets_Locations.html](#))

Fields

| Name | Description |
|-----------|-------------|
| Down | Down. |
| East | East. |
| North | North. |
| Overworld | Overworld |
| South | South. |
| Up | Up. |
| West | West. |

Extension Methods

DirectionExtensions_Inverse (Direction)

([NetAF_Extensions_DirectionExtensions_Inverse_NetAF_Assets_Locations_Direction.html](#))

([NetAF_Commands.html](#))

+ NetAF.Commands.

Persistence

([NetAF_Commands_Persistence.html](#))

+ NetAF.Conversations

([NetAF_Conversations.html](#))

+ NetAF.Conversations.

Instructions

([NetAF_Conversations_Instructions.html](#))

+ NetAF.Extensions

([NetAF_Extensions.html](#))

Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

+ **NetAF.Assets.Characters** ([https://learn.microsoft.com/dotnet/api/system.object](#))
(NetAF.Assets.Characters.html)

↳ Exit

+ **NetAF.Assets.Interaction**

Implements

(NetAF.Assets.Interaction.html)

IExaminable ([NetAF.Assets.IExaminable.html](#))

+ **NetAF.Assets.Locations** ([NetAF.Assets.Locations.html](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable

Direction

IIInteractWithItem ([NetAF.Assets.Interaction.IIInteractWithItem.html](#))

([NetAF.Assets.Locations.Direction.html](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<ExitSerialization

Exit

([NetAF.Serialization.Assets.ExitSerialization.html](#))>

([NetAF.Assets.Locations.Exit.html](#))

Inherited Members

([NetAF.Assets.Locations.Matrix.html](#))

ExaminableObject.Examination

Overworld

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Examination)

([NetAF.Assets.Locations.Overworld.html](#))

ExaminableObject.ToString() ([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_ToString)

Region

ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Identifier)

([NetAF.Assets.Locations.Region.html](#))

ExaminableObject.Description

Room

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Description)

([NetAF.Assets.Locations.Room.html](#))

ExaminableObject.Commands

RoomPosition

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Commands)

([NetAF.Assets.Locations.RoomPosition.html](#))

ExaminableObject.Attributes

ViewPoint

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Attributes)

([NetAF.Assets.Locations.ViewPoint.html](#))

ExaminableObject.Examine(ExaminationScene)

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene)

+ **NetAF.Commands**

ExaminableObject.IsPlayerVisible

(NetAF.Commands.html) ([NetAF_Assets_ExaminableObject_IsPlayerVisible.html](#))

ExaminableObject.RestoreFrom(ExaminableSerialization)

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_Assets_ExaminableSerialization_)

+ **NetAF.Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

([NetAF.Conversations.html](#))

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](#))

([NetAF.Conversations.Instruction.html](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

+ **NetAF.Extensions**

Namespace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#)).Locations ([NetAF.Assets.Locations.html](#))

(NetAF.Extensions.html)

Assembly: NetAF.dll

+ **NetAF Interpretation**

Syntax

```
public sealed class Exit : ExaminableObject, IExaminable, IPlayerVisible, IRotateFromObjectSerialization<ExaminableSerialization>, IInteractWithItem, IRotateFromObjectSerialization<ExitSerialization>
```



Constructors

+ NetAF.Assets.Characters

(NetAEAssets.Characters.htm)

Exit(Direction, bool, Identifier, Description)

Initializes a new instance of the `ExitInteraction` class.

Declaration Assets Locations

(NetAE Assets Locations.html)

```
public Exit(Direction direction, bool isLocked = false, Identifier identifier = null,  
    Direction  
    Description description = null)  
    /NetAE Assets\Locations\Direction
```

Exit

Parameters, Assets, Locations, Exit.html

| Type | Name | Description |
|---|-------------|-----------------------------|
| Matrix (NetAF.Assets.Locations.Matrix.htm) | | |
| Direction (NetAF.Assets.Locations.Direction.html) | direction | The direction of the exit. |
| Overwork (NetAF.Assets.Locations.Overwork.htm) | isLocked | If this exit is locked. |
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | | |
| Region (NetAF.Assets.Locations.Region.htm) | identifier | An identifier for the exit. |
| Room (NetAF.Assets.Description.html) | | |
| Description (NetAF.Assets.Locations.Room.htm) | description | A description of the exit. |

ViewPoint Properties

+ NetAE Commands

D:\NetAE\Commands.html

± NetAE Commands

Get the direction of the exit.

Persistence

Declaration ~~(Net)C~~

(NetAF.Commands.Persistence)

+ NetAE Conversations

(NetAF.Conversations.html)

Property Value NetAP Conversation

| Type | | Description |
|---|--|-------------|
| (NetAF.Conversations.Instruct Direction (NetAF.Assets.Locations.Direction.html) | | |

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetΔE Interpretation

Interaction

Get or set the interaction.

Declaration

```
public InteractionCallback Interaction { get; set; }
```

Property Value

+ NetAF.Assets.Characters

Type [NetAF.Assets.Characters.html](#)

Description

+ [InteractionCallback \(NetAF.Assets.Interaction.InteractionCallback.html\)](#)

([NetAF.Assets.Interaction.html](#))

- NetAF.Assets.Locations

IsLocked

([NetAF.Assets.Locations.html](#))

Get if this [Exit](#) is locked.

Declaration
 [Direction](#)
 [Exit](#)

([NetAF.Assets.Locations.Direction.Exit.html](#))
 public bool IsLocked { get; }

([NetAF.Assets.Locations.Matrix.html](#))

Property Value

Type [NetAF.Assets.Locations.Overworld.html](#)

Description

Region

bool (<https://teamviewer.com/api/system.boolean>)

Room

([NetAF.Assets.Locations.Room.html](#))

RoomPosition

([NetAF.Assets.Locations.RoomPosition.html](#))

ViewPoint

([NetAF.Assets.Locations.ViewPoint.html](#))

Interact(item)ands

([NetAF.Commands.html](#))

Interact with an item.

+ NetAF.Commands.

Declaration

Persistence

([NetAF.Commands.Persistence.html](#))

public InteractionResult Interact(Item item)

+ NetAF.Conversations

Part [NetAF.Conversations.html](#)

+ Type [NetAF.Conversations.](#)

Instructions

Item ([NetAF.Assets.Item.html](#))

([NetAF.Conversations.Instruct.html](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF Interpretation

| Type | Description |
|---|--------------------------------|
| InteractionResult (NetAF.Assets.Interaction.InteractionResult.html) | The result of the interaction. |

Lock()

Lock this exit.

+ NetAF.Assets.Characters

Declaration

(NetAF.Assets.Characters.htm)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

RestoreFrom(ExitSerialization)

Direction

Restore this object from a serialization.

(NetAF.Assets.Locations.Direction.htm)

Declaration

Exit

(NetAF.Assets.Locations.Exit.html)

public void RestoreFrom(ExitSerialization serialization)

(NetAF.Assets.Locations.Matrix.htm)

Overworld

Parameters

(NetAF.Assets.Locations.Overworld.htm)

Type

Region

(NetAF.Assets.Locations.Region.htm)

ExitSerialization

Room

(NetAF.Serialization.Assets.ExitSerialization.html)

(NetAF.Assets.Locations.Room.htm)

RoomPosition

(NetAF.Assets.Locations.RoomPos.htm)

Unlock()

Point

(NetAF.Assets.Locations.ViewPoint.htm)

Unlock this exit.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

+ NetAF.Commands

lock()

Persistence

(NetAF.Commands.Persistence.htm)

Implements

NetAF.Conversations

(NetAF.Conversations.html)

IExamifiable (NetAF.Assets.IExamifiable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ NetAF.Conversations

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

Instructions

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

(NetAF.Conversations.Instruct.htm)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF Interpretation

▼

- + **NetAF.Assets.Characters**
[\(NetAF.Assets.Characters.html\)](#)
- + **NetAF.Assets.Interaction**
[\(NetAF.Assets.Interaction.html\)](#)
- **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)

 Direction
[\(NetAF.Assets.Locations.Direction.html\)](#)

 Exit
[\(NetAF.Assets.Locations.Exit.html\)](#)

 Matrix
[\(NetAF.Assets.Locations.Matrix.html\)](#)

 Overworld
[\(NetAF.Assets.Locations.Overworld.html\)](#)

 Region
[\(NetAF.Assets.Locations.Region.html\)](#)

 Room
[\(NetAF.Assets.Locations.Room.html\)](#)

 RoomPosition
[\(NetAF.Assets.Locations.RoomPosition.html\)](#)

 ViewPoint
[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**
 Persistence
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
 Instructions
[\(NetAF.Conversations.Instructions.html\)](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF Interpretation**

Class Matrix

Provides a 3D matrix of rooms.

Filter by title

Inheritance

+ NetAF.Assets.Characters

↳ [\(NetAF.Assets.Characters.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Matrix

+ NetAF.Assets.Interaction

Inherited Members

(NetAF.Assets.Interaction.html)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

- NetAF.Assets.Locations

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

↳ Direction

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

↳ Exit

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

↳ Matrix

NameSpace: NetAF.Assets.Locations.Matrix (NetAF.Assets.html).Locations (NetAF.Assets.Locations.html)

Overworld

Assembly: NetAF.dll

(NetAF.Assets.Locations.Overworld)

Syntax

Region

(NetAF.Assets.Locations.Region.html)
public sealed class Matrix

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Constructors

Matrix(RoomPosition[])

+ NetAF.Commands

(NetAF.Commands.html)

Provides a 3D matrix of rooms.

↳ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

RoomPositions (NetAF.Assets.Locations.RoomPosition.html)[]

roomPositions

The rooms to be represented.

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

(NetAF.Extensions.html)

Properties

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Depth

Get the depth of the matrix.

Declaration

```
public int Depth { get; }
```

+ NetAF.Assets.Characters

Property Value

(NetAF.Assets.Characters.html)

Type

+ NetAF.Assets.Interaction

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Height

Direction

Get the height of the matrix.

(NetAF.Assets.Locations.Direction.html)

Exit

Declaration

(NetAF.Assets.Locations.Exit.html)

Matrix

public int Height { get; }

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

Type

(NetAF.Assets.Locations.Region.html)

Room

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

this[int, int, int]

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Get a room in this matrix.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

+ public Room this[int x, int y, int z] { get; }

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

x

The x position.

+ NetAF.Conversations

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The y position.

Instructions

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

z

The z position.

NetAF.Extensions

(NetAF.Extensions.html)

Type

Description

+ NetAF.Interpretation

Room (<https://learn.microsoft.com/dotnet/api/NetAF.Assets.Locations.Room.html>)

The room.

Width

Get the width of the matrix.

Declaration

```
public int Width { get; }
```

+ NetAF.Assets.Characters

Property Value

(NetAF.Assets.Characters.html)

Type

+ NetAF.Assets.Interaction

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Methods

(NetAF.Assets.Locations.Direction.

Exit

ToRooms()

(NetAF.Assets.Locations.Exit.html)

Matrix

Return this matrix as a one dimensional array of rooms.

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.

Region

public Room[] ToRooms()

(NetAF.Assets.Locations.Region.html)

Room

Returns a Room

(NetAF.Assets.Locations.Room.html)

Type

Description

(NetAF.Assets.Locations.RoomPos

RoomPosition

The rooms, as a one dimensional array.

(NetAF.Assets.Locations.Room.html[])

(NetAF.Assets.Locations.ViewPoint.

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Class Overworld

Represents an entire overworld.

Filter by title

Inheritance

([NetAF.Assets.Characters.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Assets Interaction**

↳ ExaminableObject ([NetAF.Assets.ExaminableObject.html](#))

([NetAF.Assets.Interaction.html](#))

Implementation

([NetAF.Assets.Locations.html](#))

IExaminable ([NetAF.Assets.Examinable.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

Direction

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable

([NetAF.Assets.Direction.html](#))

Serialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>

Exit

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Overworld

([NetAF.Assets.Direction.Exit.html](#))

Serialization ([NetAF.Serialization.Assets.OverworldSerialization.html](#))>

Matrix

Inherited Members

([NetAF.Assets.Locations.Matrix.html](#))

Overworld

ExaminableObject.Examination

([NetAF.Assets.Locations.Overworld.html](#)#NetAF_Assets_ExaminableObject_Examination)

Region

ExaminableObject.ToString() ([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_ToString)

([NetAF.Assets.Locations.Region.html](#))

ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Identifier)

Room

ExaminableObject.Description

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_Description)

RoomPosition

ExaminableObject.Commands

([NetAF.Assets.Locations.RoomPosition.html](#)#NetAF_Assets_ExaminableObject_Commands)

ViewPoint

ExaminableObject.Attributes

([NetAF.Assets.Locations.ViewPoint.html](#)#NetAF_Assets_ExaminableObject_Attributes)

ExaminableObject.IsPlayerVisible

([NetAF.Assets.ExaminableObject.html](#)#NetAF_Assets_ExaminableObject_IsPlayerVisible)

ExaminableObject.RestoreFrom(ExaminableSerialization)

↳ ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_As

set_ExaminableSerialization_

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF Conversations**

([NetAF.Conversations.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF Conversations**

([NetAF.Conversations.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF Conversations.Instruct**

([NetAF.Conversations.Instruct.html](#))

Assembly: NetAF.dll

Syntax ([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

```
public sealed class Overworld : ExaminableObject, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<OverworldSerialization>
```

▼ Constructors

(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction.OverWorld(Identifier, Description)

(NetAF.Assets.Interaction.html)

Initializes a new instance of the overworld class.

- NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

```
    Direction
    public Overworld(Identifier identifier, Description description)
    (NetAF.Assets.Locations.Direction.
```

Exit

Parameters (NetAF.Assets.Locations.Exit.html)

| Type | Name | Description |
|--|-------------|------------------------------------|
| Matrix (NetAF.Assets.Locations.Matrix.html) | | |
| Identifier (NetAF.Assets.Identifier.html) | identifier | The identifier for this overworld. |
| Overworld (NetAF.Assets.Locations.Overworld.html) | description | A description of this overworld. |

Region
(NetAF.Assets.Locations.Region.html)

Room

+ NetAF.Assets.Locations.RoomPosition.OverWorld(string, string)

RoomPosition

Initializes a new instance of the RoomPosition class.

- NetAF.Assets.Locations.ViewPoint

Declaration

(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

(string identifier, string description)

(NetAF.Commands.html)

Parameters

+ NetAF.Commands.

| Type | Name | Description |
|--|------------|------------------------------------|
| Persistence (NetAF.Commands.Persistence.html) | | |
| string (https://learn.microsoft.com/dotnet/api/system.string) | identifier | The identifier for this overworld. |

+ NetAF.Conversations

string
(https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

Properties

(NetAF.Conversations.Instruct

+ NetAF.Extensions

CurrentRegion

(NetAF.Extensions.CurrentRegion.html)

NetAF.Interpretation

(NetAF.Interpretation.html)

Declaration

```
public Region CurrentRegion { get; }
```

Property Value

| Type | Description |
|---|-------------|
| Region (NetAF.Assets.Locations.Region.html) (NetAF.Assets.Characters.html) | |

+ NetAF.Assets.Interaction

Regions

[\(NetAF.Assets.Interaction.html\)](#)

GetRegions

[\(NetAF.Assets.Locations.html\)](#)

Declaration

Direction

```
public Region[] Regions { get; }
```

Exit

[\(NetAF.Assets.Locations.Exit.html\)](#)

Property Value

Matrix

| Type | Description |
|--|-------------|
| Region (NetAF.Assets.Locations.Region.html)[(NetAF.Assets.Locations.Overworld)] | |

Region

[\(NetAF.Assets.Locations.Region.html\)](#)

Room

[\(NetAF.Assets.Locations.Room.html\)](#)

RoomPosition

[\(NetAF.Assets.Locations.RoomPosition.html\)](#)

Methods

AddRegion(Region)

[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

Add a region to this overworld.

+ NetAF.Commands

Declaration

[\(NetAF.Commands.html\)](#)

+ NetAF.Commands

```
public void AddRegion(Region region)
```

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

Parameters

| Type | Name | Description |
|---|--------|--------------------|
| Region (NetAF.Assets.Locations.Region.html) | region | The region to add. |

+ NetAF.Conversations

Instructions

[\(NetAF.Conversations.Instruction.html\)](#)

Examine(ExaminationScene)

+ NetAF.Extensions

Examine this object.

[\(NetAF.Extensions.html\)](#)

Declaration

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

```
public override ExaminationResult Examine(ExaminationScene scene)
```

Parameters

| Type | Name | Description |
|--|-------|---|
| ExaminationScene (NetAF.Assets.ExaminationScene.html) | scene | The scene this object is being examined from. |

+ NetAF.Assets.Interaction

Returns

[\(NetAF.Assets.Interaction.html\)](#)

| Type | Description |
|--|---|
| - NetAF.Assets.Locations | A ExaminationResult detailing the examination of this object. |

Overrides

Exit

ExaminableObject Examine(ExaminationScene)

[\(NetAF.Assets.Locations.Exit.html\)](#)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene_)

[\(NetAF.Assets.Locations.Matrix.htm](#)

Direction

(NetAF.Assets.Locations.Direction.

Overworld

[\(NetAF.Assets.Locations.Overworld.html\)](#)

Region

[FindRegion\(string, out Region\)](#)

Find a region.

Room

Declaration

[\(NetAF.Assets.Locations.Room.html\)](#)

RoomPosition

[public Room FindRegion\(string regionName, out Region region\)](#)

ViewPoint

[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

Parameters

+ NetAF.Commands

Type

[\(NetAF.Commands.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Commands.

Region. ([NetAF.Assets.Locations.Region.html](#))

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

Returns

+ NetAF.Conversations

Type

[\(NetAF.Conversations.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

+ NetAF.Extensions

Move to a region.

[\(NetAF.Extensions.html\)](#)

Declaration

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

```
public bool Move(Region region)
```

Parameters

| Type | Name | Description |
|---|--------|------------------------|
| Region (NetAF.Assets.Locations.Region.html) (NetAF.Assets.Characters.html) | region | The region to move to. |

Returns

+ [NetAF.Assets.Interaction](#)

| Type | Description |
|---|---|
| - boolean (dotnet://microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.html) | True if the region could be moved to, else false. |

Direction

+ [RemoveRegion\(Region\)](#)

Remove a region from this overworld.
Exit
(NetAF.Assets.Locations.Exit.html)

Declaration

(NetAF.Assets.Locations.Matrix.htm)

Overworld

public void RemoveRegion(Region region)
(NetAF.Assets.Locations.Overworld)

Region

Parameters
(NetAF.Assets.Locations.Region.htm)

| Type | Name | Description |
|---|------|-------------|
| Room (NetAF.Assets.Locations.Room.htm) | | |

Region (NetAF.Assets.Locations.Region.html)

region The region to remove.

(NetAF.Assets.Locations.RoomPos)

ViewPoint

(NetAF.Assets.Locations.ViewPoint)

+ [RestoreFrom\(OverworldSerialization\)](#)

+ [NetAF.Commands](#)

Restore this object from a serialization.
(NetAF.Commands.html)

Declaration

+ [NetAF.Commands](#).

Persistence

public void RestoreFrom(OverworldSerialization serialization)

(NetAF.Commands.Persistence)

+ [NetAF.Conversations](#)

Parameters

(NetAF.Conversations.html)

Type

+ [NetAF.Conversations](#).

OverworldSerialization

Instructions

(NetAF.Serialization.Assets.OverworldSerialization.html)

(NetAF.Conversations.Instruct

| Type | Name | Description |
|--|---------------|------------------------------------|
| OverworldSerialization (NetAF.Serialization.Assets.OverworldSerialization.html) | serialization | The serialization to restore from. |

[IRestoreFromObjectSerialization<T> \(NetAF.Serialization.IRestoreFromObjectSerialization-1.html\)](#)

[IRestoreFromObjectSerialization<T> \(NetAF.Serialization.IRestoreFromObjectSerialization-1.html\)](#)

▼

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction

[\(NetAF.Assets.Interaction.html\)](#)

- NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

 Direction

[\(NetAF.Assets.Locations.Direction.html\)](#)

 Exit

[\(NetAF.Assets.Locations.Exit.html\)](#)

 Matrix

[\(NetAF.Assets.Locations.Matrix.html\)](#)

 Overworld

[\(NetAF.Assets.Locations.Overworld.html\)](#)

 Region

[\(NetAF.Assets.Locations.Region.html\)](#)

 Room

[\(NetAF.Assets.Locations.Room.html\)](#)

 RoomPosition

[\(NetAF.Assets.Locations.RoomPosition.html\)](#)

 ViewPoint

[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Class Region

Represents a region.

Filter by title

Inheritance

+ NetAF.Assets.Interaction

(<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Assets.Interaction.html\)](#)

↳ Region

- NetAF.Assets.Locations

Implements

[\(NetAF.Assets.Locations.html\)](#)

IExaminable (NetAF.Assets.IExaminable.html)

↳ Direction

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

↳ NetAF.Assets.Locations.Direction

IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html) < Examinable

↳ Exit

Serialization (NetAF.Serialization.Assets.ExaminableSerialization.html) >

↳ NetAF.Assets.Locations.Exit

IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html) < Region

↳ Matrix

Serialization (NetAF.Serialization.Assets.RegionSerialization.html) >

↳ NetAF.Assets.Locations.Matrix

Inherited Members

↳ Overridden

ExaminableObject.Examination

↳ Region

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)

↳ NetAF.Assets.Locations.Region

ExaminableObject.ToString() (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_ToString)

↳ Room

ExaminableObject.Identifier (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier)

↳ NetAF.Assets.Locations.Room

ExaminableObject.Description

↳ RoomPosition

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

↳ NetAF.Assets.Locations.RoomPosition

ExaminableObject.Commands

↳ ViewPoint

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

↳ NetAF.Assets.Locations.ViewPoint

ExaminableObject.Attributes

↳ NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes

+ NetAF.Commands

ExaminableObject.IsPlayerVisible

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

- NetAF.Commands

Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

↳ NetAF.Commands.Persistence

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: NetAF (NetAF.html).Assets (NetAF.Assets.html).Locations (NetAF.Assets.Locations.html)

+ NetAF.Extensions

Assembly: NetAF.dll

[\(NetAF.Extensions.html\)](#)

Syntax

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

```
public sealed class Region : ExaminableObject, IExaminable, IPlayerVisible, IRotateFromObjectSerialization<ExaminableSerialization>, IRotateFromObjectSerialization<RegionSerialization>
```

▼ Constructors

+ NetAF.Assets.Interaction

Region(Identifier, Description)

NetAF.Assets.Locations

Initializes a new instance of the Region class.

[\(NetAF.Assets.Locations.html\)](#)

Declaration

Direction

```
(NetAF.Assets.Locations.Direction
public Region(Identifier identifier, Description description)
    Exit
```

[\(NetAF.Assets.Locations.Exit.html\)](#)

Parameters

| Type | Name | Description |
|--|-------------|---------------------------------|
| Overworld | | |
| Identifier (NetAF.Assets.Locations.Identifier.html) | identifier | This Regions identifier. |
| Region Description (NetAF.Assets.Description.html) (NetAF.Assets.Locations.Region.html) | description | The description of this Region. |

Room

[\(NetAF.Assets.Locations.Room.html\)](#)

Region(String, string)

[\(NetAF.Assets.Locations.RoomPos.html\)](#)

Initializes a new instance of the Region class.

[ViewPoint](#)

Declaration

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

+ NetAF.Commands.

Parameters

Persistence

| Type | Name | Description |
|--|-------------|---------------------------------|
| Identifier (https://learn.microsoft.com/dotnet/api/system.string) | identifier | This Regions identifier. |
| String (https://learn.microsoft.com/dotnet/api/system.string) | description | The description of this Region. |

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

Properties

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

CurrentRoom

+ NetAF.Interpretation

Get the current room

[\(NetAF.Interpretation.html\)](#)

Declaration

+ NetAF.Logic

```
public Room CurrentRoom { get; }
```

Property Value

| Type | Description |
|---|-------------|
| Room (NetAF.Assets.Locations.Room.html) | |

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

this[int, int, int]

- NetAF.Assets.Locations

Get (NetAF.Assets.Locations.html)

Declaration

(NetAF.Assets.Locations.Direction.html)

Exit

```
public Room this[int x, int y, int z] { get; }
```

(NetAF.Assets.Locations.Exit.html)

Matrix

Parameters

(NetAF.Assets.Locations.Matrix.html)

| Type | Name | Description |
|---|------|-----------------|
| Overworld | | |
| (NetAF.Assets.Locations.Overworld.html) | x | The x position. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | y | The y position. |
| Region | | |
| (NetAF.Assets.Locations.Region.html) | z | The z position. |
| Room | | |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | | |

RoomPosition

Properties

(NetAF.Assets.Locations.RoomPos.html)

| Type | Description |
|---|-------------|
| ViewPoint | |
| (NetAF.Assets.Locations.ViewPoint.html) | |

Room (NetAF.Assets.Locations.Room.html)

+ NetAF.Commands

(NetAF.Commands.html)

NetAF.Commands.

Persistence

Get the number of rooms region contains.

(NetAF.Commands.Persistence.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

```
public int Rooms { get; }
```

+ NetAF.Conversations.

Instructions

Property Value

(NetAF.Conversations.Instruct.html)

Type

+ NetAF.Extensions

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Extensions.html)

Description

+ NetAF.Interpretation

(NetAF.Interpretation.html)

VisibleWithoutDiscovery

+ NetAF.Logic

Get if the current region is visible without discovery.

Declaration

```
public bool VisibleWithoutDiscovery { get; set; }
```

Property Value

| Type | Description |
|---|---|
| + NetAF.Assets.Interaction b (NetAF.Assets.Interaction.html) | (https://learn.microsoft.com/dotnet/api/system.boolean) |

- NetAF.Assets.Locations
(NetAF.Assets.Locations.html)

Methods

Direction
(NetAF.Assets.Direction.html)

Exit

AddRoom(Room, int, int, int)
(NetAF.Assets.Locations.Exit.html)

Matrix

Add (NetAF.Assets.Locations.Matrix.html)

Overworld

Declaration
(NetAF.Assets.Locations.Overworld.html)

Region

```
public bool AddRoom(Room room, int x, int y, int z)
```

Room

Parameters
(NetAF.Assets.Locations.Room.html)

RoomPosition

Type
(NetAF.Assets.Locations.RoomPos.html)

Name

Description

ViewPoint
(NetAF.Assets.Locations.Room.html)

room

The room to add.

(NetAF.Assets.Locations.ViewPoin
int (https://learn.microsoft.com/dotnet/api/system.int32)

x

The x position within the region.

+ NetAF.Commands

int (https://learn.microsoft.com/dotnet/api/system.int32)

y

The y position within the region.

int (https://learn.microsoft.com/dotnet/api/system.int32)

z

The z position within the region.

+ NetAF.Commands.

Persistence

Returns
(NetAF.Commands.Persistence.html)

Type
(NetAF.Commands.Persistence.html)

Description

+ NetAF.Conversations

bool (https://learn.microsoft.com/dotnet/api/system.boolean)

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions
Examine(ExaminationScene)
(NetAF.Conversations.Instruct

Examine this object.

+ NetAF.Extensions

Declaration
(NetAF.Extensions.html)

+ NetAF.Interpretation

public override ExaminationResult Examine(ExaminationScene scene)

(NetAF.Interpretation.html)

+ NetAF.Logic

Parameters

| Type | Name | Description |
|--|-------|---|
| ExaminationScene (NetAF.Assets.ExaminationScene.html) | scene | The scene this object is being examined from. |

Returns

| Type | Description |
|--|---|
| + NetAF.Assets.Interaction (NetAF.Assets.Interaction.html) (NetAF.Assets.ExaminationResult.html) | A ExaminationResult detailing the examination of this object. |

- NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

Overloads

ExamineObject.Examine(ExaminationScene)

(NetAF.Assets.ExaminationObject.Examine#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationSceneEx)

(NetAF.Assets.Locations.Exit.html)

Matrix

[GetAdjoiningRoom\(Direction\)](#)

(NetAF.Assets.Locations.Matrix.html)

Overworld

Get an adjoining room to the Region.CurrentRoom property.

(NetAF.Assets.Locations.Overworld)

Declaration

(NetAF.Assets.Locations.Region.html)

public Room GetAdjoiningRoom(Direction direction)

(NetAF.Assets.Locations.Room.html)

RoomPosition

Parameters

(NetAF.Assets.Locations.RoomPos)

| Type | Name | Description |
|------------------------------------|------|-------------|
| (NetAF.Assets.Locations.ViewPoint) | | |

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

Returns

| Type | Description |
|---|---------------------|
| Persistence Room (NetAF.Assets.Locations.Room.html) (NetAF.Commands.Persistence.html) | The adjoining Room. |

+ NetAF.Conversations

[GetAdjoiningRoom\(Direction, Room\)](#)

+ NetAF.Conversations

Get an adjoining room to a room.

Instructions

Declaration

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Parameters

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

| Type | Name | Description |
|---|-----------|--------------------------------------|
| Direction (NetAF.Assets.Locations.Direction.html) | direction | The direction of the adjoining room. |
| Room (NetAF.Assets.Locations.Room.html) | room | The room to use as the reference. |

Returns

| Type | Description |
|--|---------------------|
| + NetAF.Assets.Interaction Room (NetAF.Assets.Locations.Room.html) (NetAF.Assets.Interaction.html) | The adjoining room. |

- NetAF.Assets.Locations

GetPositionOfRoom(Room)

Direction

Get the position of a room.
(NetAF.Assets.Locations.Direction.html)

Declaration

(NetAF.Assets.Locations.Exit.html)

Matrix
public RoomPosition GetPositionOfRoom(Room room)
(NetAF.Assets.Locations.Matrix.html)

Overworld

Parameters
(NetAF.Assets.Locations.Overworld.html)

| Type | Name | Description |
|--|------|-------------|
| Region (NetAF.Assets.Locations.Region.html) | | |

Room
(NetAF.Assets.Locations.Room.html)

room

The room.

Returns

RoomPosition

| Type | Description |
|--|-------------|
| ViewPoint (NetAF.Assets.ViewPoint.html) | |

RoomPosition (NetAF.Assets.ViewPoint.html)

The position of the room.

+ NetAF.Commands

(NetAF.Commands.html)

JumpToRoom(int, int, int)

+ NetAF.Commands.

Jump to a room

(NetAF.Commands.Persistence.html)

Declaration

+ NetAF.Conversations

public bool JumpToRoom(int x, int y, int z)
(NetAF.Conversations.html)

+ NetAF.Conversations.

Parameters

Instructions

| Type | Name | Description |
|---|------|-----------------------------|
| (NetAF.Conversations.Instruct.html) | x | The x location of the room. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | y | The y location of the room. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | z | The z location of the room. |

(NetAF.Interpretation.html)

Returns

+ NetAF.Logic

| Type | Description |
|--|--|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | True if the room could be jumped to, else false. |

Move(Direction)

Move in a direction.

+ NetAF.Assets.Interaction

Declaration

([NetAF.Assets.Interaction.html](#))

- NetAF.Assets.Locations.Move(*Room* direction)

([NetAF.Assets.Locations.html](#))

Parameters

| Type | Name | Description |
|---|------------------|---------------------------|
| NetAF.Assets.Direction.Exit | | |
| NetAF.Assets.Locations.ExitDirection.html | <i>direction</i> | The direction to move in. |

Returns

Overworld

| Type | Description |
|---|--|
| NetAF.Assets.Locations.Overworld.html | True if the move was successful, else false. |

Room

([NetAF.Assets.Room.html](#))

RestoreFrom(RegionSerialization)

Parameters

[RegionSerialization](#)

([NetAF.Assets.Locations.RoomPosition.html](#))

Restore this object from a serialization.

[ViewPoint](#)

Declaration

([NetAF.Assets.Locations.ViewPoint.html](#))

+ NetAF.Commands

public void RestoreFrom([RegionSerialization](#) serialization)

([NetAF.Commands.html](#))

+ NetAF.Commands.

Parameters

[Persistence](#)

| Type | Name | Description |
|---|----------------------|------------------------------------|
| NetAF.Commands.Persistence.html | | |
| RegionSerialization | <i>serialization</i> | The serialization to restore from. |

+ NetAF.Conversations.

SetStartRoom(Room)

([NetAF.Conversations.Instruction.html](#))

Set the room to start in.

+ NetAF.Extensions

Declaration

([NetAF.Extensions.html](#))

+ NetAF.Interpretation.

[Room](#)(*Room* room)

([NetAF.Interpretation.html](#))

Parameters

[NetAF.Logic](#)

| Type | Name | Description |
|---|------|-----------------------|
| Room (NetAF.Assets.Locations.Room.html) | room | The Room to start in. |

SetStartRoom(int, int, int)

Set the room to start in.

+ NetAF.Assets.Interaction

Declaration

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations.Room(int x, int y, int z)

(NetAF.Assets.Locations.html)

Parameters

| Type | Name | Description |
|--|------|-----------------|
| Direction (NetAF.Assets.Locations.Direction.Exit) | x | The x position. |
| Matrix (https://learn.microsoft.com/dotnet/api/system.int32) | y | The y position. |
| Overwork (https://learn.microsoft.com/dotnet/api/system.int32) | z | The z position. |

Region

(NetAF.Assets.Locations.Region.html)

ToMatrix()

(NetAF.Assets.Locations.Room.html)
Get this region as a 3D matrix of rooms.

RoomPosition

Declaration

NetAF.Assets.Locations.RoomPosition
ViewPoint
(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

Reference

(NetAF.Commands.html)

| Type | Description |
|--|------------------------------|
| Persistence (NetAF.Assets.Locations.Matrix.html) | This region, as a 3D matrix. |

+ NetAF.Conversations

TryFindRoom(string, out Room)

From

NetAF.Conversations
Instructions

Declaration

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

| Type | Name | Description |
|--|------|--------------------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | name | The rooms name. |
| Room (NetAF.Assets.Locations.Room.html) | room | The room, if found, else null. |

Returns

| Type | Description |
|---|--|
| + NetAF.Assets.Interaction bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Interaction.html) | True if the room could be found, else false. |

- NetAF.Assets.Locations

UnlockDoorPair(Direction)

Direction
Unlock a pair of doors in a specified direction in the CurrentRoom.
(NetAF.Assets.Locations.Direction.html)

Declaration

(NetAF.Assets.Locations.Exit.html)

Matrix
public bool UnlockDoorPair(Direction direction)
(NetAF.Assets.Locations.Matrix.html)

Overworld

Parameters
(NetAF.Assets.Locations.Overworld)

| Type | Name | Description |
|--|------|-------------|
| Region (NetAF.Assets.Locations.Region.html) | | |

Direction (NetAF.Assets.Locations.Direction.html)

direction

The direction to unlock in.

Room
(NetAF.Assets.Locations.Room.html)

RoomPosition

| Type | Description |
|--|-------------|
| ViewPoint (NetAF.Assets.Locations.ViewPoint.html) | |

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>) True if the door pair could be unlocked, else false.

+ NetAF.Commands

(NetAFCommands.html)

Implements

+ NetAF.Commands.

IExaminable (NetAF.Assets.IExaminable.html)

Persistence

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

(NetAFCommands.Persistence) (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Class Room

Represents a room

Filter by title

Inheritance

+ **NetAF.Assets.Interaction**

- **(NetAF.Assets.Interaction.html)**

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ExaminableObject ([NetAF.Assets.ExaminableObject.html](#))

- **NetAF.Assets.Locations**

↳ Room

- **(NetAF.Assets.Locations.html)**

Implements

Direction

IInteractWithItem ([NetAF.Assets.Interaction.IInteractWithItem.html](#))

↳ (NetAF.Assets.Direction)

IItemContainer ([NetAF.Assets.IItemContainer.html](#))

↳ Exit

IExaminable ([NetAF.Assets.IExaminable.html](#))

↳ (NetAF.Assets.Direction.Exit)

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

↳ Matrix

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable

↳ (NetAF.Assets.Direction.Matrix)

Serialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>

Overworld

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<RoomSerialization

↳ (NetAF.Assets.Direction.Overworld)

↳ (NetAF.Serialization.Assets.RoomSerialization.html)>

Region

Inherited Members

↳ (NetAF.Assets.Direction.Region)

Room

ExaminableObject.Examination

↳ (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)

RoomPosition

ExaminableObject.ToString() ([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_ToString](#))

↳ (NetAF.Assets.Direction.RoomPosition)

ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier](#))

ViewPoint

ExaminableObject.Description

↳ (NetAF.Assets.Direction.ViewPoint)

ExaminableObject.Attributes

↳ (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

ExaminableObject.IsPlayerVisible

↳ (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

ExaminableObject.RestoreFrom(ExaminableSerialization)

↳ (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_As

se)

- **(NetAF.Conversations.html)**

object.Equals(object) ()

+ **NetAF.Conversations.**

Instructions

object.Equals(object, object) ()

- **(NetAF.Conversations.html)**

object.GetHashCode() ()

+ **NetAF.Extensions.**

- **(NetAF.Extensions.html)**

object.ReferenceEquals(object, object) ()

- **NetAF.Interpretation**

- **(NetAF.Interpretation.html)**

Syntax

+ **NetAF.Logic**

- **(NetAF.Logic.html)**

```
public sealed class Room : ExaminableObject, IInteractWithItem, IItemContainer, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<RoomSerialization>
```

▼ Constructors

+ NetAF.Assets.Interaction

[\(NetAF.Assets.Interaction.html\)](#)

Room(Identifier, Description, params Exit[])

- NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

Initializes a new instance of the Room class.

Declaration

(NetAF.Assets.Locations.Direction.

Exit

```
public Room(Identifier identifier, Description description, params Exit[] exits)
```

Matrix

Parameters

(NetAF.Assets.Locations.Matrix.html)

| Type | Name | Description |
|---|-------------|---------------------------|
| (NetAF.Assets.Locations.OverworldRegion.html) | | |
| Identifier | identifier | This rooms identifier. |
| (NetAF.Assets.Locations.Region.html) | | |
| Description | description | This rooms description. |
| Room | | |
| Exit | exits | The exits from this room. |

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

Room(Identifier, Description, Exit[], params Item[])

(NetAF.Assets.Locations.ViewPoint.html)

Initializes a new instance of the Room class.

[\(NetAFCommands.html\)](#)

+ NetAF.Commands.

```
public Room(Identifier identifier, Description description, Exit[] exits = null, params Item[] items)
```

[\(NetAFCommands.Persistence.html\)](#)

+ NetAF.Conversations.

Parameters

[\(NetAF.Conversations.html\)](#)

Type

+ NetAF.Conversations.

Identifier

[\(NetAF.Assets.Identifier.html\)](#)

Name

Description

identifier

This rooms identifier.

description

This rooms description.

exits

The exits from this room.

items

The items in this room.

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Room(string, string, params Exit[])

+ NetAF.Logic

[\(NetAFLogic.html\)](#)

Initializes a new instance of the Room class.

Declaration

```
public Room(string identifier, string description, params Exit[] exits)
```

Parameters

+ **NetAF.Assets.Interaction**

Type
[\(NetAF.Assets.Interaction.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

- **NetAF.Assets.Locations**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

- **NetAF.Assets.Locations.Exit**

Exit ([\(NetAF.Assets.Locations.Exit.html\)](#))

(NetAF.Assets.Locations.Direction.

Exit

([\(NetAF.Assets.Locations.Exit.html\)](#))

Room(string, string, Exit[], params Item[])

Matrix

Initializes a new instance of the Room class.

Overworld

Declaration

[\(NetAF.Assets.Locations.Overworld.html\)](#)

Region

```
public Room(string identifier, string description, Exit[] exits = null, params Item[] items)
```

([\(NetAF.Assets.Locations.Room.html\)](#))

RoomPosition

Parameters

([\(NetAF.Assets.Locations.RoomPos.html\)](#))

Type

[ViewPoint](#)

([\(NetAF.Assets.Locations.ViewPoint.html\)](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

+ **NetAF.Commands**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Commands.html\)](#)

Exit ([\(NetAF.Assets.Locations.Exit.html\)](#))

+ **NetAF.Commands.**

Item ([\(NetAF.Assets.Item.html\)](#))

Persistence

([\(NetAF.Commands.Persistence.html\)](#))

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instruct

([\(NetAF.Conversations.Instruct.html\)](#))

Get the characters in this Room.

+ **NetAF.Extensions**

Declaration

([\(NetAF.Extensions.html\)](#))

+ **NetAF.Interpretation**

public readonly Character[] Characters { get; }

([\(NetAF.Interpretation.html\)](#))

Properties

[\(NetAF.Logic.html\)](#)

| Type | Description |
|--|-------------|
| NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)[] | |

EnteredFrom

Get which direction this Room was entered from.

(NetAF.Assets.Interaction.html)

Declaration

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html) public Direction EnteredFrom { get; }

Direction

Property Value

| Type | Description |
|---|-------------|
| Exit (NetAF.Assets.Locations.Exit.html) | |

| Matrix (NetAF.Assets.Locations.Direction.html)? | |
|---|--|
| (NetAF.Assets.Locations.Matrix.html) | |

Overworld

| Region (NetAF.Assets.Locations.Overworld.html) | |
|--|--|
| (NetAF.Assets.Locations.Overworld.html) | |

Exits

Region

| Room (NetAF.Assets.Locations.Region.html) | |
|---|--|
| (NetAF.Assets.Locations.Room.html) | |

Declaration

| RoomPosition (NetAF.Assets.Locations.RoomPosition.html) | |
|---|--|
| (NetAF.Assets.Locations.RoomPosition.html) | |

ViewPoint

| Property Value | |
|---|--|
| (NetAF.Assets.Locations.ViewPoint.html) | |

+ NetAF.Commands

| Type (NetAF.Commands.html) | Description |
|---|-------------|
| Exit (NetAF.Assets.Locations.Exit.html)[] | |

+ NetAF.Commands.

Persistence

| HasBeenVisited (NetAF.Commands.Persistence.html) | |
|--|--|
| (NetAF.Commands.Persistence.html) | |

+ NetAF.Conversations

Get if this location has been visited
(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

| public bool HasBeenVisited { get; } | |
|-------------------------------------|--|
| (NetAF.Conversations.Instruct.html) | |

+ NetAF.Extensions

| Property Value (NetAF.Extensions.html) | |
|--|--|
| Type (NetAF.Extensions.html) | |

+ NetAF.Interpretation

| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | |
|--|--|
| (NetAF.Interpretation.html) | |

+ NetAF.Logic

| (NetAF.Logic.html) | |
|--------------------|--|
|--------------------|--|

Interaction

Get or set the interaction.

Declaration

```
public InteractionCallback Interaction { get; set; }
```

+ NetAF.Assets.Interaction

Property Value

(NetAF.Assets.Interaction.html)

- Type

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Description

Direction

(NetAF.Assets.Locations.Direction.

this[Direction]

(NetAF.Assets.Locations.Exit.html)

Get an exit.

(NetAF.Assets.Locations.Matrix.htm

Declaration

Overworld

(NetAF.Assets.Locations.Overwo

```
public Exit this[Direction direction] { get; }
```

Region

(NetAF.Assets.Locations.Region.h

Room

(NetAF.Assets.Locations.Room.htm

Type

RoomPosition

Name

Description

Direction (NetAF.Assets.Locations.Direction.html)

direction

The direction of an exit.

ViewPoint

(NetAF.Assets.Locations.ViewPoin

Property Value

+ NetAF.Commands

Type

(NetAF.Commands.html)

Exit (NetAF.Assets.Locations.Exit.html)

Description

The exit.

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence

+ NetAF.Conversations

Get the items.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

```
public Item[] Items { get; }
```

(NetAF.Conversations.Instruct

Property Value

+ NetAF.Extensions

Type

(NetAF.Extensions.html)

Description

+ NetAF.Interpretation

Item[] (NetAF.Assets.Item.html)

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

UnlockedExits

Get all unlocked exits.

Declaration

```
public Exit[] UnlockedExits { get; }
```

+ NetAF.Assets.Interaction

Property Value

(NetAF.Assets.Interaction.html)

- Type

NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Description

Direction

(NetAF.Assets.Locations.Direction.html)

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Methods

AddCharacter(NonPlayableCharacter)

(NetAF.Assets.Locations.Overworld.html)

Add a character to this room.

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

Parameters

ViewPoint

Type (NetAF.Assets.Locations.ViewPoint.html)

Name

Description

+ NetAF.Commands

NonPlayableCharacter

(NetAF.Commands.html)

character

The character to add.

+ NetAF.Commands.

Persistence

AddItem(Item)

(NetAF.Commands.Persistence.html)

NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

public void AddItem(Item item)

Instructions

(NetAF.Conversations.Instructions.html)

Parameters

+ NetAF.Extensions

Type (NetAF.Extensions.html)

Name

Description

Item (NetAF.Assets.Item.html)

item

The item to add.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

CanMove(Direction)

(NetAF.Logic.html)

Test if a move is possible.

Declaration

```
public bool CanMove(Direction direction)
```



Parameters

+ **NetAF.Assets.Interaction**

Type
[\(NetAF.Assets.Interaction.html\)](#)

Direction ([NetAF.Assets.Locations.Direction.html](#))

- **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

Returns

| Type | Description |
|--|---|
| Direction (NetAF.Assets.Locations.Direction.html) | If a move in the specified direction is possible. |

bool <https://learn.microsoft.com/dotnet/api/system.boolean>
([NetAF.Assets.Locations.Exit.html](#))

Matrix

[\(NetAF.Assets.Locations.Matrix.html\)](#)

ContainsCharacter(NonPlayableCharacter, bool)

Overload

[\(NetAF.Assets.Locations.Overworld.html\)](#)

Get if this Room contains a character.

Region

Declaration
[NetAF.Assets.Locations.Region.html](#)

Room

[\(NetAF.Assets.Locations.Room.html\)](#) (NonPlayableCharacter character, bool includeInvisibleCharacters=false)

([NetAF.Assets.Locations.RoomPosition.html](#))

ViewPoint

Parameters
[\(NetAF.Assets.Locations.ViewPoint.html\)](#)

| Type | Name | Description |
|---|----------------------------|---|
| + NetAF.Commands | | |
| (NetAF.Commands.html) | character | The character. |
| (NetAF.Assets.Characters.NonPlayableCharacter.html) | | |
| + NetAF.Commands. | | |
| Persistence | | |
| bool | includeInvisibleCharacters | Specify if invisible characters should be included. |
| (NetAF.Commands.Persistence.html) | | |
| (https://learn.microsoft.com/dotnet/api/system.boolean) | | |
| + NetAF.Conversations | | |
| (NetAF.Conversations.html) | | |

Returns

+ **NetAF.Conversations.**

Type
[Instructions](#)

bool ([NetAF.Conversations.Instruction.html](#))

Description

True if the item is in this room, else false.

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

ContainsCharacter(string, bool)

+ **NetAF.Interpretation**

Get if this Room contains a character.

[\(NetAF.Interpretation.html\)](#)

Declaration

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

```
public bool ContainsCharacter(string characterName, bool includeInvisibleCharacters = false)
```

Parameters

| Type | Name | Description |
|---|----------------------------|---|
| + NetAF.Assets.Interaction string (https://learn.microsoft.com/dotnet/api/system.string) | characterName | The character name to check for. |
| - NetAF.Assets.Locations bool (NetAF.Assets.Locations.html) (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.Direction.html) | includeInvisibleCharacters | Specify if invisible characters should be included. |

Exit

Returns [\(NetAF.Assets.Locations.Exit.html\)](#)

| Type | Description |
|---|---|
| Matrix (NetAF.Assets.Locations.Matrix.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) | True if the item is in this room, else false. |

([NetAF.Assets.Locations.Overworld.html](#))

Region

ContainsExit(Direction, bool)
Room

Get if this Room contains an exit.

RoomPosition

Declaration
([NetAF.Assets.Locations.RoomPosition.html](#))

ViewPoint

public bool ContainsExit(Direction direction, bool includeInvisibleExits = false)

+ NetAF.Commands

Parameters

[\(NetAF.Commands.html\)](#)

| Type | Name | Description |
|---|-----------------------|--|
| + NetAF.Commands.Persistence Direction (NetAF.Assets.Locations.Direction.html) | direction | The direction of the exit to check for. |
| + NetAF.Commands.Persistence bool (https://learn.microsoft.com/dotnet/api/system.boolean) | includeInvisibleExits | Specify if invisible exits should be included. |

+ NetAF.Conversations

Related

[Instructions](#)

| Type | Description |
|--|--------------------------------------|
| (NetAF.Conversations.Instruct.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) | True if the exit exists, else false. |

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

ContainsExit(bool)

[\(NetAF.Interpretation.html\)](#)

Get if this Room contains an exit.

+ NetAF.Logic

Declaration
([NetAF.Logic.html](#))

```
public bool ContainsExit(bool includeInvisibleExits = false)
```

Parameters

| Type | Name | Description |
|---|------------------------------|--|
| bool + NetAF.Assets.Interaction (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Interaction.html) lean) | <i>includeInvisibleExits</i> | Specify if invisible exits should be included. |

- NetAF.Assets.Locations

Returns
[\(NetAF.Assets.Locations.html\)](#)

| Type | Description |
|--|--------------------------------------|
| Direction bool + NetAF.Assets.Direction (https://learn.microsoft.com/dotnet/api/system.boolean) Exit (NetAF.Assets.Direction.Exit.html) Matrix | True if the exit exists, else false. |

ContainsInteractionTarget(string)

Overworld
Get if this Room contains an interaction target.
(NetAF.Assets.Locations.Overworld)

Declaration

(NetAF.Assets.Locations.Region.ht

Room
public bool ContainsInteractionTarget(string targetName)
(NetAF.Assets.Locations.Room.htm

RoomPosition

Parameters
(NetAF.Assets.Locations.RoomPos

| Type | Name | Description |
|---|-------------------|--------------------------------------|
| ViewPoint string + NetAF.Commands ((NetAF.Commands.html) Returns | <i>targetName</i> | The name of the target to check for. |

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

+ NetAF.Commands.

Persistence
bool
+ [NetAF.Commands.Persistence](#)
([\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Get if this Room contains an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false.
Instructions

(NetAF.Conversations.Instruct

Declaration

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)(Item item)

+ NetAF.Interpretation

Parameters
[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

| Type | Name | Description |
|-------------------------------|-------------|------------------------|
| Item (NetAF.Assets.Item.html) | <i>item</i> | The item to check for. |

Returns

| Type | Description |
|---|---|
| +bool (https://learn.microsoft.com/dotnet/api/system.boolean) | True if the item is in this room, else false. |

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations
ContainsItem(string, bool)
(NetAF.Assets.Locations.html)

Get if this Room contains an item.

(NetAF.Assets.Locations.Direction.
Declaration
Exit

(NetAF.Assets.Locations.Exit.html)

```
public bool ContainsItem(string itemName, bool includeInvisibleItems = false)
```

(NetAF.Assets.Locations.Matrix.htm

Overworld

(NetAF.Assets.Locations.Overworld

| Type | Name | Description |
|--------|------------------------------|--|
| Region | <i>itemName</i> | The item name to check for. |
| Room | <i>includeInvisibleItems</i> | Specify if invisible items should be included. |

+ NetAF.Commands

Returns

(NetAF.Commands.html)

Type

| Type | Description |
|--|---|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | True if the item is in this room, else false. |

Persistence

(NetAF.Commands.Persistence.html)

(NetAF.Commands.Examine(ExaminationScene))

(NetAF.Commands.Examine(ExaminationScene).html)

Handle examination this Room.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct.html)

```
public override ExaminationResult Examine(ExaminationScene scene)
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

| Type | Name | Description |
|--|--------------|---|
| ExaminationScene | <i>scene</i> | The scene this object is being examined from. |
| (NetAF.Extensions.ExaminationScene.html) | | |

(NetAF.Ionic.html)

Returns

| Type | Description |
|---|---------------------------------|
| ExaminationResult (NetAF.Assets.ExaminationResult.html) | The result of this examination. |

Overrides

ExaminableObject.Examine(ExaminationScene)

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination

Scene) (NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

FindCharacter(string, out NonPlayableCharacter)

Direction

Find a character. This will not include characters whose ExaminableObject.IsPlayerVisible property is set to false. (NetAF.Assets.Locations.Direction.)

Declaration

(NetAF.Assets.Locations.Exit.html)

public bool FindCharacter(string characterName, out NonPlayableCharacter character)

(NetAF.Assets.Locations.Matrix.html)

Overworld

Parameters

(NetAF.Assets.Locations.Overworld.html)

| Type | Name | Description |
|--------------------------------------|---------------|---------------------|
| Region | characterName | The character name. |
| (NetAF.Assets.Locations.Region.html) | character | The character name. |

Returns

(NetAF.Assets.Locations.ViewPoint.html)

Type

+ NetAF.Commands

bool (https://learn.microsoft.com/dotnet/api/system.boolean)

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

FindCharacter(string, out NonPlayableCharacter, bool)

(NetAF.Commands.Persistence.html)

Find a character.

+ NetAF.Conversations

Declaration

(NetAF.Conversations.html)

+ NetAF.Conversations.

public bool FindCharacter(string characterName, out NonPlayableCharacter character, Instructions hideInvisibleCharacters)

(NetAF.Conversations.Instruct

Parameters

(NetAF.Extensions.html)

| Type | Name | Description |
|-----------------------------|---------------|---------------------|
| + NetAF.Interpretation | characterName | The character name. |
| (NetAF.Interpretation.html) | ring | |

+ NetAF.Logic

(NetAF.Logic.html)

| Type | Name | Description |
|--|-----------------------------------|---|
| NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html) | <i>character</i> | The character. |
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) + NetAF.Assets.Interaction (NetAF.Assets.Interaction.html) | <i>includeInvisibleCharacters</i> | Specify if invisible characters should be included. |

Returns **NetAF.Assets.Locations**

| Type | Description |
|--|----------------------------------|
| Direction (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Directions.Direction.html) | True if the character was found. |

Exit
(NetAF.Assets.Locations.Exit.html)

FindExit(Direction, bool, out Exit)

Find an exit.
Overworld

Declaration
NetAF.Assets.Locations.Overworld

Region

```
public bool FindExit(Direction direction, bool includeInvisibleExits, out Exit exit)
```

Room
(NetAF.Assets.Locations.Room.html)

Parameters

RoomPosition

| Type | Name | Description |
|--|------------------------------|---|
| ViewPoint (NetAF.Assets.Locations.ViewPoint.html) | <i>direction</i> | The exits direction. |
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) + NetAF.Commands (NetAF.Commands.html) | <i>includeInvisibleExits</i> | Specify if invisible exists should be included. |
| Exit (NetAF.Assets.Locations.Exit.html) | <i>exit</i> | The exit. |

Persistence
(NetAF.Commands.Persistence.html)

Returns

| Type | Description |
|---|-----------------------------|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | True if the exit was found. |

+ NetAF.Conversations.

Instructions

FindInteractionTarget(string, out IInteractWithItem)

+ NetAF.Extensions.

Find an interaction target.

Declaration
(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

```
public bool FindInteractionTarget(string targetName, out IInteractWithItem target)
```

+ NetAF.Logic

(NetAF.Logic.html)

Parameters

| Type | Name | Description |
|--|------------|-------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | targetName | The targets name. |
| IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html) | target | The target. |

▼

Returns

+ NetAF.Assets.Interaction

| Type | Description |
|---|-------------|
| (NetAF.Assets.Interaction.html) | |

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Direction

FindItem(string, out Item)

(NetAF.Assets.Locations.Direction.html)

Exit

Find an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false
(NetAF.Assets.Locations.Exit.html)

Declaration

(NetAF.Assets.Locations.Matrix.html)

Overworld

```
public bool FindItem(string itemName, out Item item)
(NetAF.Assets.Locations.Overworld)
```

Region

Parameters

(NetAF.Assets.Locations.Region.html)

| Type | Name | Description |
|---|----------|--|
| Room | | |
| (NetAF.Assets.Locations.Room.html) | | |
| string | itemName | The items name. This is case insensitive |
| RoomPosition | | |
| (https://learn.microsoft.com/dotnet/api/system.string) | | |
| ViewPoint | item | The item |
| Item ((NetAF.Assets.Item.html)) | | |
| (NetAF.Assets.Locations.ViewPoint) | | |

Related

+ NetAF.Commands

| Type | Description |
|---------------------------------------|-------------|
| (NetAF.Commands.html) | |

+ NetAF.Commands

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Persistence

(NetAF.Commands.Persistence.html)

FindItem(string, out Item, bool)

(NetAF.Conversations.html)

Find an item.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

| Type | Name | Description |
|---|------------------------------|--|
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>itemName</i> | The items name. |
| Item (NetAF.Assets.Item.html) | <i>item</i> | The item. |
| bool + NetAF.Assets.Interaction (NetAF.Assets.Interaction.html) | <i>includeInvisibleItems</i> | Specify if invisible items should be included. |

- NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))

| Type | Direction | Description |
|--|---|-----------------------------|
| bool bool + NetAF.Assets.Locations.Exit (NetAF.Assets.Locations.Exit.html) | NetAF.Assets.Locations.Direction.html | True if the item was found. |

([NetAF.Assets.Locations.Exit.html](#))

Matrix

([NetAF.Assets.Locations.Matrix.html](#))

Overworld

HasLockedExitInDirection(Direction, bool)

Get if ([NetAF.Assets.Locations.LockedExit](#)) in a specified direction.

Region Declaration

([NetAF.Assets.Locations.Region.html](#))

Room

public bool HasLockedExitInDirection(Direction direction, bool includeInvisibleExits)

= false

([NetAF.Assets.Locations.RoomPos.html](#))

ViewPoint Parameters

([NetAF.Assets.Locations.ViewPoint.html](#))

Type

+ NetAF.Commands

Direction ([NetAF.Assets.Locations.Direction.html](#))

([NetAF.Commands.html](#))

Name

Description

The direction to check.

bool

+ NetAF.Commands.

(<https://learn.microsoft.com/dotnet/api/system.boolean>)

Persistence

includeInvisibleExits

Specify if invisible exits should be included.

([NetAF.Commands.Persistence.html](#))

Returns

+ NetAF.Conversations

([NetAF.Conversations.html](#))

Description

If there is a locked exit in the specified direction.

Instructions

([NetAF.Conversations.Instruct.html](#))

HasUnlockedExitInDirection(Direction, bool)

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Get if this room has a visible unlocked exit in a specified direction.

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

```
public bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits = false)
```

Parameters

| Type | Name | Description |
|--|-----------------------|--|
| + NetAF.Assets.Interaction Direction (NetAF.Assets.Locations.Direction.html) (NetAF.Assets.Interaction.html) | direction | The direction to check. |
| - NetAF.Assets.Locations (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.html) | includeInvisibleExits | Specify if invisible exits should be included. |

Direction

Returns [\(NetAF.Assets.Locations.Direction.html\)](#)

| Type | Description |
|--|---|
| + NetAF.Assets.Locations.Exit (NetAF.Assets.Locations.Exit.html) | |
| bool Matrix (https://learn.microsoft.com/dotnet/api/system.boolean) | If there is a unlocked exit in the specified direction. |

Overworld

(NetAF.Assets.Locations.Overworld)

Region

Interact(Item)
(NetAF.Assets.Locations.Region.html)

Interact with an item.

(NetAF.Assets.Locations.Room.html)

Declaration

ROOMPosition

(NetAF.Assets.Locations.RoomPos)

```
public InteractionResult Interact(Item item)
```

(NetAF.Assets.Locations.ViewPoint)

NetAF.Commands

| Type | Name | Description |
|--|------|----------------------------|
| + NetAF.Commands (NetAF.Commands.html) | item | The item to interact with. |

Persistence

Returns [\(NetAF.Commands.Persistence.html\)](#)

| Type | Description |
|--|--------------------------------|
| + NetAF.Conversations (NetAF.Conversations.html) | The result of the interaction. |

+ NetAF.Conversations.

Instructions

MovedInto(Direction?)
(NetAF.Conversations.Instruct)

Handles movement into this GameLocation.

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

```
public void MovedInto(Direction? fromDirection)
```

(NetAF.Interpretation.html)

+ NetAF.Logic

Parameters
(NetAF.Logic.html)

| Type | Name | Description |
|---|----------------------|---|
| Direction (NetAF.Assets.Locations.Direction.h tml) ? | <i>fromDirection</i> | The direction movement into this Room is from. Use null if there is no direction. |

+ **NetAF.Assets.Interaction**

RemoveCharacter(NonPlayableCharacter)

NetAF.Assets.Locations

Remove a character from the room.

(NetAF.Assets.Locations.html)

Declaration

Direction

```
(NetAF.Assets.Locations.Direction.  
public void RemoveCharacter(NonPlayableCharacter character)  
Exit  
(NetAF.Assets.Locations.Exit.html)
```

Parameters

| Type | Name | Description |
|---|------------------|--------------------------|
| Overworld | | |
| NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html) | <i>character</i> | The character to remove. |

(NetAF.Assets.Locations.Region.ht

Room

(NetAF.Assets.Locations.Room.htm

RemoveInteractionTarget(IInteractWithItem)

Remove an interaction target from the room.

ViewPoint

Declaration

(NetAF.Assets.ViewPoin

+ **NetAF.Commands**

```
public IInteractWithItem RemoveInteractionTarget(IInteractWithItem target)  
(NetAF.Commands.html)
```

+ **NetAF.Commands.**

Parameters

| Persistence | Name | Description |
|------------------------------------|------|-------------|
| (NetAF.Commands.Persistence | | |

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Returns

| Type | Description |
|---------------------|-------------|
| Instructions | |

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

(NetAF.Conversations.Instruct

The target removed from this room.

+ **NetAF.Extensions**

(NetAF.Extensions.html)

RemoveItem(item)

Remove an item.

(NetAF.Interpretation.html)

Declaration

+ **NetAF.Logic**

(NetAF.Logic.html)

```
public void RemoveItem(Item item)
```

Parameters

| Type | Name | Description |
|---|------|---------------------|
| Item (NetAF.Assets.Item.html) + NetAF.Assets.Interaction | item | The item to remove. |

(NetAF.Assets.Interaction.html)

NetAF.Assets.Locations

RestoreFrom(RoomSerialization)

(NetAF.Assets.Locations.html)

Restore this object from a serialization.

Direction

Declaration: NetAF.Assets.Locations.Direction.

Exit

public void RestoreFrom(RoomSerialization serialization)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Parameters

Overworld

| Type | Name | Description |
|---|---------------|------------------------------------|
| Region (NetAF.Assets.Locations.Region.html) + NetAF.Serialization.Assets.RoomSerialization.html | serialization | The serialization to restore from. |

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

SpecifyConditionalDescription(ConditionalDescription)

SpecifyConditionalDescription(ConditionalDescription) in this room.

NetAF.Commands

(NetAF.Commands.html)

public void SpecifyConditionalDescription(ConditionalDescription description)

+ NetAF.Commands.

Persistence

Parameters

(NetAF.Commands.Persistence)

| Type | Name | Description |
|--|-------------|-------------------------------|
| NetAF.Conversations (NetAF.Assets.ConditionalDescription.html) | description | The description of this room. |

+ NetAF.Conversations.

Instructions

Implements

(NetAF.Conversations.Instruct)

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

+ NetAF.Extensions

ItemContainer (NetAF.Assets.IContainer.html)

(NetAF.Extensions.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ NetAF.Interpretation

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Interpretation.html)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ NetAF.Logic

(NetAF.Logic.html)



- + **NetAF.Assets.Interaction**
[\(NetAF.Assets.Interaction.html\)](#)
- **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)

 Direction
 [\(NetAF.Assets.Locations.Direction.html\)](#)
 Exit
 [\(NetAF.Assets.Locations.Exit.html\)](#)
 Matrix
 [\(NetAF.Assets.Locations.Matrix.html\)](#)
 Overworld
 [\(NetAF.Assets.Locations.Overworld.html\)](#)
 Region
 [\(NetAF.Assets.Locations.Region.html\)](#)
 Room
 [\(NetAF.Assets.Locations.Room.html\)](#)
 RoomPosition
 [\(NetAF.Assets.Locations.RoomPosition.html\)](#)
 ViewPoint
 [\(NetAF.Assets.Locations.ViewPoint.html\)](#)

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)

- + **NetAF.Commands.Persistence**
[\(NetAF.Commands.Persistence.html\)](#)

- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

- + **NetAF.Conversations.Instructions**
[\(NetAF.Conversations.Instructions.html\)](#)

- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

Class RoomPosition

Represents a room position.

Filter by title

Inheritance

([NetAF.Assets.Interaction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

- **NetAF.Assets.Locations**

↳ RoomPosition

([NetAF.Assets.Locations.html](#))

Inherited Members

Direction

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Exit

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

Matrix

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF ([NetAF.html](#)).Assets ([NetAF.Assets.html](#)).Locations ([NetAF.Assets.Locations.html](#))

Assembly: NetAF.dll

RoomPosition

Syntax

([NetAF.Assets.Locations.RoomPos](#)

ViewPoint

public class RoomPosition
 ([NetAF.Assets.Locations.ViewPoin](#)

+ **NetAF.Commands**

([NetAF.Commands.html](#))

Constructors

+ **NetAF.Commands.**

Persistence

RoomPosition(Room, int, int, int)

([NetAF.Commands.Persistence.html](#))

Represents a room position.

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

public RoomPosition(Room room, int x, int y, int z)

Instructions

([NetAF.Conversations.Instruct](#)

Parameters

+ **NetAF.Extensions**

Type

([NetAF.Extensions.html](#))

Room ([NetAF.Assets.Locations.Room.html](#))

+ **NetAF.Interpretation**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Logic.html](#))

| | Name | Description |
|------|------|-----------------------------|
| room | | The room/ |
| x | | The x position of the room. |
| y | | The y position of the room. |
| z | | The z position of the room. |

Properties

Room

Get the room.

Declaration

(NetAF.Assets.Interaction.html)

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Property Value

Type

Description

Exit

Room

(NetAF.Assets.Locations.Room.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

X Overworld

(NetAF.Assets.Locations.Overworld.html)

Get the X position of the room.

Declaration

Room

(NetAF.Assets.Locations.Room.html)

public int X { get; }

(NetAF.Assets.Locations.RoomPosition.html)

Property Value

(NetAF.Assets.Locations.ViewPoint.html)

Type

Description

+ **NetAF.Commands**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Commands.html)

+ **NetAF.Commands.**

Y Persistence

(NetAF.Commands.Persistence.html)

Get the Y position of the room.

+ **NetAF.Conversations**

Declaration

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

public int Y { get; }

Instructions

(NetAF.Conversations.Instructions.html)

Property Value

+ **NetAF.Extensions**

Type

Description

(NetAF.Extensions.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Z NetAF.Logic

(NetAF.Logic.html)

Get the Z position of the room.

Declaration

```
public int Z { get; }
```

Property Value

| Type | Description |
|--|-------------|
| (NetAF.Assets.Interaction.html) int (https://learn.microsoft.com/dotnet/api/system.int32) | |

- NetAF.Assets.Locations

[\(NetAF.Assets.Locations.html\)](#)

Methods

(NetAF.Assets.Locations.Direction.

Exit

(NetAF.Assets.Locations.Exit.html)

IsAtPosition(int, int, int)

(NetAF.Assets.Locations.Matrix.htm

Get if this Room position is at a position.

Overworld

Declaration

(NetAF.Assets.Locations.Overworld

Region

[\(NetAF.Assets.Locations.Region.html\)](#) int x, int y, int z)

Room

(NetAF.Assets.Locations.Room.htm

Parameters

RoomPosition

| Type | Name | Description |
|--|------|-----------------|
| NetAF.Assets.Locations.RoomPos | x | The X position. |
| ViewPoint int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Assets.Locations.ViewPoin | y | The Y position. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Commands.html) | z | The Z position. |

+ NetAF.Commands.

Returns

Persistence

| Type | Description |
|---|--|
| (NetAF.Commands.Persistence.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) | True if this is at the position, else false. |

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Class ViewPoint

Represents a view point from a room.

Filter by title

Inheritance

- NetAFAssets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAFAssets.Locations.html](#))

↳ ViewPoint

Direction

Inherited Members

([NetAFAssets.Direction.html](#))

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAFAssets.Exit.html](#))

object Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAFAssets.Matrix.html](#))

object GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAFAssets.Overwork.html](#))

object GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAFAssets.ReferenceEquals.html](#))

object ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAFAssets.ToString.html](#))

object ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

NameSpace

: NetAF (NetAF.html).Assets (NetAFAssets.html).Locations (NetAFAssets.Locations.html)

Assembly

: NetAF.dll

RoomPosition

Syntax

([NetAFAssets.RoomPosition.html](#))

ViewPoint

public sealed class ViewPoint

([NetAFAssets.ViewPoint.html](#))

+ NetAF.Commands

([NetAFCommands.html](#))

Properties

Persistence

([NetAFCommands.Persistence.html](#))

Any

+ NetAF.Conversations

Get if there is a view in any direction.

([NetAFConversations.html](#))

Declaration

+ NetAF.Conversations.

Instructions

public bool Any { get; }

([NetAFConversations.Instructions.html](#))

NetAF.Extensions

Property Value

([NetAFExtensions.html](#))

Type

+ NetAF.Interpretation

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

([NetAFInterpretation.html](#))

+ NetAF.Logic

([NetAFLogic.html](#))

AnyNotVisited

+ NetAF.Persistence

| Type | Description |
|------|-------------|
| | |

Get if there is a view in any direction.

Declaration

```
public bool AnyNotVisited { get; }
```

Property Value

| Type | Description |
|--|-------------|
| NetAF.Assets.Locations (NetAF.Assets.Locations.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) | |

Direction
(NetAF.Assets.Locations.Direction.html)

Exit
(NetAF.Assets.Locations.Exit.html)

Matrix
Get if there is a view in any direction.
(NetAF.Assets.Locations.Matrix.html)

Declaration
OverWorld
(NetAF.Assets.Locations.Overworld.html)

```
public bool AnyVisited { get; }
```

```
(NetAF.Assets.Locations.Region.html)
```

Room
Property Value
(NetAF.Assets.Locations.Room.html)

| Type | Description |
|---|-------------|
| RoomPosition (NetAF.Assets.Locations.RoomPosition.html) bool (https://learn.microsoft.com/dotnet/api/system.boolean) | |

(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands
this[Direction]
[\(NetAF.Commands.html\)](#)

Get the room that lies in a specified direction.

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)
public Room this[Direction direction] { get; }

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)
Parameters

| Type | Name | Description |
|---|-----------|-------------------------|
| Instructions Direction (NetAF.Assets.Locations.Direction.html) | direction | The direction to check. |

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)
Type

+ NetAF.Interpretation

Room ([NetAF.Assets.Locations.Room.html](#))
[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

Get a view point representing no view.

Declaration

```
public static ViewPoint NoView { get; }
```

Property Value

| Type | Description |
|--|-------------|
| NetAF.Assets.Locations (NetAF.Assets.Locations.html) | |

View Point (NetAF.Assets.Locations.ViewPoint.html)
Direction
(NetAF.Assets.Locations.Direction.html)

Exit
(NetAF.Assets.Locations.Exit.html)

Matrix
(NetAF.Assets.Locations.Matrix.html)

Overworld
(NetAF.Assets.Locations.Overworld.html)

CreateRegion
(NetAF.Assets.Locations.CreateRegion.html)

CreateRoom
(NetAF.Assets.Locations.CreateRoom.html)

Region
(NetAF.Assets.Locations.Region.html)

Room
(NetAF.Assets.Locations.Room.html)

```
public static ViewPoint Create(Region region)  
    RoomPosition
```

RoomPosition
(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint
(NetAF.Assets.Locations.ViewPoint.html)

Parameters

Type
(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands
Region (NetAF.Assets.Locations.Region.html)

[\(NetAF.Commands.html\)](#)

NetAF.Commands.

Persistence
(NetAF.Commands.Persistence.html)

ViewPoint (NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions
(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

<

Namespace NetAF.Commands

Classes

Filter by title

[CustomCommand](#) ([NetAF.Commands.CustomCommand.html](#))

+ [NetAF.Assets.Characters](#)

 ([NetAF.Assets.Characters.html](#))

Interfaces

[NetAF.Assets.Interaction](#)

 ([NetAF.Assets.Interaction.html](#))

[ICommand](#) ([NetAF.Commands.ICommand.html](#))

[NetAF.Assets.Locations](#)

 ([NetAF.Assets.Locations.html](#))

- [NetAF.Commands](#)

Delegates

 ([NetAF.Commands.html](#))

 CustomCommand

[CustomCommandCallback](#) ([NetAF.Commands.CustomCommandCallback.html](#))

 CustomCommandCallback

 Provides a callback for custom commands.

 ([NetAF.Commands.CustomCommandCallback.html](#))

 ICommand

 ([NetAF.Commands.ICommand.html](#))

+ [NetAF.Commands](#).

[Persistence](#)

 ([NetAF.Commands.Persistence.html](#))

+ [NetAF.Conversations](#).

 ([NetAF.Conversations.html](#))

+ [NetAF.Conversations](#).

[Instructions](#)

 ([NetAF.Conversations.Instructions.html](#))

+ [NetAF.Extensions](#)

 ([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

 ([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

 ([NetAF.Logic.html](#))

+ [NetAF.Persistence](#)

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

+ NetAF.Assets.Characters

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Assets.Characters.html)
↳ CustomCommand

+ NetAF.Assets.Interaction

↳ Load (NetAF.Commands.Persistence.Load.html)
↳ Save (NetAF.Commands.Persistence.Save.html)
(NetAF.Assets.Interaction.html)

Implements

+ NetAF.Assets.Locations

ICommand (NetAF.Commands.ICommand.html)
(NetAF.Assets.Locations.html)
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

NetAF Commands

Inherited Members

(NetAF.Commands.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
↳ CustomCommand

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
↳ CustomCommand (CustomCommandCallback)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Persistence

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html)

(NetAF.Commands.Persistence)

Assembly: NetAF.dll

+ NetAF.Conversations

Syntax

(NetAF.Conversations.html)

+ public class CustomCommand : ICommand, IPlayerVisible

Instructions

(NetAF.Conversations.Instruct)

Constructors

+ NetAF.Extensions

(NetAF.Extensions.html)

CustomCommand(CommandHelp, bool, CustomCommandCallback)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

NetAF Logic

(NetAF.Logic.html)

public CustomCommand(CommandHelp help, bool isPlayerVisible, CustomCommandCallback callback)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

| Type | Name | Description |
|---|------------------------|--|
| CommandHelp (NetAF.Interpretation.CommandHelp.html) | <i>help</i> | The help for this command. |
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | <i>isPlayerVisible</i> | If this is visible to the player. |
| + NetAF.Assets.Characters (NetAF.Assets.Characters.html) | <i>callback</i> | The callback to invoke when this command is invoked. |

+ **NetAF.Assets.Interaction**
(NetAF.Assets.Interaction.html)

Properties
Locations
(NetAF.Assets.Locations.html)

Arguments

(NetAF.Commands.html)

Get or set the arguments.

CustomCommand

Declaration
(NetAF.Commands.CustomCommand)

CustomCommandCallback

public System.Collections.Generic.IList<NetAF.Commands.Arguments> Arguments { get; set; }

ICommand

(NetAF.Commands.ICommand.html)

Property Value

+ **NetAF.Commands.**

Type

Persistence

string
(NetAF.Commands.Persistence)

Description

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Help

Get the help for this command.

Instructions

Declaration
(NetAF.Conversations.Instruct)

+ **NetAF.Extensions**

public CommandHelp Help { get; }

(NetAF.Extensions.html)

Description

+ **NetAF.Interpretation**

Property value

(NetAF.Interpretation.html)

Type

+ **NetAF.Logic**

CommandHelp
(NetAF.Interpretation.CommandHelp.html)

(NetAF.Logic.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

IsPlayerVisible

Get or set if this is visible to the player.

(NetAF.Persistence.Json.html)

Declaration

```
public bool IsPlayerVisible { get; set; }
```

Property Value

| Type | Description |
|--|-------------|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | |

+ NetAF.Assets.Characters

[\(NetAF.Assets.Characters.html\)](#)

+ NetAF.Assets.Interaction

[\(NetAF.Assets.Interaction.html\)](#)

+ NetAF.Assets.Locations

[Invoke\(Game\)](#)

[\(NetAF.Assets.Locations.html\)](#)

Invoke the command.

- NetAF.Commands

Declared in:

[\(NetAF.Commands.html\)](#)

CustomCommand

public Reaction Invoke(Game game)

[\(NetAF.Commands.CustomCommand.html\)](#)

CustomCommandCallback

[\(NetAF.Commands.CustomCommandCallback.html\)](#)

Parameters

ICommand

Type [\(NetAF.Commands.ICommand.html\)](#)

Name

Description

+ NetAF.Commands.

[Persistence](#)

Returns

[\(NetAF.Commands.Persistence.html\)](#)

Type

+ NetAF.Conversations

Reaction ([NetAF.Assets.Interaction.Reaction.html](#))

Description

The reaction.

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

ICommand ([NetAF.Commands.ICommand.html](#))

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

Delegate CustomCommandCallback

Provides a callback for custom commands.

Filter by title

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html)

(NetAF.Assets.Characters.htm)

Assembly: NetAF.dll

Syntax

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

public delegate Reaction CustomCommandCallback(Game game, string[] arguments)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

| Type | Name | Description |
|--|-----------|---|
| (NetAF.Commands.html) Game (NetAF.Logic.Game.html) CustomCommand | game | The game to invoke the command on. |
| string (NetAF.Commands.CustomCommandCallback (https://learn.microsoft.com/dotnet/api/system.string)) ICommand | arguments | The arguments to invoke the command with. |

Return Value

NetAF.Commands.ICommand.htm

| Type | Description |
|--|------------------------------|
| Persistence (NetAF.Assets.Interaction.Reaction.html) | The reaction to the command. |

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Interface ICommand

Represents a command.

Filter by title

Namespace: NetAF (NetAF.html) Commands (NetAF.Commands.html)

Assembly: NetAF.dll

+ NetAF.Assets.Interaction

Syntax
[\(NetAF.Assets.Interaction.html\)](#)

+ NetAF.Assets.Locations

public interface ICommand

[\(NetAF.Assets.Locations.html\)](#)

- NetAF.Commands

[\(NetAF.Commands.html\)](#)

Methods

CustomCommand

[\(NetAF.Commands.CustomCommand.html\)](#)

CustomCommandCallback

[\(NetAF.Commands.CustomCommandCallback.html\)](#)

Invoke(Game)

Invoke the command.

[\(NetAF.Commands.ICommand.html\)](#)

Declaration

+ NetAF.Commands.

Persistence

Reaction Invoke(Game game)

[\(NetAF.Commands.Persistence.html\)](#)

NetAF.Conversations

| Type | Name | Description |
|--|------|------------------------------------|
| Game (NetAF.Logic.Game.html) | game | The game to invoke the command on. |

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

(NetAF.Extensions.html)

Reaction ([NetAF.Assets.Interaction.Reaction.html](#))

Description

The reaction.

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Namespace NetAF.Commands.Persistence

Classes

Filter by title

Load (NetAF.Commands.Persistence.Load.html)

(NetAF.Assets.Characters.html)

Represents the Save command.

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

Save (NetAF.Commands.Persistence.Save.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

- **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

Load

(NetAF.Commands.Persistence.Lo

Save

(NetAF.Commands.Persistence.Sa

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

Class Load

Represents the Save command.

Filter by title

Inheritance

+ **NetAF.Assets.Interaction**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Assets.Interaction.html](#))

↳ CustomCommand ([NetAF.Commands.CustomCommand.html](#))

+ **NetAF.Assets.Locations**

([NetAF.Assets.Locations.html](#))

Implements

ICommand ([NetAF.Commands.ICommand.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

([NetAF.Commands.html](#))

Inherited Members

- **NetAF.Commands.**

CustomCommand.Arguments

Persistence

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Arguments)

([NetAF.Commands.Persistence.html](#))

CustomCommand.Help ([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Help)

CustomCommand.Invoke(Game)

([NetAF.Commands.Persistence.html](#)#NetAF_Commands_CustomCommand_Invoke_NetAF_Logic_Game_

) Save

Cust(NetAF.Commands.IPlayerVisible.Sa

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_IsPlayerVisible)

+ **NetAF.Conversations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

([NetAF.Conversations.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

Instructions

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Conversations.Instruct.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Interpretation**

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Persistence ([NetAF.Commands.Persistence.html](#))

([NetAF.Interpretation.html](#))

Assembly: NetAF.dll

Syntax

NetAF.Logic

([NetAF.Logic.html](#))

public class Load : CustomCommand, ICommand, IPlayerVisible

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

NetAF.Rendering

([NetAF.Rendering.html](#))

Initializes a new instance of the Load class.

+ **NetAF.Rendering.Frame**

Declaration

Builders

```
public Load()
```

Implements

▀
ICommand (NetAF.Commands.ICommand.html)
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

- NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Load

(NetAF.Commands.Persistence.Load.html)

Save

(NetAF.Commands.Persistence.Save.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

Class Save

Represents the Save command.

Filter by title

Inheritance

([NetAF.Assets.Interaction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Assets.Location](#)s

↳ Save

([NetAF.Assets.Locations.html](#))

Implements

+ [NetAF.Commands](#)

ICommand ([NetAF.Commands.ICommand.html](#))

([NetAF.Commands.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

- [NetAF.Commands](#).

Inherited Members

Persistence

CustomCommand.Arguments

([NetAF.Commands.Persistence.html](#))

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Arguments)

CustomCommand.Help ([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Help)

CustomCommand.InvokeNetAFLogicGame

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Invoke_NetAF_Logic_Game_

) (NetAF.Commands.Persistence.Sa

CustomCommand.IsPlayerVisible

+ [NetAF.Conversations](#)

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_IsPlayerVisible)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ [NetAF.Conversations](#).

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

Namespace: NetAF.Commands (NetAF.Commands.html).Persistence (NetAF.Commands.Persistence.html)

Assembly: NetAF.dll

Syntax

([NetAF.Logic.html](#))

+ [NetAF.Persistence](#)

public class Save : CustomCommand, ICommand, IPlayerVisible

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

Save ([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Initializes a new instance of the Save class.

Builders

Declaration

([NetAF.Rendering.FrameBuild](#)

```
public Save()
```

Implements

▀
ICommand (NetAF.Commands.ICommand.html)
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**
(NetAF.Assets.Locations.html)

+ **NetAF.Commands**
(NetAF.Commands.html)

- **NetAF.Commands.**
Persistence
(NetAF.Commands.Persistence)

 Load
(NetAF.Commands.Persistence.Lo
 Save
(NetAF.Commands.Persistence.Sa

+ **NetAF.Conversations**
(NetAF.Conversations.html)

+ **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct

+ **NetAF.Extensions**
(NetAF.Extensions.html)

+ **NetAF.Interpretation**
(NetAF.Interpretation.html)

+ **NetAF.Logic**
(NetAF.Logic.html)

+ **NetAF.Persistence**
(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**
(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**
(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**
Builders
(NetAF.Rendering.FrameBuild

Namespace NetAF.Conversations

Classes

Filter by title

Conversation (NetAF.Conversations.Conversation.html)

(NetAF.Assets.Interaction.html)

Represents a conversation.

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

LogItem (NetAF.Conversations.LogItem.html)

+ NetAF.Commands

Provides log items.

(NetAF.Commands.html)

Paragraph (NetAF.Conversations.Paragraph.html)

Persistence

Represents a paragraph in a Conversation.

(NetAF.Commands.Persistence.html)

Response (NetAF.Conversations.Response.html)

(NetAF.Conversations.html)

Provides a response to a conversation.

Conversation

(NetAF.Conversations.Conversation.html)

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

LogItem

Participant (NetAF.Conversations.Participant.html)

(NetAF.Conversations.LogItem.html)

Enumeration of participants in a conversation.

Paragraph

(NetAF.Conversations.Paragraph.html)

Delegates

Participant

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

+ NetAF.Conversations

Provides a callback that can be used in conversations invoking actions.

Instructions

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

Class Conversation

Represents a conversation.

Filter by title

Inheritance

([NetAF.Assets.interaction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Locations**

↳ Conversation

([NetAF.Assets.Locations.html](#))

Implements

+ **NetAF.Commands**

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Conversation

Serialization ([NetAF.Serialization.Assets.ConversationSerialization.html](#))>

Inherited Members

Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.Persistence.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

- **NetAF.Conversations**

equals(system-object-system-object))

([NetAF.Conversations.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#))

LogItem

Assembly: NetAF.dll

([NetAF.Conversations.LogItem.html](#))

Syntax

Paragraph

([NetAF.Conversations.Paragraph.html](#))

public sealed class Conversation : IRestoreFromObjectSerialization<ConversationSerialization>

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

Constructors

+ **NetAF.Conversations**.

Instructions

([NetAF.Conversations.Instruction.html](#))

Conversation(params Paragraph[])

+ **NetAF.Extensions**

Represents a conversation.

([NetAF.Extensions.html](#))

Declaration

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

public Conversation(params Paragraph[] paragraphs)

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

Name

Description

paragraphs

The paragraphs.

+ **NetAF.Persistence.Json**

Properties

CurrentParagraph

Get the current paragraph in the conversation.

Declaration
↓
+ NetAF.Assets.Locations

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations
(NetAF.Assets.Locations.html)

Property Value
+ NetAF.Commands

Type (NetAF.Commands.html)

Description

Paragraph (NetAF.Conversations.Paragraph.html)

+ NetAF.Commands

Persistence

(NetAF.Commands.Persistence.html)

Log

- NetAF.Conversations

Get NetAF.Conversations

(NetAF.Conversations.html)

Declaration
Conversation

(NetAF.Conversations.Conversation.html)

ConversationActionCallback

public LogItem[] Log { get; }

(NetAF.Conversations.Conversation.html)

LogItem

Property Value

(NetAF.Conversations.LogItem.html)

Type Paragraph

(NetAF.Conversations.Paragraph.html)

Description

LogItem (NetAF.Conversations.LogItem.html)[]

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

Paragraphs

+ NetAF.Conversations.

Get the current paragraph in the conversation.

Instructions

Declaration
(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

public Paragraph[] Paragraphs { get; }

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Description

+ NetAF.Logic

Paragraph (NetAF.Conversations.Paragraph.html)[]

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

Methods

+ NetAF.Persistence.Json

Next(Game)

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```

(NetAF.Assets.Interaction.html)

Parameters

+ NetAF.Assets.Locations

Type
(NetAF.Assets.Locations.html)

Game (NetAF.Logic.Game.html)

+ NetAF.Commands

(NetAF.Commands.html)

Returns

+ NetAF.Commands.

Persistence

Reaction (NetAF.Assets.Interaction.Reaction.html)

(NetAF.Commands.Persistence.html)

- NetAF.Conversations

(NetAF.Conversations.html)

Respond(Response, Game)

Conversation

Respond to the conversation.
(NetAF.Conversations.Conversation.html)

Declaration

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

LogItem

```
public Reaction Respond(Response response, Game game)
```

(NetAF.Conversations.LogItem.html)

Paragraph

Parameters (NetAF.Conversations.Paragraph.html)

Participant

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

(NetAF.Conversations.Response.html)

Game (NetAF.Logic.Game.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

Reaction (NetAF.Extensions.Interaction.Reaction.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

RestoreFrom(ConversationSerialization)

NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

public void RestoreFrom(ConversationSerialization serialization)

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Parameters

| Type | Name | Description |
|--|----------------------|------------------------------------|
| ConversationSerialization (NetAF.Serialization.Assets.ConversationSerialization.html) | <i>serialization</i> | The serialization to restore from. |

▼

Implements

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)
(NetAF.Assets.Locations.html)

- + **NetAF.Commands**
(NetAF.Commands.html)
- + **NetAF.Commands.**
Persistence
(NetAF.Commands.Persistence.html)
- **NetAF.Conversations**
(NetAF.Conversations.html)

Conversation
(NetAF.Conversations.Conversation.html)
ConversationActionCallback
(NetAF.Conversations.ConversationActionCallback.html)
LogItem
(NetAF.Conversations.LogItem.html)
Paragraph
(NetAF.Conversations.Paragraph.html)
Participant
(NetAF.Conversations.Participant.html)
Response
(NetAF.Conversations.Response.html)

- + **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instructions.html)

- + **NetAF.Extensions**
(NetAF.Extensions.html)

- + **NetAF.Interpretation**
(NetAF.Interpretation.html)

- + **NetAF.Logic**
(NetAF.Logic.html)

- + **NetAF.Persistence**
(NetAF.Persistence.html)

- + **NetAF.Persistence.Json**

Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

 Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

Assembly: NetAF.dll

(NetAF.Assets.Locations.html)

+ NetAF.Commands

`public delegate void ConversationActionCallback(Game game)`
(NetAFCommands.html)

+ NetAF.Commands.

Parameters

Persistence

| Type | Name | Description |
|------------------------------|------|-------------------------------------|
| Game (NetAF.Logic.Game.html) | game | The game to invoke the callback on. |

- NetAF.Conversations

(NetAF.Conversations.html)

Conversation

(NetAF.Conversations.Conversation.html)

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

(NetAF.Conversations.Paragraph.html)

Participant

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

Class LogItem

Provides a container for log items.

Filter by title

Inheritance

([NetAFAssets.Locations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

([NetAFCommands.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Persistence

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAFCommands.Persistence.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Conversations.Conversation.html](#))

Namespace: NetAF ([NetAF.html](#)) Conversations ([NetAF.Conversations.html](#))

ConversationActionCallback

Assembly: NetAF.dll

([NetAF.Conversations.Conversation.html](#))

Syntax

LogItem

([NetAF.Conversations.LogItem.html](#))

public sealed class LogItem

([NetAF.Conversations.Paragraph.html](#))

Participant

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

Constructors

LogItem(Participant, string)

Instructions

Provides a container for log items.

([NetAF.Conversations.Instruct.html](#))

Declaration

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

public LogItem(Participant participant, string line)

+ **NetAF.Interpretation**

([NetAFInterpretation.html](#))

Parameters

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Participant ([NetAF.Conversations.Participant.html](#))

Name

Description

participant

The participant.

+ **NetAF.Persistence**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

line

The line.

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

Properties

Line

Get the line.



Declaration

```
(NetAF.Assets.Locations.html)  
public string Line { get; }
```

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

+ NetAF.Commands.

Type

Persistence

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Commands.Persistence.html\)](#)

Description

- NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Participant

Conversation

Get the participant.

[\(NetAF.Conversations.Conversation.html\)](#)

Declaration

[\(NetAF.Conversations.ConversationActionCallback.html\)](#)

```
public Participant Participant { get; }  
\(NetAF.Conversations.LogItem.html\)
```

Paragraph

Property Value

[\(NetAF.Conversations.Paragraph.html\)](#)

Type

Participant

[\(NetAF.Conversations.Participant.html\)](#)

Description

Response

[\(NetAF.Conversations.Response.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendoring

Class Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

[\(NetAF.Extensions.Locations.html\)](#)

+ **NetAFCommands**

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [Paragraph](#)
(NetAF.Commands.html)

Inherited Members

+ **NetAF.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)))

(NetAF.Commands.Persistence)

[object.Equals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object, system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object, system-object)))

NetAF.Conversations

[object.GetHashCode\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

[object.GetType\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[Conversation](#)

[object.ReferenceEquals\(object, object\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
(NetAF.Conversations.Conversation)

[object.ToString\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[ConversationActionCallback](#)

Namespace: NetAF (NetAF.html). Conversations (NetAF.Conversations.html)

Assembly: NetAF.dll

Syntax

[\(NetAF.Conversations.LogItem.html\)](#)

Paragraph

[\(NetAF.Conversations.Paragraph.h\)](#)

Participant

[\(NetAF.Conversations.Participant.h\)](#)

Response

Constructors

[\(NetAF.Conversations.Response.h\)](#)

+ **NetAF.Conversations.**

Paragraph(string, ConversationActionCallback, IEndOfParagraphInstruction,

string) ([NetAF.Conversations.Instruct](#)

Represents a Paragraph in a Conversation.

(NetAF.Extensions.html)

Declaration

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

[public Paragraph\(string line, ConversationActionCallback action, IEndOfParagraphInstr](#)

[uction instruction, string name = ""\)](#)

+ **NetAF.Logic**

(NetAF.Logic.html)

Parameters

+ **NetAF.Persistence**

(NetAF.Persistence.html)

string

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

(NetAF.Rendering.html)

[\(NetAF.Rendering.html\)](#)

(NetAF.Rendering.html)

| Type | Name | Description |
|--|--------------------|--|
| ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html) | <i>action</i> | Specify any action to be carried out with this line. |
| IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html) | <i>instruction</i> | Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph. |
| + NetAF.Commands (NetAF.Commands.html) (https://learn.microsoft.com/dotnet/api/system.string) | <i>name</i> | Specify the name of the paragraph. |

Persistence

(NetAF.Commands.Persistence)

Paragraph(string, ConversationActionCallback, string)

- NetAF.Conversations

Paragraph() initializes a new instance of the Paragraph class.

Declarative conversation

(NetAE.Conversations.Conversation)

```
public void SetActionCallback(ConversationActionCallback line, ConversationActionCallback action, string name = "")  
    (NetAF.Conversations.Conversation)
```

LogItem

Parameters NAME Conversations LogItem.htm

| Type | Description | Name | |
|--|-------------|---------------|--|
| Paragraph (NetAF.Conversations.Paragraph.h string (https://learn.microsoft.com/dotnet/api/system.string) Participant | | <i>line</i> | Specify the line. |
| ConversationActionCallback Response (NetAF.Conversations.ConversationActionCallback.html) (NetAF.Conversations.Response.h string (https://learn.microsoft.com/dotnet/api/system.string) | | <i>action</i> | Specify any action to be carried out with this line. |
| Paragraph (NetAF.Conversations.Paragraph.h string (https://learn.microsoft.com/dotnet/api/system.string) | | <i>name</i> | Specify the name of the paragraph. |

Instructions

(NetAE Conversations Instruct

Paragraph/string. [EndOfParagraphInstruction]

+ NetAE Extensions

ParagraphExtensions
Initializes a new instance of the Paragraph class.
(Public Extension Method)

(NetAF.Extensions.h)

NetAFI Interpretation

```
TEndOfParagraphInstruction instruction = string name =
```

NetLogo

NetAELogis

Network Parameters

Parameters ± NetAE Persistence

| Type (NetAF.Persistence.html) | Name | Description |
|---|-------------|-------------------|
| + NetAF.Persistence.Json (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Persistence.Json.html) | <i>line</i> | Specify the line. |

+ NetAF.Rendering

| Type | Name | Description |
|---|--------------------|--|
| IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html) | <i>instruction</i> | Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph. |
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>name</i> | Specify the name of the paragraph. |

+ NetAF.Commands

(NetAF.Commands.html)

Paragraph(string, string)

+ NetAF.Commands.

Persistence

Initializes a new instance of the Paragraph class.

(NetAF.Commands.Persistence)

Declaration

- NetAF.Conversations

(NetAF.Conversations.html) *line, string name = ""*

Conversation

Parameters

ConversationActionCallback

Type
(NetAF.Conversations.ConversationActionCallback.html)

string
(<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

line Specify the line.

string
(<https://learn.microsoft.com/dotnet/api/system.string>)

name

Specify the name of the paragraph.

(NetAF.Conversations.Paragraph.html)

Participant

(NetAF.Conversations.Participant.html)

Properties

(NetAF.Conversations.Response.html)

+ NetAF.Conversations.

Action Instructions

Get or set the action to run on this line.

+ NetAF.Extensions

(NetAF.Extensions.html)

```
public ConversationActionCallback Action { get; set; }
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Property Value

+ NetAF.Logic

Type
(NetAF.Logic.html)

ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)

Description

+ NetAF.Persistence

(NetAF.Persistence.html)

CallResponse.Json

(NetAF.Persistence.Json.html)

Get if a response is possible.

+ NetAF.Rendering

Declaration

```
public bool CanRespond { get; }
```

Property Value

| Type | Description |
|--|-------------|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | |

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

Persistence

Declaration

- NetAF.Conversations

(NetAF.Conversations.html)

Conversation

Property Value

| Type | Description |
|---|-------------|
| IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html) | |

LogItem

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

([NetAF.Conversations.LogItem.html](#))

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Line

Participant

([NetAF.Conversations.Participant.html](#))

Get or set the line.

Response

([NetAF.Conversations.Response.html](#))

+ NetAF.Conversations.

public string Line { get; set; }

Instructions

(NetAF.Conversations.Instruct

Property Value

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Name

(NetAF.Logic.html)

Get the name.

+ NetAF.Persistence

Declaration

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

public string Name { get; }

(NetAF.Persistence.Json.html)

Properties

(NetAF.Properties.html)

| Type | Description |
|--|-------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | |

Responses

Get or set the responses, applicable to the last line.

NetAF Commands

([NetAF.Commands.html](#))

+ **NetAF.Commands.**

Persistence

Property Value

([NetAF.Commands.Persistence.html](#))

- **Type** **NetAF.Conversations**

Description

([NetAF.Conversations.html](#))

Conversation

([NetAF.Conversations.Conversation.html](#))

ConversationActionCallback

([NetAF.Conversations.ConversationActionCallback.html](#))

LogItem

([NetAF.Conversations.LogItem.html](#))

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Participant

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instructions.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

Enum Participant

Enumeration of participants in a conversation.

Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

+ **NetAF.Commands**

Assembly: NetAF.dll

([NetAF.Commands.html](#))

Syntax

+ **NetAF.Commands.**

`public enum Participant`

([NetAF.Commands.Persistence.html](#))

- **NetAF.Conversations**

([NetAF.Conversations.html](#))

Fields

Conversation

| Name | Description |
|--|---|
| ConversationActionCallback | |
| Other | Any other participant. |
| LogItem | |
| Player | The player. (NetAF.Conversations.LogItem.html) |
| Paragraph | |
| (NetAF.Conversations.Paragraph.html) | |
| Participant | |
| (NetAF.Conversations.Participant.html) | |
| Response | |
| (NetAF.Conversations.Response.html) | |

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

Class Response

Provides a response to a conversation.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands](#).

[Persistence](#)

Inherited Members

([NetAF.Commands.Persistence.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

[NetAF.Conversations](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

Conversation

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Conversations.Conversation.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

ConversationActionCallback

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Conversations.Conversation.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

LogItem

Namespace: NetAF (NetAF.html), Conversations (NetAF.Conversations.html)

([NetAF.Conversations.LogItem.html](#))

Assembly: NetAF.dll

[Paragraph](#)

Syntax ([NetAF.Conversations.Paragraph.h](#))

Participant

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.h](#))

+ [NetAF.Conversations](#).

[Constructors](#)

[Instructions](#)

([NetAF.Conversations.Instruct.html](#))

Response(string)

+ [NetAF.Extensions](#)

Initializes a new instance of the Response class.

([NetAF.Extensions.html](#))

Declaration

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

public Response(string line)

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

Parameters

+ [NetAF.Persistence](#)

Type

([NetAF.Persistence.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

Response(string, IEndOfParagraphInstruction)

([NetAF.Rendering.html](#))

Provides a response to a conversation.

+ [NetAF.Rendering.Frame](#)

| | Name | Description |
|--|------|------------------------------------|
| | line | The line to trigger this response. |

Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

Parameters

| Type | Name | Description |
|--|-------------|--|
| string (NetAF.Commands.html) (https://learn.microsoft.com/dotnet/api/system.string) + NetAF.Commands. - NetAF.Conversations | line | The line to trigger this response. |
| IEndOfParagraphInstruction (NetAF.Commands.Persistence.html) (https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html) - NetAF.Conversations | instruction | Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph. |

(NetAF.Conversations.html)

Conversation

Properties

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback.html)

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

(NetAF.Conversations.Paragraph.html)

Participant

Declaration

(NetAF.Conversations.Participant.html)

Response

(NetAF.Conversations.Response.html) `public Response Instruction { get; }`

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Type Description

+ NetAF.Extensions

IEndOfParagraphInstruction (<https://learn.microsoft.com/dotnet/api/NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html>)

(NetAF.Extensions.html)

+ NetAF.Interpretation

Line

(NetAF.Interpretation.html)

General Logic

(NetAF.Logic.html)

Declaration

+ NetAF.Persistence

public string Line { get; }

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Property Value

(NetAF.Persistence.Json.html)

Type

+ NetAF.Rendering

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame



[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

- **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

Conversation

[\(NetAF.Conversations.Conversation.html\)](#)

ConversationActionCallback

[\(NetAF.Conversations.ConversationActionCallback.html\)](#)

LogItem

[\(NetAF.Conversations.LogItem.html\)](#)

Paragraph

[\(NetAF.Conversations.Paragraph.html\)](#)

Participant

[\(NetAF.Conversations.Participant.html\)](#)

Response

[\(NetAF.Conversations.Response.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Namespace NetAF.Conversations. Instructions

▼ Filter by title

Classes

+ NetAF.Assets.Locations

[ByCallback \(NetAF.Conversations.Instructions.ByCallback.html\)](#)

An end-of-paragraph instruction that shifts paragraphs based on a callback.

+ NetAF.Commands

[\(NetAF.Commands.html\)](#)

First ([NetAF.Conversations.Instructions.First.html](#))

+ NetAF.Commands.

An end-of-paragraph instruction that shifts paragraphs to the start.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

GoTo ([NetAF.Conversations.Instructions.GoTo.html](#))

An end-of-paragraph instruction that shifts paragraphs based on an absolute index.

- NetAF.Conversations.

Jump ([NetAF.Conversations.Instructions.Jump.html](#))

[\(NetAF.Conversations.Instructions.Jump.html\)](#) An end-of-paragraph instruction that shifts paragraphs based on a delta.

ByCallback

[\(NetAF.Conversations.Instructions.Jump.html\)](#)

Last ([NetAF.Conversations.Instructions.Last.html](#))

First

An end-of-paragraph instruction that shifts paragraphs to the end.

[\(NetAF.Conversations.Instructions.Last.html\)](#)

GoTo

[\(NetAF.Conversations.Instructions.Last.html\)](#)

Next ([NetAF.Conversations.Instructions.Next.html](#))

IEndOfParagraphInstruction

An end-of-paragraph instruction that shifts paragraphs to the next paragraph.

[\(NetAF.Conversations.Instructions.Next.html\)](#)

Jump

[\(NetAF.Conversations.Instructions.Next.html\)](#)

Previous ([NetAF.Conversations.Instructions.Previous.html](#))

Last

An end-of-paragraph instruction that shifts paragraphs to the previous paragraph.

[\(NetAF.Conversations.Instructions.Previous.html\)](#)

Next

[\(NetAF.Conversations.Instructions.Previous.html\)](#)

Repeat ([NetAF.Conversations.Instructions.Repeat.html](#))

Previous

An end-of-paragraph instruction that repeats.

[\(NetAF.Conversations.Instructions.Repeat.html\)](#)

Repeat

[\(NetAF.Conversations.Instructions.Repeat.html\)](#)

ToName ([NetAF.Conversations.Instructions.ToName.html](#))

ToName

An end-of-paragraph instruction that shifts paragraphs based on a name.

[\(NetAF.Conversations.Instructions.ToName.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Interfaces

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Represents an instruction to be carried out at the end of a paragraph.

[View All Assets](#) | [View All Instructions](#)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

- NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

ByCallback

(NetAF.Conversations.Instructions.ByCallback.html)

First

(NetAF.Conversations.Instructions.First.html)

GoTo

(NetAF.Conversations.Instructions.GoTo.html)

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Jump

(NetAF.Conversations.Instructions.Jump.html)

Last

(NetAF.Conversations.Instructions.Last.html)

Next

(NetAF.Conversations.Instructions.Next.html)

Previous

(NetAF.Conversations.Instructions.Previous.html)

Repeat

(NetAF.Conversations.Instructions.Repeat.html)

ToName

(NetAF.Conversations.Instructions.ToName.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Class ByCallback

An end of paragraph instruction that shifts paragraphs based on a callback.

Filter by title

Inheritance

([NetAF.Assets.Locations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

↳ ByCallback

([NetAF.Commands.html](#))

Implements

+ **NetAF.Commands**

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Persistence

Inherited Members

([NetAF.Commands.Persistence.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#)) / [learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

- **NetAF Conversations**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Conversations.Instruction.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

ByCallback

Name ([NetAF.Conversations.Instructions.html](#)) Instructions ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

First

Assembly: NetAF.dll

([NetAF.Conversations.Instructions.html](#))

Syntax

GoTo

([NetAF.Conversations.Instructions.html](#))

public sealed class ByCallback : IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.html](#))

Jump

([NetAF.Conversations.Instructions.html](#))

Last

([NetAF.Conversations.Instructions.html](#))

ByCallback(Func<IEndOfParagraphInstruction>)

([NetAF.Conversations.Instructions.html](#))

An end of paragraph instruction that shifts paragraphs based on a callback.

Previous

([NetAF.Conversations.Instructions.html](#))

Declaration

Repeat

([NetAF.Conversations.Instructions.html](#))

public ByCallback(Func<IEndOfParagraphInstruction> callback)

ToName

([NetAF.Conversations.Instructions.html](#))

Parameters

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

IEndOfParagraphInstruction

([NetAF.Interpretation.html](#))

([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+>**NetAF.Logic**

([NetAF.Logic.html](#))

| | Name | Description |
|---------------------------|------|-------------|
| + NetAF.Extensions | | |

Properties

Callback

Get the callback that decides the instruction to use.

Declaration
(NetAF.Assets.Locations.html)

+ **NetAF.Commands**
(NetAF.Commands.html)

Property Value
+ **NetAF.Commands**.

| Type | Description |
|---|-------------|
| (NetAF.Commands.Persistence) Func<TEndOfParagraphInstruction> Callback { get; } | |

+ **NetAF.Conversations**
(NetAF.Conversations.html)

- **NetAF.Conversations**.

Methods

+ **NetAF.Conversations.Instruct**

ByCallback
GetIndexOfNext(Paragraph, Paragraph[])
(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

First
(NetAF.Conversations.Instructions.

Declaration
GoTo

(NetAF.Conversations.Instructions.
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Conversations.Instructions.

Jump

Parameters
(NetAF.Conversations.Instructions.

| Type | Name | Description |
|---|----------------|------------------------|
| east (NetAF.Conversations.Instructions. | | |
| Paragraph (NetAF.Conversations.Paragraph.html) Next | <i>current</i> | The current paragraph. |

Paragraph (NetAF.Conversations.Paragraph.html)]

paragraphs

The collection of paragraphs.

Previous

Return
(NetAF.Conversations.Instructions.

| Type | Description |
|---|-------------|
| Repeat (NetAF.Conversations.Instructions. | |

| | |
|--|----------------------------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | The index of the next paragraph. |
|--|----------------------------------|

+ **NetAF.Extensions**

Implements
(NetAF.Extensions.html)

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ **NetAF.Interpretation**
(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

▼

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

- **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

ByCallback

(NetAF.Conversations.Instructions.ByCallback.html)

First

(NetAF.Conversations.Instructions.First.html)

GoTo

(NetAF.Conversations.Instructions.GoTo.html)

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Jump

(NetAF.Conversations.Instructions.Jump.html)

Last

(NetAF.Conversations.Instructions.Last.html)

Next

(NetAF.Conversations.Instructions.Next.html)

Previous

(NetAF.Conversations.Instructions.Previous.html)

Repeat

(NetAF.Conversations.Instructions.Repeat.html)

ToName

(NetAF.Conversations.Instructions.ToName.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Class First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

Inheritance

+ **NetAF.Commands**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Commands.html)
↳ First

+ **NetAF.Commands.**

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

(NetAFCommands.Persistence)

Inherited Members

+ **NetAF.Conversations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
(NetAF.Conversations.html)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-system-object)))

- **NetAF.Conversations.**

Instructions

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Conversations.Instructions)

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly: NetAF.dll

GoTo

Syntax

(NetAF.Conversations.Instructions.

 IEndOfParagraphInstruction

 public sealed class First : IEndOfParagraphInstruction

 (NetAF.Conversations.Instructions.

 Jump

 (NetAF.Conversations.Instructions.

 Last

 (NetAF.Conversations.Instructions.

 Next

 (NetAF.Conversations.Instructions.

Methods

 (NetAF.Conversations.Instructions.

 Parameters

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Parameters

+ **NetAF.Interpretation**

Type

(NetAF.Interpretation.html)

Paragraph ([NetAF.Conversations.Paragraph.html](#))

current

Description

The current paragraph.

+ **NetAF.Logic**

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

paragraphs

The collection of paragraphs.

(NetAF.Logic.html)

Returns

| Type | Description |
|---|----------------------------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | The index of the next paragraph. |

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
(NetAF.Commands.html)

+ **NetAF.Commands.**
 Persistence
 ([NetAF.Commands.Persistence.html](#))

+ **NetAF.Conversations**
 ([NetAF.Conversations.html](#))

- **NetAF.Conversations.**
 Instructions
 ([NetAF.Conversations.Instructions.html](#))

 ByCallback
 ([NetAF.Conversations.Instructions.ByCallback.html](#))
 First
 ([NetAF.Conversations.Instructions.First.html](#))
 GoTo
 ([NetAF.Conversations.Instructions.GoTo.html](#))
 IEndOfParagraphInstruction
 ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
 Jump
 ([NetAF.Conversations.Instructions.Jump.html](#))
 Last
 ([NetAF.Conversations.Instructions.Last.html](#))
 Next
 ([NetAF.Conversations.Instructions.Next.html](#))
 Previous
 ([NetAF.Conversations.Instructions.Previous.html](#))
 Repeat
 ([NetAF.Conversations.Instructions.Repeat.html](#))
 ToName
 ([NetAF.Conversations.Instructions.ToName.html](#))

+ **NetAF.Extensions**
 ([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**
 ([NetAF.Interpretation.html](#))

+ **NetAF.Logic**
 ([NetAF.Logic.html](#))

Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

(NetAFCommands.html)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAFCommands.**

Implementation

IEndOfParagraphInstruction ([\(NetAFCommands.Persistence.html\)](#))

Inherited Members

+ **NetAF.Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

- **NetAF Conversations.** ([Instructions.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

First

Name ([\(NetAF.Conversations.Instructions.html\)](#)) ([Instructions \(NetAF.Conversations.html\).Instructions \(NetAF.Conversations.Instructions.html\)](#))

Assembly: NetAF.dll

Syntax ([\(NetAF.Conversations.Instructions.html\)](#))

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

public sealed class GoTo : IEndOfParagraphInstruction
Jump

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Next

(NetAF.Conversations.Instructions.

GoTo(int)

(NetAF.Conversations.Instructions.

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Repeat

(NetAF.Conversations.Instructions.

Declaration

ToName

(NetAF.Conversations.Instructions.

public GoTo(int index)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Parameters

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

| Type | Name | Description |
|---|-------|----------------------------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | index | The index of the next paragraph. |

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Persistence**

Properties

Index

Get the index.



Declaration

```
(NetAF.Commands.html)
public int Index { get; }
```

+ NetAF.Commands.

Persistence

Property Value

(NetAF.Commands.Persistence)

Type

+ NetAF.Conversations

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Conversations.html)

- NetAF.Conversations.

Instructions

Methods

NetAF.Conversations.Instruct

ByCallback

GetIndexOfNext(Paragraph, Paragraph[])

First

Get the index of the next paragraph.

GoTo

Declaration

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Jump

Parameters

Last

Type NetAF.Conversations.Instructions.

Name

Description

Next

Paragraph (NetAF.Conversations.Paragraph.html)

current

The current paragraph.

Previous

Paragraph (NetAF.Conversations.Paragraph.html)[]

paragraphs

The collection of paragraphs.

(NetAF.Conversations.Instructions.

Returns

(NetAF.Conversations.Instructions.

ToName

Description

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

The index of the next paragraph.

+ NetAF.Extensions

(NetAF.Extensions.html)

Implements

+ NetAF.Interpretation

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

▼

[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

- **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

ByCallback

[\(NetAF.Conversations.Instructions.ByCallback.html\)](#)

First

[\(NetAF.Conversations.Instructions.First.html\)](#)

GoTo

[\(NetAF.Conversations.Instructions.GoTo.html\)](#)

IEndOfParagraphInstruction

[\(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)

Jump

[\(NetAF.Conversations.Instructions.Jump.html\)](#)

Last

[\(NetAF.Conversations.Instructions.Last.html\)](#)

Next

[\(NetAF.Conversations.Instructions.Next.html\)](#)

Previous

[\(NetAF.Conversations.Instructions.Previous.html\)](#)

Repeat

[\(NetAF.Conversations.Instructions.Repeat.html\)](#)

ToName

[\(NetAF.Conversations.Instructions.ToName.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

Interface IEndOfParagraphInstruction

Represents an instruction to be carried out at the end of a paragraph.

Filter by title

Namespace: NetAF (NetAF.html). Conversations (NetAF.Conversations.html). Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

+ **NetAF.Commands.**

Syntax

Persistence

(**NetAF.Commands.Persistence**)

public interface IEndOfParagraphInstruction

+ **NetAF.Conversations**

(**NetAF.Conversations.html**)

- **NetAF.Conversations.**

Methods

Instructions

(**NetAF.Conversations.Instruct**)

GetIndexOfNext(Paragraph, Paragraph[])

(**NetAF.Conversations.Instructions.**

Get the index of the next paragraph.

First

Declaration

GoTo

(**NetAF.Conversations.Instructions.**

int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

IEndOfParagraphInstruction

(**NetAF.Conversations.Instructions.**

Parameters

| Type | Name | Description |
|---|------------|-------------------------------|
| (NetAF.Conversations.Instructions. | | |
| Last | | |
| (NetAF.Conversations.Instructions. | current | The current paragraph. |
| Paragraph (NetAF.Conversations.Paragraph.html) | | |
| (NetAF.Conversations.Instructions. | paragraphs | The collection of paragraphs. |
| Next | | |

Previous

Returns

(**NetAF.Conversations.Instructions.**

| Type | Description |
|---|----------------------------------|
| (NetAF.Conversations.Instructions. | |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | The index of the next paragraph. |

(**NetAF.Conversations.Instructions.**

+ **NetAF.Extensions**

(**NetAF.Extensions.html**)

+ **NetAF.Interpretation**

(**NetAF.Interpretation.html**)

+ **NetAF.Logic**

(**NetAF.Logic.html**)

+ **NetAF.Persistence**

(**NetAF.Persistence.html**)

Class Jump

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

+ NetAF.Commands.

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Persistence

↳ Jump

(NetAF.Commands.Persistence)

Implements

+ NetAF.Conversations.

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

(NetAF.Conversations.html)

Inherited Members

- NetAF.Conversations.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

ByCallback

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Goto

Name [NetAF.Conversations.Instructions](#) ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Assembly [NetAF.dll](#)

Syntax [\(NetAF.Conversations.Instructions.](#)

Jump

[\(NetAF.Conversations.Instructions.](#)

public sealed class Jump : IEndOfParagraphInstruction

Last

[\(NetAF.Conversations.Instructions.](#)

Next

[\(NetAF.Conversations.Instructions.](#)

Previous

[\(NetAF.Conversations.Instructions.](#)

Constructors

Jump([int](#))

[\(NetAF.Conversations.Instructions.](#)

An end of paragraph instruction that shifts paragraphs based on a delta.

ToName

[\(NetAF.Conversations.Instructions.](#)

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Parameters

(NetAF.Interpretation.html)

Type

+ NetAF.Logic

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Logic.html)

| Type | Name | Description |
|---|-------|-----------------------------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | delta | The delta to shift paragraphs by. |

+ NetAF.Persistence

(NetAF.Persistence.html)

Properties

Delta

Get the delta.



Declaration

+ NetAF.Commands.

```
public int Delta { get; }
```

(NetAF.Commands.Persistence.html)

Property Value

+ NetAF.Conversations

| Type | Description |
|--------------------------|-------------|
| NetAF.Conversations.html | |

- NetAF.Conversations.int32

Instructions

(NetAF.Conversations.Instruct.html)

ByCallback

(NetAF.Conversations.Instructions.html)

First

(NetAF.Conversations.Instructions.html)

GoTo

GetIndexOfNext(Paragraph, Paragraph[])

Get the index of the next paragraph.

IEndOfParagraphInstruction

Declaration

(NetAF.Conversations.Instructions.html)

Jump

(NetAF.Conversations.Instructions.html)

Last

(NetAF.Conversations.Instructions.html)

Parameters

Next

| Type | Name | Description |
|---------------------------------------|------|-------------|
| NetAF.Conversations.Instructions.html | | |

Name

Description

| | | |
|--|---------|------------------------|
| PreviousParagraph (NetAF.Conversations.Paragraph.html) | current | The current paragraph. |
|--|---------|------------------------|

current

Description

| | | |
|--|------------|-------------------------------|
| Paragraph (NetAF.Conversations.Paragraph.html)[] | paragraphs | The collection of paragraphs. |
|--|------------|-------------------------------|

paragraphs

Description

(NetAF.Conversations.Instructions.html)

Returning

ToName

| | |
|------|--|
| Type | |
|------|--|

Description

+ NetAF.Extensions

int (https://learn.microsoft.com/dotnet/api/system.int32)

The index of the next paragraph.

(NetAF.Extensions.html)

+ NetAF.Interpretation

Implements

NetAF.Interpretation.html

NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

▼

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

- **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instructions.html](#))

ByCallback

([NetAF.Conversations.Instructions.ByCallback.html](#))

First

([NetAF.Conversations.Instructions.First.html](#))

GoTo

([NetAF.Conversations.Instructions.GoTo.html](#))

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Jump

([NetAF.Conversations.Instructions.Jump.html](#))

Last

([NetAF.Conversations.Instructions.Last.html](#))

Next

([NetAF.Conversations.Instructions.Next.html](#))

Previous

([NetAF.Conversations.Instructions.Previous.html](#))

Repeat

([NetAF.Conversations.Instructions.Repeat.html](#))

ToName

([NetAF.Conversations.Instructions.ToName.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

Class Last

An end of paragraph instruction that shifts paragraphs to the end.

Filter by title

Inheritance

Persistence

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Commands.Persistence)
↳ Last

+ NetAF Conversations

Implements

IEndOfParagraphInstruction ([\(NetAF.Conversations.html\)](#))

Implementation

NetAF Conversations.

Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
(NetAF.Conversations.Instruct

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
↳ ByCallback

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Name EndOfParagraphInstruction ([\(NetAF.Conversations.html\)](#).Instructions ([\(NetAF.Conversations.Instructions.html\)](#))

Assembly NetAF

Jump

Syntax
↳ (NetAF.Conversations.Instructions.

Last

public sealed class Last : IEndOfParagraphInstruction
↳ (NetAF.Conversations.Instructions.

Next

(NetAF.Conversations.Instructions.

Previous

(NetAF.Conversations.Instructions.

Methods

Repeat

(NetAF.Conversations.Instructions.

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

Get the index of the next paragraph.

+ NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

+ NetAF Interpretation

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
(NetAF.Interpretation.html)

+ NetAF Logic

[\(NetAF.Logic.html\)](#)

+ NetAF Persistence

Paragraph ([\(NetAF.Conversations.Paragraph.html\)](#))

(NetAF.Persistence.html)

Paragraph ([\(NetAF.Conversations.Paragraph.html\)](#)[])

+ NetAF Persistence.Json

Paragraph ([\(NetAF.Conversations.Paragraph.html\)](#)[])

| Type | Name | Description |
|--|------------|-------------------------------|
| Paragraph ((NetAF.Conversations.Paragraph.html)) | current | The current paragraph. |
| Paragraph ((NetAF.Conversations.Paragraph.html) []) | paragraphs | The collection of paragraphs. |

Returns

| Type | Description |
|---|----------------------------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | The index of the next paragraph. |

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

([NetAF.Commands.Persistence](#))

+ **NetAF.Conversations**
([NetAF.Conversations.html](#))

- **NetAF.Conversations.**
Instructions
([NetAF.Conversations.Instruct](#)

ByCallback
([NetAF.Conversations.Instructions.](#)
First
([NetAF.Conversations.Instructions.](#)
GoTo
([NetAF.Conversations.Instructions.](#)
IEndOfParagraphInstruction
([NetAF.Conversations.Instructions.](#)
Jump
([NetAF.Conversations.Instructions.](#)
Last
([NetAF.Conversations.Instructions.](#)
Next
([NetAF.Conversations.Instructions.](#)
Previous
([NetAF.Conversations.Instructions.](#)
Repeat
([NetAF.Conversations.Instructions.](#)
ToName
([NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**
([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**
([NetAF.Interpretation.html](#))

+ **NetAF.Logic**
([NetAF.Logic.html](#))

+ **NetAF.Persistence**
([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance - - -

(NetAF.Commands.Persistence)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

- **NetAF.Conversations.**

Inherited Members

Instructions

(NetAF.Conversations.Instruct

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

ByCallback

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

This

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

GetType

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

IEndOfParagraphInstruction

Name ([NetAF.Conversations.Instructions](#)) ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Jump

Assembly NetAF.dll

Syntax [\(NetAF.Conversations.Instructions.](#)

Last

[\(NetAF.Conversations.Instructions.](#)

public sealed class Next : IEndOfParagraphInstruction
Next

[\(NetAF.Conversations.Instructions.](#)

Previous

[\(NetAF.Conversations.Instructions.](#)

Request

[\(NetAF.Conversations.Instructions.](#)

ToName

GetIndexOfNext(Paragraph, Paragraph[])

+ **NetAF.Extensions**

Get the index of the next paragraph.

(NetAF.Extensions.html)

Declaration

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

+ **NetAF.Logic**

(NetAF.Logic.html)

| Type | Name | Description |
|---------------------------------|------|-------------|
| + NetAF.Persistence | | |
| (NetAF.Persistence.html) | | |

Paragraph ([NetAF.Conversations.Paragraph.html](#))

current

The current paragraph.

+ **NetAF.Persistence.Json**

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

paragraphs

The collection of paragraphs.

(NetAF.Persistence.Json.html)

Returns

| Type | Description |
|---|----------------------------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | The index of the next paragraph. |

Implements

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)

ByCallback
(NetAF.Conversations.Instructions.
First
(NetAF.Conversations.Instructions.
GoTo
(NetAF.Conversations.Instructions.
IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.
Jump
(NetAF.Conversations.Instructions.
Last
(NetAF.Conversations.Instructions.
Next
(NetAF.Conversations.Instructions.
Previous
(NetAF.Conversations.Instructions.
Repeat
(NetAF.Conversations.Instructions.
ToName
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)

Class Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance Commands.cshtml

+ **NetAF Conversations**
↳ Previous
([NetAF.Conversations.html](#))

Implements

- **NetAF Conversations**.
IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

([NetAF.Conversations.Instruct](#)

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))
([NetAF.Conversations.Instructions](#)).
object Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))
([NetAF.Conversations.Instructions](#)).
object GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))
object GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))
object ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))
object ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))
([NetAF.Conversations.Instructions](#))

Name: `name`: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)
([NetAF.Conversations.Instructions](#).

Assembly: NetAF

Last

Syntax
([NetAF.Conversations.Instructions](#).

Next

public sealed class Previous : IEndOfParagraphInstruction

Previous

([NetAF.Conversations.Instructions](#).

Repeat

([NetAF.Conversations.Instructions](#).

Methods

ToName

([NetAF.Conversations.Instructions](#).

GetIndexOfNext(Paragraph, Paragraph[])

([NetAF.Extensions.html](#))

Get the index of the next paragraph.

+ **NetAF Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF Logic**

([NetAF.Logic.html](#))

Parameters

+ **NetAF Persistence**

Type
([NetAF.Persistence.html](#))

Paragraph ([NetAF Conversations.Paragraph.html](#))

+ **NetAF Persistence.Json**

Paragraph ([NetAF Persistence.Json.html](#))

| Type | Name | Description |
|--|------------|-------------------------------|
| Paragraph (NetAF Conversations.Paragraph.html) | current | The current paragraph. |
| Paragraph (NetAF Persistence.Json.html) | paragraphs | The collection of paragraphs. |

...

Returns

| Type | Description |
|---|----------------------------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | The index of the next paragraph. |

Implements

[IEndOfParagraphInstruction](#) ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Conversations

([NetAF.Conversations.html](#))

- NetAF.Conversations.

Instructions

([NetAF.Conversations.Instruct](#)

ByCallback

([NetAF.Conversations.Instructions.](#)

First

([NetAF.Conversations.Instructions.](#)

GoTo

([NetAF.Conversations.Instructions.](#)

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.](#)

Jump

([NetAF.Conversations.Instructions.](#)

Last

([NetAF.Conversations.Instructions.](#)

Next

([NetAF.Conversations.Instructions.](#)

Previous

([NetAF.Conversations.Instructions.](#)

Repeat

([NetAF.Conversations.Instructions.](#)

ToName

([NetAF.Conversations.Instructions.](#)

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Persistence

([NetAF.Persistence.html](#))

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

...

Class Repeat

An end of paragraph instruction that repeats.

Filter by title

Inheritance

+ NetAF.Conversations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Repeat

- NetAF.Conversations.

Implements

Instructions

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

(NetAF.Conversations.Instruct

Inherited Members

ByCallback

object Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

First

object Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

GoTo

object GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Jump

Name [System.Object](#) ([NetAF.Conversations.Instructions](#)) ([Instructions.html](#)).Instructions ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Last

Assembly: NetAF.dll

Syntax

Next

([NetAF.Conversations.Instructions](#).

public sealed class Repeat : IEndOfParagraphInstruction

Previous

([NetAF.Conversations.Instructions](#).

Repeat

([NetAF.Conversations.Instructions](#).

Methods

ToName

([NetAF.Conversations.Instructions](#).

+ NetAF.Extensions

GetIndexOfNext(Paragraph, Paragraph[])

([NetAF.Extensions.html](#))

Get the index of the next paragraph.

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

([NetAF.Logic.html](#))

+ NetAF.Persistence

Parameters

([NetAF.Persistence.html](#))

Type

+ NetAF.Persistence.Json

Paragraph ([NetAF.Conversations.Paragraph.html](#))

([NetAF.Persistence.Json.html](#))

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

+ NetAF.Rendering

| Type | Name | Description |
|--|------------|-------------------------------|
| Paragraph (NetAF.Conversations.Paragraph.html) | current | The current paragraph. |
| Paragraph (NetAF.Conversations.Paragraph.html)[] | paragraphs | The collection of paragraphs. |

Returns

| Type | Description |
|---|----------------------------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | The index of the next paragraph. |

Implements

- + **NetAF.Conversations**
[\(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)
(NetAF.Conversations.html)
- **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct

ByCallback
(NetAF.Conversations.Instructions.
First
(NetAF.Conversations.Instructions.
GoTo
(NetAF.Conversations.Instructions.
IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.
Jump
(NetAF.Conversations.Instructions.
Last
(NetAF.Conversations.Instructions.
Next
(NetAF.Conversations.Instructions.
Previous
(NetAF.Conversations.Instructions.
Repeat
(NetAF.Conversations.Instructions.
ToName
(NetAF.Conversations.Instructions.

- + **NetAF.Extensions**
(NetAF.Extensions.html)
- + **NetAF.Interpretation**
(NetAF.Interpretation.html)
- + **NetAF.Logic**
(NetAF.Logic.html)
- + **NetAF.Persistence**
(NetAF.Persistence.html)
- + **NetAF.Persistence.Json**
(NetAF.Persistence.Json.html)
- + **NetAF.Rendering**

Class ToName

An end of paragraph instruction that shifts paragraphs based on a name.

Filter by title

Inheritance

+ NetAF.Conversations

↳ [\(NetAF.Conversations.html\)](#)

↳ ToName

- NetAF.Conversations.

Implements

Instructions

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

(NetAF.Conversations.Instruct

Inherited Members

ByCallback

object [\(NetAF.Object.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

object [\(NetAF.ObjectObject.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

object [\(NetAF.GetHashCode.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object [\(NetAF.GetType.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object [\(NetAF.ReferenceEquals.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object [\(NetAF.ToString.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

(NetAF.Conversations.Instructions Namespace: [NetAF \(NetAF.html\)](#).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#)))

Last

Assembly: NetAF.dll

(NetAF.Conversations.Instructions.

Syntax

Next

(NetAF.Conversations.Instructions.

public sealed class ToName : IEndOfParagraphInstruction

Previous

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

ToName(string)

+ NetAF.Extensions

(NetAF.Extensions.html)

An end of paragraph instruction that shifts paragraphs based on a name.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

public ToName(string name)

+ NetAF.Logic

(NetAF.Logic.html)

Parameters

+ NetAF.Persistence

Type

(NetAF.Persistence.html)

string ([https://learn.microsoft.com/dotnet/api/system.string](#))

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

| Name | Description |
|------|---------------------------------------|
| name | The name of the paragraph to jump to. |

Properties

Name

Get the name of the paragraph to jump to.

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

- NetAF.Conversations.

Property Value

Instructions

| Type | Description |
|--|-------------|
| ByCallback string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.Instructions. | |

First

(NetAF.Conversations.Instructions.

GoTo

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

GetIndexOfNext(Paragraph, Paragraph[])

Jump

(NetAF.Conversations.Instructions.

Last

Declaration

(NetAF.Conversations.Instructions.

Next

param NetAF.ConversationsExtensionsParagraph current, Paragraph[] paragraphs)

Previous

(NetAF.Conversations.Instructions.

Parameters

Repeat

| Type | Name | Description |
|--|---------|------------------------|
| NetAF.Conversations.Instructions. | | |
| ToName Paragraph (NetAF.Conversations.Paragraph.html) (NetAF.Conversations.Instructions. | current | The current paragraph. |

+ NetAF.Extensions

(NetAF.Extensions.html)

Returns

+ NetAF.Interpretation

Type

(NetAF.Interpretation.html)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

The index of the next paragraph.

+ NetAF.Logic

(NetAF.Logic.html)

Implements

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

▼

- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)

ByCallback
(NetAF.Conversations.Instructions.
First
(NetAF.Conversations.Instructions.
GoTo
(NetAF.Conversations.Instructions.
IEndOfParagraphInstruction
(NetAF.Conversations.Instructions.
Jump
(NetAF.Conversations.Instructions.
Last
(NetAF.Conversations.Instructions.
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- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)
- + **NetAF.Rendering**
-- -- -- -- --

Namespace NetAF.Extensions

Classes

Filter by title

DirectionExtensions (NetAF.Extensions.DirectionExtensions.html)

+ NetAF.Commands

Provides extension versions for Directions.
(NetAF.Commands.html)

+ NetAF.Commands.

StringBuilderExtensions (NetAF.Extensions.StringBuilderExtensions.html)

Persistence

Provides extension methods for StringBuilder.
(NetAF.Commands.Persistence)

+ NetAF.Conversations

StringExtensions (NetAF.Extensions.StringExtensions.html)

(NetAF.Conversations.html)

Provides extension methods for strings.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

- NetAF.Extensions

(NetAF.Extensions.html)

 DirectionExtensions

 (NetAF.Extensions.DirectionExtens

 StringBuilderExtensions

 (NetAF.Extensions.StringBuilderEx

 StringExtensions

 (NetAF.Extensions.StringExtension

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

| Type | Description |
|---|------------------------|
| Direction (NetAF.Assets.Locations.Direction.html) | The inverse direction. |

▼

- + NetAF.Commands
[\(NetAF.Commands.html\)](#)
- + NetAF.Commands.
Persistence
[\(NetAF.Commands.Persistence.html\)](#)
- + NetAF.Conversations
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Instructions
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 - DirectionExtensions
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- + NetAF.Interpretation
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- + NetAF.Persistence
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[\(NetAF.Persistence.Json.html\)](#)
- + NetAF.Rendering
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- + NetAF.Rendering.Frame
Builders
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + NetAF.Rendering.Frame
Builders Color
[\(NetAF.Rendering.FrameBuildersColor.html\)](#)

Class StringBuilderExtensions

Provides extension methods for `StringBuilder`.

Filter by title

Inheritance

+ **NetAF.Commands**

↳ `object` (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Commands.html)
↳ `StringBuilderExtensions`

+ **NetAF.Commands.**

Inherited Members

Persistence

`object.Equals(object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

`object.Equals(object, object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
(NetAF.Conversations.html)

`object.GetHashCode()` (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Conversations.**

`object.MemberwiseClone()` (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
(NetAF.Conversations.Instruction.html)

`object.ToString()` (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- **NetAF.Extensions**

Namespace: `NetAF` (<NetAF.html>).`Extensions` (<NetAF.Extensions.html>)

(NetAF.Extensions.html)

Assembly: `NetAF.dll`

DirectionExtensions

`(NetAF.Extensions.DirectionExtens`

`StringBuilderExtensions`
public static class `StringBuilderExtensions`
(NetAF.Extensions.StringBuilderEx

`StringExtensions`

`(NetAF.Extensions.StringExtension`

+ **NetAF.Interpretation**

Methods

(NetAF.Interpretation.html)

+ **NetAF.Logic**

EnsureFinishedSentence(StringBuilder)

(NetAF.Logic.html)

Ensures this string is a finished sentence, ending in either ?, ! or .

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Declaration

+ **NetAF.Persistence.Json**

`public static void EnsureFinishedSentence(this StringBuilder value)`

(NetAF.Persistence.Json.html)

| Type | Name | Description |
|---|--------------------|-----------------------|
| <code>StringBuilder</code> (https://learn.microsoft.com/dotnet/api/system.text.stringbuilder) Builders | <code>value</code> | The string to finish. |

(NetAF.Rendering.FrameBuilder.html)

+ **NetAF.Rendering.Frame**

Builders Color

▼

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**
 Persistence
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Conversations**
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 - StringExtensions
[\(NetAF.Extensions.StringExtensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders Color
[\(NetAF.Rendering.FrameBuildersColor.html\)](#)

| Type | Description |
|---|--|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | True if the value parameter occurs within this string, or if value is the empty string (""); otherwise, false. |

▼

EnsureFinishedSentence(string)

[\(NetAF.Commands.html\)](#)

Ensures this string is a finished sentence, ending in either ?, ! or .

+ NetAF.Commands.

Declaration

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Conversations

Parameters

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The string to finish.

[\(NetAF.Conversations.Instruct.html\)](#)

Returns

- NetAF.Extensions

Type

[\(NetAF.Extensions.html\)](#)

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

The finished string.

[\(NetAF.Extensions.DirectionExtensions.html\)](#)

DirectionExtensions

StringBuilderExtensions

StringExtensions

EqualsExaminable(string, IExaminable)

[\(NetAF.Extensions.StringExtension.html\)](#)

Determines if this string equals an IExaminable.

+ NetAF.Interpretation

Declaration

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Parameters

+ NetAF.Persistence

Type

[\(NetAF.Persistence.html\)](#)

Name

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

value

The value.

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

IExaminable ([\(NetAF.Persistence.Examifiable.html\)](#))

examinable

The examinable.

+ NetAF.Rendering

Returns

[\(NetAF.Rendering.html\)](#)

Type

+ NetAF.Rendering.Frame

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Description

True if this string equals the identifier, else false.

+ NetAF.Rendering.Frame

[\(NetAF.Rendering.Identifier.html\)](#)

Builders

Color

Determine if this string equals an identifier.

Declaration

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

Parameters

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The value.

+ **NetAF.Commands**

[Identifier \(NetAF.Assets.Identifier.html\)](#)

Persistence

identifier

The identifier.

Returns

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if this string equals the identifier, else false.

+ **NetAF.Conversations.**

Instructions

[GetObjectIdentifier\(string\)](#)

NetAF.Extensions

Get an objectifier to a word.

[\(NetAF.Extensions.html\)](#)

Declaration

DirectionExtensions

```
public static string GetObjectIdentifier(this string word)
```

StringBuilderExtensions

(NetAF.Extensions.StringBuilderEx

Parameters

StringExtensions

[\(NetAF.Extensions.StringExtension](#)

Type

Name

Description

+ **NetAF.Interpretation**

[string \(https://learn.microsoft.com/dotnet/api/system.string\)](#)

[\(NetAF.Interpretation.html\)](#)

word

The word.

Returns

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Description

+ **NetAF.Persistence**

[string \(https://learn.microsoft.com/dotnet/api/system.string\)](#)

The objectifier.

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

IsPlural(string)

[\(NetAF.Persistence.Json.html\)](#)

Get if a word is plural.

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

Declaration

+ **NetAF.Rendering.Frame**

```
public static bool IsPlural(this string word)
```

Builders

[\(NetAF.Rendering.FrameBuilder](#)

Parameters

+ **NetAF.Rendering.Frame**

[Builders Color](#)

| Type | Name | Description |
|--|------|--------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | word | The word to check. |

Returns

| Type | Description |
|--|-----------------------------|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | True if the word is plural. |

+ **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

IsVowel(string)

Persistence

Get if a character is a vowel.

[\(NetAF.Commands.Persistence.html\)](#)

Declaration

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

public static bool IsVowel(this string value)

+ **NetAF.Conversations.**

Instructions

Parameters

[\(NetAF.Conversations.Instruct.html\)](#)

Type

- **NetAF.Extensions**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Extensions.html\)](#)

Returns

DirectionExtensions

[\(NetAF.Extensions.DirectionExtensions.html\)](#)

Type

StringBuilderExtensions

[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)

StringExtensions

[\(NetAF.Extensions.StringExtension.html\)](#)

LineCount(string)

[\(NetAF.Interpretation.html\)](#)

Determine the number of lines in this string.

+ **NetAF.Logic**

Declaration

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

LineCount(this string value)

[\(NetAF.Persistence.html\)](#)

Parameters

NetAF.Persistence.Json

Type

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Rendering.html\)](#)

Returns

+ **NetAF.Rendering.Frame**

Type

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

The number of lines in the string.

+ **NetAF.Rendering.Frame**

Builders Color

RemoveSentenceEnd(string)

Ensure this string is not a finished sentence, ending in either ?, ! or .

Declaration

```
public static string RemoveSentenceEnd(this string value)
```

+ NetAF.Commands

Parameters

(NetAF.Commands.html)

Type

+ NetAF.Commands.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Persistence

(NetAF.Commands.Persistence.html)

Returns

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

ToDescription(string)

Returns this string as a Description.

(NetAF.Extensions.html)

Declaration

DirectionExtensions

(NetAF.Extensions.DirectionExtensions.html)

```
public static Description ToDescription(this string value)
```

StringBuilderExtensions

(NetAF.Extensions.StringBuilderExtensions.html)

StringExtensions

Parameters

(NetAF.Extensions.StringExtension.html)

Type

+ NetAF.Interpretation

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Interpretation.html)

NetAF.Logic

(NetAF.Logic.html)

Type

+ NetAF.Persistence

Description (NetAF.Assets.Description.html)

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

ToIdentifier(string) (NetAF.Persistence.Json.html)

Returns the string as an Identifier.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

```
public static Identifier ToIdentifier(this string value)
```

Builders

(NetAF.Rendering.FrameBuilder.html)

Parameters

+ NetAF.Rendering.Frame

Builders Color

| Type | Name | Description |
|--|-------|-------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | value | The value. |

Returns

| Type | Description |
|---|-------------------------------|
| Identifier (NetAF.Assets.Identifier.html) | This string as an identifier. |

+ NetAF.Commands

([NetAF.Commands.html](#))

ToSentenceCase(string)

Persistence

Convert a string to sentence case.

([NetAF.Commands.Persistence.html](#))

Declaration

+ NetAF.Conversations

([NetAF.Conversations.html](#))

```
public static string ToSentenceCase(this string value)
```

+ NetAF.Conversations.

Instructions

Parameters

([NetAF.Conversations.Instruct.html](#))

Type

- NetAF.Extensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Extensions.html](#))

Returns

DirectionExtensions

([NetAF.Extensions.DirectionExtensions.html](#))

Type

StringBuilderExtensions

([NetAF.Extensions.StringBuilderExtensions.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

StringExtensions

([NetAF.Extensions.StringExtension.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

Convert a string to speech.

+ NetAF.Logic

Declaration

([NetAF.Logic.html](#))

+ NetAF.Persistence

([NetAF.Persistence.html](#))

Parameters

([NetAF.Persistence.Json.html](#))

Type

([NetAF.Persistence.Json.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Rendering.html](#))

Returns

+ NetAF.Rendering.Frame

Type

Builders

([NetAF.Rendering.FrameBuilder.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

+ NetAF.Rendering.Frame

Builders Color

Description

The value in sentence case.

▼

- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**
 Persistence
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
 Instructions
[\(NetAF.Conversations.Instructions.html\)](#)
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 - StringExtensions
[\(NetAF.Extensions.StringExtensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders Color
[\(NetAF.Rendering.FrameBuildersColor.html\)](#)

Namespace NetAF.Interpretation

Classes

Filter by title

+ ~~NetAF.Commands~~

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#)) ([NetAF.Commands.html](#))

Provides help for a command.

+ **NetAF.Commands**.

Persistence

~~CustomCommandInterpreter~~ ~~NetAF.Commands.Persistence~~

(NetAF.Interpretation.CustomCommandInterpreter.html)

+ **NetAF.Conversations**

Provides an object that can be used for interpreting custom commands.

(NetAF.Conversations.html)

+ ~~NetAF.Conversations~~

InterpretationResult ([NetAF.Interpretation.InterpretationResult.html](#))

Instructions

Represents the result of an interpretation.

(NetAF.Conversations.Instruct

~~NetAF.Extensions~~

(NetAF.Extensions.html)

~~NetAF.Interpretation~~

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))

(NetAF.Interpretation.html)

Represents any object that can act as an interpreter for input.

CommandHelp

(NetAF.Interpretation.CommandHe

CustomCommandInterpreter

(NetAF.Interpretation.CustomCom

IInterpreter

(NetAF.Interpretation.IInterpreter.ht

InterpretationResult

(NetAF.Interpretation.Interpretation

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder

+ ~~NetAF.Rendering.Frame~~

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands](#).

Implements

IEnumerable<CommandHelp> (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)<CommandHelp>

([NetAF.Interpretation.CommandHelp.html](#))>

+ [NetAF.Conversations](#)

Inherited Members

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ [NetAF.Conversations](#).

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ [NetAF.Extensions](#)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Extensions.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

Assembly: NetAF.dll

Syntax

NetAF.Interpretation.CommandHe

CustomCommandInterpreter

([NetAF.Interpretation.CustomCom](#)

public sealed class CommandHelp : IEquatable<CommandHelp>

IInterpreter

([NetAF.Interpretation.IInterprete](#).ht

InterpretationResult

([NetAF.Interpretation.Interpretation](#)

Constructors

+ [NetAF.Logic](#)

CommandHelp(string, string)

+ [NetAF.Persistence](#)

CommandHelp(string, string)

([NetAF.Persistence.html](#))

Declaration

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

Parameters

([NetAF.Rendering.html](#))

Type

+ [NetAF.Rendering.Frame](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

command

The command.

([NetAF.Rendering.FrameBuild](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

description

The help.

+ [NetAF.Renderina.Frame](#)

Properties

Command

Get the command.

Declaration

([NetAF.Commands.html](#))
public string Command { get; }

+ NetAF.Commands.

Persistence
Property Value

([NetAFCommands.Persistence.html](#))

Type

+ NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

Instructions

Description
([NetAF.Conversations.Instruct.html](#))

Get the description of the command.

+ NetAF.Extensions

Declaration

([NetAF.Extensions.html](#))

- NetAF.Interpretation

public string Description { get; }

([NetAF.Interpretation.html](#))

CommandHelp

Property Value
([NetAF.Interpretation.CommandHelp.html](#))

Type

CustomCommandInterpreter

([NetAF.Interpretation.CustomCommandInterpreter.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

IInterpreter

([NetAF.Interpretation.IInterpreter.html](#))

InterpretationResult

([NetAF.Interpretation.InterpretationResult.html](#))

Methods

+ NetAF.Logic

([NetAF.Logic.html](#))

Equals(CommandHelp)

+ NetAF.Persistence

Indicates whether the current object is equal to another object of the same type.

([NetAF.Persistence.html](#))

Declaration

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

public bool Equals(CommandHelp other)

+ NetAF.Rendering

([NetAF.Rendering.html](#))

Parameters

+ NetAF.Rendering.Frame

Type

Builders

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#))

([NetAF.Rendering.FrameBuilder.html](#))

| Type | Name | Description |
|---|-------|--|
| CommandHelp (NetAF.Interpretation.CommandHelp.html) | other | An object to compare with this object. |

+ NetAF.Renderina.Frame

Returns

| Type | Description |
|---|--|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | true (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool) if the current object is equal to the other parameter; otherwise, false (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool). (NetAF.Commands.html) |

+ NetAF.Commands. Persistence

[IEquatable<T>](#) (<https://learn.microsoft.com/dotnet/api/system.iequatable-1>)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

[Instructions](#)

[\(NetAF.Conversations.Instruct](#)

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[\(NetAF.Extensions.html\)](#)

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[\(NetAF.Interpretation.html\)](#)

CommandHelp

[\(NetAF.Interpretation.CommandHe](#)

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomComr](#)

IInterpreter

[\(NetAF.Interpretation.IInterprete](#)

InterpretationResult

[\(NetAF.Interpretation.Interpretation](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

[Builders](#)

[\(NetAF.Rendering.FrameBuild](#)

+ NetAF.Renderina.Frame

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

[\(NetAF.Commands.html\)](#)

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

+ NetAF.Commands.

Persistence

Parameters

[\(NetAF.Commands.Persistence.html\)](#)

Type

+ NetAF.Conversations

Game ([NetAF.Logic.Game.html](#))

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Returns

Instructions

Type

[\(NetAF.Conversations.Instruct.html\)](#)

CommandHelp ([NetAF.Interpretation.CommandHelp.html](#))

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Interpret(string, Game)

[\(NetAF.Interpretation.html\)](#)

Interpret a string.

CommandHelp

Declaration

[\(NetAF.Interpretation.CommandHe...](#)

CustomCommandInterpreter

```
public InterpretCustomCommandInterpreter Interpret(string input, Game game)
```

IInterpreter

[\(NetAF.Interpretation.IInterpreter.html\)](#)

Parameters

InterpretationResult

Type

[NetAF.Interpretation.Interpretation](#)

Name

Description

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Game ([NetAF.Logic.Game.html](#))

input

The string to interpret.

game

The game.

+ NetAF.Persistence

Returns

[\(NetAF.Persistence.html\)](#)

Type

+ NetAF.Persistence.Json

Interpreter

[\(NetAF.Persistence.Json.html\)](#)

Name

Description

[\(NetAF.Persistence.Json.html\)](#)

The result of the interpretation.

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Implements

+ NetAF.Rendering.Frame

Interpreter ([NetAF.Interpretation.IInterpreter.html](#))

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Renderina.Frame

▼

(NetAF.Commands.html)

- + **NetAF.Commands.**
 Persistence
 (**NetAF.Commands.Persistence.html**)
- + **NetAF.Conversations**
 (**NetAF.Conversations.html**)
- + **NetAF.Conversations.**
 Instructions
 (**NetAF.Conversations.Instructions.html**)
- + **NetAF.Extensions**
 (**NetAF.Extensions.html**)
- **NetAF.Interpretation**
 (**NetAF.Interpretation.html**)
 - CommandHelp
 (**NetAF.Interpretation.CommandHelp.html**)
 - CustomCommandInterpreter
 (**NetAF.Interpretation.CustomCommandInterpreter.html**)
 - IInterpreter
 (**NetAF.Interpretation.IInterpreter.html**)
 - InterpretationResult
 (**NetAF.Interpretation.InterpretationResult.html**)
- + **NetAF.Logic**
 (**NetAF.Logic.html**)
- + **NetAF.Persistence**
 (**NetAF.Persistence.html**)
- + **NetAF.Persistence.Json**
 (**NetAF.Persistence.Json.html**)
- + **NetAF.Rendering**
 (**NetAF.Rendering.html**)
- + **NetAF.Rendering.Frame**
 Builders
 (**NetAF.Rendering.FrameBuilders.html**)
- + **NetAF.Renderina.Frame**

Interface IInterpreter

Represents any object that can act as an interpreter for input.

Filter by title

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

(NetAF.Commands.html)

Syntax

+ **NetAF.Commands.**

Persistence

public interface IInterpreter
(NetAFCommands.Persistence)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Properties

Instructions

(NetAF.Conversations.Instruct
SupportedCommands)

+ **NetAF.Extensions**

Get an array of all supported commands.
(NetAF.Extensions.html)

Declaration

- **NetAF.Interpretation**

(NetAF.Interpretation.html)

CommandHelp[] SupportedCommands { get; }

CommandHelp

(NetAF.Interpretation.CommandHe

Property Value

CustomCommandInterpreter

Type

(NetAF.Interpretation.CustomComr

IInterpreter

CommandHelp (NetAF.Interpretation.CommandHelp.html)

(NetAF.Interpretation.IInterpreter.h

InterpretationResult

(NetAF.Interpretation.Interpretation

Description

Methods

(NetAF.Logic.html)

+ **NetAF.Persistence**

GetContextualCommandHelp(Game)

(NetAF.Persistence.html)

Get contextual command help for a game, based on its current state.

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

CommandHelp[] GetContextualCommandHelp(Game game)

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilder

Game (NetAF.Logic.Game.html)

+ **NetAF.Rendering.Frame**

Returns

| Type | Description |
|---|----------------------|
| CommandHelp (NetAF.Interpretation.CommandHelp.html) | The contextual help. |

▼ Interpret(string, Game)

(NetAF.Commands.html)
Interpret a string.

+ NetAF.Commands. Declaration Persistence

(NetAF.Commands.Persistence)
Interpret a string (string input, Game game)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions
String (<https://learn.microsoft.com/dotnet/api/system.string>)
(NetAF.Conversations.Instruction)
Game (NetAF.Logic.Game.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

- Type NetAF.Interpretation

(NetAF.Interpretation.html)
InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

CommandHelp
(NetAF.Interpretation.CommandHelp)
CustomCommandInterpreter
(NetAF.Interpretation.CustomCommandInterpreter)
IInterpreter
(NetAF.Interpretation.IInterpreter)
InterpretationResult
(NetAF.Interpretation.InterpretationResult)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Renderina.Frame

Class InterpretationResult

Represents the result of an interpretation.

Filter by title

Inheritance

[\(NetAF.Commands.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands](#)

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ [NetAF.Conversations](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ [NetAF.Conversations](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

Assembly: NetAF.dll

[NetAF.Interpretation](#)

Syntax

[\(NetAF.Interpretation.html\)](#)

```
CommandHelp  
public class InterpretationResult  
(NetAF.Interpretation.CommandHe  
CustomCommandInterpreter  
(NetAF.Interpretation.CustomCom  
Interpreter  
(NetAF.Interpretation.IInterprete  
InterpretationResult  
(NetAF.Interpretation.IInterpreta  
InterpretationResult(bool, ICommand)
```

+ [NetAF.Logic](#)

Represents the result of an interpretation.

[\(NetAF.Logic.html\)](#)

Declaration

+ [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json](#)

Part of

[\(NetAF.Persistence.Json.html\)](#)

| Type | Name | Description |
|--|----------------------------|-----------------------------------|
| + NetAF.Rendering | | |
| b<wasInterpretedSuccessfully> (https://learn.microsoft.com/dotnet/api/system.boolean) | wasInterpretedSuccessfully | If interpretation was successful. |
| + NetAF.Rendering.Frame | | |
| Builders | | |
| ICommand (NetAF.Commands.ICommand.html) (NetAF.Rendering.FrameBuilder.html) | command | The command. |

+ [NetAF.Renderina.Frame](#)

Properties

Command

Get the command.

Declaration

(NetAF.Commands.html)

```
public ICommand Command { get; }
```

+ NetAF.Commands.

Persistence

Property Value

(NetAFCommands.Persistence.html)

Type

+ NetAF.Conversations

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

Fail

(NetAF.Conversations.Instruct.html)

Get a default result for failure.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

- NetAF.Interpretation

```
public static InterpretationResult Fail { get; }
```

(NetAF.Interpretation.html)

Property Value

(NetAF.Interpretation.CommandHelp.html)

Type

CustomCommandInterpreter

(NetAF.Interpretation.CustomCommandInterpreter.html)

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

IInterpreter

(NetAF.Interpretation.IInterpreter.html)

InterpretationResult

WasInterpretedSuccessfully

(NetAF.Interpretation.WasInterpretedSuccessfully.html)

NetAF.Logic

Logic was successful.

(NetAF.Logic.html)

Declaration

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Property Value

(NetAF.Persistence.Json.html)

Type

+ NetAF.Rendering

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Renderina.Frame

▼

(NetAF.Commands.html)

- + **NetAF.Commands.**
 Persistence
 (**NetAF.Commands.Persistence.html**)
- + **NetAF.Conversations**
 (**NetAF.Conversations.html**)
- + **NetAF.Conversations.**
 Instructions
 (**NetAF.Conversations.Instructions.html**)
- + **NetAF.Extensions**
 (**NetAF.Extensions.html**)
- **NetAF.Interpretation**
 (**NetAF.Interpretation.html**)
 - CommandHelp
 (**NetAF.Interpretation.CommandHelp.html**)
 - CustomCommandInterpreter
 (**NetAF.Interpretation.CustomCommandInterpreter.html**)
 - IInterpreter
 (**NetAF.Interpretation.IInterpreter.html**)
 - InterpretationResult
 (**NetAF.Interpretation.InterpretationResult.html**)
- + **NetAF.Logic**
 (**NetAF.Logic.html**)
- + **NetAF.Persistence**
 (**NetAF.Persistence.html**)
- + **NetAF.Persistence.Json**
 (**NetAF.Persistence.Json.html**)
- + **NetAF.Rendering**
 (**NetAF.Rendering.html**)
- + **NetAF.Rendering.Frame**
 Builders
 (**NetAF.Rendering.FrameBuilders.html**)
- + **NetAF.Renderina.Frame**

Namespace NetAF.Logic

Classes

Filter by title

AssetCatalog (NetAF.Logic.AssetCatalog.html)

+ NetAF.Commands.

Persistence
Provides a catalog of all assets in a game.

(NetAF.Commands.Persistence)

AssetGenerator (NetAF.Logic.AssetGenerator.html)

+ NetAF.Commands.

(NetAF.Commands.AssetGenerator.html) assets.

+ NetAF.Conversations.

EndCheckResult (NetAF.Logic.EndCheckResult.html)

(NetAF.Conversations.Instruction)

+ NetAF.Extensions

Game (NetAF.Logic.Game.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

GameConfiguration (NetAF.Logic.GameConfiguration.html)

- NetAF.Logic

Represents a configuration for a game.

(NetAF.Logic.html)

AssetCatalog

GameEndConditions (NetAF.Logic.GameEndConditions.html)

AssetGenerator

Provides a container for game end conditions.

(NetAF.Logic.AssetGenerator.html)

EndCheck

GameInfo (NetAF.Logic.GameInfo.html)

EndCheckResult

Provides information about a game.

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html)

Game (NetAF.Logic.Game.html)

Provides a record of the location of a playable character.

GameConfiguration

(NetAF.Logic.GameConfiguration.h)

Enums

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

ExitMode (NetAF.Logic.ExitMode.html)

GameInfo

Enumeration of exit modes.

(NetAF.Logic.GameInfo.html)

GameSetupCallback

GameState (NetAF.Logic.GameState.html)

(NetAF.Logic.GameSetupCallback)

Enumeration of game states.

(NetAF.Logic.GameState.html)

Delegates

EndCheck (NetAF.Logic.EndCheck.html)

Represents the callback used for end checks.

▼

GameCreationCallback (NetAF.Logic.GameCreationCallback.html)

+ NetAF.Commands

Represents the callback used for Game creation.

Persistence

(NetAF.Commands.Persistence.html)

GameSetupCallback (NetAF.Logic.GameSetupCallback.html)

+ NetAF.Conversations

Represents the callback used for Game setup.

(NetAF.Conversations.html)

+ NetAF.Conversations

OverworldCreationCallback (NetAF.Logic.OverworldCreationCallback.html)

Instructions

Represents a callback for Overworld creation.

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html)

(NetAF.Extensions.html)

Represents a callback for Player creation.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

GameState

(NetAF.Logic.GameState.html)

Class AssetCatalog

Provides a catalog of all assets in a game.

Filter by title

Inheritance

Persistence

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

(NetAF.Commands.Persistence)

↳ AssetCatalog

+ **NetAF Conversations**

Inherited Members

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Conversations.Instruct

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Namespace: NetAF (NetAF.html), Logic (NetAF.Logic.html)

Assembly: NetAF.dll

Syntax

(NetAF.Logic.html)

AssetCatalog

public class AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

GetGame([Game](#))

[\(NetAF.Logic.Game.html\)](#)

GameConfiguration

Declaration

[\(NetAF.Logic.GameConfiguration.h\)](#)

GameCreationCallback

public NonPlayableCharacter[] Characters { get; }

[\(NetAF.Logic.GameCreationCallback\)](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

PropertyValue

[\(NetAF.Logic.PropertyValue.html\)](#)

GameInfo

Type ([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

NonPlayableCharacter ([NetAF.Assets.Characters.NonPlayableCharacter.html](#))[]

[\(NetAF.Logic.GameSetupCallback\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

+ **Examinables**

[\(NetAF.Logic.ExaminableCreationCallback\)](#)

| Type | Description |
|---|-------------|
| (NetAF.Logic.GameInfo.html) | |

Get the examinables.

Declaration

```
public IExaminable[] Examinables { get; }
```

Property Value

| Type | Description |
|--|-------------|
| (NetAF.Commands.Persistence.IExaminable (NetAF.Assets.IExaminable.html)) | |

+ NetAF.Conversations

(NetAF.Conversations.html)

ItemContainers

+ NetAF.Conversations.

Get the item containers.

(NetAF.Conversations.Instruct

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Property Value

(NetAF.Interpretation.html)

Type

- NetAF.Logic

ItemContainer (NetAF.Assets.IItemContainer.html))

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

Items

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

Get the items

EndCheck

(NetAF.Logic.EndCheck.html)

Declaration

EndCheckResult

(NetAF.Logic_EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Property Value

(NetAF.Logic.Game.html)

Type

GameConfiguration

(NetAF.Logic.GameConfiguration.h

ItemGameCreationCallback

(NetAF.Logic.GameCreationCallback.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

Players

GameInfo

(NetAF.Logic.GameInfo.html)

Get the players

GameSetupCallback

Declaration

(NetAF.Logic.GameSetupCallback.html)

GameState

(NetAF.Logic.GameState.html)

Players

{ get; }

OverworldCreationCallback

Description

Description

Property Value

| Type | Description |
|--|-------------|
| PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html) | |

Rooms

Persistence

Get the rooms.

(NetAF.Commands.Persistence.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html) }

+ NetAF.Conversations.

Property Value

InSTRUCTIONS

(NetAF.Conversations.Instruct.html)

Description

+ NetAF.Extensions (NetAF.Extensions.Locations.Room.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Methods

- NetAF.Logic

(NetAF.Logic.html)

FromGame(Game)

AssetCatalog

Create a new AssetCatalog from a game.

AssetGenerator

Declaration (NetAF.Logic.AssetGenerator.html)

EndCheck

public static AssetCatalog FromGame(Game game)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Parameters

ExitMode

| Type | Name | Description |
|------------------------------|------|--------------------------------------|
| Game (NetAF.Logic.Game.html) | game | The game to create the catalog from. |

GameConfiguration (NetAF.Logic.GameConfiguration.html)

Returns GameCreationCallback

Type NetAF.Logic.GameCreationCallba

GameEndConditions

AssetCatalog (NetAF.Logic.AssetCatalog.html)

(NetAF.Logic.GameEndConditions.html)

Description

The populate asset catalog.

GameState

(NetAF.Logic.GameState.html)

Registers a collection of examinables.

GameState

(NetAF.Logic.GameSetupCallback.html)

Registers a collection of examinables.

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

Registers(params IExaminable[])

```
public void Register(params IExaminable[] examinables)
```

Parameters

| Type | Name | Description |
|---|-------------|------------------------------|
| IExaminable (NetAF.Assets.IExaminable.html)[] | examinables | The examinables to register. |

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Conversations
Register a conversation template.

Registers a conversation template.

- NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions)

+ NetAF.Extensions

Parameters
(NetAF.Extensions.html)

Type
+ NetAF.Interpretation

IAssetTemplate<NetAF.Utility.IAssetTemplate<IExaminable>[]> templates
IExaminable (NetAF.Assets.IExaminable.html)<>

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

| Type | Name | Description |
|--|-----------|----------------------------|
| IAssetTemplate<NetAF.Utility.IAssetTemplate<IExaminable>[]> templates IExaminable (NetAF.Assets.IExaminable.html)<> | templates | The templates to register. |

Class AssetGenerator

Represents a generator for game assets.

Filter by title

Inheritance.....

([NetAF.Commands.Persistence](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Conversations](#)

Inheritance.....

([NetAF.Conversations.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.Instruct](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Interpretation.html](#))

Namespace: NetAF ([NetAF.html](#)), [NetAF.Logic.html](#)

Assembly: NetAF.dll

- [NetAF.Logic](#)

Syntax

([NetAF.Logic.html](#))

AssetCatalog

public sealed class AssetGenerator

([NetAF.Logic.AssetCatalog.html](#))

AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

Custom(OverworldCreationCallback, PlayerCreationCallback)

([NetAF.Logic.ExitMode.html](#))

CreateGameSetupCallback creates custom values. Callbacks determine the overworld and player that will be returned from GetOverworld and GetPlayer.

([NetAF.Logic.GameConfiguration.h](#))

Declaration

GameCreationCallback

([NetAF.Logic.GameCreationCallba](#))

public static AssetGenerator Custom(OverworldCreationCallback overworldCreationCallb

ack, PlayerCreationCallback playerCreationCallback)

([NetAF.Logic.GameEndConditions](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

Parameters

GameSetupCallback

Type

([NetAF.Logic.GameSetupCallback](#))

GameState

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCa](#))

| Type | Name | Description |
|-------------------|---------------------------|----------------------------------|
| GameSetupCallback | overworldCreationCallback | The overworld creation callback. |

| Type | Name | Description |
|---|-------------------------------|-------------------------------|
| PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html) | <i>playerCreationCallback</i> | The player creation callback. |

Returns

| Type | Description |
|---|---|
| AssetGeneration (NetAF.Commands.Persistence.html) + NetAF.Conversations | Asset generation that will always return an overworld and a player as defined by the callbacks. |

(NetAF.Conversations.html)

GetOverworld

Instructions

Get the overworld.

(NetAF.Conversations.Instruct

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

public Overworld GetOverworld()

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Returns

- Type

(NetAF.Logic.html)

Overworld (NetAF.Assets.Locations.Overworld.html)

Description

The overworld.

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

Get the player.

(NetAF.Logic.EndCheck.html)

Declaration

+ EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

public PlayableCharacter GetPlayer()

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

Returns

GameConfiguration

Type **(NetAF.Logic.GameConfiguration.h)**

GameCreationCallback

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

Description

The player.

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

CreateGameStepGenerator that creates new values. Different instances of overworld and player will be returned on each call.

(NetAF.CreateGameStepGenerator.html)

GameState

Declaration

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

New(IAssetTemplate<Overworld>, IAssetTemplate<PlayableCharacter>)

(NetAF.Logic.GameInfo.html)

```
public static AssetGenerator New(IAssetTemplate<Overworld> overworldTemplate, IAssetTemplate<PlayableCharacter> playerTemplate)
```

Parameters

| Type | Name | Description |
|--|-------------------|-------------------------|
| IAssetTemplate (NetAF.Utilities.IAssetTemplate-1.html)< (NetAF.Commands.Persistence) Overworld (NetAF.Assets.Locations.Overworld.html)> | overworldTemplate | The overworld template. |
| + NetAF.Conversations IAssetTemplate (NetAF.Utilities.IAssetTemplate-1.html)< (NetAFConversations.html) PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html) > NetAF.Conversations. | playerTemplate | The player template. |

Instructions

Returns

(NetAF.Conversations.Instruct)

| Type | Description |
|--|--|
| + NetAF.Extensions AssetGenerator (NetAF.Extensions.html) (NetAF.Logic.AssetGenerator.html) | Asset generation that will always return a new overworld and a new player. |
| + NetAF.Interpretation (NetAF.Interpretation.html) | |

New(OverworldMaker, IAssetTemplate<PlayableCharacter>)

(NetAF.Logic.html)

Create an asset generator that creates new values. Different instances of overworld and player will be returned on each call to Overworld and GetPlayer.

Asset Catalog

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

```
public static AssetGenerator New(OverworldMaker overworldMaker, IAssetTemplate<PlayableCharacter> playerTemplate)
```

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Parameters

ExitMode

| Type | Name | Description |
|------------------------------|----------------|----------------------|
| (NetAF.Logic.ExitMode.html) | | |
| Game (NetAF.Logic.Game.html) | overworldMaker | The overworld maker. |

OverworldMaker (NetAF.Utilities.OverworldMaker.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

IAssetTemplate<NetAF.Utilities.IAssetTemplate-1.html><

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)>

GameEndConditions

Return

(NetAF.Logic.GameEndConditions.html)

| Type | Description |
|--|--|
| GameInfo (NetAF.Logic.GameInfo.html) | |
| AssetSetupCallback (NetAF.Logic.AssetSetupCallback) | Asset generation that will always return a new overworld and a new player. |

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

Retained(Overworld, PlayableCharacter)

(NetAF.Logic.OverworldCreationCa

Create an asset generator that uses retained value. The same instance of overworld and player will be returned on each call to GetOverworld and GetPlayer.

Declaration

```
public static AssetGenerator Retained(Overworld overworld, PlayableCharacter player)
```

Parameters

(NetAF.Commands.Persistence.html)

Type

+ NetAF.Conversations

Overworld (NetAF.Assets.Locations.Overworld.html)

(NetAF.Conversations.html)

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

+ NetAF.Conversations.

Instructions

Returns

(NetAF.Conversations.Instruct.html)

Type

+ NetAF.Extensions

AssetGenerator

(NetAF.Extensions.html)

(NetAF.Logic.AssetGenerator.html)

Description

Asset generation that will always return the same instance overworld and the same instance of the player.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback.html)

Delegate EndCheck

Represents the callback used for end checks.

Filter by title

Namespace: NetAF (NetAF.html) | Logic (NetAF.Logic.html)

Assembly: NetAF.dll

+ **NetAF.Conversations**

Syntax
[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations](#).EndCheckResult EndCheck(Game game)

Instructions

[\(NetAF.Conversations.Instruct](#)

Parameters

| + NetAF.Extensions | Name | Description |
|---|------|----------------------------|
| (NetAF.Extensions.html) Game (NetAF.Logic.Game.html) | game | The game to check for end. |

+ [NetAF.Interpretation](#)

Returns
[\(NetAF.Interpretation.html\)](#)

| - Type NetAF.Logic | Description |
|---|----------------------------------|
| (NetAF.Logic.html) .Logic.EndCheckResult.html | Returns a result from the check. |

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance

+ **NetAF.Conversations**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Conversations.html)
↳ EndCheckResult

+ **NetAF Conversations.**

Inherited Members

Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
(NetAF.Conversations.Instruct

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
(NetAF.Extensions.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

- **NetAF Logic** (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
(NetAF.Logic.html)

Namespace: NetAF (<https://learn.microsoft.com/dotnet/html>).Logic (<https://learn.microsoft.com/dotnet/html>).Logic.html)

AssetCatalog

Assembly: NetAF.dll

<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.AssetCatalog.html)

Syntax

AssetGenerator

<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.AssetGenerator.html)
public class EndCheckResult

<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.EndCheck.html)

EndCheckResult

<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.EndCheckResult.html)

ExitMode

<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.ExitMode.html)

EndCheckResult(bool, string, string)

GameConfiguration

Represents the result of an end check.
<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.GameConfiguration.h

GameCreationCallback

<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.GameCreationCallba

GameEndConditions

public EndCheckResult(bool hasEnded, string title, string description)
<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.GameEndConditions.h

GamelInfo

<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.GamelInfo.html)

GameSetupCallback

Type
<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.GameSetupCallback.h

GameState

<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.GameState.html)
bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Name

Description

hasEnded

If the game has ended.

title

A title to describe the end.

description

A description of the end.

<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.OverworldCreationCallback.h

OverworldCreationCallback

<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.OverworldCreationCallback.h

PlayableCharacterLocation

<https://learn.microsoft.com/dotnet/html>.NetAF.Logic.PlayableCharacterLo

PlayableCharacterLocation.h

Properties

Description

Get a description of the end.

Declaration

+ NetAF.Conversations

public string Description { get; }

+ NetAF.Conversations.

Property Value

Instructions

| Type | Description |
|------------------------------|-------------|
| NetAF.Conversations.Instruct | |

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

HasEnded

(NetAF.Interpretation.html)

Get if the game has come to an end.

- NetAF.Logic

Declaration

(NetAF.Logic.html)

AssetCatalog

public bool HasEnded { get; }

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

Property Value

EndCheck

| Type | Description |
|-----------------------------|-------------|
| (NetAF.Logic.EndCheck.html) | |

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

NotEnded

Game (NetAF.Logic.Game.html)

GameConfiguration

Get a default result for not ended.

(NetAF.Logic.GameConfiguration.html)

Declaration

GameCreationCallback

(NetAF.Logic.GameCreationCallba

public static EndCheckResult NotEnded { get; }

(NetAF.Logic.GameEndConditions.

GameInfo

Property Value

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

EndCheckResult (NetAF.Logic.EndCheckResult.html)

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

Title

PlayableCharacterLocation

Get a title to assign PlayableCharac

terLocation

Declaration

```
public string Title { get; }
```

Property Value

| Type | Description |
|---|-------------|
| + NetAF.Conversations (https://docs.microsoft.com/dotnet/api/system.string) | |
| (NetAF.Conversations.html) | |
| + NetAF.Conversations. | |
| Instructions | |
| (NetAF.Conversations.Instruct | |
| + NetAF.Extensions | |
| (NetAF.Extensions.html) | |
| + NetAF.Interpretation | |
| (NetAF.Interpretation.html) | |
| - NetAF.Logic | |
| (NetAF.Logic.html) | |
| AssetCatalog | |
| (NetAF.Logic.AssetCatalog.html) | |
| AssetGenerator | |
| (NetAF.Logic.AssetGenerator.html) | |
| EndCheck | |
| (NetAF.Logic.EndCheck.html) | |
| EndCheckResult | |
| (NetAF.Logic.EndCheckResult.htm | |
| ExitMode | |
| (NetAF.Logic.ExitMode.html) | |
| Game | |
| (NetAF.Logic.Game.html) | |
| GameConfiguration | |
| (NetAF.Logic.GameConfiguration.h | |
| GameCreationCallback | |
| (NetAF.Logic.GameCreationCallba | |
| GameEndConditions | |
| (NetAF.Logic.GameEndConditions. | |
| GameInfo | |
| (NetAF.Logic.GameInfo.html) | |
| GameSetupCallback | |
| (NetAF.Logic.GameSetupCallback. | |
| GameState | |
| (NetAF.Logic.GameState.html) | |
| OverworldCreationCallback | |
| (NetAF.Logic.OverworldCreationCa | |
| PlayableCharacterLocation | |
| (NetAF.Logic.PlayableCharacterLo | |
| ... | |

Enum ExitMode

Enumeration of exit modes.

 Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

(NetAF.Conversations.html)

Assembly: NetAF.dll

Syntax

public enum ExitMode
(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Fields

Interpretation
(NetAF.Interpretation.html)

| Name | Description |
|---|-----------------------------|
| ExitApplication (NetAF.Logic.html) | Exit the application. |
| ReturnToTitleScreen AssetCatalog (NetAF.Logic.AssetCatalog.html) AssetGenerator (NetAF.Logic.AssetGenerator.html) EndCheck (NetAF.Logic.EndCheck.html) EndCheckResult (NetAF.Logic.EndCheckResult.htm ExitMode (NetAF.Logic.ExitMode.html) Game (NetAF.Logic.Game.html) GameConfiguration (NetAF.Logic.GameConfiguration.h GameCreationCallback (NetAF.Logic.GameCreationCallba GameEndConditions (NetAF.Logic.GameEndConditions. GameInfo (NetAF.Logic.GameInfo.html) GameSetupCallback (NetAF.Logic.GameSetupCallback. GameState (NetAF.Logic.GameState.html) OverworldCreationCallback (NetAF.Logic.OverworldCreationCa | Return to the title screen. |

Class Game

Represents a game.

Filter by title

Inheritance

+ [NetAF.Conversations](#)([soft.com/dotnet/api/system.object](https://learn.microsoft.com/dotnet/api/system.object))

Instructions

Implementations

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Game

+ [NetAF.Extensions](#)

Serialization ([NetAF.Serialization.GameSerialization.html](#))>

([NetAF.Extensions.html](#))

Inherited Members

+ [NetAF.Interpretation](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.AssetGenerator.html](#))

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

EndCheck

Assembly: NetAF.dll

([NetAF.Logic.EndCheck.html](#))

Syntax

[EndCheckResult](#)

([NetAF.Logic.EndCheckResult.html](#))

public sealed class Game : IRestoreFromObjectSerialization<GameSerialization>

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

Properties

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

ActiveConverser ([NetAF.Logic.ActiveConverser.html](#))

GameInfo

Get the active converser.

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState

public IConverser ActiveConverser { get; }

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

Property Value ([NetAF.Logic.OverworldCreationCallback.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

IConverser ([NetAF.Assets.Characters.IConverser.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

| Type | Description |
|--|--|
| PlayableCharacterLocation | (NetAF.Logic.PlayableCharacterLocation.html) |
| IConverser (NetAF.Assets.Characters.IConverser.html) | (NetAF.Logic.PlayerCreationCallback.html) |

Catalog

Get the catalog of assets for this game.

Declaration

```
public AssetCatalog Catalog { get; }
```

Property Value

+ **NetAF.Conversations.**

Type Instructions

([NetAF.Conversations.Instruct](#))

Description

[AssetCatalog \(NetAF.Logic.AssetCatalog.html\)](#)

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Configuration

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Declaration

NetAF.Logic

([NetAF.Logic.html](#))

```
public GameConfiguration Configuration { get; }
```

AssetCatalog

([NetAF.Logic.AssetCatalog.html](#))

Property Value

Type

EndCheck

Description

Game (NetAF.Logic.EndCheck.html)

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

EndConditions

([NetAF.Logic.ExitMode.html](#))

Game (NetAF.Logic.Game.html)

Get the end conditions.

GameConfiguration

Declaration

[NetAF.Logic.GameConfiguration.h](#)

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

Property Value

GameInfo

Type

([NetAF.Logic.GameInfo.html](#))

Description

GameSetupCallback

GameEndConditions (NetAF.Logic.GameEndConditions.html)

([NetAF.Logic.GameSetupCallback.html](#))

GameState

([NetAF.Logic.GameState.html](#))

Info

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

Get PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

Declaration

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

```
public GameInfo Info { get; }
```

Property Value

| Type | Description |
|--------------------------------------|-------------|
| GameInfo (NetAF.Logic.GameInfo.html) | |

+ NetAF.Conversations.

Instructions Introduction (NetAF.Conversations.Instruct

Get the introduction.

+ NetAF.Extensions

Declaration
(NetAF.Extensions.html)

+ NetAF.Interpretation

```
public string Introduction { get; }
```

(NetAF.Interpretation.html)

NetAF.Logic

Property Value

| Type | Description |
|---|-------------|
| AssetCatalog string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Logic.AssetCatalog.html) | |

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

Get iEndCheckResult.

(NetAF.Logic.EndCheckResult.html)

Declaration

ExitMode

(NetAF.Logic.ExitMode.html)

```
public bool IsExecuting { get; }
```

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

Property Value

GameCreationCallback

Type

(NetAF.Logic.GameCreationCallba

GameEndConditions

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

Overworld

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

Get the overworld.

GameState

Declaration
(NetAF.Logic.GameState.html)

OverworldCreationCallback

```
public OverworldId Overworld { get; }
```

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

Property Value

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

| Type | Description |
|---|-------------|
| Overworld (NetAF.Assets.Locations.Overworld.html) | |

Player

Get the player.

+ NetAF Conversations.

Declaration

Instructions

(NetAF Conversations.Instruction)

```
public PlayableCharacter Player { get; }
```

+ NetAF.Extensions

Properties (NetAF.Extensions.html)

+ Type NetAF.Interpretation

(NetAF Interpretation.html)

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

- NetAF.Logic

(NetAF.Logic.html)

Methods

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ChangePlayer(PlayableCharacter, bool)

EndCheck

Character (NetAF.SpecifiedPlayer.html)

EndCheckResult

Declaration
(NetAF.Logic.EndCheckResult.html)

ExitMode

```
public void ChangePlayer(PlayableCharacter player, bool jumpToLastLocation = true)
```

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h)

Type GameCreationCallback

Name

Description

PlayableCharacter (NetAF.Logic.GameCreationCallback.html)

The player to change to.

GameEndConditions (NetAF.Assets.Characters.GameEndConditions.html)

PlayableCharacter (NetAF.Logic.GameEndConditions.html)

GamelInfo (NetAF.Logic.GamelInfo.html)

bool (NetAF.Logic.GamelInfo.html)

JumpToLastLocation (https://learn.microsoft.com/microsoft/universal-holocore/GameSetupCallback)

m/dtNetAFLogic.GameSetupCallback.

an) GameState (NetAF.Logic.GameState.html)

Jump to the last location, if it is known. Then true the player will be added at the last location, when false the current location will be used. By default this is true.

Create(GameInfo, string, AssetGenerator, GameEndConditions,

GameConfiguration, GameSetupCallback)

(NetAF.Logic.PlayableCharacterLo

CreatePlayerCreationCallback generating instances of a game.

(NetAF.Logic.PlayerCreationCallba

Declaration

```
public static GameCreationCallback Create(GameInfo info, string introduction, AssetGenerator assetGenerator, GameEndConditions conditions, GameConfiguration configuration, GameSetupCallback setup = null)
```



Parameters

| Type | Name | Description |
|--|-----------------------|--|
| + NetAF.Conversations.Instructions (NetAF.Conversations.Instruction.html) | <i>info</i> | Information about the game. |
| + NetAF.Extensions (NetAF.Extensions.html) string (https://learn.microsoft.com/dotnet/api/system.string) | <i>introduction</i> | An introduction to the game. |
| + NetAF.Interpretation (NetAF.Logic.AssetGenerator.html) (NetAF.Interpretation.html) AssetGenerator GameEndConditions - NetAF.Logic (NetAF.Logic.html) GameConfiguration AssetCatalog (NetAF.Logic.GameConfiguration.html) (NetAF.Logic.AssetCatalog.html) GameSetupCallback AssetGenerator (NetAF.Logic.GameSetupCallback.html) (NetAF.Logic.AssetGenerator.html) | <i>assetGenerator</i> | The generator to use to create game assets. |
| | <i>conditions</i> | The game conditions. |
| | <i>configuration</i> | The configuration for the game. |
| | <i>setup</i> | A setup function to run on the created game after it has been created. |

EndCheck

Returns [\(NetAF.Logic.EndCheck.html\)](#)

| Type | Description |
|---|--|
| EndCheckResult (NetAF.Logic.EndCheckResult.html) | |
| GameCreationCallback (NetAF.Logic.GameCreationCallback.html) | A new GameCreationHelper that will create a GameCreator with the parameters specified. |

DisplayAbout()

Display the about frame.
GameCreationCallback
GameEndConditions
Declaration
GameInfo
p([NetAF.Logic.GameInfoAbout\(\)](#))

GameSetupCallback
([NetAF.Logic.GameSetupCallback.html](#))
GameState

DisplayHelp()

GameState.html
OverworldCreationCallback
Display the help frame
([NetAF.Logic.OverworldCreationCa](#))

PlayableCharacterLocation
([NetAF.Logic.PlayableCharacterLo](#))
PlayerCreationCallback
([NetAF.Logic.PlayerCreationCallba](#))

```
public void DisplayHelp()
```

DisplayMap()

Display the map frame.

Declaration

+ **NetAF.Conversations**.

Instructions

public void DisplayMap()

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

DisplayTransition(string, string)

+ **NetAF.Interpretation**

Display transition frame.

([NetAF.Interpretation.html](#))

Declaration

- **NetAF.Logic**

([NetAF.Logic.html](#))

```
public void DisplayTransition(string title, string message)
    AssetCatalog
```

([NetAF.Logic.AssetCatalog.html](#))

Parameters

AssetGenerator

| Type | Name | Description |
|--|-------|-------------|
| EndCheck | | |
| string (https://learn.microsoft.com/dotnet/api/system.string) | title | The title. |

EndCheckResult

string (<https://learn.microsoft.com/dotnet/api/system.string>)

message

The message.

([NetAF.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Execute(GameCreationCallback)

GameConfiguration

Execute a game.

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

public static void Execute(GameCreationCallback creator)

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

| Type | Name | Description |
|--|---------|--|
| GameSetupCallback | | |
| (NetAF.Logic.GameSetupCallback.html) | creator | The creator to use to create the game. |

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

FindInteractionTarget(string)

([NetAF.Logic.FindInteractionTarget.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

Find an interaction target within the current scope for this Game.

([NetAF.Logic.PlayerCreationCallback.html](#))

Declaration

```
public IIInteractWithItem FindInteractionTarget(string name)
```

Parameters

| Type | Name | Description |
|--|------|-------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | name | The targets name. |

+ NetAF.Conversations.

Instructions

Returns

| Type | Description |
|---|-------------|
| (NetAF.Conversations.Instruct.html) | |
| + NetAF.Extensions | |

IIInteractWithItem

(NetAF.Extensions.html)

[\(NetAF.Assets.Interaction.IInteractWithItem.html\)](#)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

NetAF.Logic

GetAllPlayerVisibleExaminables()

(NetAF.Logic.html)

Get all examinables that are currently visible to the player.

[AssetCatalog](#)

Declaration

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

Returns

EndCheckResult

| Type | Description |
|--|---|
| ExitMode | |
| IExaminable (NetAF.Assets.Examinable.html) | An array of all examinables that are currently visible to the player. |

GameConfiguration

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

RestoreFrom(GameSerialization)

(NetAF.Logic.GameCreationCallba

GameEndConditions

Restore this object from a serialization.

(NetAF.Logic.GameEndConditions.html)

Declaration

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

GameState

Parameters

(NetAF.Logic.GameState.html)

| Type | Name | Description |
|--|---------------|------------------------------------|
| OverworldCreationCallback | | |
| (NetAF.Logic.OverworldCreationCa | | |
| GameSerialization (NetAF.Serialization.GameSerialization.html) | serialization | The serialization to restore from. |
| PlayableCharacterLocation | | |
| (NetAF.Logic.PlayableCharacterLo | | |
| PlayerCreationCallback | | |
| (NetAF.Logic.PlayerCreationCallba | | |

Implements

IRestoreFromObjectSerialization<T> ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))

▼

- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

AssetCatalog
[\(NetAF.Logic.AssetCatalog.html\)](#)
AssetGenerator
[\(NetAF.Logic.AssetGenerator.html\)](#)
EndCheck
[\(NetAF.Logic.EndCheck.html\)](#)
EndCheckResult
[\(NetAF.Logic.EndCheckResult.htm](#)
ExitMode
[\(NetAF.Logic.ExitMode.html\)](#)
Game
[\(NetAF.Logic.Game.html\)](#)
GameConfiguration
[\(NetAF.Logic.GameConfiguration.h](#)
GameCreationCallback
[\(NetAF.Logic.GameCreationCallba](#)
GameEndConditions
[\(NetAF.Logic.GameEndConditions.](#)
GameInfo
[\(NetAF.Logic.GameInfo.html\)](#)
GameSetupCallback
[\(NetAF.Logic.GameSetupCallback.](#)
GameState
[\(NetAF.Logic.GameState.html\)](#)
OverworldCreationCallback
[\(NetAF.Logic.OverworldCreationCa](#)
PlayableCharacterLocation
[\(NetAF.Logic.PlayableCharacterLo](#)
PlayerCreationCallback
[\(NetAF.Logic.PlayerCreationCallba](#)

Class GameConfiguration

Represents a configuration for a game.

Filter by title

Inheritance

+ **NetAF.Conversations.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GameConfiguration

(**NetAF.Conversations.Instruct**

Inherited Members

+ **NetAF.Extensions**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

AssetCatalog

Name ([NetAF.Logic \(NetAF.Logic.html\)](#))

Assembly: NetAF

([NetAF.Logic.AssetGenerator.html](#))

Syntax

EndCheck

([NetAF.Logic.EndCheck.html](#))

```
public sealed class GameConfiguration  
EndCheckResult
```

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

GameConfiguration(Size, ExitMode, IIOAdapter)

GameCreationCallback

Represents a configuration for a game.

([NetAF.Logic.GameCreationCallback](#))

GameEndConditions

Declaration ([NetAF.Logic.GameEndConditions](#).)

GameState

Type ([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback](#))

ExitMode ([NetAF.Logic.ExitMode.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation](#))

IIOAdapter ([NetAF.Adapters.IIOAdapter.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback](#))

+ **NetAF.Persistence**

Properties

Adapter

Get the I/O adapter.



Declaration

+ NetAF.Conversations.

Instructions Adapter Adapter { get; }

(NetAF.Conversations.Instruct

Property value

+ NetAF.Extensions

Type (NetAF.Extensions.html)

Description

+ NetAF.Interpretation (NetAF.Conversations.IIOAdapter.html)

(NetAF.Interpretation.html)

- NetAF.Logic

Default (NetAF.Logic.html)

Get the default game configuration.

(NetAF.Logic.AssetCatalog.html)

Declaration

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

public static GameConfiguration Default { get; }

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Description

Type ExitMode

(NetAF.Logic.ExitMode.html)

GameConfiguration (NetAF.Logic.GameConfiguration.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

DisplayCommandListInSceneFrames

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

Get or set if the command list is displayed in scene frames.

GameEndConditions

Declaration (NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

public bool DisplayCommandListInSceneFrames { get; set; }

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

Property Value

GameState

Type (NetAF.Logic.GameState.html)

Description

OverworldCreationCallback

bool (https://learn.microsoft.com/dotnet/api/system.boolean)

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

Get the display size.

+ NetAF.Persistence

Declaration

```
public Size DisplaySize { get; }
```

Property Value

| Type | Description |
|--|-------------|
| + NetAF.Conversations Size (NetAF.Assets.Size.html) | |

Instructions

[\(NetAF.Conversations.Instruct\)](#)

ErrorPrefix

NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Get or set the prefix to use when displaying errors.

+ NetAF.Interpretation

Declaration

[\(NetAF.Interpretation.html\)](#)

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

Property Value

AssetCatalog

| Type | Description |
|--|-------------|
| + NetAF.Logic.AssetCatalog.html AssetGenerator string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Logic.AssetGenerator.html) | |

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Declaration

[Game \(NetAF.Logic.Game.html\)](#)

GameConfiguration

public [ExitMode](#) ExitMode { get; }

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

Property Value

GameEndConditions

| Type | Description |
|---|-------------|
| + NetAF.Logic.GameEndConditions.html GameInfo ExitMode (NetAF.Logic.ExitMode.html) (NetAF.Logic.GameInfo.html) | |

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

FrameBuilders

[\(NetAF.Logic.GameState.html\)](#)

Get or set the collection of frame builders to use to render the game.

OverworldCreationCallback

Declaration

[OverworldCreationCa](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLoc](#)

public [FrameBuilderCollection](#) FrameBuilders { get; set; }

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

Property Value

+ NetAF.Persistence

| Type | Description |
|--|-------------|
| FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html) | |

Interpreter

Get or set the interpreter used for interpreting input.

NetAF.Conversations.

Declaration

(NetAF.Conversations.Instruct

```
public IInterpreter Interpreter { get; set; }
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation

Type (NetAF.Interpretation.html)

IInterpreter (NetAF.Interpretation.IInterpreter.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

Get or set the type of key to use on the scene map.

(NetAF.Logic.AssetGenerator.html)

Declaration

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

SceneMapKeyType { get; set; }

(NetAF.Logic.EndCheckResult.htm

ExitMode

Property Value

(NetAF.Logic.ExitMode.html)

TypeGame

(NetAF.Logic.Game.html)

Description

| Type | Description |
|--|-------------|
| GameConfiguration | |
| KeyType (NetAF.Rendering.KeyType.html) | |
| (NetAF.Logic.GameConfiguration.h | |
| GameCreationCallback | |
| (NetAF.Logic.GameCreationCallba | |
| GameEndConditions | |
| (NetAF.Logic.GameEndConditions. | |
| GameInfo | |
| (NetAF.Logic.GameInfo.html) | |
| GameSetupCallback | |
| (NetAF.Logic.GameSetupCallback. | |
| GameState | |
| (NetAF.Logic.GameState.html) | |
| OverworldCreationCallback | |
| (NetAF.Logic.OverworldCreationCa | |
| PlayableCharacterLocation | |
| (NetAF.Logic.PlayableCharacterLo | |
| PlayerCreationCallback | |
| (NetAF.Logic.PlayerCreationCallba | |

+ NetAF.Persistence

Delegate GameCreationCallback

Represents the callback used for Game creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ **NetAF.Extensions**

(NetAF.Extensions.html) GameCreationCallback()

+ **NetAF.Interpretation**

Returns **(NetAF.Interpretation.html)**

Type

- **NetAF.Logic**

Game (NetAF.Logic.Game.html)

(NetAF.Logic.html)

Description

A game created by the callback.

AssetCatalog
(NetAF.Logic.AssetCatalog.html)
AssetGenerator
(NetAF.Logic.AssetGenerator.html)
EndCheck
(NetAF.Logic.EndCheck.html)
EndCheckResult
(NetAF.Logic.EndCheckResult.html)
ExitMode
(NetAF.Logic.ExitMode.html)
Game (NetAF.Logic.Game.html)
GameConfiguration
(NetAF.Logic.GameConfiguration.h)
GameCreationCallback
(NetAF.Logic.GameCreationCallba
GameEndConditions
(NetAF.Logic.GameEndConditions.
GameInfo
(NetAF.Logic.GameInfo.html)
GameSetupCallback
(NetAF.Logic.GameSetupCallback.
GameState
(NetAF.Logic.GameState.html)
OverworldCreationCallback
(NetAF.Logic.OverworldCreationCa
PlayableCharacterLocation
(NetAF.Logic.PlayableCharacterLo
PlaverCreationCallback

Class GameEndConditions

Provides a container for game end conditions.

Filter by title

Inheritance

([NetAF.Conversations.Instruct](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

Inherited Members

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Interpretation.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

- [NetAF.Logic](#)

([NetAF.Logic.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

AssetGenerator

Name ([NetAF.Logic.AssetGenerator.html](#))

EndCheck

Assembly: NetAF.dll

([NetAF.Logic.EndCheck.html](#))

Syntax

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

public sealed class GameEndConditions

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

Constructors

[GameEndConditions\(EndCheck, EndCheck\)](#)

GameEndConditions

Provides a container for game end conditions.

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

Declaration

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

public GameEndConditions(EndCheck completionCondition, EndCheck gameOverCondition)

([NetAF.Logic.GameSetupCallback.html](#))

GameState

([NetAF.Logic.GameState.html](#))

Parameters

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

Type

Name

Description

EndCheck

completionCondition

The condition that determines if the game was completed.

([NetAF.Logic.EndCheck.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

gameOverCondition

The condition that determines if the game has ended.

([NetAF.Logic.EndCheck.html](#))

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

Properties

CompletionCondition

Get the condition that determines if the game was completed.

Declaration

(NetAF.Conversations.Instruct

```
public EndCheck CompletionCondition { get; }
```

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Property Value

+ **NetAF.Interpretation**

Type

(NetAF.Interpretation.html)

EndCheck (NetAF.Logic.EndCheck.html)

- **NetAF.Logic**

(NetAF.Logic.html)

GameOverCondition

(NetAF.Logic.AssetCatalog.html)

Get the condition that determines if the game has ended.

Declaration

EndCheck

(NetAF.Logic.EndCheck.html)

```
public EndCheck GameOverCondition { get; }
```

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Property Value

(NetAF.Logic.ExitMode.html)

Type

Game (NetAF.Logic.Game.html)

GameConfiguration

EndCheck (NetAF.Logic.EndCheck.html)

(NetAF.Logic.GameConfiguration.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback)

NoEnd

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

Get a value for no end.

GameInfo

Declaration

(NetAF.Logic.GameInfo.html)

GameSetupCallback

public static GameEndConditions NoEnd { get; }

GameState

(NetAF.Logic.GameState.html)

Property Value

OverworldCreationCallback

Type

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

GameEndConditions (NetAF.Logic.GameEndConditions.html)

(NetAF.Logic.PlayableCharacterLo

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

NotEndedPersistence

(NetAF.Persistence.html)

Get an end check that returns EndCheckResult.NotEnded.

Description

Description

Declaration

```
public static EndCheck NotEnded { get; }
```

Property Value

| Type | Description |
|---|-------------|
| E< EndCheck > (NetAF.Logic.EndCheck.html) | |

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Class GameInfo

Provides information about a game.

Filter by title

Inheritance

([NetAF.Conversations.Instruct](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Extensions](#)

↳ GameInfo

([NetAF.Extensions.html](#))

Inherited Members

+ [NetAF.Interpretation](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Interpretation.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Logic.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.AssetGenerator.html](#))

Namespace: [NetAF](#) ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

EndCheck

Assembly: [NetAF.dll](#)

([NetAF.Logic.EndCheck.html](#))

Syntax

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

public sealed class GameInfo

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameInfo(string, string, string)

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

Declaration

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

public GameInfo(string name, string description, string author)

GameState

([NetAF.Logic.GameState.html](#))

Parameters

OverworldCreationCallback

| Type | Name | Description |
|--|-------------|----------------------------|
| (NetAF.Logic.OverworldCreationCallback.html) | | |
| PlayableCharacterLocation | name | The name of the game. |
| string (https://learn.microsoft.com/dotnet/api/system.string) | | |
| (NetAF.Logic.PlayableCharacterLocation.html) | | |
| PlayerCreationCallback | description | A description of the game. |
| string (https://learn.microsoft.com/dotnet/api/system.string) | | |
| (NetAF.Logic.PlayerCreationCallback.html) | | |
| string (https://learn.microsoft.com/dotnet/api/system.string) | author | A author of the game. |

([NetAF.Logic.OverworldCreationCallback.html](#))

Name

Description

PlayableCharacterLocation

name

The name of the game.

([NetAF.Logic.PlayableCharacterLocation.html](#))

PlayerCreationCallback

description

A description of the game.

([NetAF.Logic.PlayerCreationCallback.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

author

A author of the game.

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

Properties

Author

Get the author.



Declaration

(NetAF.Conversations.Instruct

```
    public string Author { get; set; }
```

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Property Value

+ **NetAF.Interpretation**

Type

(NetAF.Interpretation.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

- **NetAF.Logic**

(NetAF.Logic.html)

AssetCatalog

Description

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

Get the description of the game.

[\(NetAF.Logic.AssetGenerator.html\)](#)

Declaration

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

```
public EndCheckResult Description { get; }
```

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

Property Value

[\(NetAF.Logic.ExitMode.html\)](#)

Type

Game ([NetAF.Logic.Game.html](#))

Description

GameConfiguration

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

Name EndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

Get the name of the game.

[GameInfo](#)

Declaration

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

```
public string Name { get; }
```

GameState

[\(NetAF.Logic.GameState.html\)](#)

Property Value

OverworldCreationCallback

Description

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

PlayableCharacterLocation

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

▼

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game [\(NetAF.Logic.Game.html\)](#)

GameConfiguration

[\(NetAF.Logic.GameConfiguration.h](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCa](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLo](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallba](#)

+ NetAF.Persistence

(NetAF.Persistence.html)

Delegate GameSetupCallback

Represents the callback used for Game setup.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

+ **NetAF.Extensions**

Assembly: NetAF.dll

([NetAF.Extensions.html](#))

Syntax

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

- **NetAF.Logic**

Parameters

([NetAF.Logic.html](#))

| Type | Name | Description |
|---|------|--------------------|
| AssetCatalog (NetAF.Logic.AssetCatalog.html) Game (NetAF.Logic.Game.html) AssetGenerator | game | The game to setup. |

([NetAF.Logic.AssetGenerator.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game (NetAF.Logic.Game.html)

GameConfiguration

([NetAF.Logic.GameConfiguration.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallback.html](#))

+ **NetAF.Persistence**

Enum GameState

Enumeration of game states.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
(NetAF.Conversations.Instruct

Assembly: NetAF.dll

↳ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

- **NetAF.Logic**

(NetAF.Logic.html)

Fields

| AssetCatalog | | Description |
|----------------|---|--------------|
| Name | (NetAF.Logic.AssetCatalog.html) | |
| AssetGenerator | (NetAF.Logic.AssetGenerator.html) | Active. |
| Active | (NetAF.Logic.AssetGenerator.html) | |
| EndCheck | (NetAF.Logic.EndCheck.html) | Finished. |
| NotStarted | (NetAF.Logic.EndCheck.html) | Not started. |
| EndCheckResult | (NetAF.Logic.EndCheckResult.html) | |

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game [\(NetAF.Logic.Game.html\)](#)

GameConfiguration

[\(NetAF.Logic.GameConfiguration.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

+ NetAF.Interpretation

Syntax
[\(NetAF.Interpretation.html\)](#)

- NetAF.Logic

public delegate Overworld OverworldCreationCallback()
[\(NetAF.Logic.html\)](#)

Returns

AssetCatalog
[\(NetAF.Logic.AssetCatalog.html\)](#)

Type

AssetGenerator

Description

Overworld ([NetAF.Assets.Locations.Overworld.html](#))

A generated Overworld.

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

([NetAF.Logic.GameConfiguration.h](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.h](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.h](#))

GameState

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCa](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLo](#))

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallba](#))

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Class PlayableCharacterLocation

Provides a record of the location of a playable character.

Filter by title

Inheritance

([NetAF.Conversations.Instruct](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Extensions](#)

↳ PlayableCharacterLocation

([NetAF.Extensions.html](#))

Implements

- [IRestoreFromObjectSerialization](#)

↳ [\(NetAF.Interpretation.html\)](#) (NetAF.Serialization.IRestoreFromObjectSerialization-1.html) <Playables>

CharacterLocationSerialization ([NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html](#))>

Inherited Members

- [NetAF.Logic](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

AssetCatalog

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

AssetGenerator

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Logic.AssetGenerator.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

EndCheck

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

([NetAF.Logic.EndCheck.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

EndCheckResult

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.EndCheckResult.html](#))

Namespace: [NetAF](#) ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

AssetCreationCallback ([NetAF.Logic.ExitMode.html](#))

Syntax

Game ([NetAF.Logic.Game.html](#))

GameConfiguration

```
(NetAF.Logic.GameConfiguration.h
public class PlayableCharacterLocation : IRestoreFromObjectSerialization<PlayableCharacterLocation>
    GameCreationCallback
        (NetAF.Logic.GameCreationCallback)
    GameEndConditions
        (NetAF.Logic.GameEndConditions.
```

Constructors

GameInfo ([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

PlayableCharacterLocation(string, string, string) ([NetAF.Logic.GameSetupCallback.html](#))

GameState

Provides a record of the location of a playable character.

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback)

PlayableCharacterLocation

```
public PlayableCharacterLocation(string playerIdentifier, string regionIdentifier, s
    tring type)
        (NetAF.Logic.PlayableCharacterLoca
```

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback)

Parameters

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

| Type | Name | Description |
|--|-------------------------|--|
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>playerIdentifier</i> | The player identifier. |
| string (https://learn.microsoft.com/dotnet/api/system.string) NetAF.Conversations.Instruct | <i>regionIdentifier</i> | The identifier for the region that the player is in. |
| + NetAF.Extensions (https://learn.microsoft.com/dotnet/api/system.string) | <i>roomIdentifier</i> | The identifier for the room that the player is in. |

+ NetAF.Interpretation ([NetAF.Interpretation.html](#))

- NetAF.Logic Properties ([NetAF.Logic.html](#))

AssetCatalog

PlayerIdentifier ([AssetCatalog.html](#))

AssetGenerator

Get the player ([NetAF.Logic.AssetGenerator.html](#))

EndCheck

Declaration ([NetAF.Logic.EndCheck.html](#))

EndCheckResult

```
public string PlayerIdentifier { get; }
```

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

Property ([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

Type GameConfiguration

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

RegionIdentifier

Get the identifier for the region that the player is in.

([NetAF.Logic.GameInfo.html](#))

Declaration

GameSetupCallback

([NetAF.Logic.GameSetupCallback](#))

```
public GameState RegionIdentifier { get; }
```

([NetAF.Logic.GameState.html](#))

OverworldCreationCallback

Property Value ([NetAF.Logic.OverworldCreationCa](#)

Type PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLo](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

PlayerCreationCallback

([NetAF.Logic.PlayerCreationCallba](#)

([NetAF.Logic.PlayerCreationCallback](#))

+ NetAF.Persistence RoomIdentifier ([NetAF.Persistence.html](#))

Get the identifier for room that the player is in.

Declaration

```
public string RoomIdentifier { get; }
```

Property Value

| Type | Description |
|---|-------------|
| String (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Extensions.html) | |

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Methods

- [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

FromSerialization(PlayableCharacterLocationSerialization)

AssetCatalog

Create a new instance of [PlayableCharacterLocation](#) from a serialization.

AssetGenerator

Declaration

[\(NetAF.Logic.AssetGenerator.html\)](#)

EndCheck

```
public static PlayableCharacterLocation FromSerialization(PlayableCharacterLocations
```

```
serialization, serialization)
```

[EndCheckResult.htm](#)

[\(NetAF.Logic.EndCheckResult.htm\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Type Game

[\(NetAF.Logic.Game.html\)](#)

Name

Description

GameConfiguration

PlayableCharacterLocationSerialization

[\(NetAF.Logic.GameConfiguration.html\)](#)

[\(NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html\)](#)

serialization

The serialization.

GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

Returns GameEndConditions

Type [NetAF.Logic.GameEndConditions](#).

Description

GameInfo

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

The location.

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCallback.html\)](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

public void RestoreFrom(PlayableCharacterLocationSerialization serialization)
PlayerCreationCallback

[\(NetAF.Logic.PlayerCreationCallback.html\)](#)

Parameters

+ [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

| Type | Name | Description |
|---|---------------|---------------------------------------|
| PlayableCharacterLocationSerialization (NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.h ml) | serialization | The serialization to restore from. |

▼

Implements

(NetAF.Conversations.Instruct

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameConfiguration

(NetAF.Logic.GameConfiguration.h

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallba

+ NetAF.Persistence

(NetAF.Persistence.html)

-- -- -- - - -

Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

+ NetAF.Interpretation

Syntax
[\(NetAF.Interpretation.html\)](#)

- [NetAF.Logic](#)
public delegate PlayableCharacter PlayerCreationCallback()
[\(NetAF.Logic.html\)](#)

Returns

[AssetCatalog](#)
(NetAF.Logic.AssetCatalog.html)

Type

[AssetGenerator](#)
(NetAF.Logic.AssetGenerator.html)

| Type | Description |
|---|---------------------|
| AssetGenerator (NetAF.Logic.AssetGenerator.html) | A generated Player. |

[EndCheck](#)
(NetAF.Logic.EndCheck.html)

[EndCheckResult](#)
(NetAF.Logic.EndCheckResult.htm

[ExitMode](#)
(NetAF.Logic.ExitMode.html)

[Game](#)
(NetAF.Logic.Game.html)

[GameConfiguration](#)
(NetAF.Logic.GameConfiguration.h

[GameCreationCallback](#)
(NetAF.Logic.GameCreationCallba

[GameEndConditions](#)
(NetAF.Logic.GameEndConditions.

[GameInfo](#)
(NetAF.Logic.GameInfo.html)

[GameSetupCallback](#)
(NetAF.Logic.GameSetupCallback.

[GameState](#)
(NetAF.Logic.GameState.html)

[OverworldCreationCallback](#)
(NetAF.Logic.OverworldCreationCa

[PlayableCharacterLocation](#)
(NetAF.Logic.PlayableCharacterLo

[PlayerCreationCallback](#)
(NetAF.Logic.PlayerCreationCallba

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Namespace NetAF.Persistence

Classes

Filter by title

+ [NetAF.Commands](#)
[RestorePoint](#) ([NetAF.Persistence.RestorePoint.html](#))

+ [NetAF.Commands](#)
Creates a restore point for a Game.

[Persistence](#)

[\(NetAF.Commands.Persistence.html\)](#)

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations](#).

[Instructions](#)

[\(NetAF.Conversations.Instructions.html\)](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

- [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

[RestorePoint](#)

[\(NetAF.Persistence.RestorePoint.html\)](#)

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders](#)

[\(NetAF.Rendering.FrameBuilders.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

Class RestorePoint

Represents a restore point for a Game.

Filter by title

Inheritance  [System.Object](#)

(NetAF.Assets.Locations.html)

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

Inheritance  [System.Object](#)

(NetAF.Commands.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

Persistence

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-system-object)))

(NetAF.Commands.Persistence.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Instruct  [\(NetAF.Commands.Instruct.html\)](#) ([NetAF.Persistence.html](#))

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax  [\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

public class RestorePoint

(NetAF.Interpretation.html)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Properties

- **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

CreationTime

RestorePoint

[\(NetAF.Persistence.RestorePoint.h\)](#)
Get or set the creation time of this save.

+ **NetAF.Persistence.Json**

Declaration

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

[CreationTime](#) CreationTime { get; set; }

(NetAF.Rendering.html)

Property Value

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Date Time (<https://learn.microsoft.com/dotnet/api/system.datetime>)

+ **NetAF.Rendering.Frame**

Builders.Color

Game [\(NetAF.Rendering.FrameBuilder.html\)](#)

Get or set the serialized game.

Declaration

```
public GameSerialization Game { get; set; }
```



Property Value

| Type | Description |
|-------------------------------|--|
| (NetAF.Assets.Locations.html) | GameSerialization (NetAF.Serialization.GameSerialization.html) |

+ NetAF.Commands

(NetAF.Commands.html)

Name

Persistence

Gets or sets the name of this persistence.

(NetAF.Commands.Persistence.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

```
public string Name { get; set; }
```

+ NetAF.Conversations.

Instructions

Property Value

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Methods

+ NetAF.Logic

(NetAF.Logic.html)

Create(string Game)

(NetAF.Persistence.html)

Create a new restore point.

RestorePoint

Declaration

(NetAF.Persistence.RestorePoint.h)

+ NetAF.Persistence.Json

public static RestorePoint Create(string name, Game game)

(NetAF.Persistence.Json.html)

Parameters

+ NetAF.Rendering

(NetAF.Rendering.html)

| Name | Description |
|------|-------------|
|------|-------------|

+ NetAF.Rendering.Frame

string (<https://learn.microsoft.com/dotnet/api/system.string>)

| | |
|------|--------------------------------|
| name | The name of the restore point. |
|------|--------------------------------|

Builders

Game ([NetAF.Logic.Game.html](#))

| | |
|------|---|
| game | The game to create the restore point for. |
|------|---|

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder.html)

| Type | Description |
|--|--------------------|
| RestorePoint (NetAF.Persistence.RestorePoint.html) | The restore point. |

▼

- **NetAF.Assets**
Locations
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- + **NetAF.Commands.**
Persistence
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instructions.html\)](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
 - RestorePoint
[\(NetAF.Persistence.RestorePoint.html\)](#)
 - + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)
 - + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
 - + **NetAF.Rendering.Frame**
Builders
[\(NetAF.Rendering.FrameBuilders.html\)](#)
 - + **NetAF.Rendering.Frame**
Builders.Color
[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

Namespace NetAF.Persistence.Json

Classes

Filter by title ▾

+ **NetAF.Commands** (NetAF.Commands.html)
JsonSave (NetAF.Persistence.Json.JsonSave.html)

+ **NetAF.Commands** or a save in the Json format.

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructio...

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

- **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

JsonSave

(NetAF.Persistence.Json.JsonSave...

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilders...

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilders...

Class JsonSave

Provides persistence for a save in the Json format.

Filter by title

Inheritance (NetAF.Persistence)

+ **NetAF.Commands**

Inheritance (NetAF.Commands.html)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

Persistence

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object>equals(system-object-system-object))

+ **NetAF.Conversations**

Inheritance (NetAF.Conversations.html)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

+ **NetAF.Conversations**

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Name (NetAF.Conversations.Instruct) (NetAF.Persistence.html).Json (NetAF.Persistence.Json.html)

Assembly: NetAF.dll

+ **NetAF.Extensions**

Syntax (NetAF.Extensions.html)

+ **NetAF.Interpretation**

public static class JsonSave

(NetAF.Interpretation.html)

+ **NetAF.Logic**

(NetAF.Logic.html)

Methods

+ **NetAF.Persistence**

(NetAF.Persistence.html)

FromFile(string, out RestorePoint, out string)

- **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

Declaration

(NetAF.Persistence.Json.JsonSave

+ **NetAF.Rendering**

message)

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilder)

Name

Description

string

+ **NetAF.Rendering.Frame**

(https://learn.microsoft.com/dot

net/api/system.string)

Builders.Color

(NetAF.Rendering.FrameBuilder)

| Type | Name | Description |
|--|---------------------|--|
| RestorePoint (NetAF.Persistence.RestorePoint.html) | <i>restorePoint</i> | The restore point. |
| string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Assets.Locations.html) | <i>message</i> | A message detailing the result of the load, if the load was unsuccessful. If the load was successful this will be empty. |

NetAF.Commands

| Type | Description |
|---|---|
| + NetAF.Commands (NetAF.Commands.html) | True if the load was successful else false. |

Persistence

(NetAF.Commands.Persistence.html)

FromJson(string)

NetAF.Conversations

(NetAF.Conversations.html)

Create a restore point from Json.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

Parameters

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

+ NetAF.Logic

Returns

(NetAF.Logic.html)

Type

+ NetAF.Persistence

RestorePoint (NetAF.Persistence.RestorePoint.html)

(NetAF.Persistence.html)

Description

The restore point created from the Json.

- NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

ToFile(string, RestorePoint, out string)

JsonSave

Persists a restore point to a file. JsonSave

NetAF.Rendering

(NetAF.Rendering.html)

public static bool ToFile(string path, RestorePoint restorePoint, out string message)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

Parameters

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder.html)

| Type | Name | Description |
|---|---------------------|--|
| string (https://learn.microsoft.com/dotnet/api/system.string) | <i>path</i> | The file path. |
| RestorePoint (NetAF.Persistence.RestorePoint.html) (NetAF.Assets.Locations.html) | <i>restorePoint</i> | The restore point to persist. |
| string + NetAF.Commands (NetAF.Commands.html) | <i>message</i> | A message detailing the result of the save, if the save was unsuccessful. If the save was successful this will be empty. |

+ NetAF.Commands.

Returns:

Persistence

| Type | Description |
|--|-------------|
| NetAF.Commands.Persistence | |

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ NetAF.Conversations

ToJson(RestorePoint) Instructions

Code: [NetAF.Conversations.Instruct](#)

NetAF.Extensions

([NetAF.Extensions.html](#))

public static string ToJson(RestorePoint restorePoint)

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

Parameters

| Type | Name | Description |
|----------------------------------|---------------------|--------------------|
| NetAF.Logic.html | <i>restorePoint</i> | The restore point. |

+ NetAF.Persistence

([NetAF.Persistence.html](#))

Returns:

| Type | Description |
|--|-------------|
| NetAF.Persistence.Json | |

([NetAF.Persistence.Json.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

The Json reatore point.

JsonSave

(NetAF.Persistence.Json.JsonSave)

+ NetAF.Rendering

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ NetAF.Rendering.Frame

Builders.Color

([NetAF.Rendering.FrameBuilder.html](#))

Namespace NetAF.Rendering

Enums

Filter by title

KeyType (NetAF.Rendering.KeyType.html)

Persistence of key types.

(NetAF.Commands.Persistence.html)

RegionMapMode (NetAF.Rendering.RegionMapMode.html)

(NetAF.Commands.Persistence.html).

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

- NetAF.Rendering

(NetAF.Rendering.html)

KeyType

(NetAF.Rendering.KeyType.html)

RegionMapMode

(NetAF.Rendering.RegionMapMode.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilders.Color.html)

Enum KeyType

Enumeration of key types.

 Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html)

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands.KeyType**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Conversations**

Fields

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations**

Description

Instructions

Dynamic Dynamic key, only show relevant key items.

[\(NetAF.Conversations.Instruct.html\)](#)

Full Full key.

+ **NetAF.Extensions**

None No key.

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

- **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

KeyType

[\(NetAF.Rendering.KeyType.html\)](#)

RegionMapMode

[\(NetAF.Rendering.RegionMapMode.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

Builders.Color

[\(NetAF.Rendering.FrameBuilder.Color.html\)](#)

Enum RegionMapMode

Enumeration of region map modes.

 Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html)

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

[\(NetAF.Commands.html\)](#)

+ **NetAF.Commands** RegionMapMode

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Conversations**

Fields

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations**.

Instructions

Detailed Shows rooms at a detailed level.

[\(NetAF.Conversations.Instruct.html\)](#)

Dynamic Dynamic region map - uses detailed if there is room, else map will be undetailed.

+ **NetAF.Extensions**

Undetailed Shows rooms as one character, which allows larger maps to be displayed in a limited area.

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

- **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

KeyType

[\(NetAF.Rendering.KeyType.html\)](#)

RegionMapMode

[\(NetAF.Rendering.RegionMapMode.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

Builders.Color

[\(NetAF.Rendering.FrameBuilder.Color.html\)](#)

Namespace NetAF.Rendering.FrameBuilders

▼ Filter by title

Classes

+ [NetAF.Conversations.](#)

[Instructions](#)

[FrameBuilderCollection](#)

[\(NetAF.Conversations.Instructions.FrameBuilderCollection.html\)](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

[FrameBuilderCollections](#)

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html\)](#)

[\(NetAF.Interpretation.html\)](#)

 Provides a container from frame builder collections.

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

[GridStringBuilder](#) ([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

+ [NetAF.Persistence](#)

 Provides a class for building strings as part of a grid.

[\(NetAF.Persistence.html\)](#)

[Interfaces](#)

[\(NetAF.Persistence.Json.html\)](#)

[NetAF.Rendering](#)

[IAboutFrameBuilder](#) ([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

[\(NetAF.Rendering.html\)](#)

 Represents any object that can build about frames.

- [NetAF.Rendering.FrameBuilders](#)

[ICompletionFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

 Represents any object that can build completion frames.

[\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

 FrameBuilderCollection

 FrameBuilderCollections

[IConversationFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

 Represents any object that can build conversation frames.

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

 IAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#)

 IConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

 IGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#)

 IHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

 IHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

 Represents any object that can build help frames.

[\(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

 IRegionMapBuilder

IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

Represents any object that can build region maps.

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

Represents any object that can build region map frames.

+ NetAF.Conversations.

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)

Instructions

Represents any object that can build room maps.

+ NetAF.Extensions

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

Represents any object that can build scene frames.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

+ NetAF.Logic

Represents any object that can build title frames.

(NetAF.Logic.html)

+ NetAF.Persistence

ITransitionFrameBuilder

(NetAF.Persistence.html)

(NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

+ NetAF.Persistence.Json

Represents any object that can build transition frames.

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

| Type | Name | Description |
|---|---------------------------------|--|
| ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html) | <i>titleFrameBuilder</i> | The builder to use for building title frames. |
| ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html) | <i>sceneFrameBuilder</i> | The builder to use for building scene frames. |
| IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html) | <i>regionMapFrameBuilder</i> | The builder to use for building region map frames. |
| IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html) | <i>helpFrameBuilder</i> | The builder to use for building help frames. |
| ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html) | <i>completionFrameBuilder</i> | The builder to use for building completion frames. |
| IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html) | <i>gameOverFrameBuilder</i> | The builder to use for building game over frames. |
| IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html) | <i>aboutFrameBuilder</i> | The builder to use for building about frames. |
| ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html) | <i>transitionFrameBuilder</i> | The builder to use for building transition frames. |
| IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html) | <i>conversationFrameBuilder</i> | The builder to use for building conversation frames. |

Properties

AboutFrameBuilder
Get the builder to use for about frames.
(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

Declaration
IConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

Property Value
ITransitionFrameBuilder
(NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

HelpFrameBuilder

Get the builder to use for help frames.

Declaration

```
public IHelpFrameBuilder HelpFrameBuilder { get; }
```

Instructions

Property Value

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

Description

+ NetAF.Interpretation

(NetAF.Interpretation.html)

RegionMapFrameBuilder

+ NetAF.Logic

Get the builder to use for region map frames.

(NetAF.Logic.html)

Declaration

+ NetAF.Persistence

(NetAF.Persistence.html)

```
public IRegionMapFrameBuilder RegionMapFrameBuilder { get; }
```

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Description

(NetAF.Rendering.html)

IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

- NetAF.Rendering.Frame

Builders

SceneFrameBuilderFrameBuilder

FrameBuilderCollection

Get the builder to use for scene frames.

(NetAF.Rendering.FrameBuilders.F

Declaration

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

frameBuilder SceneFrameBuilder { get; }

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

Property Value

(NetAF.Rendering.FrameBuilders.I

CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.I

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

TitleFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

Get the builder to use for title frames.

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

Declaration

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

```
public ITitleFrameBuilder TitleFrameBuilder { get; }
```

Property Value

| Type | Description |
|---|-------------|
| ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html) Instructions | |

(NetAF.Conversations.Instruct)

TransitionFrameBuilder

(NetAF.Extensions.html)

Get the builder to use for transition frames.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic TransitionFrameBuilder TransitionFrameBuilder { get; }

(NetAF.Logic.html)

Property Value

+ NetAF.Persistence

T(NetAF.Persistence.html)

+ NetAF.PersistenceBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

IRegionMapFrameBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

Class FrameBuilderCollections

Provides a container from frame builder collections.

Filter by title

Inheritance

Instructions

↳ [\(NetAF.Conversations.html\)](#) ↳ [\(NetAF.System.Object.html\)](#)

↳ FrameBuilderCollections

+ NetAF.Extensions

Inherited Members

[\(NetAF.Extensions.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Interpretation

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Logic

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Namespace: NetAF ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#))

[\(NetAF.Persistence.Json.html\)](#)

Assembly: NetAF.dll

Syntax

NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

public static class FrameBuilderCollections

- NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

FrameBuilderCollections

[\(NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html\)](#)

Default

GridStringBuilder

Get the default [FrameBuilderCollection](#)

IAboutFrameBuilder

Declaration [\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#)

ICompletionFrameBuilder

public static FrameBuilderCollection Default { get; } [\(NetAF.Rendering.FrameBuilders.Default.html\)](#)

IConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

Property Value

IGameOverFrameBuilder

Type [\(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#)

Description

IHelpFrameBuilder [\(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html\)](#)

[\(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

IRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html\)](#)

IRegionMapFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html\)](#)



Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

... .

Class GridStringBuilder

Provides a class for building strings as part of a grid.

Filter by title

Inheritance

Instructions

| |
|---|
| ↳ (NetAF.Conversations.html) |
| ↳ GridStringBuilder |
| + NetAF.Extensions |
| Inherited Members |
| (NetAF.Extensions.html) |
| object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)) |
| + NetAF.Interpretation |
| object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)) |
| + NetAF.Logic |
| object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode) |
| object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype) |
| object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone) |
| object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals) |
| object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring) |
| + NetAF.Persistence |
| (NetAF.Persistence.html) |
| Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html) |
| (NetAF.Persistence.Json.html) |
| Assembly: NetAF.dll |

Syntax

NetAF.Rendering

| |
|--|
| (NetAF.Rendering.html) |
| public class GridStringBuilder |

- NetAF.Rendering.Frame

Builders

| |
|--|
| (NetAF.Rendering.FrameBuilders.html) |
| FrameBuilderCollection |

| |
|----------------------------------|
| (NetAF.Rendering.FrameBuilders.F |
| |

GridStringBuilder(char, char, char)

| |
|----------------------------------|
| (NetAF.Rendering.FrameBuilders.F |
| |

Provides a class for building strings as part of a grid.

| |
|-------------------|
| Class |
| GridStringBuilder |

| |
|--------------------|
| Declaration |
| IAboutFrameBuilder |

| |
|--|
| (NetAF.Rendering.FrameBuilders.I |
| public GridStringBuilder(char leftBoundaryCharacter = ' ', char rightBoundaryCharacter = ' ', char horizontalDividerCharacter = '-') |

| |
|---------------------------|
| IConversationFrameBuilder |
| |

| |
|----------------------------------|
| Parameters |
| (NetAF.Rendering.FrameBuilders.I |

| Type | Name | Description |
|--|-----------------------|---|
| IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.I | | |
| charHelpFrameBuilder (NetAF.Rendering.FrameBuilders.I | leftBoundaryCharacter | The character to use for left boundaries. |
| HorizontalRegionMapBuilder (NetAF.Rendering.FrameBuilders.I | | |
| IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.I | | |

| Type | Name | Description |
|--|-----------------------------------|---|
| char (https://learn.microsoft.com/dotnet/api/system.char) | <i>rightBoundaryCharacter</i> | The character to use for right boundaries. |
| char (https://learn.microsoft.com/dotnet/api/system.char) Instructions | <i>horizontalDividerCharacter</i> | The character to use for horizontal dividers. |

(NetAF.Conversations.Instruct

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Properties

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

DisplaySize

+ NetAF.Logic

Get the display size.

[\(NetAF.Logic.html\)](#)

Declaration

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

```
public Size DisplaySize { get; }
```

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

Property Value

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Size ([NetAF.Assets.Size.html](#))

Description

- NetAF.Rendering.Frame

Builders

HorizontalDividerCharacter

FrameBuilderCollection

Get or set the character used for horizontal dividers.

[\(NetAF.Rendering.FrameBuilders.F](#)

Declaration

[\(NetAF.Rendering.FrameBuilders.F](#)

GridStringBuilder

```
public char HorizontalDividerCharacter { get; set; }
```

[\(NetAF.Rendering.FrameBuilders.C](#)

IAboutFrameBuilder

Property Value

[\(NetAF.Rendering.FrameBuilders.I](#)

Type

ICompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

- NetAF.Rendering.FrameBuilders.I

[\(NetAF.Rendering.FrameBuilders.I](#)

IHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

Get or set the character used for horizontal dividers.

[\(NetAF.Rendering.FrameBuilders.I](#)

IRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

IRegionMapFrameBuilder

Declaration

[\(NetAF.Rendering.FrameBuilders.I](#)

IRegionMapFrameBuilder

... . . .

```
public char LeftBoundaryCharacter { get; set; }
```

Property Value

| Type | Description |
|--|-------------|
| char (https://learn.microsoft.com/dotnet/api/system.char) | |

Instructions

(NetAF.Conversations.Instruct)

LineTerminator

(NetAF.Extensions.html)

Get or set the line terminator.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic LineTerminator { get; set; }

(NetAF.Logic.html)

Property Value

+ NetAF.Persistence

T(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

RightBoundaryCharacter

(NetAF.Rendering.html)

Get or set the character used for right boundary.

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

```
public char RightBoundaryCharacter { get; set; }
```

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

Property Value

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

Type

GridStringBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

DrawBoundary(AnsiColor)

(NetAF.Rendering.FrameBuilders.I

HelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Declaration

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

...

```
public void DrawBoundary(AnsiColor color)
```

Parameters

| Type | Name | Description |
|---|-------|---------------------------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) Instructions | color | The color to draw the boundary. |

(NetAF.Conversations.Instruct

DrawCentralisedWrapped(string, int, int, AnsiColor, out int, out int)

(NetAF.Extensions.html)

Draw a wrapped string.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic DrawCentralisedWrapped(string value, int startY, int maxWidth, AnsiColor color, out int endX, out int endY)
(NetAF.Logic.html)

+ NetAF.Persistence

Parameters

(NetAF.Persistence.html)

| Type | Name | Description |
|--|----------|------------------------------|
| + NetAF.Persistence.Json | | |
| string (https://learn.microsoft.com/dotnet/api/system.string) | value | The string. |
| + NetAF.Rendering | | |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | startY | The start y position. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | maxWidth | The max width of the string. |
| - NetAF.Rendering.FrameBuilder | | |
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) | color | The color to draw the text. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | endX | The end x position. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | endY | The end y position. |

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

DrawHorizontalDivider(int, AnsiColor)

GridStringBuilder

Draw a horizontal divider.

(NetAF.Rendering.FrameBuilders.C

IApplicationBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

```
public void DrawHorizontalDivider(int y, AnsiColor color)
```

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

Parameters

(NetAF.Rendering.FrameBuilders.I

| Type | Name | Description |
|---|-------|---------------------------------|
| IGameOverFrameBuilder | | |
| (NetAF.Rendering.FrameBuilders.I | | |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | y | The y position of the divider. |
| AnsiColor (NetAF.Rendering.FrameBuilders.I | color | The color to draw the boundary. |
| IRegionMapBuilder | | |
| (NetAF.Rendering.FrameBuilders.I | | |
| IRegionMapFrameBuilder | | |

DrawUnderline(int, int, int, AnsiColor)

Draw an underline.

Declaration

```
public void DrawUnderline(int x, int y, int length, AnsiColor color)
```

Instructions

Parameters

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

(NetAF.Extensions.html)

x

The position of the underline, in x.

+ NetAF.Interpretation

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The position of the underline, in y.

(NetAF.Interpretation.html)

length

The length of the underline.

+ NetAF.Logic

NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

color

The color of the underline.

(NetAF.Logic.html)

+ NetAF.Persistence

DrawWrapped(string, int, int, int, AnsiColor, out int, out int)

(NetAF.Persistence.html)

Draw a wrapped string.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Declaration

Parameters

+ NetAF.Rendering

public void DrawWrapped(string value, int startX, int startY, int maxWidth, AnsiColo

r color, out int endX, out int endY)

- NetAF.Rendering.Frame

Builders

Parameters

(NetAF.Rendering.FrameBuilders

Type

Name

Description

FrameBuilderCollection

string (<https://learn.microsoft.com/dotnet/api/system.string>)

value

The string.

(NetAF.Rendering.FrameBuilders.F

rameBuilderCollections

startX

The start x position.

(NetAF.Rendering.FrameBuilders.F

rameBuilderCollections

startY

The start y position.

(NetAF.Rendering.FrameBuilders.C

hapterBuilder

maxWidth

The max width of the string.

(NetAF.Rendering.FrameBuilders.C

hapterBuilder

color

The color to draw the text.

(NetAF.Rendering.FrameBuilders.I

CompletionFrameBuilder

endX

The end x position.

(NetAF.Rendering.FrameBuilders.I

HelpFrameBuilder

endY

The end y position.

(NetAF.Rendering.FrameBuilders.I

Flush

Flush

Flush the buffer.

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

Flush

Flush the buffer.

Declaration

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

Flush

Flush the buffer.

```
public void Flush()
```

GetCellColor(int, int)

Get a color for a cell.

Instructions

Declaration

([NetAF.Conversations.Instruct](#))

+ NetAF.Extensions

public ANSIColor GetCellColor(int x, int y)
([NetAF.Extensions.html](#))

+ NetAF.Interpretation

Type ([NetAF.Interpretation.html](#))

+ NetAF.Logic

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Logic.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

x

Name

Description

y

The x position of the cell.

The y position of the cell.

+ NetAF.Persistence

([NetAF.Persistence.html](#))

Returns

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

Description

The cell color.

+ NetAF.Rendering

([NetAF.Rendering.html](#))

GetCharacter(int, int)

- NetAF.Rendering.Frame

Gets a character from the buffer.

([NetAF.Rendering.FrameBuilder](#))

Declaration

FrameBuilderCollection

public char GetCharacter(int x, int y)

FrameBuilderCollections

([NetAF.Rendering.FrameBuilders.F](#))

Parameters

StringBuilder

Type ([NetAF.Rendering.FrameBuilders.C](#))

Name

Description

IAboutFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

x

The x position of the character.

ICompletionFrameBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

y

The y position of the character.

IConversationFrameBuilder

Returns ([NetAF.Rendering.FrameBuilders.I](#))

Type GameOverFrameBuilder

Description

([NetAF.Rendering.FrameBuilders.I](#))

The character.

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IRegionMapBuilder

GetNumberOfLines(string, int, int)

IRegionMapFrameBuilder

Get the number of lines a string will take up.

Declaration

```
public static int GetNumberOfLines(string value, int startY, int maxWidth)
```

Parameters

| Instructions | Name | Description |
|---|----------|------------------------------|
| Type (NetAF.Conversations.Instruct.html) string (https://learn.microsoft.com/dotnet/api/system.string) | value | The string. |
| + NetAF.Extensions (NetAF.Extensions.html) int (https://learn.microsoft.com/dotnet/api/system.int32) | startY | The start y position. |
| + NetAF.Interpretation (NetAF.Interpretation.html) int (https://learn.microsoft.com/dotnet/api/system.int32) | maxWidth | The max width of the string. |

[\(NetAF.Interpretation.html\)](#)

Returns

| Type | Description |
|---|--|
| (NetAF.Logic.html) int (https://learn.microsoft.com/dotnet/api/system.int32) | The number of lines the string will take up. |

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

Resize(Size)istence.Json

[\(NetAF.Persistence.Json.html\)](#)

Resize this builder.

+ **NetAF.Rendering**

Declaration

[\(NetAF.Rendering.html\)](#)

- **NetAF.Rendering.Frame**

Builders

Parameters

[\(NetAF.Rendering.FrameBuilder.html\)](#)

| Type | Name | Description |
|---|-------------|---------------|
| (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html) FrameBuilderCollection | displaySize | The new size. |

[\(NetAF.Rendering.FrameBuilders.FrameBuilder.html\)](#)

GridStringBuilder

[\(NetAF.Rendering.FrameBuilders.GridStringBuilder.html\)](#)

IAboutFrameBuilder

Set a [\(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html\)](#).

ICompletionFrameBuilder

Declaration [\(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

IConversationFrameBuilder

public void SetCell(int x, int y, char character, AnsiColor color)

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

IGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html\)](#)

IHelpFrameBuilder

Type [\(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

RegionMapBuilder int (<https://learn.microsoft.com/dotnet/api/system.int32>)

[\(NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>) RegionMapFrameBuilder

| Type | Name | Description |
|--|------|-----------------------------|
| (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html) RegionMapBuilder | x | The x position of the cell. |
| (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html) RegionMapFrameBuilder | y | The y position of the cell. |

| Type | | Name | Description |
|--|--|------------------|-----------------------------|
| char (https://learn.microsoft.com/dotnet/api/system.char) | | <i>character</i> | The character. |
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) | | <i>color</i> | The color of the character. |

▼

Instructions

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([NetAF.Interpretation.html](#))
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 - IRegionMapBuilder
([NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html](#))
 - IRegionMapFrameBuilder
([NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html](#))
 - ...

Interface IAboutFrameBuilder

Represents any object that can build about frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface IAboutFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, Game, int, int)
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string title, Game game, int width, int height)
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilders.I

String (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

title

The title.

FrameBuilderCollection

Game (NetAF.Logic.Game.html)

game

The game.

FrameBuilderCollections

Int (https://learn.microsoft.com/dotnet/api/system.int32)

width

The width of the frame.

StringBuilder

Int (https://learn.microsoft.com/dotnet/api/system.int32)

height

The height of the frame.

IAboutFrameBuilder

Returns

(NetAF.Rendering.FrameBuilders.I

CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.I

IFrame (NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface ICompletionFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, int, int)
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string message, string reason, int width, int height)
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders

Type

(NetAF.Rendering.FrameBuilders.I

String (https://learn.microsoft.com/dotnet/api/system.string) FrameBuilderCollection

String (https://learn.microsoft.com/dotnet/api/system.string) FrameBuilderCollection

String (https://learn.microsoft.com/dotnet/api/system.string) FrameBuilderCollection

Int (https://learn.microsoft.com/dotnet/api/system.int32) FrameBuilderCollection

Int (https://learn.microsoft.com/dotnet/api/system.int32) FrameBuilderCollection

Int (https://learn.microsoft.com/dotnet/api/system.int32) FrameBuilderCollection

Int (https://learn.microsoft.com/dotnet/api/system.int32) FrameBuilderCollection

IAboutFrameBuilder

Returns

(NetAF.Rendering.FrameBuilders.I

Type CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.I

IFrame (NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

...

Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

 Public Interface IConversationFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, IConverser, CommandHelp[], int, int)
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

| Type | Name | Description |
|---|---------------------------|-------------------------------------|
| FrameBuilderCollection string (NetAF.Rendering.FrameBuilders.F (https://learn.microsoft.com/dotnet/api/system.string FrameBuilderCollections) (NetAF.Rendering.FrameBuilders.F | <i>title</i> | The title to display to the user. |
| IConverser StringBuilder (NetAF.Rendering.FrameBuilders.C (NetAF.Rendering.FrameBuilders.C | <i>converser</i> | The converser. |
| IAboutFrameBuilder CommandHelp (NetAF.Rendering.FrameBuilders.I (NetAF.Interpretation.CommandHelp.html ICompletionFrameBuilder [] (NetAF.Rendering.FrameBuilders.I | <i>contextualCommands</i> | The contextual commands to display. |
| int IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.I (https://learn.microsoft.com/dotnet/api/system.int32) IGameOverFrameBuilder int (NetAF.Rendering.FrameBuilders.I (https://learn.microsoft.com/dotnet/api/system.int32) IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.I | <i>width</i> | The width of the frame. |
| IRegionMapBuilder (NetAF.Rendering.FrameBuilders.I IRegionMapFrameBuilder ... | <i>height</i> | The height of the frame. |

Return **IRegionMapBuilder**

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

| Type | Description |
|---|-------------|
| IFrame (NetAF.Rendering.Frames.IFrame.html) | |

▼

Instructions

(NetAF.Conversations.Instruct

- + NetAF.Extensions
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IGameOverFrameBuilder
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IHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder
...

Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public Interface IGameOverFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, int, int)
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string message, string reason, int width, int height)
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

| Builders | Name | Description |
|--|---------|-------------------------------------|
| Type (NetAF.Rendering.FrameBuilders.IFrameBuilderCollection) | message | The message to display to the user. |
| string (https://learn.microsoft.com/dotnet/api/system.string) | reason | The reason the game ended. |
| string (https://learn.microsoft.com/dotnet/api/system.string) | width | The width of the frame. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | height | The height of the frame. |

IAboutFrameBuilder

Returns

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

Type CompletionFrameBuilder

Description

| | |
|---|--|
| (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder) | |
| IConversationFrameBuilder | |

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

Interface IHelpFrameBuilder

Represents any object that can build help frames.

 Filter by title

NameSpace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(Net) Syntax

Syntax

NetAF.Extensions

NetAF.Extensions.html

+ NetAE Interpretation

NetAF.Interpretation (NetAF.Interpretation.html)

Methods

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, CommandHelp[], int, int)
(NetAF.Persistence.html)

Build a frame ± NetAEDE

+ NetAF.Persistence.Json

Declaration ([Net40.Persistence.Json.html](#))

+ NetAF.Rendering

```
Iframe Build(string title, string description, CommandHelp[] commandHelp, int width,  
(NetAFRendering.html)  
int height)
```

- NetAF.Rendering.Frame

ParBuilders

| Type | | Name | Description |
|--|--------------------|--------------------------|-------------|
| FrameBuilderCollection string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.FrameBuilders.F | <i>title</i> | The title. | |
| FrameBuilderCollection string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.FrameBuilders.F | <i>description</i> | The description. | |
| CommandHelp (NetAF.Interpretation.CommandHelp.html)[] GhostStringBuilder | <i>commandHelp</i> | The command help. | |
| int (https://learn.microsoft.com/dotnet/api/system.int32) IAboutFrameBuilder | <i>width</i> | The width of the frame. | |
| int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.F | <i>height</i> | The height of the frame. | |

ICompletionFrameBuilder
Returns AE Rendering FrameBuilders.

| Type | Description |
|---|-------------|
| IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html) | |
| IFrameBuilder (NetAF.Rendering.Frames.IFrameBuilder.html) | |

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder



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- NetAF.Rendering.Frame

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FrameBuilderCollection

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FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

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ICompletionFrameBuilder

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IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

... .

Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface IRegionMapBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

BuildRegionMap(GridStringBuilder, Region, int, int, int, int)

(NetAF.Persistence.html)

Build a map of a region.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)

- NetAF.Rendering.Frame

Builders

| Type | Name | Description |
|---|-------------------|---|
| FrameBuilderCollection<GridStringBuilder> (NetAF.Rendering.FrameBuilders.FrameBuilderCollections.GridStringBuilderCollection.html) | gridStringBuilder | The string builder to use. |
| Region (NetAF.Assets.Locations.Region.html) | region | The region. |
| int IAaboutFrameBuilder (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html) | x | The x position to start building at. |
| int ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html) | y | The y position to start building at. |
| IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html) | maxWidth | The maximum horizontal space available in which to build the map. |
| IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html) | | |
| IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html) | | |

| Type | Name | Description |
|--|------------------|---|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | <i>maxHeight</i> | The maximum vertical space available in which to build the map. |

▼

Instructions

(NetAF.Conversations.Instruct

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[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
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- + **NetAF.Logic**
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IRegionMapBuilder
([NetAF.Rendering.FrameBuilders.I](#)
IRegionMapFrameBuilder
([NetAF.Rendering.FrameBuilders.I](#)
...
)

Interface IRegionMapFrameBuilder

Represents any object that can build region map frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public Interface IRegionMapFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(Region, int, int)
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(Region region, int width, int height)
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

| Type | Name | Description |
|--|--------|--------------------------|
| IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder) | region | The region. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | width | The width of the frame. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | height | The height of the frame. |

GridStringBuilder

Returns

NetAF.Rendering.FrameBuilders.C

| Type | Description |
|--|-------------|
| IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder) | |

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Rendering.FrameBuilders.IFrame)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

Interface IRoomMapBuilder

Represents any object that can build room maps.

 Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruction)

Syntax

+ NetAF.Extensions

(NetFx.Extensions.html)

+ NetAE Interpretation

(NetAE Interpretation.html)

NetAF Logic

Methods (NetAE Logic.html)

+ NetAE Persistence

```
BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out  
int)  
{  
    NetAF.Persistence.html
```

+ NetAE.Persistence.Json

RETAIN persistence
Build a map for a room.

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF_Rendering.html)

```
void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint viewPoint, KeyType key, int startX, int startY, int endX, int endY)
```

- **NetAFI::Rendering::Frame** (key, int startX, int startY, out int endX, out int endY)

- NetAR.Rendering.Frame

Builders

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TypeFrameBuilderCollection

| Type | Name | Description |
|--|-------------------|------------------------------|
| (NetAF.Rendering.FrameBuilders.GridStringBuilderCollections. (NetAF.Rendering.FrameBuilders.GridStringBuilder.html) (NetAF.Rendering.FrameBuilders.F | gridStringBuilder | The string builder to use. |
| Room (NetAF.Assets.Locations.Room.html) (NetAF.Rendering.FrameBuilders.C ViewPoint (NetAF.Assets.Locations.ViewPoint.html) IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.I | room | The room. |
| KeyType (NetAF.Rendering.KeyType.html) (NetAF.Rendering.FrameBuilders.I int (https://learn.microsoft.com/dotnet/api/system.int32) IConversationFrameBuilder | viewPoint | The viewpoint from the room. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) IGameOverFrameBuilder | key | The key type. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) int (https://learn.microsoft.com/dotnet/api/system.int32) IHelpFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.I | startX | The start position, x. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) int (https://learn.microsoft.com/dotnet/api/system.int32) | startY | The start position, x. |
| IRegionMapBuilder (NetAF.Rendering.FrameBuilders.I IRegionMapFrameBuilder | endX | The end position, x. |
| IRegionMapBuilder (NetAF.Rendering.FrameBuilders.I IRegionMapFrameBuilder | endY | The end position, x. |



Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

... .

Interface ISceneFrameBuilder

Represents any object that can build scene frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

 Public Interface ISceneFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)

(NetAF.Persistence.html)

Build a frame.

(NetAF.Persistence.Json.html)

Declaration

+ NetAF.Rendering

(NetAF.Rendering.html)

 IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

- NetAF.Rendering.Frame

Builders

Parameters

(NetAF.Rendering.FrameBuilder)

| Type | Name | Description |
|---|--------------------|--------------------------------------|
| frameBuilderCollection | room | Specify the Room. |
| (NetAF.Rendering.FrameBuilders.IRoom) (NetAF.Assets.Locations.Room.html) | viewPoint | Specify the viewpoint from the room. |
| ViewPoint (NetAF.Assets.Locations.ViewPoint.html) | player | Specify the player. |
| PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html) | message | Any additional message. |
| string (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder) (https://learn.microsoft.com/dotnet/api/system.string) | contextualCommands | The contextual commands to display. |
| CommandHelp (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder) (NetAF.Interpretation.CommandHelp.html) | keyType | The type of key to use. |
| GameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder) | width | The width of the frame. |
| HelpFrameBuilder (NetAF.Rendering.KeyType.html) (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder) | height | The height of the frame. |

Returns

| Type | Description |
|---|-------------|
| IFrame (NetAF.Rendering.Frames.IFrame.html) | |

▼

Instructions

(NetAF.Conversations.Instruct

- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuild

FrameBuilderCollection
(NetAF.Rendering.FrameBuilders.F
FrameBuilderCollections
(NetAF.Rendering.FrameBuilders.F
GridStringBuilder
(NetAF.Rendering.FrameBuilders.C
IAboutFrameBuilder
(NetAF.Rendering.FrameBuilders.I
ICompletionFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapBuilder
(NetAF.Rendering.FrameBuilders.I
IRegionMapFrameBuilder
...

Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface ITitleFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, int, int)
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string title, string description, int width, int height)
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

Builders

Type
(NetAF.Rendering.FrameBuilders.I

string (https://learn.microsoft.com/dotnet/api/system.string)
FrameBuilderCollection

string (https://learn.microsoft.com/dotnet/api/system.string)
FrameBuilderCollections

int (https://learn.microsoft.com/dotnet/api/system.int32)
(NetAF.Rendering.FrameBuilders.I

int (https://learn.microsoft.com/dotnet/api/system.int32)
(NetAF.Rendering.FrameBuilders.I

IAboutFrameBuilder

Returns
(NetAF.Rendering.FrameBuilders.I

Type CompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IFrame (NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

...

Name

Description

title

The title.

description

The description.

width

The width of the frame.

height

The height of the frame.

Type CompletionFrameBuilder

Description

(NetAF.Rendering.FrameBuilders.I

IFrame (NetAF.Rendering.Frames.IFrame.html)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.I

IRegionMapFrameBuilder

...

Interface ITransitionFrameBuilder

Represents any object that can build transition frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Instructions

Assembly: NetAF.dll

(NetAF.Conversations.Instruct

Syntax

+ NetAF.Extensions

(NetAF.Extensions.html)

Public interface ITransitionFrameBuilder

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Build(string, string, int, int)
(NetAF.Persistence.html)

Build a frame.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

IFrame Build(string title, string message, int width, int height)
(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Parameters

| Builders | Name | Description |
|--|---------|-------------------------------------|
| Type (NetAF.Rendering.FrameBuilders.IFrameBuilderCollection) | title | The title to display to the user. |
| string (https://learn.microsoft.com/dotnet/api/system.string) FrameBuilderCollection | message | The message to display to the user. |
| string (https://learn.microsoft.com/dotnet/api/system.string) FrameBuilderCollections | width | The width of the frame. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) IFrameBuilder | height | The height of the frame. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.IFrameBuilder) | | |

IAboutFrameBuilder

Returns
(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

Type: CompletionFrameBuilder

Description

| | |
|---|--|
| (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder) | |
|---|--|

ICompletionFrameBuilder

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder)

IRegionMapBuilder

(NetAF.Rendering.FrameBuilders.IRegionMapBuilder)

IRegionMapFrameBuilder

ColorSceneFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorSceneFrameBuilder.html)

Provides a builder for color scene frames.

ColorTitleFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ColorTitleFrameBuilder.html)

Provides a builder of color title frames.

+ NetAF.Conversations.

Instructions

ColorTransitionFrameBuilder
(NetAF.Conversations.Instruct

(NetAF.Rendering.FrameBuilders.Color.ColorTransitionFrameBuilder.html)

+ NetAF.Extensions

Provides a builder of color transition frames.

(NetAF.Extensions.html)

Enums

ColorInterpretation

(NetAF.Interpretation.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

(NetAF.Logic.html)

Generation of ANSI colors.

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilders.Color.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.AboutFrameBuilder.html)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.CompletionFrameBuilder.html)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.ConversationFrameBuilder.html)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.GameOverFrameBuilder.html)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.Color.HelpFrameBuilder.html)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.Color.RegionMapBuilder.html)

Enum AnsiColor

Enumeration of ANSI colors.



Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Color (NetAF.Rendering.FrameBuilders.Color.html)

+ NetAF.Conversations.

Assembly: NetAF.dll

Instructions

Syntax Alt

'(NetAF.Conversations.Instruct

+ NetAE Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Fields

+ NetAF.Logic

| NetAF.Logic.html | Description |
|---|----------------------|
| Black + NetAF.Persistence (NetAF.Persistence.html) Blue | Black (30). |
| BrightBlack + NetAF.Persistence.Json (NetAF.Persistence.Json.html) BrightBlue | Bright black (90). |
| BrightCyan + NetAF.Rendering (NetAF.Rendering.html) BrightGreen | Bright cyan (96). |
| BrightMagenta + NetAF.Rendering.FrameBuilders (NetAF.Rendering.FrameBuilders.html) BrightRed | Bright green (92). |
| BrightWhite - NetAF.Rendering.FrameBuilders.Color (NetAF.Rendering.FrameBuilders.Color.html) Cyan AnsiColor | Bright magenta (95). |
| Green + NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder (NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html) Magenta + NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html) Red + NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html) Reset + NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder (NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html) White + NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html) Yellow + NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html) | Bright red (91). |
| | Bright white (97). |
| | Bright yellow (93). |
| | Cyan (36). |
| | Green (32). |
| | Magenta (35). |
| | Red (31). |
| | Reset (0). |
| | White (37). |
| | Yellow (33). |



- + **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct
 - + **NetAF.Extensions**
(NetAF.Extensions.html)
 - + **NetAF.Interpretation**
(NetAF.Interpretation.html)
 - + **NetAF.Logic**
(NetAF.Logic.html)
 - + **NetAF.Persistence**
(NetAF.Persistence.html)
 - + **NetAF.Persistence.Json**
(NetAF.Persistence.Json.html)
 - + **NetAF.Rendering**
(NetAF.Rendering.html)
 - + **NetAF.Rendering.Frame**
Builders
(NetAF.Rendering.FrameBuild
 - **NetAF.Rendering.Frame**
Builders.Color
(NetAF.Rendering.FrameBuild
 - AnsiColor
(NetAF.Rendering.FrameBuilders.C
 - ColorAboutFrameBuilder
(NetAF.Rendering.FrameBuilders.C
 - ColorCompletionFrameBuilder
(NetAF.Rendering.FrameBuilders.C
 - ColorConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.C
 - ColorGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.C
 - ColorHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.C
 - ColorRegionMapBuilder
(NetAF.Rendering.FrameBuilders.C

Properties

AuthorColor

Get or set the author color.

Declaration
Type
[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

`public AnsiColor AuthorColor { get; set; }`

Instructions

[\(NetAF.Conversations.Instruct\)](#)
Property Value

+ NetAF.Extensions

Type
[\(NetAF.Extensions.html\)](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

BackgroundColor

(NetAF.Logic.html)

Get or set the background color.

+ NetAF.Persistence

Declaration
[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

Property Value

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders\)](#)

BorderColor

- NetAF.Rendering.Frame

Builders Color

[\(NetAF.Rendering.FrameBuilders\)](#)

Declaration
AnsiColor

`public AnsiColor BorderColor { get; set; }`

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder\)](#)

Property Value
ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder\)](#)

ColorConversationFrameBuilder

AnsiColor ([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder\)](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder\)](#)

ColorRegionMapBuilder

Get or set the description color.

ColorRegionMapBuilder
...
...

DescriptionColor

Description


```
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. |
| + NetAF.Conversations.html | <i>game</i> | The game. |
| - Instructions int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Conversations.Instruct int (https://learn.microsoft.com/dotnet/api/system.int32) | <i>width</i> | The width of the frame. |
| + NetAF.Extensions.html | <i>height</i> | The height of the frame. |

Returns
[\(NetAF.Extensions.html\)](#)

| Type | Description |
|---|-------------|
| + NetAF.Interpretation.html | |

[\(NetAF.Interpretation.html\)](#)
IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

+ [NetAF.Logic.html](#)

[\(NetAF.Logic.html\)](#)

Implements

+ [NetAF.Persistence.html](#)

IAboutFrameBuilder ([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))
[\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json.html](#)

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering.html](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame.html](#)

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

- [NetAF.Rendering.FrameBuilders.html](#)

Color

[\(NetAF.Rendering.FrameBuilders.Color.html\)](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#)

ColorAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html\)](#)

ColorCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html\)](#)

ColorConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html\)](#)

ColorGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html\)](#)

ColorHelpFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html\)](#)

ColorRegionMapBuilder

[\(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html\)](#)

Class ColorCompletionFrameBuilder

Provides a builder of color completion frames.

 Filter by title

Inheritance

+ NetAF Conversations

Instructions

Implements

[ICompletionFrameBuilder \(NetAE.Rendering.FrameBuilders.ICompletionFrameBuilder.html\)](#)

Inheriting from `IApiExtensions`

[object.Equals\(object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)-1) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)-1)

• NetAmplitude (see <http://www.ncbi.nlm.nih.gov/entrez/query.fcgi?db=pubmed&term=netamplitude>)
object) • **E Interpretation as Intensity**

[object.Equals\(object, object\) \(https://learn.microsoft.com/en-us/dotnet/api/system.object.equals\)](#)

`toNetAFILogic(Object-System-Object)`

[object \(System.Object\) \(Object\)](https://learn.microsoft.com/dotnet/api/system.object.getobjectdata) https://learn.microsoft.com/dotnet/api/system.object.get

`object.GetType()` (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

`object.ReferenceEquals(object, object)` (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

[Name](#) [NetAE \(NetAE.html\)](#) [Rendering \(NetAE.Rendering.html\)](#) [FrameBuilders \(NetAE.Rendering.FrameBuilders.html\)](#) [Color](#)

+ **NetAE.Persistence.Json**
(NetAE.Rendering, FrameBuilders, Color.html)

(NetAF.Persis

• NetAE Rendering

(NetAE Rendering html)

public sealed class ColorCompletionFrameBuilder : ICompletionFrameBuilder
+ NetAFRenderingFrame

Builders

(NetAF.Rendering.FrameBuild)

Constructors

- NetAF.Render

Builders.Color
ColorCompletionFrameBuilder(GridStringBuilder)

NetAP.Rendering.FrameBuffer

Provides a border of color completion frame

(NetAF.Rendering.FrameDeclaration)

ColorAboutFrameBuilder

```
(NetAF.Rendering.FrameBuilders.C  
public ColorCompletionFrameBuilder(GridStringBu
```

| Type | Name | Description |
|--|-------------------|---|
| ColorGameOverFrameBuilder | | |
| (NetAF.Rendering.FrameBuilders.GridStringBuilder) | gridStringBuilder | A builder to use for the string layout. |
| (NetAF.Rendering.FrameBuilders.GridStringBuilder.html) | | |
| (NetAF.Rendering.FrameBuilders.GridStringBuilder.html) | | |

Declaration

```
public AnsiColor TitleColor { get; set; }
```

| Property Value | |
|--|-------------|
| Type | Description |
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) | |
| + NetAF Conversations | |

Instructions

(NetAF.Conversations.Instruct

Methods

(NetAF.Extensions.html)

Build(*String*, *int*, *int*)

(NetAF.Interpretation.html)

Build a frame.

NetAF.Logic declaration (NetAF.Logic.html)

```
+ NativeDefenderBuild(string message, string reason, int width, int height)
```

(NetAE-Persistence.html)

Parameters

+ NetAF.Persistence.Json

| Name | Description |
|--|--|
| + NetAERendering string (https://learn.microsoft.com/dotnet/api/system.string) | <i>message</i> The message to display to the user. |
| (NetAERendering.html) string (https://learn.microsoft.com/dotnet/api/system.string) | <i>reason</i> The reason the game ended. |
| + NetAERendering.Frame int (https://learn.microsoft.com/dotnet/api/system.int32) | <i>width</i> The width of the frame. |
| Builders int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAERendering.FrameBuilder) | <i>height</i> The height of the frame. |

RetNetAE.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

Description

Implementation

`ICompletionFrameBuilder` (`NetAE.Rendering.FrameBuilders`)

(NEAR).rendering.FrameBuilders.ColorConversionFrameBuilder

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders

ColorRegionMapBuilder

| Type | Description |
|--|-------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) | |

Methods

+ NetAF.Conversations.

Build(string, IConverser, CommandHelp[], int, int)

(NetAF.Conversations.Instruct)

+ NetAF Extensions

Declaration (NetAF.Extensions.html)

+ **NetAF.Interpretation** Build(string title, IConverser converser, CommandHelp[] contextualCommands, int width, int height)
(NetAF.Interpretation.html)

+ NetAF.Logic

Parameters (NetAE)

(NetAF.Logic.html)

| Name | Description |
|---------------------------|-------------------------------------|
| <i>title</i> | The title to display to the user. |
| <i>converser</i> | The converser. |
| <i>contextualCommands</i> | The contextual commands to display. |
| <i>width</i> | The width of the frame. |
| <i>height</i> | The height of the frame. |

Return AnsiColor

| Type | Description |
|--|-------------|
| (NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder) | |
| IFrameBuilder<ColorAboutFrameBuilder> | |

Implementing Solar Conversations (NAAEP) Toolkit



- + **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instruct)
 - + **NetAF.Extensions**
(NetAF.Extensions.html)
 - + **NetAF.Interpretation**
(NetAF.Interpretation.html)
 - + **NetAF.Logic**
(NetAFLogic.html)
 - + **NetAF.Persistence**
(NetAF.Persistence.html)
 - + **NetAF.Persistence.Json**
(NetAF.Persistence.Json.html)
 - + **NetAF.Rendering**
(NetAF.Rendering.html)
 - + **NetAF.Rendering.Frame**
Builders
(NetAF.Rendering.FrameBuilders)
 - **NetAF.Rendering.Frame**
Builders.Color
(NetAF.Rendering.FrameBuilders.Color)
 - AnsiColor
(NetAF.Rendering.FrameBuilders.Color.AnsiColor)
 - ColorAboutFrameBuilder
(NetAF.Rendering.FrameBuilders.Color.ColorAboutFrameBuilder)
 - ColorCompletionFrameBuilder
(NetAF.Rendering.FrameBuilders.Color.ColorCompletionFrameBuilder)
 - ColorConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.Color.ColorConversationFrameBuilder)
 - ColorGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.Color.ColorGameOverFrameBuilder)
 - ColorHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.Color.ColorHelpFrameBuilder)
 - ColorRegionMapBuilder
(NetAF.Rendering.FrameBuilders.Color.ColorRegionMapBuilder)

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

| Type | Description |
|--|-------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Conversations. | |

Instructions

(NetAF.Conversations.Instruct)

Methods

(NetAF.Extensions.html)

Build(string, string, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Persistence Build(string message, string reason, int width, int height)

(NetAF.Persistence.html)

Parameters

+ NetAF.Persistence.Json

Type (NetAF.Persistence.Json.html)

Name

Description

+ NetAF.Rendering string (https://learn.microsoft.com/dotnet/api/system.string) message The message to display to the user.

(NetAF.Rendering.html)
string (https://learn.microsoft.com/dotnet/api/system.string) reason The reason the game ended.

+ NetAF.Rendering.Frame int (https://learn.microsoft.com/dotnet/api/system.int32) width The width of the frame.

Builders int (https://learn.microsoft.com/dotnet/api/system.int32) height The height of the frame.

(NetAF.Rendering.FrameBuilders)

Return Type

Builders.Color

Type (NetAF.Rendering.FrameBuilders)

Description

IFrame (NetAF.Rendering.Frames.IFrame.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder)

Implements

IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

Property Value

| Type | Description |
|--|-------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Conversations. | |

Instructions

(NetAF.Conversations.Instruct DescriptionColor)

+ NetAF.Extensions

Get or set the description color.
(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

```
public AnsiColor DescriptionColor { get; set; }
```

+ NetAF.Logic

(NetAF.Logic.html)

Property Value

| Type | Description |
|--------------------------|-------------|
| (NetAF.Persistence.html) | |

(NetAF.Persistence.html)

Ahsicolor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

TitleColor

+ NetAF.Rendering

(NetAF.Rendering.html)

Get or set the title color.

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Builders.Color

Type

| Type | Description |
|---|-------------|
| AnsiColor AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) | |

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder)

Build(string, string, CommandHelp[], int, int)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

Build a frame.

ColorHelpFrameBuilder

Declaration

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

...

```
public IFrame Build(string title, string description, CommandHelp[] commandHelp, int width, int height)
```

Parameters

| Type | Name | Description |
|---|--------------------|--------------------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) + NetAF.Conversations. Instructions | <i>title</i> | The title. |
| string (https://learn.microsoft.com/dotnet/api/system.string) CommandHelp (https://learn.microsoft.com/dotnet/api/system.array) + NetAF.Extensions. Int32 | <i>description</i> | The description. |
| CommandHelp (https://learn.microsoft.com/dotnet/api/system.array) + NetAF.Extensions. Int32 | <i>commandHelp</i> | The command help. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Extensions. Int32 | <i>width</i> | The width of the frame. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Interpretation | <i>height</i> | The height of the frame. |

Return
([NetAF.Interpretation.html](#))

| Type | Description |
|----------------------|-------------|
| + NetAF.Logic | |

IHelpFrameBuilder ([NetAF.Logic.html](#))
+ **NetAF.Logic.**
Frames.IFrame.html

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))
Implements

+ **NetAF.Persistence.Json**

IHelpFrameBuilder ([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))
+ **NetAF.Persistence.Json.**
Json.html

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilders.html](#))

- **NetAF.Rendering.Frame**

Builders.Color

([NetAF.Rendering.FrameBuilders.Color.html](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.Color.AnsiColor.html](#))

ColorAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder.html](#))

ColorCompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder.html](#))

ColorConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html](#))

ColorGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html](#))

ColorHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html](#))

ColorRegionMapBuilder

([NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder.html](#))

Class ColorRegionMapBuilder

Provides a color builder for region maps.

Filter by title

Inheritance

+ **NetAF Conversations** [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ **Instructions** [ColorRegionMapBuilder](#)

Implements

+ **IRegionMapBuilder** ([NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html](#))

Inherited from

+ **NetAF.Extensions** [\(NetAF.Extensions.html\)](#)

+ **NetAF Interpretation** ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

↳ **NetAF Interpretation** [\(NetAF.Interpretation.html\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))

+ **NetAF Logic** [\(NetAF.Logic.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF Persistence** [\(NetAF.Persistence.html\)](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Name: **NetAF.Persistence.Json** ([NetAF.Persistence.Json.html](#)) [Rendering](#) ([NetAF.Rendering.html](#)) [FrameBuilders](#) ([NetAF.Rendering.FrameBuilders.html](#)) [Color](#) ([NetAF.Rendering.FrameBuilders.Color.html](#))

↳ **NetAF Persistence Json** [\(NetAF.Persistence.Json.html\)](#)

Assembly: NetAF.dll

+ **NetAF Rendering**

↳ **NetAF Rendering** [\(NetAF.Rendering.html\)](#)

public sealed class ColorRegionMapBuilder : IRegionMapBuilder

+ **NetAF Rendering Frame**

↳ **Builders**

↳ **NetAF Rendering FrameBuilder**

+ **Properties** [NetAF.Rendering.Frame](#)

↳ **Builders** [Color](#)

↳ **NetAF Rendering FrameBuilder**

+ **CurrentFloorIndicator**

↳ **AnsiColor**

Get or set the character to use for the current floor.

↳ **ColorAboutFrameBuilder**

Declaration:

↳ **NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder**

↳ **ColorCompletionFrameBuilder**

↳ **NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder** { get; set; }

↳ **ColorConversationFrameBuilder**

↳ **NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder**

Property Value:

↳ **ColorGameOverFrameBuilder**

Type: **NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder**

Description

↳ **ColorHelpFrameBuilder**
char (<https://learn.microsoft.com/dotnet/api/system.char>)
↳ **NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder**

↳ **ColorRegionMapBuilder**

↳ **NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder**

Build a map of a region.

Declaration

```
public void BuildRegionMap(GridStringBuilder gridStringBuilder, Region region, int x, int y, int maxWidth, int maxHeight)
```



Parameters

| Name | Description |
|--------------------------------|---|
| <code>gridStringBuilder</code> | The string builder to use. |
| <code>region</code> | The region. |
| <code>x</code> | The x position to start building at. |
| <code>y</code> | The y position to start building at. |
| <code>maxWidth</code> | The maximum horizontal space available in which to build the map. |
| <code>maxHeight</code> | The maximum vertical space available in which to build the map. |

+ NetAF.Rendering.Frame

Builders

Implementations

[IRegionMapBuilder](#) ([NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html](#))

Builders.Color

(NetAF.Rendering.FrameBuilder)

AnsiColor

(NetAF.Rendering.FrameBuilders.C

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ColorRegionMapBuilder

VerticalExitBorder

Get or set the character to use for vertical exit borders.

Declaration

```
public char VerticalExitBorder { get; set; }
```

Property Value

+ NetAF.Conversations.

Type

[Instruct](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

Description

+ NetAF.Extensions

[html](#)

+ VisitedExitColor

Type

[html](#)

Get or set the visited exit color.

Declaration

[html](#)

```
public AnsiColor VisitedExitColor { get; set; }
```

+ NetAF.Persistence

[html](#)

Property Value

+ NetAF.Persistence.Json

Type

[html](#)

Description

+ NetAF.Rendering

[html](#)

+ NetAF.Rendering.Frame

Methods

[html](#)

BuildRoomMap(GridStringBuilder, Room, ViewPoint, KeyType, int, int, out int, out int)

[html](#)

Build a map for a room.

AnsiColor

Declaration

[html](#)

ColorAboutFrameBuilder

```
public void BuildRoomMap(GridStringBuilder gridStringBuilder, Room room, ViewPoint v
```

```
iewPoint, KeyType key, int startX, int startY, out int endX, out int endY)
```

[html](#)

ColorConversationFrameBuilder

Parameters

[html](#)

Type

[ColorGameOverFrameBuilder](#)

[GridStringBuilder](#)

[ColorHelpFrameBuilder](#)

[GridStringBuilder.html](#)

[ColorFrameBuilder.html](#)

Room

[Room.html](#)

Name

Description

gridStringBuilder

The string builder to use.

room

The room.

TextColor

Get or set the text color.

Declaration

```
public AnsiColor TextColor { get; set; }
```

Property Value

+ NetAF.Conversations.

Type

Instructions

(NetAF.Conversations.Instruct
AhsIColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html))

Description

+ NetAF.Extensions

(NetAF.Extensions.html)

NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)
(NetAF.Logic.html)

+ NetAF.Persistence

Build a frame.

(NetAF.Persistence.html)

Declaration

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

public IFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)

+ NetAF.Rendering

(NetAF.Rendering.html)

Parameters

+ NetAF.Rendering.Frame

Type

Builders

(NetAF.Rendering.FrameBuilders.html)

Name

Description

room

Specify the Room.

- NetAF.Rendering.Frame

(NetAF.Extensions.ViewPoint.html)

viewPoint

Specify the viewpoint from the room.

Builders

(NetAF.Rendering.FrameBuilders.Color.html)

PlayableCharacter
(NetAF.Assets.Characters.PlayableCharacter.html)

string
(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder
(https://learn.microsoft.com/dotnet/api/system.string)
(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder
(https://learn.microsoft.com/dotnet/api/system.string))

player

Specify the player.

message

Any additional message.

Builders

CommandDepletionFrameBuilder
(NetAF.Rendering.FrameBuilders.CommandDepletionFrameBuilder.html)

contextualCommands

The contextual commands to display.

ColorConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder.html)

keyType

The type of key to use.

ColorGameOverFrameBuilder
(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder.html)

width

The width of the frame.

ColorHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder.html)

height

The height of the frame.

ColorRegionMapBuilder

Properties

BackgroundColor

Get or set the background color.



Declaration

+ NetAF.Conversations.

```
public AnsiColor BackgroundColor { get; set; }
```

Instructions

(NetAF.Conversations.Instruct Property Value

| + NetAF.Extensions | | Description |
|--|--|-------------|
| Type (NetAF.Extensions.html) | AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) | |
| + NetAF.Interpretation | | |
| (NetAF.Interpretation.html) | | |

BundesFCobpc

(NetAF.Logic.html)

Get or set the border color.

+ NetAF.Persistence
Declaration

Declaration (NotAE)

(NetAF.Persistence.html)

| | | |
|---|---|--------------------|
| + NetAF.Persistence.Json | <code>Border.BorderColor { get; set; }</code> | |
| (NetAF.Persistence.Json.html) | | |
| Property Value | | |
| + NetAF.Rendering | | |
| T(NetAF.Rendering.html) | | Description |
| + NetAF.Rendering.Frame | <code>FrameBuilders.Color.AnsiColor.html</code> | |
| (NetAF.Rendering.Frame.html) | | |

DescriptionColor

- NetAF.Rendering.Frame

Builders Color

(NetAE Rendering Frame)

(NETAP.Rendering.FrameBuilder

Anscombe

Answer

```
public ANSIColor DescriptionCol
```

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Property Value

CaseCompletionFrameBuilder (NetAE Rendering FrameBuilder)

Type [NetAF.Rendering.FrameBuilders.QuickFrameBuilder](#)

ColorConversationFrameBuilder

AnsColor(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html)

| | |
|--|--|
| ColorGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.C ColorHelpFrameBuilder (NetAF.Rendering.FrameBuilders.C ColorRegionMapBuilder Get or Set the title color. | |
|--|--|

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

| Type | Description |
|--|-------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Conversations. | |

Instructions

(NetAF.Conversations.Instruct)

Methods

(NetAF.Extensions.html)

Build(string, string, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Persistence Build(string title, string description, int width, int height)

(NetAF.Persistence.html)

Parameters

+ NetAF.Persistence.Json

Type (NetAF.Persistence.Json.html)

Name

Description

+ NetAF.Rendering string (https://learn.microsoft.com/dotnet/api/system.string)

title

The title.

(NetAF.Rendering.html)

string (https://learn.microsoft.com/dotnet/api/system.string)

description

The description.

+ NetAF.Rendering.Frame

int (https://learn.microsoft.com/dotnet/api/system.int32)

width

The width of the frame.

Builders

int (https://learn.microsoft.com/dotnet/api/system.int32)

height

The height of the frame.

(NetAF.Rendering.FrameBuilder)

Related

NetAF.Rendering.Frame

Type Builders.Color

Description

(NetAF.Rendering.FrameBuilder)

IFrame (NetAF.Rendering.Frames.IFrame.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color.html)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder)

IColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.IColorCompletionFrameBuilder)

ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.ITitleFrameBuilder)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder)

Properties

BackgroundColor

Get or set the background color.



Declaration

+ NetAF.Conversations.

```
public AnsiColor BackgroundColor { get; set; }
```

Instructions

(NetAF.Conversations.Instruct) Property Value

| + NetAF.Extensions Type (NetAF.Extensions.html) | Description |
|---|-------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) | |
| + NetAF.Interpretation (NetAF.Interpretation.html) | |

Banda FCBolívar

(NetAF.Logic.html)

Get or set the border color.

+ NetAF.Persistence
Declaration

Declaration **(NetApp)**

(NetAF.Persistence.html)

| | | |
|---|---|--------------------|
| + NetAF.Persistence.Json | <code>public Nullable<Color> BorderColor { get; set; }</code> | |
| (NetAF.Persistence.Json.html) | | |
| Property Value | | |
| + NetAF.Rendering | | |
| T(NetAF.Rendering.html) | | Description |
| + NetAF.Rendering.Frame | <code>public FrameBuilders.Color.AnsiColor Frame</code> | |
| (NetAF.Rendering.Frame.html) | | |

MessageColor

- **NetAP.Rendering.Frame**

Builders Color

(NetAE Rendering Err)

Déclaration

Anscombe

(NetAF.Re)

```
public ANSIColor MessageColor { get, set, }  
ColorAboutFrameBuilder
```

CONSTANTINE TANEVSKI

(NetAF.Rendering.FrameBuilders.C
sarty)Value

| Type | Description |
|--|-------------|
| (NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder) | |
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) | |
| ColorGameOverFrameBuilder | |
| (NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder) | |
| ColorRegionMapBuilder | |
| Get or Set theme color. | |

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

| Type | Description |
|--|-------------|
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) + NetAF.Conversations. | |

Instructions

(NetAF.Conversations.Instruct)

Methods

(NetAF.Extensions.html)

Build(string, string, int, int)

(NetAF.Interpretation.html)

Build a frame.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Persistence Build(string title, string message, int width, int height)

(NetAF.Persistence.html)

Parameters

+ NetAF.Persistence.Json

Type (NetAF.Persistence.Json.html)

Name

Description

| | | |
|--|---------|-------------------------------------|
| + string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Rendering.html) | title | The title to display to the user. |
| string (https://learn.microsoft.com/dotnet/api/system.string) | message | The message to display to the user. |
| + int (https://learn.microsoft.com/dotnet/api/system.int32) Builders int (https://learn.microsoft.com/dotnet/api/system.int32) | width | The width of the frame. |
| (NetAF.Rendering.FrameBuilders) | height | The height of the frame. |

Reference

NetAF.Rendering.Frame

Type Builders.Color

Description

(NetAF.Rendering.FrameBuilders)
IFrame (NetAF.Rendering.Frames.IFrame.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Color)

ColorAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorAboutFrameBuilder)

ColorCompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorCompletionFrameBuilder)

ColorConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorConversationFrameBuilder)

ColorGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorGameOverFrameBuilder)

ColorHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.ColorHelpFrameBuilder)

ColorRegionMapBuilder

(NetAF.Rendering.FrameBuilders.ColorRegionMapBuilder)

Implements

ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder)

Namespace NetAF.Rendering.Frames

Classes

Filter by title ▾

GridTextFrame (NetAF.Rendering.Frames.GridTextFrame.html)

Persistence Persistence based frame for displaying a command based interface.

(NetAF.Commands.Persistence)

Interfaces

NetAF.Conversations

(NetAF.Conversations.html)

IFrame (NetAF.Rendering.Frames.IFrame.html)

Instructions Represents any object that is a frame that can display a command based interface.

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

- NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

GridTextFrame

Class GridTextFrame

Provides a grid based frame for displaying a command based interface.

Filter by title

Inheritance

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**
object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GridTextFrame

([NetAF.Commands.html](#))

Implements

+ **NetAF.Commands**,

IFrame ([NetAF.Rendering.Frames.IFrame.html](#))

Persistence

Inherited Members

([NetAF.Commands.Persistence](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Conversations**.

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

Instructions

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Conversations.Instruction](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Extensions**
NameSpace ([NetAF.html](#)).Rendering ([NetAF.Rendering.html](#)).Frames ([NetAF.Rendering.Frames.html](#))

As ([NetAF.Extensions.html](#))

Syntax

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

public sealed class GridTextFrame : IFrame

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Constructors

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

GridTextFrame(GridStringBuilder, int, int, AnsiColor)

([NetAF.Persistence.Json.html](#))

Provides a grid based frame for displaying a command based interface.

+ **NetAF.Rendering**

Declaration

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**
public GridTextFrame(GridStringBuilder builder, int cursorLeft, int cursorTop, AnsiColor color, backgroundColor)

Builders

([NetAF.Rendering.FrameBuilder](#))

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

- **NetAF.Rendering.Frames**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Rendering.Frames.html](#))

| Type | Name | Description |
|----------------|---------|-------------------------------------|
| Builders.Color | builder | The builder that creates the frame. |

| Type | Name | Description |
|---|------------------------|--------------------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | <i>cursorTop</i> | The cursor top position. |
| AnsiColor (NetAF.Rendering.FrameBuilders.Color.AnsiColor.html) | <i>backgroundColor</i> | The background color. |

▼

[\(NetAF.Assets.Locations.html\)](#)

Properties

[\(NetAF.Commands.html\)](#)

+ NetAF.Commands. AcceptsInput

Persistence

Get or set if this Frame accepts input.
[\(NetAF.Commands.Persistence.html\)](#)

Declaration

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

```
public bool AcceptsInput { get; set; }
```

+ NetAF.Conversations.

Instructions

Property Value

[\(NetAF.Conversations.Instruct.html\)](#)

Type

+ NetAF.Extensions

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)
[\(NetAF.Extensions.html\)](#)

Description

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Background Color

+ NetAF.Logic

Get the background color.

[\(NetAF.Logic.html\)](#)

Declaration

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

```
public stringBackgroundColor { get; }
```

+ NetAF.Persistence.Json

Property Value

[\(NetAF.Persistence.Json.html\)](#)

Type

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

AnsiColor ([\(NetAF.Rendering.FrameBuilders.Color.AnsiColor.html\)](#))

Description

+ NetAF.Rendering.Frame

Builders

CursorLeft

[\(NetAF.Rendering.FrameBuilders.html\)](#)

+ NetAF.Rendering.FrameBuilders

Color

Builders.Color

Declaration

[\(NetAF.Rendering.FrameBuilders.html\)](#)

```
public int CursorLeft { get; }
```

- NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

GridTextFrame

Property Value

| Type | Description |
|---|-------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | |

CursorTop ([NetAF.Assets.Location.html](#))

Get the cursor top position.

+ NetAF.Commands

Declaration
([NetAF.Commands.html](#))

+ NetAF.Commands

```
public int CursorTop { get; }
```

Persistence

([NetAF.Commands.Persistence.html](#))

Property Value

+ NetAF.Conversations

Type
([NetAF.Conversations.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Conversations.

Instructions

([NetAF.Conversations.Instruct.html](#))
ShowCursor

+ NetAF.Extensions

Get or set if the cursor should be shown.
([NetAF.Extensions.html](#))

Declaration

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

```
public bool ShowCursor { get; set; }
```

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Persistence

([NetAF.Persistence.html](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

NetAF.Rendering

Methods

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

Render(IFramePresenter)

Builders

Return type
([NetAF.Rendering.FrameBuilder.html](#))

- NetAF.Rendering.Frame

Builders.Color

```
public void Render(IFramePresenter presenter)
```

- NetAF.Rendering.Frames

Parameters

([NetAF.Rendering.Frames.html](#))

Description

GridTextFrame

| Type | Name | Description |
|---|-----------|----------------|
| IFramePresenter (NetAF.Rendering.Presenters.IFramePresenter.html) | presenter | The presenter. |

ToString()

Returns a string that represents the current object.

+ NetAF.Commands

(NetAF.Commands.html)

```
public override string ToString()
```

+ NetAF.Commands.

Persistence

Returns

(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

Overrides

Instructions

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

IFrame (NetAF.Rendering.Frames.IFrame.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder.Color.html)

- NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).Frames (NetAF.Rendering.Frames.html)

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

(NetAF.Commands.html)

+ **NetAF.Commands.IFrame**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

Properties

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

AcceptsInput
Instructions

(NetAF.Conversations.Instruct

Get or set if this Frame accepts input.

+ **NetAF.Extensions**

Declaration

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Property Value

+ **NetAF.Logic**

Type

(NetAF.Logic.html)

Description

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

CURSORLEFT

(NetAF.Persistence.Json.html)

Get the cursor left position.

+ **NetAF.Rendering**

Declaration

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder.html)

Property Value

+ **NetAF.Rendering.Frame**

Type

Builders.Color

Description

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.FrameBuilder.html)

- **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

CURSORTOP

GridTextFrame

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```



Property Value

| Type | Description |
|---|-------------|
| (NetAF.Commands.html) + NetAF.Commands int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Commands.html) | |

+ NetAF.Commands.

[Persistence](#)

[ShowCursor](#)

(NetAF.Commands.Persistence.html)

Get or set if the cursor should be shown.

+ NetAF.Conversations

Declaration

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

[ShouldShowCursor](#)

Instructions

(NetAF.Conversations.Instruct.html)

Property Value

| Type | Description |
|---|-------------|
| (NetAF.Extensions.html) + NetAF.Extensions bool (https://learn.microsoft.com/dotnet/api/system.boolean) | |

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[Methods](#)

(NetAF.Logic.html)

+ NetAF.Persistence

[Render\(IFramePresenter\)](#)

(NetAF.Persistence.html)

Render this frame on a presenter.

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

void Render(IFramePresenter presenter)

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Parameters

Builders

Type

[\(NetAF.Rendering.FrameBuilder.html\)](#)

IFramePresenter ([NetAF.Rendering.Presenters.IFramePresenter.html](#))

+ NetAF.Rendering.Frame

Builders.Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

- NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

[GridTextFrame](#)

| Name | Description |
|-----------|----------------|
| presenter | The presenter. |

▼

(NetAF.Assets.Locations.html)

- + NetAF.Commands
(NetAF.Commands.html)
- + NetAF.Commands.
Persistence
(NetAF.Commands.Persistence)
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
(NetAF.Conversations.Instructions)
- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuilders)
- + NetAF.Rendering.Frame
Builders.Color
(NetAF.Rendering.FrameBuilders.Color)
- NetAF.Rendering.Frames
(NetAF.Rendering.Frames.html)

Namespace NetAF.Rendering.Presenters

Classes

Filter by title

[TextWriterPresenter \(NetAF.Rendering.Presenters.TextWriterPresenter.html\)](#)

Persistence presenter for `TextWriter`.

([NetAF.Commands.Persistence](#))

Interfaces

[NetAF.Conversations](#)

([NetAF.Conversations.html](#))

[IFramePresenter \(NetAF.Rendering.Presenters.IFramePresenter.html\)](#)

Represents an object that can render a frame.

Instructions

([NetAF.Conversations.Instruct](#))

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

([NetAF.Rendering.FrameBuilder](#))

+ [NetAF.Rendering.Frame](#)

Builders.Color

([NetAF.Rendering.FrameBuilder](#))

+ [NetAF.Rendering.Frames](#)

([NetAF.Rendering.Frames.html](#))

Interface IFramePresenter

Represents an object that can render a frame.

Filter by title

Namespace: NetAF (NetAF.html) Rendering (NetAF.Rendering.html).Presenters (NetAF.Rendering.Presenters.html)

Assembly: NetAF.dll

+ **NetAF.Commands**

Syntax

(NetAF.Commands.html)

+ **NetAF.Commands.IFramePresenter**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Conversations**

Methods

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Write(char)

Instructions

(NetAF.Conversations.Instruct.html)

Write a character.

+ **NetAF.Extensions**

Declaration

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Parameters

+ **NetAF.Logic**

Type (NetAF.Logic.html)

char (https://learn.microsoft.com/dotnet/api/system.char)

Name

Description

value

The character to write.

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

Write(string)

(NetAF.Persistence.Json.html)

Write a string.

+ **NetAF.Rendering**

Declaration

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Type void Write(string value)

Builders

(NetAF.Rendering.FrameBuilder.html)

Parameters

+ **NetAF.Rendering.Frame**

Type

Builders.Color

string (https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Rendering.FrameBuilder.html)

Name

Description

value

The string to write.

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

...

▼

(NetAF.Assets.Locations.html)

- + NetAF.Commands
(NetAF.Commands.html)
- + NetAF.Commands.
Persistence
(NetAF.Commands.Persistence)
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
(NetAF.Conversations.Instructions)
- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
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(NetAF.Rendering.FrameBuilders)
- + NetAF.Rendering.Frame
Builders.Color
(NetAF.Rendering.FrameBuilders.Color)
- + NetAF.Rendering.Frames
(NetAF.Rendering.Frames.html)

... -- . - .

Class TextWriterPresenter

Represents a presenter for `TextWriter`.

Filter by title

Inheritance

([NetAF.Assets.Location.html](#))

+ **NetAF.Commands**

↳ `object` (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ `TextWriterPresenter` ([NetAF.Commands.html](#))

Implements

+ **NetAF.Commands**

`IFramePresenter` ([NetAF.Rendering.Presenters.IFramePresenter.html](#))

Persistence

Inherited Members

([NetAF.Commands.Persistence.html](#))

`object.Equals(object)` ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Conversations**

↳ `object.Equals(object, object)` ([\(https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAF.Conversations**

↳ `object.GetHashCode()` ([\(https://learn.microsoft.com/dotnet/api/system.object.gethashcode\)](https://learn.microsoft.com/dotnet/api/system.object.gethashcode))

Instructions

↳ `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))

+ **NetAF.Extensions**

↳ `As<T>(T)` ([NetAF.Extensions.html](#))

Syntax

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

public sealed class `TextWriterPresenter` : `IFramePresenter`

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Constructors

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

`TextWriterPresenter(TextWriter)`

([NetAF.Persistence.Json.html](#))

Represents a presenter for `TextWriter`.

+ **NetAF.Rendering**

Declaration

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

Part of

([NetAF.Rendering.FrameBuilder.html](#))

+ **Type**

Builders **Color**

`TextWriter` ([\(https://learn.microsoft.com/dotnet/api/system.io.textwriter\)](https://learn.microsoft.com/dotnet/api/system.io.textwriter))

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frames**

([NetAF.Rendering.Frames.html](#))

... -- - . . .

| Type | Name | Description |
|------------------------------|---------------------|-------------|
| Builders Color | <code>writer</code> | The writer. |

Methods

ToString()

Returns a string that represents the current object.

Declaration
[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Commands**
 string ToString()
 (NetAF.Commands.html)

Returns
+ **NetAF.Commands.**

| Type | Description |
|--|--|
| (NetAF.Commands.Persistence) string (https://learn.microsoft.com/dotnet/api/system.string) | A string that represents the current object. |

+ **NetAF.Conversations**

Overrides
[\(NetAF.Conversations.html\)](#)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Conversations.**

Instructions

Write(char)
[\(NetAF.Conversations.Instruct](#)

Writes a character.

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Declaration

+ **NetAF.Interpretation**
 public void Write(char value)
 ([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

Parameters

[\(NetAF.Logic.html\)](#)

Type

+ **NetAF.Persistence**

char (<https://learn.microsoft.com/dotnet/api/system.char>)

[\(NetAF.Persistence.html\)](#)

Name

Description

value

The character to write.

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)
Write(string)

+ **NetAF.Rendering**

Write a string.

[\(NetAF.Rendering.html\)](#)

Declaration

+ **NetAF.Rendering.Frame**

Builders

 public void Write(string value)

[\(NetAF.Rendering.FrameBuilder](#)

+ **NetAF.Rendering.Frame**

Builders.Color

Type

[\(NetAF.Rendering.FrameBuilder](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

value

The string to write.

+ **NetAF.Rendering.Frames**

[\(NetAF.Rendering.Frames.html\)](#)

... -- - . . - .

Implements

IFramePresenter (NetAF.Rendering.Presenters.IFramePresenter.html)

▼

(NetAF.Assets.Locations.html)

- + NetAF.Commands
(NetAF.Commands.html)
- + NetAF.Commands.
Persistence
(NetAF.Commands.Persistence.html)
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
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(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuilders.html)
- + NetAF.Rendering.Frame
Builders.Color
(NetAF.Rendering.FrameBuilders.Color.html)
- + NetAF.Rendering.Frames
(NetAF.Rendering.Frames.html)

... -- . - .

Namespace NetAF.Serialization

Classes

Filter by title

Persistence

GameSerialization (NetAF.Serialization.GameSerialization.html)

(NetAF.Commands.Persistence)

Represents a serialization of a Game.

+ NetAF.Conversations

(NetAF.Conversations.html)

Interfaces

+ NetAF.Conversations.

Instructions

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Conversations.Instruct)

Represents any object that is a serialization of another object.

+ NetAF.Extensions

(NetAF.Extensions.html)

IRestoreFromObjectSerialization<T>

(NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Interpretation.html)

Represents any object that can restore from an IObjectSerialization.

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Class GameSerialization

Represents a serialization of a Game.

Filter by title

Inheritance

[\(NetAF.Commands.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands.](#)

Implementation

[\(NetAF.Commands.Persistence.html\)](#)

Inherited Members

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object)))

+ [NetAF.Conversations.](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-system-object)))

[\(NetAF.Conversations.Instruction.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ [NetAF.Extensions](#)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

[\(NetAF.Extensions.html\)](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Assembly: NetAF.dll

+ [NetAF.Logic](#)

Syntax

[\(NetAF.Logic.html\)](#)

+ [NetAF.Persistence](#)

public class GameSerialization : IObjectSerialization<Game>

[\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering](#)

[GameSerialization\(Game\)](#)

[\(NetAF.Rendering.Frame.html\)](#)

Builders

Declaration

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ [NetAF.Rendering.Frame](#)

Builders.Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ [NetAF.Rendering.Frames](#)

[\(NetAF.Rendering.Frames.html\)](#)

Game (NetAF.Logic.Game.html)

[\(NetAF.Rendering.Presenters.html\)](#)

+ [NetAF.Rendering.Presenters](#)

[\(NetAF.Rendering.Presenters.html\)](#)

| Type | | Name | Description |
|--|--|------|------------------------|
| + NetAF.Rendering.Frames | | game | The game to serialize. |

Properties

ActivePlayerIdentifier

Get or set the active player identifier.

Declaration

(NetAF.Commands.html)

```
public string ActivePlayerIdentifier { get; set; }
```

+ NetAF.Commands.

Persistence

Property Value

(NetAFCommands.Persistence.html)

Type

+ NetAF.Conversations

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Conversations.html)

Description

+ NetAF.Conversations.

Instructions

InactivePlayerLocations

(NetAF.Conversations.Instruct.html)

Get or set the overworld serialization.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

+ NetAF.Interpretation

```
public PlayableCharacterLocationSerialization[] InactivePlayerLocations { get; set; }
```

(NetAF.Interpretation.html)

+ NetAF.Logic

Property Value

(NetAF.Logic.html)

Type

+ NetAF.Persistence

(NetAF.Persistence.html)

PlayableCharacterLocationSerialization ([NetAF.Persistence.html](#))

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Description

+ NetAF.Rendering

OverworldRendering.html

Get Overworld rendering.

Builders

Declaration

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder.html)

Property Value

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

OverworldSerialization ([NetAF.Serialization.Assets.OverworldSerialization.html](#))

Description

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Players

Get or set the player serializations.

Declaration

```
public CharacterSerialization[] Players { get; set; }
```

[\(NetAF.Commands.html\)](#)
Property value

| + NetAF.Commands. | Description |
|---|-------------|
| Persistence CharacterSerialization (NetAF.Serialization.Assets.CharacterSerialization.html)[] (NetAF.Commands.Persistence.html) | |

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

Methods

+ [NetAF.Conversations.](#)

[Instructions](#)

[Restore\(Game\)](#)

[NetAF.Conversations.Instruct](#)

Restores instances from this serialization.

[\(NetAF.Extensions.html\)](#)

Declaration

+ [NetAF.Interpretation](#)

[public void Restore\(Game game\)](#)

[\(NetAF.Interpretation.html\)](#)

+ [NetAF.Logic](#)

Parameters

[\(NetAF.Logic.html\)](#)

Type

+ [NetAF.Persistence](#)

Game (NetAF.Logic.Game.html)

[\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

[Implements](#)

+ [NetAF.Rendering](#)

[ObjectSerialization \(NetAF.Serialization.IObjectSerialization-1.html\)](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ [NetAF.Rendering.Frame](#)

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ [NetAF.Rendering.Frames](#)

[\(NetAF.Rendering.Frames.html\)](#)

+ [NetAF.Rendering.Presenters](#)

[\(NetAF.Rendering.Presenters.html\)](#)

Interface IObjectSerialization<T>

Represents any object that is a serialization of another object.

Filter by title

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html)

(NetAF.Commands.html)

Syntax

NetAF.Commands.

Persistence

public interface IObjectSerialization<in T>

(NetAF.Commands.Persistence)

+ **NetAF.Conversations**

Type Parameters

(NetAF.Conversations.html)

Name Description

+ **NetAF.Conversations.**

T Instructions The type of object that this serialization represents.

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Restore(I)

+ **NetAF.Logic**

Restore an instance from this serialization.

(NetAF.Logic.html)

Declaration

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

Parameters

(NetAF.Persistence.Json.html)

| Type | Name | Description |
|-------------------------|------|---------------------|
| NetAF.Rendering | | |
| T(NetAF.Rendering.html) | | The obj to restore. |

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html

+ **NetAF.Rendering.Presenters**

(NetAF.Rendering.Presenters.html

Interface IRestoreFromObject Serialization<T>

▼ Filter by title

Represents any object that can restore from an IObjectSerialization.

(NetAF.Commands.html)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html)

+ **NetAF.Commands.**

Assembly: NetAF.dll

Persistence

Syntax

(NetAF.Commands.Persistence)

+ **NetAF.Conversations.** RestoreFromObjectSerialization<in T>

(NetAF.Conversations.html)

Type Parameters

+ **NetAF.Conversations.**

Instruct

(NetAF.Conversations.Instruct)

T The type of serialization that this object restores from.

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Methods

(NetAF.Interpretation.html)

+ **NetAF.Logic**

RestoreFrom(T)

(NetAF.Logic.html)

Restore this object from a serialization.

+ **NetAF.Persistence**

Defined in

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

Void RestoreFrom(IObjectSerialization)

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

Parameters

(NetAF.Rendering.html)

Type Name

Description

+ **NetAF.Rendering.Frame**

IObjectSerialization

The serialization to restore from.

Builders

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

+ **NetAF.Rendering.Presenters**

(NetAF.Rendering.Presenters.html)

Namespace NetAF.Serialization.Assets

Classes

Filter by title

Instructions

AttributeManagerSerialization

(NetAF.Serialization.Instruction)

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

+ **NetAF.Extensions**
Represents a serialization of an AttributeManager.

(NetAF.Extensions.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

(NetAF.Interpretation.html)

Attribute.

+ NetAF.Logic

CharacterSerialization

(NetAF.Serialization.Assets.CharacterSerialization.html)

+ NetAF.Persistence
Represents a serialization of a Character.

(NetAF.Persistence.html)

ConversationSerialization

+ NetAF.Persistence.Json

(NetAF.Serialization.Assets.ConversationSerialization.html)

(NetAF.Persistence.Json.html)

Represents a serialization of a Conversation.

+ NetAF.Rendering

(NetAF.Rendering.html)

ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

+ NetAF.Rendering.Frame

Represents a serialization of an Examinable.

Builders

(NetAF.Rendering.FrameBuilder)

ExitSerialization (NetAF.Serialization.Assets.ExitSerialization.html)

+ NetAF.Rendering.Frame

Represents a serialization of an Exit.

Builders.Color

(NetAF.Rendering.FrameBuilder)

ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)

+ NetAF.Rendering.Frames

Represents a serialization of an Item.

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

NonPlayableCharacterSerialization

(NetAF.Rendering.Presenters.)

(NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html)

+ NetAF.Serialization

Represents a serialization of a NonPlayableCharacter.

(NetAF.Serialization.html)

OverworldSerialization (NetAF.Serialization.Assets.OverworldSerialization.html)

(NetAF.Serialization.Assets.htm)

Represents a serialization of an Overworld.

AttributeManagerSerialization

(NetAF.Serialization.Assets.Attribute)

PlayableCharacterLocationSerialization

(NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html)

(NetAF.Serialization.Assets.Attribute)

Represents a serialization of a PlayableCharacterLocation.

RegionSerialization (NetAF.Serialization.Assets.RegionSerialization.html)

Represents a serialization of a Region.

▼

RoomSerialization (NetAF.Serialization.Assets.RoomSerialization.html)

Represents a serialization of a Room.
(NetAF.Conversations.Instruct

- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuild
- + NetAF.Rendering.Frame
Builders.Color
(NetAF.Rendering.FrameBuild
- + NetAF.Rendering.Frames
(NetAF.Rendering.Frames.htm
- + NetAF.Rendering.Presenters
(NetAF.Rendering.Presenters.h
- + NetAF.Serialization
(NetAF.Serialization.html)
- NetAF.Serialization.Assets
(NetAF.Serialization.Assets.htr

AttributeManagerSerialization
(NetAF.Serialization.Assets.Attribut
AttributeSerialization
(NetAF.Serialization.Assets.Attribut

Class AttributeManagerSerialization

Represents a serialization of an AttributeManager.

Filter by title

Inheritance

Instructions

↳ [\(NetAF.Conversations.html\)](#) ↳ [\(NetAF.Serialization.IObjectSerialization.html\)](#) ↳ [\(System.Object.html\)](#)

↳ AttributeManagerSerialization

+ NetAF.Extensions

Implements

[\(NetAF.Extensions.html\)](#)

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) <AttributeManager

↳ [\(NetAF.Interpretation.html\)](#)

[\(NetAF.Interpretation.html\)](#)

Inherited Members

↳ [\(NetAF.Logic.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

[\(NetAF.Logic.html\)](#)

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

↳ [\(NetAF.Persistence.html\)](#)

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

↳ [\(NetAF.Persistence.Json.html\)](#)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

[\(NetAF.Persistence.Json.html\)](#)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

↳ [\(NetAF.Rendering.html\)](#) ↳ [\(NetAF.Rendering.Serialization.html\)](#) ↳ [\(NetAF.Rendering.html\)](#) ↳ [\(NetAF.Rendering.Assets.html\)](#)

↳ [\(NetAF.Rendering.html\)](#)

Syntax

+ NetAF.Rendering.Frame

Builders

public sealed class AttributeManagerSerialization : IObjectSerialization<AttributeManager>

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

Builders.Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

AttributeManagerSerialization(AttributeManager)

+ NetAF.Rendering.Presenters

Represents a serialization of an AttributeManager.

[\(NetAF.Rendering.Presenters.html\)](#)

Declaration

+ NetAF.Serialization

[\(NetAF.Serialization.html\)](#)

- NetAF.Serialization.Assets

Parameters

[\(NetAF.Serialization.Assets.html\)](#)

| Type | Name | Description |
|--|------------------|-------------------------------------|
| AttributeManagerSerialization ↳ (NetAF.Serialization.Assets.AttributeManager.html) ↳ (NetAF.Serialization.Assets.AttributeSerialization.html) ↳ (NetAF.Assets.Attributes.AttributeManager.html) ↳ (NetAF.Serialization.Assets.AttributeManager.html) | attributeManager | The attribute manager to serialize. |

Properties

Values

Get or set the values.



Declaration

Instructions

(NetAF.Conversations.Instruction)

+ NetAF.Extensions

Properties ([\(NetAF.Extensions.html\)](#))

+ Type

(NetAF.Interpretation)

Dictionary<string, object> (https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2)<

AttributeSerialization (NetAF.Serialization.Assets.AttributeSerialization.html),

+ NetAF.Logic

int (https://learn.microsoft.com/dotnet/api/system.int32)>

(NetAF.Logic.html)

Description

+ NetAF.Persistence

(NetAF.Persistence.html)

Methods

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Restore(AttributeManager)

+ NetAF.Rendering

Restore(AttributeManager, AttributeSerialization).

Builders

public void Restore(AttributeManager attributeManager)

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Parameters

Builders.Color

Type (NetAF.Rendering.FrameBuilder)

Name

Description

AttributeManager

attributeManager

The attribute manager to

(NetAF.Rendering.Frames)

(NetAF.Assets.Attributes.AttributeManager.html)

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

Implementations

+ NetAF.Serialization

NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

Class AttributeSerialization

Represents a serialization of an Attribute.

Filter by title

Inheritance

Instructions

↳ [\(NetAF.Conversations.html\)](#) ↳ [\(NetAF.Serialization.IObjectSerialization.html\)](#) ↳ [\(NetAF.ObjectSerialization.html\)](#) ↳ [\(NetAF.AttributeSerialization.html\)](#)

↳ [AttributeSerialization](#)

+ NetAF.Extensions

Implements

[\(NetAF.Extensions.html\)](#)

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Attribute

↳ [\(NetAF.Interpretation.html\)](#)

[\(NetAF.Interpretation.html\)](#)

Inherited Members

↳ [\(NetAF.Logic.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

[\(NetAF.Logic.html\)](#)

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

[\(NetAF.Persistence.html\)](#)

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

[\(NetAF.Persistence.Json.html\)](#)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

[\(NetAF.Persistence.Json.html\)](#)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

↳ [\(NetAF.Rendering.html\)](#) ↳ [\(NetAF.Rendering.Serialization.html\)](#) ↳ [\(NetAF.Rendering.html\)](#) ↳ [\(NetAF.Rendering.Assets.html\)](#)

↳ [\(NetAF.Rendering.html\)](#)

Syntax

+ NetAF.Rendering.Frame

Builders

public sealed class AttributeSerialization : IObjectSerialization<Attribute>

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

Builders Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frames

AttributeSerialization(Attribute)

[\(NetAF.Rendering.Frames.html\)](#)

Represents a serialization of an Attribute.

+ NetAF.Rendering.Presenters

Declaration

[\(NetAF.Rendering.Presenters.html\)](#)

+ NetAF.Serialization

public AttributeSerialization(Attribute attribute)

[\(NetAF.Serialization.html\)](#)

Part NetAF.Serialization.Assets

[\(NetAF.Serialization.Assets.html\)](#)

| Type | Name | Description |
|---|-----------|-------------------------|
| AttributeManagerSerialization Attribute ((NetAF.Assets.Attributes.Attribute.html)) | attribute | The asset to serialize. |

AttributeSerialization

[\(NetAF.Serialization.Assets.Attribute.html\)](#)

Properties

Description

Get or set the description.

Declaration

Instructions

([NetAF.Conversations.Instruction.html](#))

+ NetAF.Extensions

Property Value

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

+ NetAF.Logic

([NetAF.Logic.html](#))

Maximum

+ NetAF.Persistence

Get or set the maximum.

([NetAF.Persistence.html](#))

Declaration

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

public int Maximum { get; set; }

+ NetAF.Rendering

([NetAF.Rendering.html](#))

Property Value

+ NetAF.Rendering.Frame

Type

Builders

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

+ NetAF.Rendering.Frame

Builders.Color

Minimum

([NetAF.Rendering.FrameBuilder.html](#))

Get or set the minimum.

+ NetAF.Rendering.Frames

Declaration

([NetAF.Rendering.Frames.html](#))

+ NetAF.Rendering.Presenters

public int Minimum { get; set; }

([NetAF.Rendering.Presenters.html](#))

NetAF.Serialization

([NetAF.Serialization.html](#))

Type

Description

- NetAF.Serialization.Assets

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Serialization.Assets.html](#))

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

Name

AttributeSerialization

Get ([NetAF.Serialization.Assets.AttributeSerialization.html](#))

Declaration

```
public string Name { get; set; }
```

Property Value

| Type | Description |
|--|-------------|
| String (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.Instruct | |

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Methods

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Restore(Attribute)

+ NetAF.Logic

Restore an instance from this serialization.

[\(NetAF.Logic.html\)](#)

Declaration

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

```
public void Restore(Attribute attribute)
```

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

Parameters

+ NetAF.Rendering

Type

[\(NetAF.Rendering.html\)](#)

Attribute ([NetAF.Assets.Attributes.Attribute.html](#))

Name

Description

attribute

The attribute to restore.

+ NetAF.Rendering.Frame

Builders

Implements

[IOBJECTSERIALIZATION](#) ([Serialization.IObjectSerialization-1.html](#))

Builders.Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

+ NetAF.Rendering.Presenters

[\(NetAF.Rendering.Presenters.html\)](#)

+ NetAF.Serialization

[\(NetAF.Serialization.html\)](#)

- NetAF.Serialization.Assets

[\(NetAF.Serialization.Assets.html\)](#)

AttributeManagerSerialization

[\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#)

AttributeSerialization

[\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#)

Class CharacterSerialization

Represents a serialization of a Character.

Filter by title

Inheritance

Instructions

↳ [\(NetAF.CharacterSerialization.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

+ **NetAF.Extensions**

↳ CharacterSerialization

([NetAF.Extensions.html](#))

↳ NonPlayableCharacterSerialization ([NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html](#))

Implementation

+ **NetAF.Interpretation**

↳ [\(NetAF.Interpretation.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.serialization-1.html) < IExaminable

(NetAF.Assets.IExaminable.html) >

+ **NetAF.Logic**

↳ [ObjectSerialization \(NetAF.Serialization.IObjectSerialization-1.html\)](#) < Character

([NetAF.Logic.html](#)) (https://learn.microsoft.com/dotnet/api/system.object.serialization-1.html) < Character

Inherited Members

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

ExaminableSerialization.Identifier

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)) # NetAF.Serialization_Assets_ExaminableSerialization_Identifier

+ **NetAF.Persistence.Json**

ExaminableSerialization.IsPlayerVisible

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)) # NetAF.Serialization_Assets_ExaminableSerialization_IsPlayerVisible

+ **NetAF.Rendering**

↳ [\(NetAF.Rendering.html\)](#)

ExaminableSerialization.AttributeManager

+ **NetAF.Rendering.Frame**

↳ [\(NetAF.Rendering.FrameBuilder.html\)](#)

ExaminableSerialization.Restore(IExaminable)

([NetAF.Rendering.FrameBuilder.html](#))

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)) # NetAF.Serialization_Assets_ExaminableSerialization_Restore

+ **NetAF.Rendering.FrameBuilder**

object.Equals(object, object)

([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

([NetAF.Rendering.FrameBuilder.html](#))

object.Equals(object, object)

([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

([NetAF.Rendering.Frames.html](#))

object.GetHashCode()

([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType()

([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

+ **NetAF.Rendering.Presenters**

([\(NetAF.Rendering.Presenters.html\)](#))

object.MemberwiseClone()

([https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone](#))

object.ReferenceEquals(object, object)

([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString()

([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

+ **NetAF.Serialization**

Namespace: NetAF (NetAF.html) Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

Assembly: NetAF.dll

- **NetAF.Serialization.Assets**

([NetAF.Serialization.Assets.html](#))

AttributeManager.Serialization

↳ [\(NetAF.Serialization.Assets.AttributeManager.html\)](#) < Character

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

Constructors

CharacterSerialization(Character)

Represents a serialization of a Character.

Declaration

Instructions

(NetAF.Conversations.Instruction)(Character character)

+ NetAF.Extensions

Parameters

(NetAF.Extensions.html)

+ Type NetAF.Interpretation

(NetAF.Interpretation.html)

Character (NetAF.Extensions.Characters.Character.html)

Name

Description

character

The character to serialize.

+ NetAF.Logic

(NetAF.Logic.html)

Properties

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Get or set if the character is alive.

+ NetAF.Rendering

Declaration

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame { get; set; }

Builders

(NetAF.Rendering.FrameBuilder)

Property Value

+ Type NetAF.Rendering.Frame

Description

Builders.Color

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

Get or Set the item serializations.

(NetAF.Rendering.Presenters.html)

Declaration

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

Property Value

(NetAF.Serialization.Assets.html)

Type AttributeManagerSerialization

Description

(NetAF.Serialization.Assets.AttributeItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html))[]

AttributeSerialization

(NetAF.Serialization.Assets.AttributeItemSerialization.html)

Methods

Restore(Character)

Restore an instance from this serialization.

Declaration
▼

Instructions

(NetAF.Conversations.Instruction.RestoreCharacter character)

+ NetAF.Extensions

Parameters
(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

| Type | Name | Description |
|--|-----------|---------------------------|
| Character (NetAF.Interpretation.Characters.Character.html) | character | The character to restore. |

+ NetAF.Logic

(NetAF.Logic.html)

Implements

+ NetAF.Persistence

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

Class ConversationSerialization

Represents a serialization of a Conversation.

Filter by title

Inheritance

Instructions

↳ [\(NetAF.Conversations.html\)](#) ↳ [\(NetAF.Serialization.IObjectSerialization-1.html\)](#)

↳ ConversationSerialization

+ NetAF.Extensions

Implements

[\(NetAF.Extensions.html\)](#)

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Conversation

↳ [\(NetAF.Interpretation.html\)](#)

[\(NetAF.Interpretation.html\)](#)

Inherited Members

↳ [\(NetAF.Logic.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

[\(NetAF.Logic.html\)](#)

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

[\(NetAF.Persistence.html\)](#)

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

[\(NetAF.Persistence.html\)](#)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

[\(NetAF.Persistence.Json.html\)](#)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

↳ [\(NetAF.Rendering.html\)](#) (https://learn.microsoft.com/dotnet/api/system.reflection.serializationinfo.serializationassets) (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

↳ [\(NetAF.Rendering.html\)](#)

Syntax

+ NetAF.Rendering.Frame

Builders

public sealed class ConversationSerialization : IObjectSerialization<Conversation>

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frame

Builders Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ NetAF.Rendering.Frames

ConversationSerialization(Conversation)

[\(NetAF.Rendering.Frames.html\)](#)

Represents a serialization of a Conversation.

+ NetAF.Rendering.Presenters

Declaration

[\(NetAF.Rendering.Presenters.html\)](#)

+ NetAF.Serialization

public ConversationSerialization(Conversation conversation)

[\(NetAF.Serialization.html\)](#)

Part NetAF.Serialization.Assets

[\(NetAF.Serialization.Assets.html\)](#)

| Type | Name | Description |
|--|--------------|--------------------------------|
| AttributeManagerSerialization Conversation (NetAF.Conversations.Conversation.html) (NetAF.Serialization.Assets.AttributeManagerSerialization.html) | conversation | The conversation to serialize. |

AttributeSerialization

[\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#)

Fields

NoCurrentParagraph

Get the value for no current paragraph.

Declaration

Instructions

(NetAF.Conversations.Instruction.html)

+ NetAF.Extensions

Field Value

(NetAF.Extensions.html)

+ Type

NetAF.Interpretation

(NetAF.Interpretation.html)

Description

+ NetAF.Logic

(NetAF.Logic.html)

Properties

(NetAF.Persistence.html)

+ CurrentParagraph

(NetAF.Persistence.Json.html)

Get or set if the index of the current paragraph.

+ NetAF.Rendering

Declaration

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

graph [get; set;]

Builders

(NetAF.Rendering.FrameBuilder.html)

Property Value

+ NetAF.Rendering.Frame

Builders.Color

int (https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.FrameBuilder.html)

Description

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Methods

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Restore(Conversation)

+ NetAF.Serialization

(NetAF.Serialization.html)

Restore(Conversation) initialization.

Delegates

NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

```
public void Restore(Conversation conversation)
```

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

Parameters

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

| Type | Name | Description |
|--|---------------------|------------------------------|
| Conversation (NetAF.Conversations.Conversation.html) | <i>conversation</i> | The conversation to restore. |

Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.htm

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.h

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.htm

AttributeManagerSerialization

(NetAF.Serialization.Assets.Attribut

AttributeSerialization

(NetAF.Serialization.Assets.Attribut

Class ExaminableSerialization

Represents a serialization of an Examinable.

Filter by title

Inheritance

Instructions

- ↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)
 - ↳ ExaminableSerialization
- + **NetAF.Extensions**
 - ↳ CharacterSerialization ([NetAF.Serialization.Assets.CharacterSerialization.html](#))
 - ↳ ExitSerialization ([NetAF.Serialization.Assets.ExitSerialization.html](#))
- + **NetAF.Interpretation**
 - ↳ ItemSerialization ([NetAF.Serialization.Assets.ItemSerialization.html](#))
 - ↳ OverworldSerialization ([NetAF.Serialization.Assets.OverworldSerialization.html](#))
 - ↳ RegionSerialization ([NetAF.Serialization.Assets.RegionSerialization.html](#))
 - ↳ RoomSerialization ([NetAF.Serialization.Assets.RoomSerialization.html](#))
- + **NetAF.Logic**
 - ↳ [\(NetAF.Logic.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

Implements

- IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IEstinable
+ **NetAF.Persistence**
 - ([NetAF.Assets.IExaminable.html](#))>
 - ↳ [\(NetAF.Persistence.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

Inherited Members

- + **NetAF.Persistence.Json**
 - 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-system-object))

- + **NetAF.Rendering**
 - 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.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)

+ NetAF.Rendering.Frame

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

Assembly: NetAF.dll

[\(NetAF.Rendering.FrameBuilder\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

+ NetAF.Rendering.Frames

public class ExaminableSerialization : IObjectSerialization<IEstinable>
[\(NetAF.Rendering.Frames.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

+ NetAF.Rendering.Presenters

[\(NetAF.Rendering.Presenters.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

+ NetAF.Serialization

[\(NetAF.Serialization.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

ExaminableSerialization(IExaminable)

- NetAF.Serialization.Assets

Represents a serialization of an Examinable.

[\(NetAF.Serialization.Assets.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

Declaration

AttributeManagerSerialization

[\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

AttributeSerialization

[\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

```
public ExaminableSerialization(IExaminable examinable)
```

Parameters

| Type | Name | Description |
|---|-------------------|-----------------|
| IExaminable (NetAF.Assets.IExaminable.html) | <i>examinable</i> | The examinable. |

Instructions

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

Properties

(NetAF.Extensions.html)

+ NetAF.Interpretation

AttributeManager

(NetAF.Interpretation.html)

Get NetAF.AttributeManager serializations.

(NetAF.Logic.html)

Declaration

+ NetAF.Persistence

```
public AttributeManagerSerialization AttributeManager { get; set; }
```

+ NetAF.Persistence.Json

Property Value

(NetAF.Persistence.Json.html)

Type

+ NetAF.Rendering

AttributeManagerSerialization (NetAF.Serialization.Assets.AttributeManagerSerialization.html)

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

Identifier

(NetAF.Rendering.FrameBuilder)

Get or set the identifier.

+ NetAF.Rendering.Frame

Declaration

Builders.Color

(NetAF.Rendering.FrameBuilder)

```
public string Identifier { get; set; }
```

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Property Value

+ NetAF.Rendering.Presenters

Type

(NetAF.Rendering.Presenters.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Serialization

(NetAF.Serialization.html)

IsPlayerVisible

(NetAF.Serialization.Assets.html)

Get or set if it is player visible.

AttributeManagerSerialization

Declaration

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

```
public bool IsPlayerVisible { get; set; }
```

Property Value

| Type | Description |
|--|-------------|
| bool (https://learn.microsoft.com/dotnet/api/system.boolean) | |

Instructions

[\(NetAF.Conversations.Instruct\)](#)

+ NetAF.Extensions

Methods

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

Restore(IExaminable)

[\(NetAF.Interpretation.html\)](#)

Restores logic from this serialization.

[\(NetAF.Logic.html\)](#)

Declaration

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

Parameters

[\(NetAF.Persistence.Json.html\)](#)

Type

+ NetAF.Rendering

IExaminable ([NetAF.Assets.IExaminable.html](#))

[\(NetAF.Rendering.html\)](#)

Name

Description

examinable

The examinable to restore.

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder\)](#)

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

+ NetAF.Rendering.Frame

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilder\)](#)

+ NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

+ NetAF.Rendering.Presenters

[\(NetAF.Rendering.Presenters.html\)](#)

+ NetAF.Serialization

[\(NetAF.Serialization.html\)](#)

- NetAF.Serialization.Assets

[\(NetAF.Serialization.Assets.html\)](#)

AttributeManagerSerialization

[\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#)

AttributeSerialization

[\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#)

Class ExitSerialization

Represents a serialization of an Exit.

Filter by title

Inheritance

Instructions

↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

+ NetAF.Extensions

↳ [\(NetAF.Extensions.html\)](#)

Implements

↳ [ObjectSerialization](#) ([ObjectSerialization.html](#)) < IObjectSerialization-1.html < IExaminable

([NetAF.Extensions.html](#))

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#)) < Exit ([NetAF.Assets.Locations.Exit.html](#))

+ NetAF.Logic

Inherited Members

↳ [\(NetAF.Logic.html\)](#)

ExaminableSerialization.Identifier

↳ [\(NetAF.Persistence.html\)](#)
([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_I
definer)

ExaminableSerialization.IsPlayerVisible

↳ [\(NetAF.Persistence.Json.html\)](#)
([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_I
SPlayerVisible)

ExaminableSerialization.AttributeManager

↳ [\(NetAF.Rendering.html\)](#)
([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)

ExaminableSerialization.FrameBuilder(IExaminable)

↳ [\(NetAF.Rendering.FrameBuilder.html\)](#)
([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Restore_NetAF_Assets_IExaminable_)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](#))

+ NetAF.Rendering.Frame

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object-system-object-object\)](#))

↳ [\(NetAF.Rendering.FrameBuilder.html\)](#)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

↳ [\(NetAF.Rendering.Presenters.html\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

+ NetAF.Rendering.Presenters

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

↳ [\(NetAF.Rendering.Presenters.html\)](#)

Assembly: NetAF.dll

+ NetAF.Serialization

↳ [\(NetAF.Serialization.html\)](#)

public sealed class ExitSerialization : ExaminableSerialization, IObjectSerialization

- [NetAF.Serialization.Assets](#) n<IExaminable>, IObjectSerialization<Exit>

↳ [\(NetAF.Serialization.Assets.html\)](#)

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

Constructors

ExitSerialization(Exit)

Represents a serialization of an Exit.

Declaration

```
public ExitSerialization(Exit exit)
```

Instructions

Parameters
[\(NetAF.Conversations.Instruction.html\)](#)

Type

+ [NetAF.Extensions](#)

Exit ([NetAF.Assets.Locations.Exit.html](#))
[\(NetAF.Extensions.html\)](#)

Name

Description

exit

The exit to serialize.

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Properties

[\(NetAF.Logic.html\)](#)

[\(NetAF.Logic.html\)](#)

[IsLocked](#)

[\(NetAF.Persistence.html\)](#)

Get or set if the exit is locked.

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

Property Value

+ [NetAF.Rendering.Frame](#)

Type

Description

[Builders](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ [NetAF.Rendering.Frame](#)

[Builders.Color](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Methods

+ [NetAF.Rendering.Frames](#)

[\(NetAF.Rendering.Frames.html\)](#)

[Restore\(Exit\)](#)

+ [NetAF.Rendering.Presenters](#)

Restore an instance from this serialization.

[\(NetAF.Rendering.Presenters.html\)](#)

Declaration

+ [NetAF.Serialization](#)

[\(NetAF.Serialization.html\)](#)

public void Restore(Exit exit)

- [NetAF.Serialization.Assets](#)

[\(NetAF.Serialization.Assets.html\)](#)

Parameters

| Type | Name | Description |
|--|------|----------------------|
| AttributeManagerSerialization (NetAF.Serialization.Assets.AttributeManagerSerialization.html) | exit | The exit to restore. |

Implements

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

▼

Instructions

([NetAF.Conversations.Instruct](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Persistence

([NetAF.Persistence.html](#))

+ NetAF.Persistence.Json

([NetAF.Persistence.Json.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

Builders

([NetAF.Rendering.FrameBuilders](#))

+ NetAF.Rendering.Frame

Builders.Color

([NetAF.Rendering.FrameBuilders.Color](#))

+ NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))

+ NetAF.Rendering.Presenters

([NetAF.Rendering.Presenters.html](#))

+ NetAF.Serialization

([NetAF.Serialization.html](#))

- NetAF.Serialization.Assets

([NetAF.Serialization.Assets.html](#))

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

Class ItemSerialization

Represents a serialization of an Item.

Filter by title

Inheritance

Instructions

↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

+ NetAF.Extensions

↳ ItemSerialization

([NetAF.Extensions.html](#))

Implements

↳ [ObjectInterpretation](#) ([ObjectInterpretation.html](#)) (https://learn.microsoft.com/dotnet/api/system.serialization.iobjectserialization-1.html) < IExaminable

(**([NetAF.Interpretation.html](#))**)

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#)) < Item ([NetAF.Assets.Item.html](#))

+ NetAF.Logic

Inherited Members

([NetAF.Logic.html](#))

ExaminableSerialization.Identifier

+ **NetAF.Persistence**
([NetAF.Persistence.html](#))
([NetAF.Serialization.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Identifier)

ExaminableSerialization.IsPlayerVisible

+ **NetAF.Persistence.Json**
([NetAF.Persistence.Json.html](#))
([NetAF.Serialization.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible)

ExaminableSerialization.AttributeManager

([NetAF.Serialization.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)
([NetAF.Rendering.html](#))

ExaminableRendering.Frame (IExaminable)

([NetAF.Serialization.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Restore_NetAF_Assets_IExaminable_Frame)
([NetAF.Rendering.FrameBuilder.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](#))

+ NetAF.Rendering.Frame

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object-system-object-object\)](#))
([NetAF.Rendering.FrameBuilder.html](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

+ **NetAF.Rendering.Frames**
([NetAF.Rendering.Frames.html](#)) ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

+ NetAF.Rendering.Presenters

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

([NetAF.Rendering.Presenters.html](#))

Assembly: NetAF.dll

+ NetAF.Serialization

([NetAF.Serialization.html](#))

- **NetAF.Serialization.Assets**
n<IExaminable>, IObjectSerialization<Item>

([NetAF.Serialization.Assets.html](#))

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

Constructors

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

ItemSerialization(Item)

Represents a serialization of an Item.

Declaration

```
public ItemSerialization(Item item)
```

Instructions

Parameters

(NetAF.Conversations.Instruct

Type

+ NetAF.Extensions

Item (NetAF.Assets.Item.html)

(NetAF.Extensions.html)

Name

Description

item

The item to serialize.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Methods

NetAF.Logic

(NetAF.Logic.html)

Restore(Item)

NetAF.Persistence

(NetAF.Persistence.html)

Restore an instance from this serialization.

+ NetAF.Persistence.Json

Declaration

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

Parameters

+ NetAF.Rendering.Frame

Type

Builders

(NetAF.Rendering.FrameBuilder

Item (NetAF.Assets.Item.html)

Name

Description

item

The item to restore.

+ NetAF.Rendering.Frame

Builders.Color

Implements

(NetAF.Rendering.FrameBuilder

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Rendering.Frames

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.Attribute

AttributeSerialization

(NetAF.Serialization.Assets.Attribute

Class NonPlayableCharacterSerialization

Represents a serialization of a NonPlayableCharacter.

Filter by title

Inheritance

Instructions

- ↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)
- ↳ [ExaminableSerialization \(NetAF.Serialization.Assets.ExaminableSerialization.html\)](#)
- + **NetAF.Extensions**
 - ↳ [CharacterSerialization \(NetAF.Serialization.Assets.CharacterSerialization.html\)](#)
- ([NetAF.Extensions.html](#)) ([NonPlayableCharacterSerialization](#))

Implementation

- IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable
- ([NetAF.Assets.IExaminable.html](#))>

- IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Character
- ([NetAF.Logic.html](#))<[Character.html](#)>

- IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<NonPlayableCharacter
- + **NetAF.Persistence**
 - ([NetAF.Assets.Characters.NonPlayableCharacter.html](#))>

- ([NetAF.Persistence.html](#))

Inherited Members

+ NetAF.Persistence.Json

- CharacterSerialization.Items
([NetAF.Persistence.Json.html](#))
([NetAF.Serialization.Assets.CharacterSerialization.html](#)#NetAF_Serialization_Assets_CharacterSerialization_Item)

† NetAF.Rendering

- CharacterSerialization.IsAlive
([NetAF.Rendering.html](#))
([NetAF.Serialization.Assets.CharacterSerialization.html](#)#NetAF_Serialization_Assets_CharacterSerialization_IsAlive)

* NetAF.Rendering.Frame

- CharacterSerialization.Restore(Character)
([NetAF.Rendering.FrameBuilder.html](#))
([NetAF.Serialization.Assets.CharacterSerialization.html](#)#NetAF_Serialization_Assets_CharacterSerialization_Restore_NetAF_Assets_Characters_Character_)

† NetAF.Rendering.FrameBuilder

- CharacterSerialization.Restore(Character)
([NetAF.Rendering.FrameBuilder.html](#))
([NetAF.Serialization.Assets.CharacterSerialization.html](#)#NetAF_Serialization_Assets_CharacterSerialization_Restore_NetAF_Assets_Characters_Character_)

† NetAF.Rendering.Frames

- SPNetAF.Rendering.Frames.ExaminableSerialization
([NetAF.Rendering.Frames.html](#))
ExaminableSerialization.AttributeManager

- + **NetAF.Rendering.Presenters**
 - ([NetAF.Rendering.Presenters.html](#))
ExaminableSerialization.AttributeManager

- ExaminableSerialization.Restore(IExaminable)

- + **NetAF.Serialization**
 - ([NetAF.Serialization.html](#))
([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Restore_NetAF_Assets_IExaminable_)

- **NetAF.Serialization.Assets**
 - object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

- ([NetAF.Serialization.Assets.html](#))
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

- object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode#system-object-gethashcode\(\)](#))
AttributeSerialization

- object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype#system-object-gettype\(\)](#))
([NetAF.Serialization.Assets.AttributeSerialization.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

Assembly: NetAF.dll

Syntax



```
public sealed class NonPlayableCharacterSerialization : CharacterSerialization, IObjectSerialization<IExaminable>, IObjectSerialization<Character>, IObjectSerialization<NonPlayableCharacter>
```

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Constructors

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

NonPlayableCharacterSerialization(NonPlayableCharacter)

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Represents a serialization of a NonPlayableCharacter.

- **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

```
public NonPlayableCharacterSerialization(NonPlayableCharacter character)
```

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

Parameters

+ **NetAF.Rendering**

Type
[\(NetAF.Rendering.html\)](#)

NonPlayableCharacter

+ **NetAF.Rendering.Frame**

[\(NetAF.Assets.Characters.NonPlayableCharacter.html\)](#)

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

Properties

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Conversation.Serialization.Frames

[\(NetAF.Rendering.Frames.html\)](#)

Get or set the conversation serialization.

+ **NetAF.Rendering.Presenters**

Declaration
[\(NetAF.Rendering.Presenters.html\)](#)

+ **NetAF.Serialization**

[\(NetAF.Serialization.html\)](#)

Property Value

- **NetAF.Serialization.Assets**

Type
[\(NetAF.Serialization.Assets.html\)](#)

Conversation.Serialization (NetAF.Serialization.Assets.ConversationSerialization.html)

AttributeSerialization (NetAF.Serialization.Assets.AttributeSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

Description

Methods

Restore(NonPlayableCharacter)

Restore an instance from this serialization.

Declaration
↓

Instructions

(NetAF.Conversations.Instruction<NonPlayableCharacter> character)

+ NetAF.Extensions

Parameters
(NetAF.Extensions.html)

+ Type NetAF.Interpretation

(NetAF.Interpretation.html)

(NetAF.Assets.Characters.NonPlayableCharacter.html)

+ NetAF.Logic

(NetAF.Logic.html)

Implements

NetAF.Persistence

(NetAF.Persistence.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

Class OverworldSerialization

Represents a serialization of an Overworld.

Filter by title

Inheritance

Instructions

↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)
↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

+ NetAF.Extensions

↳ OverworldSerialization
[\(NetAF.Extensions.html\)](#)

Implements

↳ [ObjectInterpretation](#) ([ObjectInterpretation.html](#))<IExaminable

([\(NetAF.Interpretation.html\)](#))

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<Overworld

+ NetAF.Logic

([NetAF.Logic.html](#))

Inherited Members

+ NetAF.Persistence

ExaminableSerialization.Identifier

([\(NetAF.Persistence.html\)](#)) ([\(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Identifier\)](#))

+ NetAF.Persistence.Json

ExaminableSerialization.IsPlayerVisible

([\(NetAF.Persistence.Json.html\)](#)) ([\(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible\)](#))

+ NetAF.Rendering

ExaminableSerialization.AttributeManager

([\(NetAF.Rendering.html\)](#))

([\(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager\)](#))

NetAF.Rendering.Frame

ExaminableSerialization.Restore(IExaminable)

([\(NetAF.Rendering.FrameBuilder.html\)](#)) ([\(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Restore_NetAF_Assets_IExaminable_\)](#))

NetAF.Rendering.Frame

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

([\(NetAF.Rendering.FrameBuilder.html\)](#)) object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

NetAF.Rendering.Frames

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

([\(NetAF.Rendering.Frames.html\)](#)) object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

NetAF.Rendering.Presenters

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

NetAF.Rendering.Presenters.I

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

- NetAF.Serialization

Syntax ([NetAF.Serialization.html](#))

- NetAF.Serialization.Assets

public sealed class OverworldSerialization : ExaminableSerialization, IObjectSerialization<Overworld>
([\(NetAF.Serialization.Assets.html\)](#))

AttributeManagerSerialization

([\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#))

AttributeSerialization

([\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#))

Constructors

OverworldSerialization(Overworld)

Represents a serialization of an Overworld.

Declaration

Instructions

([NetAF.Conversations.Instruction](#)) OverworldSerialization(Overworld overworld)

+ NetAF.Extensions

Parameters

([NetAF.Extensions.html](#))

+ Type NetAF.Interpretation

([NetAF.Interpretation.html](#)) Overworld(NetAF.Serialization.Overworld.html)

Name

Description

overworld

The overworld to serialize.

+ NetAF.Logic

([NetAF.Logic.html](#))

Properties

([NetAF.Persistence.html](#))

+ CurrentRegion

([NetAF.Persistence.Json.html](#))

Get or set the current region.

+ NetAF.Rendering

Declaration

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

region { get; set; }

Builders

([NetAF.Rendering.FrameBuilder.html](#))

Property Value

+ NetAF.Rendering.Frame

Description

Builders.Color

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Rendering.FrameBuilder.html](#))

+ NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))

Regions

+ NetAF.Rendering.Presenters

([NetAF.Rendering.Presenters.html](#))

Declaration

+ NetAF.Serialization

([NetAF.Serialization.html](#)) Region[] Regions { get; set; }

- NetAF.Serialization.Assets

Property Value

([NetAF.Serialization.Assets.html](#))

Type AttributeManagerSerialization

Description

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#)) RegionSerialization (NetAF.Serialization.Assets.RegionSerialization.html)[]

AttributeSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

Methods

Restore(Overworld)

Restore an instance from this serialization.

Declaration
↓

Instructions

(NetAF.Conversations.Instruction.RestoreOverworld)

+ NetAF.Extensions

Parameters
(NetAF.Extensions.html)

+ Type NetAF.Interpretation

(NetAF.Interpretation.html)

Name

Description

overworld

The overworld to restore.

+ NetAF.Logic

(NetAF.Logic.html)

Implements

+ NetAF.Persistence

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManager)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization)

Class PlayableCharacterLocation Serialization

▼ Filter by title

Represents a serialization of a PlayableCharacterLocation.

Instructions

+ [\(NetAF.Conversations.Instruct\)](#)
Inheritance

+ [t Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ PlayableCharacterLocation.Serialization

+ [Implementation](#)

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<PlayableCharacterLocation
([NetAF.Logic.PlayableCharacterLocation.html](#))>

+ [+ NetAF.Logic](#)

Inherited Members

- [\(NetAF.Logic.html\)](#)

object.Equals(object) (

+ [+ NetAF.Persistence](#)

- [\(NetAF.Persistence.html\)](#)

object.Equals(object, object) (

+ [+ NetAF.Persistence.Json](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

- [\(NetAF.Persistence.Json.html\)](#)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- [\(NetAF.Rendering.html\)](#)

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

+ [+ NetAF.Rendering.Frame](#)

Assembly: NetAF.dll

Builders

Syntax

- [\(NetAF.Rendering.FrameBuilder\)](#)

+ [+ NetAF.Rendering.Frame](#) public sealed class PlayableCharacterLocationSerialization : IObjectSerialization<PlayableCharacterLocation>

Builders.Color

- [\(NetAF.Rendering.FrameBuilder\)](#)

+ [+ NetAF.Rendering.Frames](#)

Constructors

- [\(NetAF.Rendering.Frames.html\)](#)

+ [+ NetAF.Rendering.Presenters](#)

PlayableCharacterLocationSerialization(PlayableCharacterLocation)

- [\(NetAF.Rendering.Presenters.html\)](#)

Represents a serialization of a PlayableCharacterLocation.

+ [+ NetAF.Serialization](#)

Declarative

- [\(NetAF.Serialization.html\)](#)

- [- NetAF.Serialization.Assets](#)

public PlayableCharacterLocationSerialization(PlayableCharacterLocation location)

- [\(NetAF.Serialization.Assets.html\)](#)

AttributeManagerSerialization

Parameters

- [\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#)

AttributeSerialization

- [\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#)

| Type | Name | Description |
|--|-----------------|----------------------------|
| PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html) | <i>location</i> | The location to serialize. |

Properties

Instructions

(NetAF.Conversations.Instruct
PlayerIdentifier

+ NetAF.Extensions

Get or set the player identifier.
(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

```
public string PlayerIdentifier { get; set; }
```

+ NetAF.Logic

(NetAF.Logic.html)

Property Value

+ NetAF.Persistence

Description

(NetAF.Persistence.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

RegionIdentifier

+ NetAF.Rendering

(NetAF.Rendering.html)

Get or set the region identifier.

+ NetAF.Rendering.Frame

Declaration

Builders

(NetAF.Rendering.FrameBuilder { get; set; })

+ NetAF.Rendering.Frame

Property Value

Builders.Color

(NetAF.Rendering.FrameBuilder { get; set; })

Description

+ NetAF.Rendering.Frames

Description

(NetAF.Rendering.Frames.html)

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

RoomIdentifier

(NetAF.Rendering.Presenters.html)

Get or set the room identifier.

+ NetAF.Serialization

(NetAF.Serialization.html)

Declaration

- NetAF.Serialization.Assets

```
public string RoomIdentifier { get; set; }
```

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

Property Value

(NetAF.Serialization.Assets.AttributeManagerSerialization { get; set; })

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization { get; set; })

| Type | Description |
|--|-------------|
| string (https://learn.microsoft.com/dotnet/api/system.string) | |

Methods

Instructions

[\(NetAF.Conversations.Instruct\)](#)
Restore(PlayableCharacterLocation)

+ **NetAF.Extensions**

Restore an instance from this serialization.

[\(NetAF.Extensions.html\)](#)

Declaration

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

```
public void Restore(PlayableCharacterLocation location)
```

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Parameters

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

PlayableCharacterLocation ([NetAF.Logic.PlayableCharacterLocation.html](#))

| Type | Name | Description |
|---------------------------|-----------------|---------------------------|
| PlayableCharacterLocation | <i>location</i> | The attribute to restore. |

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

Implements

+ **NetAF.Rendering**

IOBJECTSERIALIZATION ([NetAF.Serialization.IObjectSerialization-1.html](#))

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

Builders.Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frames**

[\(NetAF.Rendering.Frames.html\)](#)

+ **NetAF.Rendering.Presenters**

[\(NetAF.Rendering.Presenters.html\)](#)

+ **NetAF.Serialization**

[\(NetAF.Serialization.html\)](#)

- **NetAF.Serialization.Assets**

[\(NetAF.Serialization.Assets.html\)](#)

AttributeManagerSerialization

[\(NetAF.Serialization.Assets.AttributeManagerSerialization.html\)](#)

AttributeSerialization

[\(NetAF.Serialization.Assets.AttributeSerialization.html\)](#)

Class RegionSerialization

Represents a serialization of a Region.

Filter by title

Inheritance

Instructions

↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

+ NetAF.Extensions

↳ RegionSerialization

([NetAF.Extensions.html](#))

Implements

↳ [ObjectInterpretation](#) ([NetAF.Serialization.IObjectSerialization-1.html](#)) < IExaminable

([NetAF.Interpretation.html](#))

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#)) < Region

+ NetAF.Logic

([NetAF.Logic.html](#))

Inherited Members

+ NetAF.Persistence

ExaminableSerialization.Identifier

([NetAF.Persistence.html](#))

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Identifier)

+ NetAF.Persistence.Json

ExaminableSerialization.IsPlayerVisible

([NetAF.Persistence.Json.html](#))

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible)

+ NetAF.Rendering

ExaminableSerialization.AttributeManager

([NetAF.Rendering.html](#))

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)

NetAF.Rendering.Frame

ExaminableSerialization.Restore(IExaminable)

([NetAF.Rendering.FrameBuilder.html](#))

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Restore_NetAF_Assets_IExaminable_)

NetAF.Rendering.Frame

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

NetAF.Rendering.FrameBuilder

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

NetAF.Rendering.Frames

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

NetAF.Rendering.Presenters

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Rendering.Presenters.html](#))

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

As NetAF.Serialization

Syntax ([NetAF.Serialization.html](#))

- NetAF.Serialization.Assets

public sealed class RegionSerialization : ExaminableSerialization, IObjectSerialization<Region>

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

Constructors

RegionSerialization(Region)

Represents a serialization of a Region.

Declaration

Instructions

(NetAF.Conversations.Instruction)(Region region)

+ NetAF.Extensions

Parameters

(NetAF.Extensions.html)

+ Type NetAF.Interpretation

(NetAF.Interpretation.html)

Name

Description

region

The region to serialize.

+ NetAF.Logic

(NetAF.Logic.html)

Properties

(NetAF.Persistence.html)

+ CurrentRoom

(NetAF.Persistence.Json.html)

Get or set the current room.

+ NetAF.Rendering

Declaration

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

Property Value

+ Type NetAF.Rendering.Frame

Description

Builders.Color

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

Get or Set the room serializations.

(NetAF.Rendering.Presenters.html)

Declaration

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

Property Value

(NetAF.Serialization.Assets.html)

Type AttributeManagerSerialization

Description

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

RoomSerialization (NetAF.Serialization.Assets.RoomSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

Class RoomSerialization

Represents a serialization of a Room.

Filter by title

Inheritance

Instructions

↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ExaminableSerialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))

+ NetAF.Extensions

↳ RoomSerialization

[\(NetAF.Extensions.html\)](#)

Implements

↳ [ObjectInterpretation](#) ([ObjectInterpretation.html](#)) (https://learn.microsoft.com/dotnet/api/system.serialization.iobjectserialization-1.html) < IExaminable

([\(NetAF.Interpretation.html\)](#))

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#)) < Room

+ NetAF.Logic

↳ ([NetAF.Logic.html](#))

Inherited Members

+ NetAF.Persistence

↳ ExaminableSerialization.Identifier

[\(NetAF.Persistence.html\)](#)

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_Identifier)

+ NetAF.Persistence.Json

↳ ExaminableSerialization.IsPlayerVisible

[\(NetAF.Persistence.Json.html\)](#)

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible)

+ NetAF.Rendering

↳ ExaminableSerialization.AttributeManager

[\(NetAF.Rendering.html\)](#)

([NetAF.Serialization.Assets.ExaminableSerialization.html](#)#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)

NetAF.Rendering.Frame

↳ ExaminableSerialization.Restore(IExaminable)

([NetAF.Rendering.FrameBuilder.html](#))

Restore_NetAF_Assets_IExaminable_()

NetAF.Rendering.Frame

↳ [object.equals](#) ([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\(system-object-system-object\)](#))

NetAF.Rendering.Frames

↳ [object.GetHashCode](#) ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

NetAF.Rendering.Presenters

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))

[\(NetAF.Rendering.Presenters.html\)](#)

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

As NetAF.Serialization

Syntax ([NetAF.Serialization.html](#))

- NetAF.Serialization.Assets

public sealed class RoomSerialization : ExaminableSerialization, IObjectSerialization<IExaminable>, IObjectSerialization<Room>

AttributeManagerSerialization

([NetAF.Serialization.Assets.AttributeManagerSerialization.html](#))

AttributeSerialization

([NetAF.Serialization.Assets.AttributeSerialization.html](#))

Constructors

RoomSerialization(Room)

Represents a serialization of a Room.

Declaration

Instructions

(NetAF.Conversations.Instruction.html)

+ NetAF.Extensions

Parameters

(NetAF.Extensions.html)

+ Type NetAF.Interpretation

(NetAF.Interpretation.html)

Name

Description

room

The room to serialize.

+ NetAF.Logic

(NetAF.Logic.html)

Properties

(NetAF.Persistence.html)

+ Type NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Get or set the character serializations.

+ NetAF.Rendering

Declaration

(NetAF.Rendering.html)

+ Type NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

Property Value

+ Type NetAF.Rendering.Frame

Builders.Color

NonPlayableCharacterSerialization

(NetAF.Rendering.FrameBuilder.html)

(NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html)

Description

+ Type NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ Type NetAF.Rendering.Presenters

Exits

(NetAF.Rendering.Presenters.html)

Get or set the exit serializations.

+ Type NetAF.Serialization

Declaration

(NetAF.Serialization.html)

- Type NetAF.Serialization.Assets

public ExitSerialization[] Exits { get; set; }

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

Property Value

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

| Type | Description |
|---|-------------|
| ExitSerialization (NetAF.Serialization.Assets.ExitSerialization.html)[] | |

HasBeenVisited

Gets or sets the room has been visited.

Instructions
(NetAF.Conversations.Instruct)
 Declaration

+ **NetAF.Extensions**

public bool HasBeenVisited { get; set; }

+ **NetAF.Interpretation**

Property Value
(NetAF.Interpretation.html)

Type

+ **NetAF.Logic**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ **NetAF.Persistence**

(NetAF.Persistence.html)
Items

+ **NetAF.Persistence.Json**

Get or set the item serializations.

(NetAF.Persistence.Json.html)

Declaration

+ **NetAF.Rendering**

(NetAF.Rendering.html)

public ItemSerialization[] Items { get; set; }

+ **NetAF.Rendering.Frame**

Properties

(NetAF.Rendering.FrameBuilder.html)
 Type

+ **NetAF.Rendering.Frame**

ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)[]

Builders.Color

(NetAF.Rendering.FrameBuilder.html)

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)
Methods

+ **NetAF.Rendering.Presenters**

Restore(Room)
(NetAF.Rendering.Presenters.html)

Restore an instance from this serialization.

+ **NetAF.Serialization**

(NetAF.Serialization.html)

- **NetAF.Serialization.Assets**

public void Restore(Room room)

(NetAF.Serialization.Assets.html)

AttributeManagerSerialization

Parameters

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)

AttributeSerialization

(NetAF.Serialization.Assets.AttributeSerialization.html)

Attribut

Description

| Type | Name | Description |
|---|-------------|----------------------|
| Room (NetAF.Assets.Locations.Room.html) | <i>room</i> | The room to restore. |

Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

Instructions

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuild

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.htm

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.h

+ NetAF.Serialization

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.htm

AttributeManagerSerialization

(NetAF.Serialization.Assets.Attribut

AttributeSerialization

(NetAF.Serialization.Assets.Attribut

Namespace NetAF.Utilities

Classes

Filter by title ▾

+ [NetAF.Commands.](#)

OverworldMaker ([NetAF.Utilities.OverworldMaker.html](#))

[Persistence](#)

Provides a class for helping to make Regions.

([NetAF.Commands.Persistence.html](#))

+ [NetAF.Conversations](#)

RegionMaker ([NetAF.Utilities.RegionMaker.html](#))

[RegionMaker](#)

Provides a class for helping to make Regions.

+ [NetAF.Conversations](#).

Instructions

Interfaces

([NetAF.Conversations.Instruct](#))

+ [NetAF.Extensions](#)

IAssetTemplate<T> ([NetAF.Utilities.IAssetTemplate-1.html](#))

[IAssetTemplate<T>](#)

Represents any object that is a template for an asset.

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ [NetAF.Rendering.Frame](#)

Builders.Color

([NetAF.Rendering.FrameBuilderColor.html](#))

+ [NetAF.Rendering.Frames](#)

([NetAF.Rendering.Frames.html](#))

+ [NetAF.Rendering.Presenters](#)

Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

 Filter by title

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

+ **NetAF.Commands**

Assembly: NetAF.dll

(NetAF.Commands.html)

Syntax

+ **NetAF.Commands.**

public interface IAssetTemplate<out T>

(NetAF.Commands.Persistence)

Type Parameters

+ **NetAF.Conversations**

| Name | Description |
|--------------------------|-------------|
| NetAF.Conversations.html | |

+ ^T**NetAF.Conversations.** The type of asset being templated.

Instructions

(NetAF.Conversations.Instruct)

Methods

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Instantiate()

(NetAF.Interpretation.html)

Instantiate a new instance of the templated asset.

+ **NetAF.Logic**

Declaration

(NetAF.Logic.html)

+ **NetAF.Persistence**

Instantiate()

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

| Type | Description |
|-----------------------------|-------------|
| NetAF.Persistence.Json.html | |

+ ^T**NetAF.Rendering**

| |
|------------|
| The asset. |
|------------|

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frame**

Builders.Color

(NetAF.Rendering.FrameBuilder)

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

+ **NetAF.Rendering.Presenters**

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ NetAF.Commands

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Commands.html\)](#)
↳ OverworldMaker

+ NetAF.Commands.

Inherited Members

Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Conversations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
[\(NetAF.Conversations.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ NetAF.Conversations.

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
[\(NetAF.Conversations.Instruct.html\)](#)

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

+ NetAF.Extensions

Assembly: NetAF.dll

[\(NetAF.Extensions.html\)](#)

Syntax

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)OverworldMaker

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Constructors

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

OverworldMaker(Identifier, Description, params RegionMaker[])

+ NetAF.Persistence.Json

Provides a way to persist regions.

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

public OverworldMaker(Identifier identifier, Description description, params RegionM

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Parameters

+ NetAF.Rendering.Frame

Type

Builders.Color

Identifier ([NetAF.Assets.Identifier.html](#))

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Name

Description

identifier

An identifier for the region.

description

A description for the region.

+ NetAF.Rendering.Frames

RegionMaker ([NetAF.Utilities.RegionMaker.html](#))

[\(NetAF.Rendering.Frames.html\)](#)

regionMakers

The region makes to use to construct regions.

+ NetAF.Rendering.Presenters

OverworldMaker(string, string, params RegionMaker[])

Initializes a new instance of the OverworldMaker class.

Declaration

```
public OverworldMaker(string identifier, string description, params RegionMaker[] regionMakers)
```

+ NetAF.Commands

(NetAF Commands.html)

| + NetAF.Commands. | | Name | Description |
|---|--|---------------------|---|
| Persistence String (https://learn.microsoft.com/dotnet/api/system.string) | | <i>identifier</i> | An identifier for the region. |
| NetAF.Conversations String (https://learn.microsoft.com/dotnet/api/system.string) | | <i>description</i> | A description for the region. |
| + NetAF.Conversations. RegionMakers (NetAFUtilities.RegionMaker.html)[] | | <i>regionMakers</i> | The region makes to use to construct regions. |
| Instructions | | | |

+ NetAEExtensions

[MS-Office-extensions.html](#)

+ NetAE Interpretation

Makefile (NetAF.Interpretation.html)

+ NetAF Logic

+ NETAF. LOGIC
Make an overworld.

(NetAF.Logic.html)

Declaration

+ NetAF.Persistence

(NetAE.Persistence.html)

± NetAE Persistence 1son

Part 11: Introducing Persistence [son.html])

| Type | Description |
|--|---|
| +NetAF.Rendering (NetAF.Rendering.html) | Overworld (NETAF.OverAF.Locations.Overworld.html) |

+ NetAF.Rendering.Frame

Builders

(NetAE.Rendering.FrameBuilds

† NetAE Rendering-Frame

Builders Color

(NetAE.Rendering.FrameBuilder)

± NetAE Rendering Frames

(NetAE Rendering Frames.htm)

+ NetAE Rendering Presenters

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ NetAF.Commands

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Commands.html)
↳ RegionMaker

+ NetAF.Commands.

Inherited Members

Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))
(NetAF.Commands.Persistence.html)

+ NetAF.Conversations

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
(NetAF.Conversations.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ NetAF.Conversations.

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
(NetAF.Conversations.Instruct.html)

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

+ NetAF.Extensions

Assembly: NetAF.dll

(NetAF.Extensions.html)

Syntax

+ NetAF.Interpretation

(NetAF.Interpretation.html) RegionMaker

+ NetAF.Logic

(NetAF.Logic.html)

Constructors

+ NetAF.Persistence

(NetAF.Persistence.html)

RegionMaker(Identifier, Description)

+ NetAF.Persistence.Json

Provides a way to persist regions.

+ NetAF.Rendering

(NetAF.Rendering.html)

public RegionMaker(Identifier identifier, Description description)

+ NetAF.Rendering.Frame

Builders

Parameters

(NetAF.Rendering.FrameBuilder.html)

Type

+ NetAF.Rendering.Frame

Identifier ([NetAF Assets.Identifier.html](#))

Builders.Color

(NetAF.Rendering.FrameBuilder.html)

| | Name | Description |
|--------------------|--------------------|-------------------------------|
| Identifier | <i>identifier</i> | An identifier for the region. |
| Description | <i>description</i> | A description for the region. |

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

RegionMaker(string, string)

+ NetAF.Rendering.Presenters

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```

Parameters

| + Type | Name | Description |
|--|--------------------|-------------------------------|
| + NetAF.Commands (NetAF.Commands.html) string (https://learn.microsoft.com/dotnet/api/system.string) | <i>identifier</i> | An identifier for the region. |
| + NetAF.Commands.Persistence (NetAF.Commands.Persistence.html) string (https://learn.microsoft.com/dotnet/api/system.string) | <i>description</i> | A description for the region. |

+ **NetAF.Conversations**
Properties

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

this[int, int]
Instruction

[\(NetAF.Conversations.Instruction.html\)](#)

Get or set the room at a location.

+ **NetAF.Extensions**

Declaration

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

Parameters

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

| Type | Name | Description |
|---|------|-----------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | x | The x position. |

+ **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)

| | | |
|---|---|-----------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | y | The y position. |
|---|---|-----------------|

+ **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)

| | | |
|---|---|-----------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | z | The z position. |
|---|---|-----------------|

[\(NetAF.Persistence.Json.html\)](#)

Property Value

+ **NetAF.Rendering**

Type

[\(NetAF.Rendering.html\)](#)

Room ([\(NetAF.Assets.Locations.Room.html\)](#))

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Methods

[\(NetAF.Rendering.Frame.html\)](#)

Builders.Color

[\(NetAF.Rendering.FrameBuilder.html\)](#)

CanPlaceRoom(int, int, int)

+ **NetAF.Rendering.Frames**

Determine if a room can be placed at a location

[\(NetAF.Rendering.Frames.html\)](#)

Declaration

+ **NetAF.Rendering.Presenters**

```
public bool CanPlaceRoom(int x, int y, int z)
```

Parameters

| Type | Name | Description |
|---|------|-----------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | x | The X position. |
| + NetAF.Commands (NetAF.Commands.html) | y | The Y position. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | z | The Z position. |
| + NetAF.Commands. | | |

Persistence

Returns

| Type | Description |
|--|---|
| + NetAF.Conversations (NetAF.Conversations.html) | True if the room can be placed, else false. |

+ NetAF.Conversations.

GetRoomPositions()

(NetAF.Conversations.Instruct

Get all current room positions.

+ NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation[] GetRoomPositions()

[\(NetAF.Interpretation.html\)](#)

Returns

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence[] RoomPositions([NetAFAssets.Locations.RoomPosition.html](#))[]

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

Make()

[\(NetAF.Persistence.Json.html\)](#)

Makes a region

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

public Region Make()

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Returns

+ NetAF.Rendering.Frame

Type

Builders.Color

[\(NetAF.Rendering.FrameBuilderColor.html\)](#)

Description

The created region.

+ NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

Make(RoomPosition)

+ NetAF.Rendering.Presenters

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```

Parameters

| Type | Name | Description |
|--|----------------------|---------------------|
| (NetAF.Commands.html) RoomPosition (NetAF.Assets.Locations.RoomPosition.html) | <i>startPosition</i> | The start position. |

+ NetAF.Commands.

Returns

Persistence

| Type | Description |
|-----------------------------------|---------------------|
| (NetAF.Commands.Persistence.html) | The created region. |

+ NetAF.Conversations.

Make(int, int, int)
Instructions

(NetAF.Conversations.Instruct
Make a region.)

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

```
public Region Make(int x, int y, int z)
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Parameters

+ NetAF.Logic

Type
(NetAF.Logic.html)

| Type | Name | Description |
|---|------|-----------------------|
| int (https://learn.microsoft.com/dotnet/api/system.int32) | x | The start x position. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | y | The start y position. |
| int (https://learn.microsoft.com/dotnet/api/system.int32) | z | The start z position. |

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Returns

+ NetAF.Rendering

Type
(NetAF.Rendering.html)

| Type | Description |
|---|---------------------|
| Region (NetAF.Assets.Locations.Region.html) | The created region. |

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Color

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters