

Namespace NetAF.Adapters

Classes

Filter by title

SystemConsoleAdapter (NetAF.Adapters.SystemConsoleAdapter.html)

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

IIOAdapter

Interfaces

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

SystemConsoleAdapter

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

IIOAdapter (NetAF.Adapters.IIOAdapter.html)

+ NetAF.Assets

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

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

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

+ NetAF.Commands

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

+ NetAF.Commands.

Conversation

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.htm](#)

+ NetAF.Commands.

Persistence

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

+ NetAF.Commands.Scene

Interface IIOAdapter

Represents any object that provides an adapter for input.

Filter by title

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

Assemblies

(NetAF.Adapters.html)

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

+ NetAF.Assets

Methods

+ NetAF.Assets.Attributes

RenderFrame (Attributes.html)

+ NetAF.Assets.Characters

Declaration
(NetAF.Assets.Characters.html)

+ NetAF.Assets.Interaction

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.

Conversation

Setup(Game) (NetAF.Commands.Conversation.html)

Setup for a game.

+ NetAF.Commands.Frame

Declaration
(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

void Setup(Game game) (NetAF.Commands.Global.html)

+ NetAF.Commands.

Parameters

Persistence

Type
(NetAF.Commands.Persistence.html)

Game (NetAF.Logic.Game.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Name

Description

game

The game to set up for.

+ NetAF.Conversations.

WaitForAcknowledge() (NetAF.Conversations.html)

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) SystemConsoleAdapter ((NetAF.Adapters.SystemConsoleAdapter.html)	True if the acknowledgment was received correctly, else false.

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

Wait for input.

+ [NetAF.Assets.Attributes](#)

Declaration

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

+ [NetAF.Assets.Characters](#)

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

Returns

+ [NetAF.Assets.Interaction](#)

Type

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

+ [NetAF.Assets.Locations](#)

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

+ [NetAF.Commands](#)

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

+ [NetAF.Commands.](#)

[Conversation](#)

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

+ [NetAF.Commands.Frame](#)

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

+ [NetAF.Commands.Global](#)

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

+ [NetAF.Commands.](#)

[Persistence](#)

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

+ [NetAF.Commands.Scene](#)

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

+ [NetAF.Conversations](#)

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

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

Description

(NetAF.Assets.Interaction.html)	The input.
---	------------

Class SystemConsoleAdapter

Provides an adapter for the System.Console.

Filter by title

Inheritance

↳ NetAF.Adapters

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

Implements

↳ IIOAdapter
(NetAF.Adapters.IIOAdapter.html)
↳ II0Adapter (<https://learn.microsoft.com/dotnet/api/system.consoleadapter>)

Inherited Members

↳ (NetAF.Adapters.SystemConsoleA...)

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

+ NetAF.Assets

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

+ NetAF.Assets.Attributes

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

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

+ NetAF.Assets.Characters

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

(NetAF.Assets.Characters.html)

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

+ NetAF.Commands

(NetAF.Commands.html)

↳ NetAF.Commands.

Methods

Conversation

(NetAF.Commands.Conversation.html)

RenderFrame(IFrame)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

↳ NetAF.Commands.Global

(NetAF.Commands.Global.html)

public void RenderFrame(IFrame frame)

+ NetAF.Commands.

Persistence

Parameters

(NetAF.Commands.Persistence.html)

Type

+ NetAF.Commands.Scene

IFrame ([NetAF.Commands.Scene.IFrame.html](https://learn.microsoft.com/dotnet/api/NetAF.Commands.Scene.IFrame))

Name

Description

frame

The frame to render.

+ NetAF.Conversations

(NetAF.Conversations.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.SystemConsoleA

+ 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)

Description

True if the acknowledgment was received correctly, else false.

+ NetAFCommands

(NetAFCommands.html)

WaitForInput()

+ NetAFCommands.

WaitForInput()

Conversation

(NetAFCommands.Conversation.html)

Declaration

+ NetAFCommands.Frame

public string WaitForInput()

(NetAFCommands.Frame.html)

+ NetAFCommands.Global

Returns

(NetAFCommands.Global.html)

Type

+ NetAFCommands.

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

Description

The input.

Persistence

(NetAFCommands.Persistence.html)

Implementation

(NetAFCommands.Scene.html)

IIOAdapter (NetAF.Adapters.IIOAdapter.html)

+ NetAFConversations

(NetAFConversations.html)



- **NetAF.Adapters**
[\(NetAF.Adapters.html\)](#)
 - IIOAdapter
[\(NetAF.Adapters.IIOAdapter.html\)](#)
 - SystemConsoleAdapter
[\(NetAF.Adapters.SystemConsoleAdapter.html\)](#)
- + **NetAF.Assets**
[\(NetAF.Assets.html\)](#)
- + **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.**
 - Conversation**
[\(NetAF.Commands.Conversation.html\)](#)
 - Frame**
[\(NetAF.Commands.Frame.html\)](#)
 - Global**
[\(NetAF.Commands.Global.html\)](#)
 - Persistence**
[\(NetAF.Commands.Persistence.html\)](#)
 - Scene**
[\(NetAF.Commands.Scene.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

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

(NetAF.Assets.Attributes.html)

Structs

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Interfaces

IExaminable (NetAF.Assets.IExaminable.html)

Represents any object that is examinable.



IItemContainer (NetAF.Assets.IItemContainer.html)

+ NetAF.Adapters

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

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

(NetAF.Assets.html)

Represents any object that is visible to a player.

ConditionalDescription

(NetAF.Assets.ConditionalDescriptor)

Description

(NetAF.Assets.Description.html)

ExaminableObject

ExaminationCallback (NetAF.Assets.ExaminationCallback.html)

(NetAF.Assets.ExaminableObject.h)

Represents the callback for examinations.

ExaminationCallback

(NetAF.Assets.ExaminationCallbac

ExaminationRequest

(NetAF.Assets.ExaminationReques

ExaminationResult

(NetAF.Assets.ExaminationResult.I

ExaminationScene

(NetAF.Assets.ExaminationScene.I

IExaminable

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

(NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Size (NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.htm

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Class ConditionalDescription

Represents a conditional description of an object.

Filter by title

Inheritance

+ **NetAF.Adapters**

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

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

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

Inherited Members

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

Assembly: [NetAF](#)

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

Syntax

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

Constructors

[IPlayerVisible](#)

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

Identifier

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

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

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

Represents a conditional description of an object.

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

Declaration

+ **NetAF.Assets.Attributes**

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

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

+ **NetAF.Assets.Characters**

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

Parameters

+ **NetAF.Assets.Interaction**

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

Name

Description

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

trueDescription

The true description.

+ **NetAF.Assets.Locations**

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

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

falseDescription

The false description.

+ **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

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)	
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Identifier	
------------	--

(NetAF.Assets.Identifier.html)	
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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)

Declaration

(NetAF.Assets.Attributes.html)

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Returns

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

Description

+ NetAF.Commands

(NetAF.Commands.html)

▼

(NetAF.Adapters.html)

- 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)

Class ExaminableObject

Represents an object that can be examined.

Filter by title

Inheritance

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

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

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

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

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

Inherited Members

ExaminationScene

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

ExaminableObject

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

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

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

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

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

Assembly: [NetAF.dll](#)

Syntax

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

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

public class ExaminableObject : IExaminable, IPlayerVisible, IRestoreFromObjectSerializa

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

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

+ [NetAF.Assets.Interaction](#)

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

Properties

+ [NetAF.Assets.Locations](#)

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

Attributes

+ [NetAF.Commands](#)

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

Get the attribute manager for this object.

- [NetAF.Commands](#)

Declaration

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

Property Value

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

- NetAF.Assets

(NetAF.Assets.html)

Commands

ConditionalDescription

(NetAF.Assets.ConditionalDescription.html)

GetDescription

commands.

(NetAF.Assets.Description.html)

Declaration

ExaminableObject

(NetAF.Assets.ExaminableObject.html)

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

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

Property Value

(NetAF.Assets.ExaminationRequest.html)

Type

ExaminationResult

Description

(NetAF.Assets.ExaminationResult.html)

CustomCommand (NetAF.Commands.CustomCommand.html)

ExaminationScene

(NetAF.Assets.ExaminationScene.html)

IExaminable

Description

(NetAF.Assets.IExaminable.html)

IItemContainer

Get a description of this object.

(NetAF.Assets.ItemContainer.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Identifier

public Description Description { get; protected set; }

(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)

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Examination

+ NetAF.Assets.Interaction

Get the full breakdown of all examination of this object.

(NetAF.Assets.Interaction.html)

Declaration

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

+ NetAF.Commands

(NetAF.Commands.html)

Property Value

+ 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.ConditionalDescription.html)

RestoreFrom(ExaminableSerialization)

Description

(NetAF.Assets.Description.html)

Restore this object from a serialization.

ExaminableObject

Declaration

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.IExaminationScene)

(NetAF.Serialization.Assets.ExaminableSerialization.html)

IExaminable

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

IExaminable (NetAF.Assets.IExaminable.html)

(NetAF.Assets.IPlayerVisible.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

Identifier

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

Delegate ExaminationCallback

Represents the callback for examinations.

Filter by title

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

- **NetAF.Assets**

Assembly: NetAF.dll

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

Syntax

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

Parameters

Type	Name	Description
ExaminationCallback	request	The examination request.

Returns

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

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

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

Assembly: NetAF.dll

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

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

 Identifier

Constructors

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

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

ExaminationRequest(IExaminable, ExaminationScene)

+ **NetAF.Assets.Attributes**

Represents a request to examine an IExaminable.

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

Declaration

+ **NetAF.Assets.Characters**

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

 public ExaminationRequest(IExaminable examinable, ExaminationScene scene)

+ **NetAF.Assets.Interaction**

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

Parameters

+ **NetAF.Assets.Locations**

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

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

Name

Description

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

+ **NetAF.Commands**

ExaminationScene

([NetAFCommands.html](#))

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

scene

The scene the object is being examined from.

+ **NetAF.Commands.**

Conversation

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)

Identifier
(NetAF.Assets.Identifier.html)

IExaminable
(NetAF.Assets.IExaminable.html)

Size
(NetAF.Assets.Size.html)

+ NetAF.Assets.Attributes

Scope
(NetAF.Assets.Attributes.html)

NetAF.Assets.Characters

Declaration
(NetAF.Assets.Characters.html)

+ 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.

Conversation

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.

Conversation

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.

+ 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.

Conversation

(NetAF.Commands.Conversation.html)



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.**

Conversation

(NetAF.Commands.Conversation.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

Syntax

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

Item
(NetAF.Assets.Item.html)

Size
(NetAF.Assets.Size.html)

Constructors

+ NetAF.Assets.Attributes

ExaminationScene(Character, Room)

+ NetAF.Assets.Characters

Represents a scene that an examination occurs in.

(NetAF.Assets.Characters.html)
Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

Parameters

(NetAF.Assets.Locations.html)

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

+ NetAF.Commands.Frame

ExaminationScene(Game)

Initializes a new instance of the ExaminationScene class.

Declaration

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

 ↳ Conditional description...

Parameters

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

Properties

Examiner

Get the EXAMINER.

IExaminable

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)

NoScene

+ NetAF.Assets.Characters

Get a default value for when there is no scene.

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

ExaminationScene (NetAF.Assets.ExaminationScene.html)

Description

+ NetAF.Commands.Conversation

Conversation

Room (NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

Get the room the examinable is being examined from.

Declaration

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

Property Value	
Type	Description
NetAF.Assets.ConditionalDescriptor	
Description	
Room (NetAF.Assets.Locations.Room.html)	
(NetAF.Assets.Description.html)	
ExaminableObject	
(NetAF.Assets.ExaminableObject.html)	
ExaminationCallback	
(NetAF.Assets.ExaminationCallback.html)	
ExaminationRequest	
(NetAF.Assets.ExaminationRequest.html)	
ExaminationResult	
(NetAF.Assets.ExaminationResult.html)	
ExaminationScene	
(NetAF.Assets.ExaminationScene.html)	
IExaminable	
(NetAF.Assets.IExaminable.html)	
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.	
Conversation	
(NetAF.Commands.Conversation.html)	
+ NetAF.Commands.Frame	
(NetAF.Commands.Frame.html)	

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
NetAF.Assets.ExaminationRequest
Syntax

ExaminationResult

```
public interface IExaminable : IPlayerVisible, IRestoreFromObjectSerialization<ExaminationScene>
    (NetAF.Assets.ExaminationScene.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 this objects commands.

(NetAF.Commands.html)

Declaration

+ NetAF.Commands.

Conversation

CustomCommand[] Commands { get; }

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

Property Value

(NetAF.Commands.Frame.html)

Description

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

Description

Get a description of this object.

Description

Declaration
(NetAF.Assets.Description.html)

ExaminableObject

NetAF.Assets.ExaminableObject; }

ExaminationCallback

(NetAF.Assets.ExaminationCallback)

Property Value

ExaminationRequest

Type
NetAF.Assets.ExaminationReques

Description

ExaminationResult

Description (NetAF.Assets.Description.html)

(NetAF.Assets.ExaminationResult.I

ExaminationScene

(NetAF.Assets.ExaminationScene.I

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.htm

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.

Conversation

Parameters

(NetAF.Commands.Conversati

+ NetAF.Commands.Frame

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.Conversation**
(NetAF.Commands.Conversation.html)

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

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)

Asset (NetAF.Assets.IExaminable.html)

ItemContainer

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

public interface IItemContainer : IExaminable, IPlayerVisible, IRestoreFromObjectSer
ialization<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.

Conversation

(NetAF.Commands.Conversation.html)

Methods

NetAF.Commands.Frame

(NetAF.Commands.Frame.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)	item	The item to add.

RemoveItem(Item)

Remove an item.
ExaminationScene

Declaration
NetAF.Assets.ExaminationScene.I

IExaminable

(NetAF.Assets.IExaminable.html)

IItemContainer

(NetAF.Assets.IItemContainer.html)

Parameters
IPlayerVisible

Type	Name	Description
Identifier (NetAF.Assets.Identifier.html)	item	The item to remove.
Item (NetAF.Assets.Item.html) (NetAF.Assets.Identifier.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.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.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)
public interface IPlayerVisible
    ExaminationRequest
```

ExaminationRequest

ExaminationResult

(NetAF.Assets.ExaminationResult.h)

ExaminationScene

(NetAF.Assets.ExaminationScene.h)

IExaminable

IsPlayerVisible `(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)`

+ **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.**

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

Description

Class Identifier

Provides a class that can be used as an identifier.

Filter by title

Inheritance

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

Implements

ExaminationRequest
IEquatable<Identifier> (<https://dotnet.github.io/api/system.iequatable-1<string>>)
(<https://dotnet.github.io/api/system.string>)>

IEquatable<ExaminationResult> (<https://dotnet.github.io/api/system.iequatable-1<Identifier>> (NetAF.Assets.Identifier.html))>

ExaminationScene

Inherited Members
(NetAF.Assets.ExaminationScene.I)

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

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

 Conversation

 Parameters

(NetAF.Commands.Conversation.html)

 Type

+ NetAF.Commands.Frame

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

(NetAF.Commands.Frame.html)

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

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Properties

Empty

Get an empty identifier.

Declaration

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

[ExaminationCallback](#)

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

[ExaminationRequest](#)

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

Type [ExaminationResult](#)

Description

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

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

[ExaminationScene](#)

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

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](#)

Description

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

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

Property Value [Size](#) [\(NetAF.Assets.Size.html\)](#)

+ [Type](#)

NetAF.Assets.Attributes

Description

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

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

+ [NetAF.Commands.](#)

Type

Conversation

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

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

Description

+ [NetAF.Commands.Frame](#)

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

Methods

+ [NetAF.Commands.Global](#)

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

Equals(Identifier)

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

Declaration

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

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

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

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

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

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

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

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

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

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

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

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

Declaration

+ NetAF.Assets.Attributes

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

+ NetAF.Assets.Characters

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

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

+ NetAF.Assets.Locations

`(NetAF.Assets.Locations.html)`

+ NetAF.Commands

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

+ NetAF.Commands

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

+ NetAF.Commands.Frame

`(NetAF.Commands.Frame.html)`

ToCString()

+ NetAF.Commands.Global

`(NetAF.Commands.Global.html)`

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.**

Conversation

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

+ **NetAF.Commands.Frame**

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

+ **NetAF.Commands.Global**

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

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>)
↳ [ExaminableObject](#) ([NetAF.Assets.ExaminableObject.html](#))
↳ [ExaminationRequest](#)
↳ [Item](#)
↳ [ExaminationRequest](#)
Implements
↳ [ExaminationResult](#)
IExaminationResult ([NetAF.Assets.ExaminationResult.html](#))
IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))
IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable
Examinable ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>
IIInteractWithItem ([NetAF.Assets.IInteractWithItem.html](#))<InteractWithItem.html>
IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<ItemSerialization
([NetAF.Serialization.AssetContainerSerialization.html](#))>
↳ [IPlayerVisible](#)
Inherited Members
↳ [IPlayerVisible](#)
ExaminableObject.Examination
↳ [Identifier](#) ([NetAF.Assets.ExaminableObject.html](#))#NetAF_Assets_ExaminableObject_Examination)
ExaminableObject.Identifier ([NetAF.Assets.ExaminableObject.html](#))#NetAF_Assets_ExaminableObject_Identifier)
ExaminableObject.Description
↳ [Description](#) ([NetAF.Assets.ExaminableObject.html](#))
↳ [\(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description\)](#)
+ **NetAF.Assets.Attributes**
ExaminableObject.Commands
↳ [\(NetAF.Assets.Attributes.html\)](#) ([NetAF_Assets_Attributes.html](#))#NetAF_Assets_ExaminableObject_Commands)
ExaminableObject.Attributes
+ **NetAF.Assets.Characters**
ExaminableObject.Examine(ExaminationScene)
↳ [\(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination
Scene\)](#)
+ **NetAF.Assets:Interaction**
ExaminableObject.IsPlayerVisible
↳ [\(NetAF.Assets.Interaction.html\)](#) ([NetAF_Assets_Interaction.html](#))#NetAF_Assets_ExaminableObject_IsPlayerVisible)
ExaminableObject.RestoreFrom(ExaminableSerialization)
↳ [\(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_As
sets_ExaminableSerialization_\)](#)
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.Conversation**
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
↳ [\(NetAF.Commands.Conversation.html\)](#) ([NetAF_Commands_Conversation.html](#))#NetAF_Commands_Conversation
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
+ **NetAF.Commands.Global**
Name ([NetAF.Assets.html](#))#NetAF_Assets
Assets ([NetAF.Assets.html](#))#NetAF_Assets
↳ [\(NetAF.Commands.Global.html\)](#) ([NetAF_Commands_Global.html](#))#NetAF_Commands_Global

Syntax

```
public sealed class Item : ExaminableObject, IExaminable, IPlayerVisible, IRotateObject, ISerializeObject, IInteractWithItem, IRotateFromObject, ISerializeObject
```

▼

Constructors

ExaminationCallback

(NetAF.Assets.ExaminationCallback.html)

ExaminationRequest

Item(Identifier, Description, bool, CustomCommand[], InteractionCallback, ExaminationCallback)

(NetAF.Assets.ExaminationRequest.html)

ExaminationResult

(NetAF.Assets.ExaminationResult.html)

Initializes a new instance of the Item class.

ExaminationScene

Declaration

(NetAF.Assets.ExaminationScene.html)

IExaminable

(NetAF.Assets.IExaminable.html) Identifier, Description description, bool isTakeable = false, CustomCommand[] commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null

(NetAF.Assets.IExaminable.html)

IPlayerVisible

(NetAF.Assets.IPlayerVisible.html)

Parameters

Identifier

Type (NetAF.Assets.Identifier.html)

Item (NetAF.Assets.Item.html)

Identifier (NetAF.Assets.Identifier.html)

Size (NetAF.Assets.Size.html)

Description (NetAF.Assets.Description.html)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

bool (https://openapi.netaf.com/api/system/boolean)

isTakeable (NetAF.Assets.Boolean.html)

Specify if this item is takeable.

+ NetAF.Assets.Characters

CustomCommand (NetAF.Commands.CustomCommand.html)

(NetAF.Assets.Characters.html)

InteractionCallback

(NetAF.Assets.Interaction.InteractionCallback.html)

(NetAF.Assets.Interaction.html)

ExaminationCallback (NetAF.Assets.ExaminationCallback.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Item(string, string, bool, CustomCommand[], InteractionCallback, ExaminationCallback)

+ NetAF.Commands of the Item class.

Conversation

Declaration

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

examination = null)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	This Items identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description of this Item.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>isTakeable</i>	Specify if this item is takeable.
CustomCommand (NetAF.Commands.CustomCommand.html)	<i>commands</i>	This objects commands.
InteractionCallback (NetAF.Assets.ExaminationCallback.html)	<i>interaction</i>	The interaction.
ExaminationRequest (NetAF.Assets.Interaction.InteractionCallback.html)		
ExaminationResult (NetAF.Assets.ExaminationCallback.html)	<i>examination</i>	The examination.

Properties

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

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

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

IPlayerVisible
[Get the interaction](#)
[\(NetAF.Assets.IPlayerVisible.html\)](#)

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

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

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

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

+ NetAF.Assets.Attributes

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

Type

+ NetAF.Assets.Characters

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

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

+ NetAF.Assets.Interaction

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

IsTakeable

+ NetAF.Assets.Locations

Get or set if this is takeable.

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

Declaration

+ NetAF.Commands

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

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

+ NetAF.Commands.

Conversation

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

Type

+ NetAF.Commands.Frame

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

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

+ NetAF.Commands.Global

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

Type	Description

Methods

Interact(Item)

Interact with an item.

Declaration

```
public InteractionResult Interact(Item item)  
(NetAF.Assets.ExaminationCallback
```

ExaminationRequest

(NetAF.Assets.ExaminationReques

Parameters

ExaminationResult

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

IExaminable

Returns

(NetAF.Assets.IExaminable.html)

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

Identifier

RestoreFrom(ItemSerialization)

Item (NetAF.Assets.Item.html)

Restore this object from a serialization.

Size (NetAF.Assets.Size.html)

Declaration

NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

```
public void RestoreFrom(ItemSerialization serialization)
```

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Parameters

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

ItemSerialization

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

IInteractWithItem (NetAF.Commands.Conversation.IInteractWithItem.html)

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

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)



↳ [ExaminationCallback](#)
[\(NetAF.Assets.ExaminationCallback.html\)](#)
↳ [ExaminationRequest](#)
[\(NetAF.Assets.ExaminationRequest.html\)](#)
↳ [ExaminationResult](#)
[\(NetAF.Assets.ExaminationResult.html\)](#)
↳ [ExaminationScene](#)
[\(NetAF.Assets.ExaminationScene.html\)](#)
↳ [IExaminable](#)
[\(NetAF.Assets.IExaminable.html\)](#)
↳ [ItemContainer](#)
[\(NetAF.Assets.ItemContainer.html\)](#)
↳ [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.**

Conversation

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

+ **NetAF.Commands.Frame**

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

+ **NetAF.Commands.Global**

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

Struct Size

Represents a size.

Filter by title

Inherited Members

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

Assembly Container

(NetAF.Assets.IItemContainer.html)

IPlayerVisible

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

Constructors

(NetAF.Assets.Size.html)

Size(int, int)

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Size(int, int)

+ NetAF.Assets.Characters

Represents a size.

(NetAF.Assets.Characters.html)
Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

Parameters

(NetAF.Assets.Locations.html)

+ NetAF.Commands

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

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

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.GlobalHeight

(NetAF.Commands.GlobalHeight.html)

Get the height.

+ NetAF.Commands.

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

Properties

(NetAF.Commands.Frame.html)

+ NetAF.Commands.GlobalHeight

(NetAF.Commands.GlobalHeight.html)

Get the height.

+ NetAF.Commands.

Declaration

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

Property Value

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

Width

ExaminationRequest
(NetAF.Assets.ExaminationRequest)
ExaminationResult
(NetAF.Assets.ExaminationResult.IExaminable)

Get the ExaminationScene

(NetAF.Assets.ExaminationScene.IExaminable)
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.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

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.

Conversation

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

+ NetAF.Commands.

Persistence

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

+ NetAF.Commands.Scene

([NetAF.Commands.Scene.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>)

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>

Conversation

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

Constructors

NetAF.Commands.Frame

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

Attribute(string, string, int, int)

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

Provides a description of an attribute.

+ **NetAF.Commands**:

Declaration

Persistence

([NetAF.Commands.Persistence.html](#)) string description, int minimum, int maximum)

+ **NetAF.Commands.Scene**

Parameters

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

Type

+ **NetAF.Conversations**

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

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

+ **NetAF.Conversations**.

Type		Name	Description
+ NetAF.Conversations		name	Specify the name of the attribute.

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

+ NetAF.Assets

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

- NetAF.Assets.Attributes

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

Attribute

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

AttributeManager

Get the attribute manager.
[\(NetAF.Assets.Attributes.AttributeManager.html\)](#)

NetAF.Assets.Characters

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

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

+ NetAF.Assets.Interaction

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

Property Value

+ NetAF.Assets.Locations

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

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

+ NetAF.Commands

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

NetAF.Commands.

[Conversation](#)

Get the maximum limit of the attribute.
[\(NetAF.Commands.Conversation.html\)](#)

Declaration

+ NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)
public int Maximum { get; }

+ NetAF.Commands.Global

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

Property Value

+ NetAF.Commands.

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

+ NetAF.Commands.Scene

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

MINIMUM

Get the minimum limit of the attribute.

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

Declaration

+ NetAF.Conversations.

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

Property Value

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

Conversation

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

+ NetAF.Commands.Frame

public static Attribute FromSerialization(AttributeSerialization serialization)

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

Properties

+ NetAF.Commands.Global

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

Name

Description

+ NetAF.Commands.

AttributeSerialization

serialization

The serialization to create the Attribute from.

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

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

Returns

+ NetAF.Commands.Scene

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

Description

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

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.**

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

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

↳ Class AttributeManager : IRestoreFromObjectSerialization<AttributeManager>

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Properties

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Count

+ NetAF.Commands.

Get the number of attributes this manager has.

Persistence

Defined in:

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

public int Count { get; }

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

Property Value

(NetAF.Conversations.html)

Type

Description

+ NetAF.Conversations.

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

Instructions

Methods

Add(Attribute, int)

Add a value to an attribute.

Declaration

+ NetAF.Assets

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

- NetAF.Assets.Attributes

Parameters

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

Type Attribute

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

AttributeManager

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

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

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

+ NetAF.Assets.Characters

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

Add(String, int)

+ NetAF.Assets.Interaction

Add a value to an attribute.

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

Declaration

+ NetAF.Assets.Locations

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

public void Add(string attributeName, int value)

+ NetAF.Commands

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

+ NetAF.Commands.

Conversation

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

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

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

Get all attributes as a dictionary.

+ NetAF.Commands.

Declaration

Persistence

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

public Dictionary<Attribute, int> GetAsDictionary()

+ NetAF.Commands.Scene

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Instructions

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.Attribute.html)
```

R NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

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

+ 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)
Conversation

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

Parameters

+ NetAF.Commands.Frame

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

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

+ NetAF.Commands.Global

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

Returns

+ NetAF.Commands.

Type
Persistence

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

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

+ NetAF.Commands.Scene

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

GetValue(string)

+ NetAF.Conversations

Get the value of an attribute.

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

Declaration

+ NetAF.Conversations.

Instructions

Description

An array of attributes.

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

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

+ NetAF.Conversations.

Get the value of an attribute.

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

Declaration

+ NetAF.Conversations.

Instructions

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

Parameters

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

+ NetAF.Assets

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

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

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

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

Remove(Attribute)

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

Remove an attribute.

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

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

+ NetAF.Assets.Locations

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

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

+ NetAF.Commands.

Remove(string)

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

Remove an attribute.

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

Parameters

+ NetAF.Commands.

Persistence

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

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

The name of the attribute.

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

+ NetAF.Commands.Scene

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

RemoveAll()

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

+ NetAF.Conversations.

Instructions

```
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	Name	Description
(NetAF.Assets.Attributes.Attribute.html) AttributeManager	serialization	The serialization to restore from.

+ NetAF.Assets.Characters

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

S - NetAF.Assets.Interaction

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

Subtract a value from an attribute.

+ NetAF.Assets.Locations

Declaration

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

+ NetAF.Commands

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

Parameters

+ NetAF.Commands.

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

+ NetAF.Commands.Global

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

+ NetAF.Commands.

Subtract a value from an attribute.

Persistence

Declaration

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

+ NetAF.Commands.Scene

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

Parameters

+ NetAF.Conversations

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

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

Instructions

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.**

Conversation

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

+ **NetAF.Commands.Frame**

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

+ **NetAF.Commands.Global**

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

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Commands.Scene**

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

Instructions

Namespace NetAF.Assets.Characters

Classes

Filter by title

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

+ **NetAF.Assets**

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

+ **NetAF.Assets.Attributes**

NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)

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

- **NetAF.Assets.Characters**

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

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

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

IConverser

Interfaces

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

PlayableCharacter
Represents an object that can converse.

+ **NetAF.Assets.Interaction**

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

+ **NetAF.Assets.Locations**

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

+ **NetAF.Commands**

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

+ **NetAF.Commands.**

Conversation

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

+ **NetAF.Commands.Frame**

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

+ **NetAF.Commands.Global**

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

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Commands.Scene**

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

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](#))

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

- **NetAF.Assets.Characters**

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

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

Character

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

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

IConverser

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

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

NonPlayableCharacter

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

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

PlayableCharacter

Serialization ([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.Description

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

+ **NetAF.Commands**

ExaminableObject.Commands

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

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

ExaminableObject.Attributes

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

Conversation

ExaminableObject.Examine(ExaminationScene)

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

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination

Scene)

+ **NetAF.Commands.Frame**

ExaminableObject.IsPlayerVisible

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

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

+ **NetAF.Commands.Global**

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

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_As

sets_ExaminableSerialization_)

+ **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)))

object.equals(system-object-system-object)

+ **NetAF.Commands.Scene**

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

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

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

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

+ **NetAF.Conversations**

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

Declaration

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

Property Value

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

Methods

- NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

AddItem(Item)

Character

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

Declaration
NetAF.Assets.Characters.IConverser

NonPlayableCharacter

public abstract NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter)

Parameters

+ NetAF.Assets.Interaction

Type

(NetAF.Assets.Interaction.html)

Item (NetAF.Assets.Item.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

FIndItem(string, out Item, bool)

(NetAF.Commands.html)

Find an item.

+ NetAF.Commands.

Declaration

Conversation

(NetAF.Commands.Conversation)

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

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Parameters

+ NetAF.Commands.Global

Type (NetAF.Commands.Global.html)

+ NetAF.Commands.

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

Item (NetAF.Assets.Item.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

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

>Returns

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

+ NetAF.Assets.Attributes

(NetAF.Assets.Attributes.html)

GiveItemToCharacter

(NetAF.Assets.Characters.html)

Give an item to another in game Character.

Character

Declaration:

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

IConverser

[public virtual void GiveItemToCharacter\(IConverser item, Character character\)](#)

NonPlayableCharacter

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

Parameters

PlayableCharacter

Type	Name	Description
(NetAF.Assets.Characters.Character.html)	<i>item</i>	The item to give.
(NetAF.Assets.Characters.Character.html)	<i>character</i>	The Character to give the item to.

+ NetAF.Assets.Locations

Returns

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

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

True if the transaction completed OK, else false.

+ NetAF.Commands.

Conversation

HasItem(item, bool)

(NetAF.Commands.Conversation.html)

Determine if this PlayableCharacter has an item.

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

[public virtual bool HasItem\(Item item, bool includeInvisibleItems = false\)](#)

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Parameters

Persistence

(NetAF.Commands.Persistence.html)

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

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.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)`

IConverser

`protected virtual InteractionResult Interact(Item item)`

NonPlayableCharacter

`(NetAF.Assets.Characters.NonPlay`

Parameters

PlayableCharacter

Type	Name	Description
<code>NetAF.Assets.Characters.PlayableCharacter</code>	<i>item</i>	The item to interact with.

(NetAF.Assets.Interaction.html)

Returns

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

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

+ NetAF.Commands

(NetAF.Commands.html)

InteractWithItem(item)

Conversation

Interact with a specified item.

(NetAF.Commands.Conversation.html)

Declaration:

NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

`protected virtual InteractionResult InteractWithItem(Item item)`

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Parameters

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

NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

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



+ **NetAF.Assets**

(NetAF.Assets.html)

+ **NetAF.Assets.Attributes**

(NetAF.Assets.Attributes.html)

- **NetAF.Assets.Characters**

(NetAF.Assets.Characters.html)

Character

(NetAF.Assets.Characters.Character.html)

IConverser

(NetAF.Assets.Characters.IConverser.html)

NonPlayableCharacter

(NetAF.Assets.Characters.NonPlayableCharacter.html)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

+ **NetAF.Assets.Interaction**

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.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**

Conversation

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

Get the conversation.

+ **NetAF.Commands.Frame**

Declaration: [NetAF.Commands.Frame.html](#)

Conversation Conversation { get; }

+ **NetAF.Commands.Global**

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

Property Value

+ **NetAF.Commands.Persistence**

Type: Persistence

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

Description

+ **NetAF.Commands.Scene**

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

+ **NetAF.Conversations**

([NetAF.Conversations.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.**

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Class NonPlayableCharacter

Represents a non-playable character.

Filter by title

Inheritance

+ **NetAF.Assets.Attributes**

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

- **NetAF.Assets.Characters**

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

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

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**

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

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

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

+ **NetAF.Assets.Locations**

Inherited Members

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

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)

+ **NetAF.Commands.**

Conversation

Character.AddItem (Item, bool)

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

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

Character.FindItem (string, Item, bool)

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

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

F_Assets_Item_System_Boolean_)

+ **NetAF.Commands.Global**

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

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

AF_Assets_Characters_Character_)

+ **NetAF.Commands.**

Interact (Item)

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

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

Character.RemoveItem (Item) ([NetAF.Assets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Items)

Character.AddItem (Item)

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

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

Character.RemoveItem (Item)

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

+ **NetAF.Conversations**

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

+ **NetAF.Conversations.**

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

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

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) NetAF_Assets_ExaminableObject_Commands)

ExaminableObject.Attributes
- **NetAF Assets Characters**
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

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

NonPlayableCharacter
(NetAF.Assets.Characters.Character.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

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

NonPlayableCharacter.RestoreFrom(ExaminableSerialization)
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_Assets_ExaminableSerialization_)

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

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

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

Assembly: NetAF.dll

+ **NetAF Commands.**

Syntax

Conversation
(NetAF.Commands.Conversation.html)

public sealed class NonPlayableCharacter : Character, IInteractWithItem, IItemContainer, IPlayerVisible, IRestoreFromObjectSerialization<CharacterSerialization>, IConverser, IExaminable, IFromObjectSerialization<NonPlayableCharacterSerialization>

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

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

Constructors

NetAF.Commands.

Persistence
(NetAF.Commands.Persistence.html)

NonPlayableCharacter(Identifier, Description, Conversation, CustomCommand[], InteractionCallback, ExaminationCallback)
(NetAF.Commands.Scene.html)

Initializes a new instance of the NonPlayableCharacter class.

+ **NetAF Conversations**

Declaration
(NetAF.Conversations.html)

+ **NetAF Conversations.**

```
public NonPlayableCharacter(Identifier identifier, Description description, Conversation conversation = null, CustomCommand[] commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null)
```

Parameters

Type	Name	Description
+ NetAF.Assets.Attributes Identifier (NetAF.Assets.Identifier.html) (NetAF.Assets.Attributes.html)	<i>identifier</i>	The identifier.
Description (NetAF.Assets.Description.html)	<i>description</i>	The description.
- NetAF.Assets.Characters Conversation (NetAF.Conversations.Conversation.html) (NetAF.Assets.Characters.html)	<i>conversation</i>	The conversation.
CustomCommand (NetAF.Commands.CustomCommand.html)[] (NetAF.Commands.html)	<i>commands</i>	This objects commands.
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html) (NetAF.Assets.Characters.Characters.html)	<i>interaction</i>	The interaction.
ExaminationCallback (NetAF.Assets.Examination.ExaminationCallback.html) (NetAF.Assets.Characters.Characters.html)	<i>examination</i>	The examination.

NonPlayableCharacter
(NetAF.Assets.Characters.NonPlayableCharacter.html)

NonPlayableCharacter(Identifier, Description, bool, Conversation, CustomCommand[], InteractionCallback, ExaminationCallback)
(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Interaction

Initializes a new instance of the NonPlayableCharacter class.
(NetAF.Assets.Interaction.html)

Declaration

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)
public NonPlayableCharacter(Identifier identifier, Description description, bool isAlive)

+ **NetAF.Commands**
Conversation conversation = null, CustomCommand[] commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null
[\(NetAF.Commands.html\)](#)

+ NetAF.Commands.

Parameters

Conversation

Type	Name	Description
+ NetAF.Commands.Conversation Identifier (NetAF.Assets.Identifier.html)	<i>identifier</i>	The identifier.
+ NetAF.Commands.Frame Description (NetAF.Commands.Frame.html)	<i>description</i>	The description.
+ NetAF.Commands.Global dotnet/api/system.boolean (NetAF.Commands.Global.html)	<i>isAlive</i>	If this character is alive.
+ NetAF.Commands.Scene Conversation (NetAF.Conversations.Conversation.html)	<i>conversation</i>	The conversation.
+ NetAF.Commands.Persistence CustomCommand (NetAF.Commands.CustomCommand.html)[] InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html) (NetAF.Commands.Persistence.html)	<i>commands</i>	This objects commands.
ExaminationCallback (NetAF.Assets.Examination.ExaminationCallback.html)	<i>interaction</i>	The interaction.
+ NetAF.Commands.Scene (NetAF.Commands.Scene.html)	<i>examination</i>	The examination.

NonPlayableCharacter(string, string, Conversation, CustomCommand[], InteractionCallback, ExaminationCallback)
(NetAF.Assets.Examination.ExaminationCallback.html)

+ NetAF.Conversations

Initializes a new instance of the NonPlayableCharacter class.

Declaration

```
public NonPlayableCharacter(string identifier, string description, Conversation conversation = null, CustomCommand[] commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null)
```

+ NetAF.Assets.Attributes

Parameters

(NetAF.Assets.Attributes.html)

Type

- NetAF.Assets.Characters

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

(NetAF.Assets.Characters.htm)

Character

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

IConverser

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

(NetAF.Assets.Characters.IConverser.html)

NonPlayableCharacter

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

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

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

(NetAF.Assets.PlayableCharacter.html)

(NetAF.Assets.Characters.PlayableCharacter.html)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Properties

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Conversation

Get the conversation.

(NetAF.Commands.html)

Declaration

+ NetAF.Commands.

Conversation

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

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

Property value

(NetAF.Commands.Frame.html)

Type

+ NetAF.Commands.Global

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

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

Methods

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

RestoreFrom(NonPlayableCharacterSerialization)

NonPlayableCharacterSerialization.

(NetAF.Commands.Scene.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

Declaration

```
public void RestoreFrom(NonPlayableCharacterSerialization serialization)
```

Parameters

Type		Name	Description
NonPlayableCharacterSerialization (NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html)		serialization	The serialization to restore from.

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

implements

(NetAF.Assets.Characters.html)

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)
Character
IItemContainer (NetAF.Assets.IItemContainer.html)
(NetAF.Assets.Characters.Character)
IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)
IConverser (NetAF.Assets.Characters.IConverser.html)
(NetAF.Assets.Characters.IConverser)
IExaminable (NetAF.Assets.IExaminable.html)
NonPlayableCharacter
IPlayerVisible (NetAF.Assets.IPlayerVisible.html)
(NetAF.Assets.Characters.NonPlayableCharacter)
IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)
IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)
(NetAF.Assets.Characters.Playable)

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

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](#))
 - IConverser
 - ([NetAFAssets.Characters.IConverser.html](#))
 - IExaminable ([NetAFAssets.IExaminable.html](#))
 - INonPlayableCharacter
 - ([NetAFAssets.Characters.INonPlayableCharacter.html](#))
 - IPlayerVisible ([NetAFAssets.IPlayerVisible.html](#))
 - IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Examinable PlayableCharacter>
 - Serialization ([NetAF.Serialization.Assets.ExaminableSerialization.html](#))>
 - IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<Character>
 - + **NetAFAssets.Interaction**
 - Serialization ([NetAF.Serialization.Assets.CharacterSerialization.html](#))>
 - ([NetAFAssets.Interaction.html](#))
 - Inherited Members
- + **NetAFAssets.Locations**
 - Character.IsAlive ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_IsAlive)
 - ([NetAFAssets.Locations.html](#))
- Character.Interaction
- ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Interaction)
- + **NetAFCommands**
 - Character.Kill() ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Kill)
 - ([NetAFCommands.html](#))
- Character.HasItem(item, bool)
- ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_HasItem_NetAF_Assets_Item_System_Boolean)
- + **NetAFCommands.Conversation**
 - Character.FindItem(string, out Item, bool)
 - ([NetAFCommands.Conversation.html](#))
- ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_FindItem_System_String_NetAF_Assets_Item_System_Boolean)
- + **NetAFCommands.Frame**
 - Character.Give(item, Character)
 - ([NetAFCommands.Frame.html](#))
- ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Give_NetAF_Assets_Item_NetAF_Assets_Character)
- + **NetAFCommands.Global**
 - Character.AddItem(item)
 - ([NetAFCommands.Global.html](#))
- ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Interact_NetAF_Assets_Item_NetAF_Assets_Character)
- + **NetAFCommands.Persistence**
 - Character.Items ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_Items)
 - Character.Persistence(item)
 - ([NetAFCommands.Persistence.html](#)#NetAF_Assets_Characters_Character_AddItem_NetAF_Assets_Item)
- Character.RemoveItem(item)
- + **NetAFCommands.Scene**
 - ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_RemoveItem_NetAF_Assets_Item)
 - ([NetAFCommands.Scene.html](#))
- Character.RestoreFrom(CharacterSerialization)
- + **NetAFConversations**
 - ([NetAFAssets.Characters.Character.html](#)#NetAF_Assets_Characters_Character_RestoreFrom_NetAF_Serialization_Assets_CharacterSerialization)
 - ([NetAFConversations.html](#))
- + **NetAF.Conversations.**
- Instructions

ExaminableObject.Examination
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination)
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--
~~(NetAF.Assets.Attributes.html)~~ NetAF_Assets_ExaminableObject_Attributes)
ExaminableObject.Examine(ExaminationScene)
- **NetAF.Assets.Characters**
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination_Scene_)
Character
ExaminableObject.IsPlayerVisible
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)
PlayableObject.RestoreFrom(ExaminableSerialization)
(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_Assets_PlayableObject)
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)))
PlayableObjectCharacter
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.Interaction**
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
(NetAF.Assets.Locations)
Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Characters (NetAF.Assets.Characters.html)
+ **NetAF.Commands**
Assembly: NetAF.dll
(NetAF.Commands.html)
+ **NetAF.Commands.Conversation**
public sealed class PlayableCharacter : Character, IInteractWithItem, IItemContainer, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRestoreFromObjectSerialization<CharacterSerialization>
+ **NetAF.Commands.Frame**
(NetAF.Commands.Frame.html)
 Constructors
+ **NetAF.Commands.Global**
(NetAF.Commands.Global.html)
 PlayableCharacter(Identifier, Description, Item[], CustomCommand[], Persistence, InteractionCallback, ExaminationCallback)
 Initializes a new instance of the PlayableCharacter class.
+ **NetAF.Commands.Scene**
(NetAF.Commands.Scene.html)
 public PlayableCharacter(Identifier identifier, Description description, Item[] item
+ **NetAF.Conversations**
 s = null, CustomCommand[] commands = null, InteractionCallback interaction = null, E
(NetAF.Conversations.html)
 (NetAF.Conversations.Examination = null)
+ **NetAF.Conversations.Instructions**

Parameters

Type	Name	Description
Identifier (NetAF.Assets.Identifier.html)	<i>identifier</i>	The identifier.
Description (NetAF.Assets.Description.html)	<i>description</i>	The description.
Item (NetAF.Assets.Item.html)[]	<i>items</i>	The items.
CustomCommand (NetAF.Commands.CustomCommand.html)[]	<i>commands</i>	This objects commands.
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	<i>interaction</i>	The interaction.
ExaminationCallback (NetAF.Assets.ExaminationCallback.html)	<i>examination</i>	The examination.

Character

(NetAF.Assets.Characters.Character)

PlayableCharacter(Identifier, Description, bool, Item[], CustomCommand[], InteractionCallback, ExaminationCallback)

NonPlayableCharacter

Initializes a new instance of the PlayableCharacter class.

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter)

+ **NetAF.Assets.Interaction**(Identifier identifier, Description description, bool canConverse, Item[] items = null, CustomCommand[] commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

Type	Name	Description
(NetAF.Commands.html)	<i>identifier</i>	The identifier.
Identifier (NetAF.Assets.Identifier.html)	<i>description</i>	The description.
Item (NetAF.Assets.Item.html)[]	<i>canConverse</i>	If this object can converse with an IConverser.
CustomCommand	<i>items</i>	The items.
(NetAF.Commands.Global.html)	<i>commands</i>	This objects commands.
InteractionCallback	<i>interaction</i>	The interaction.
ExaminationCallback	<i>examination</i>	The examination.
(NetAF.Commands.Scene.html)		

+ NetAF.Conversations

PlayableCharacter(string, string, Item[], CustomCommand[], InteractionCallback, ExaminationCallback)

+ NetAF.Conversations

Initializes a new instance of the PlayableCharacter class.

Declaration

```
public PlayableCharacter(string identifier, string description, Item[] items = null,
CustomCommand[] commands = null, InteractionCallback interaction = null, Examination
Callback examination = null)
```



Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	identifier	The identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	description	The description.
Item (NetAF.Assets.Item.html)[] (NetAF.Assets.Characters.CharacterItem)	items	The items.
CustomCommand (NetAF.Commands.CustomCommand.html)[]	commands	This objects commands.
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html) NonPlayableCharacter	interaction	The interaction.
ExaminationCallback (NetAF.Assets.Examination.ExaminationCallback.html)	examination	The examination.

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter)

PlayableCharacter(string, string, bool, Item[], CustomCommand[], InteractionCallback, ExaminationCallback)

[NetAF.Assets.Locations](#) PlayableCharacter class.

(NetAF.Assets.Locations.html)

Declaration

+ NetAF.Commands

([NetAF.Commands.html](#))
PlayableCharacter(string identifier, string description, bool canConverse, It
em[] items = null, CustomCommand[] commands = null, InteractionCallback interaction

+ NetAF.Commands
InteractionCallback examination = null)

Conversation

(NetAF.Commands.Conversations.html)

Parameters

Type	Name	Description
Type (NetAF.Commands.Frame.html)	identifier	The identifier.
string (NetAF.Commands.Global.html)	description	The description.
+ NetAF.Commands Persistence	canConverse	If this object can converse with an IConverser.
+ NetAF.Commands.Scene	items	The items.
(NetAF.Commands.Scene.html) CustomCommand	commands	This objects commands.
+ NetAF.Conversations Instructions	interaction	The interaction.

Type	Name	Description
ExaminationCallback (NetAF.Assets.ExaminationCallback.html)	examination	The examination.

▼

Properties

(NetAF.Assets.Attributes.html)

- NetAF.Assets.Characters CanConverse (NetAF.Assets.Characters.htm)

Get if this playable character can converse with an IConverser.

Character
(NetAF.Assets.Characters.Character.htm)

IConverser
(NetAF.Assets.Characters.IConverser.htm)

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

NonPlayableCharacter

NonPlayables
(NetAF.Assets.Characters.NonPlayables.htm)

PlayableCharacter
(NetAF.Assets.Characters.PlayableCharacter.htm)

Type

+ NetAF.Assets.Interaction

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

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Methods

+ NetAF.Commands

(NetAF.Commands.html)

UseItem(Item, IInteractWithItem)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.htm)

Declaration

+ NetAF.Commands.Frame

public InteractionResult UseItem(Item item, IInteractWithItem targetObject)

+ NetAF.Commands.Global

Parameters

(NetAF.Commands.Global.html)

Type

+ NetAF.Commands.

Item
(NetAF.Assets.Item.html)

Name

item

Description

The item to use.

Persistence

(NetAF.Commands.Persistence.htm)

targetObject

A target object to use the item on.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Returns

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

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

Description

The result of the items usage.

+ NetAF.Conversations.

Instructions

Implements

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

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

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)

Conversation

Conversation callback for conditions.

(NetAF.Commands.Conversation)

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

(NetAF.Commands.Frame.html)

Represents the callback for interacting with objects.

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands

▼

(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.

Conversation

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

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.

Conversation

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

Interface IInteractWithItem

Represents any object that can interact with an item.

Filter by title

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

Assembly: NetAF.dll

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

public interface IInteractWithItem

- **NetAF.Assets.Interaction**

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

Condition

Methods

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

IInteractWithItem

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

Interact(Item)

InteractionCallback

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

Interact with an item.

InteractionEffect

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

InteractionResult

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

InteractionResult

InteractionResult Interact(Item item)

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.**

Conversation

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

+ **NetAF.Commands.Frame**

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

+ **NetAF.Commands.Global**

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

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.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.htm)

- **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.InteractionResult**

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.**

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

... [more]

Enum InteractionEffect

Enumeration of interaction effects.

Filter by title

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

- NetAF.Assets.Interaction

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

Condition

(NetAF.Assets.Interaction.Condition)

IInteractWithItem

(NetAF.Assets.Interaction.IInteract)

InteractionCallback

Name	Description
FatalEffect	A fatal effect to the interaction. (NetAF.Assets.Interaction.InteractionEffect)
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.

Conversation

(NetAF.Commands.Conversation)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Commands.Scene

Class InteractionResult

Represents a result of an interaction.

Filter by title

Inheritance

[NETAF Assets.Characters](#)

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

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

- **NetAF Assets.Interaction**

↳ [InteractionResult](#)

(NetAF Assets.Interaction.html)

Inherited Members

Condition

Result ([NetAF Assets.Characters.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)))

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

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

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

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

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

Reaction

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

(NetAF.Assets.Interaction.Reaction)

Assembly: [NetAF.dll](#)

ReactionResult

Syntax

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

Result

public sealed class InteractionResult : Result

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Constructors

+ **NetAF.Commands**

(NetAF.Commands.html)

InteractionResult(InteractionEffect, Item)

+ **NetAF.Commands**.

Initializes a new instance of the InteractionResult class.

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

public InteractionResult(InteractionEffect effect, Item item)

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

Parameters

(NetAF.Commands.Global.html)

Type

+ **NetAF.Commands**.

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

Persistence

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

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

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

InteractionResult(InteractionEffect, Item, string)

Initializes a new instance of the InteractionResult class.

Declaration

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

(NetAF.Assets.Characters.html)

Parameters

- **NetAF.Assets.Interaction**

Type
(NetAF.Assets.Interaction.html)

InteractionEffect

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

(NetAF.Assets.Interaction.IInteractionEffect.html)

Item
(NetAF.Assets.Item.html)

(NetAF.Assets.Interaction.IInteract.html)

InteractionCallback

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

(NetAF.Assets.Interaction.InteractionResult.html)

InteractionEffect

(NetAF.Assets.Interaction.InteractionEffect.html)

InteractionResult

(NetAF.Assets.Interaction.InteractionResult.html)

Reaction

(NetAF.Assets.Interaction.Reaction.html)

InteractionResult

(NetAF.Assets.Interaction.Reaction.html)

Get the effect.

Result

(NetAF.Assets.Interaction.Result.html)

Declaration

+ **NetAF.Assets.Locations**

Type
(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

Property Value
(NetAF.Commands.html)

Type

+ **NetAF.Commands**.

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

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

Item
(NetAF.Commands.Frame.html)

Get the item used in the interaction.

+ **NetAF.Commands.Global**

Declaration
(NetAF.Commands.Global.html)

+ **NetAF.Commands**.

public Item Item { get; }

Persistence

(NetAF.Commands.Persistence.html)

Property Value

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.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)

Result

(NetAF.Assets.Interaction.Result.html)

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

+ **NetAF.Commands**

(NetAF.Commands.html)

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Class Reaction

Represents a reaction.

Filter by title

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

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

- **NetAF.Assets.Interaction**

↳ Reaction

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

Inherited Members

Condition

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

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

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

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

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

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

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

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

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

Reaction

Assembly: [NetAF.dll](#)

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

Syntax

ReactionResult

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

public sealed class Reaction

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

+ **NetAF.Assets.Locations**

Constructors

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

+ **NetAF.Commands**

Declaration

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

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

Conversation

Declaration

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

+ **NetAF.Commands.Frame**

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

Parameters

+ **NetAF.Commands.Global**

Type

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

Name

Description

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

result

The result.

+ **NetAF.Commands.Persistence**

Persistence

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

description

A description of the result.

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

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.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
(NetAF.Assets.Interaction.Condition) IInteractWithItem string (https://learn.microsoft.com/dotnet/api/system.string)	

InteractionCallback

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

InteractionEffect

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

Result

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

Get the result.

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

Declaration

Reaction

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

public ReactionResult Result { get; }

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

Result

Property Value

Type	Description
+ NetAF.Assets.Locations	

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

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

+ NetAF.Commands

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

+ NetAF.Commands.

[Conversation](#)

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

+ NetAF.Commands.

[Persistence](#)

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

+ NetAF.Commands.Scene

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

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
InteractionResult	(NetAF.Assets.Interaction.InteractionResult.html)
Error	Error.
Reaction	
Fatal	NetAF.Assets.Interaction.Result.Fatal
Internal	A fatal effect on the player.
ReactionResult	An internal reaction.
OK	(NetAF.Assets.Interaction.Result.html)
OK Result	OK.

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

Class Result

Represents a result.

Filter by title

Inheritance

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

NetAF.Assets.Locations

([NetAF.Assets.Locations.html](#))
public abstract class Result
+ [NetAF.Commands](#)
([NetAF.Commands.html](#))

NetAF.Commands.

[Conversation](#)
([NetAF.Commands.Conversation.html](#))
[Result\(\)](#)
+ [NetAF.Commands.Frame](#)
Initializes a new instance of the Result class.
([NetAF.Commands.Frame.html](#))

NetAF.Commands.Global

([NetAF.Commands.Global.html](#))
protected Result()
+ [NetAF.Commands.](#)

Persistence

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

Properties

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

NetAF.Conversations

([NetAF.Conversations.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.**

Conversation

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

+ **NetAF.Commands.Frame**

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

+ **NetAF.Commands.Global**

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

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Commands.Scene**

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

+ **NetAF.Conversations**

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

Namespace NetAF.Assets.Locations

Classes

Filter by title

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

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

+ NetAF.Assets.Characters

Matrix (NetAF.Assets.Locations.Matrix.html)

Provides a 3D matrix of rooms.

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

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

- NetAF.Assets.Locations

Represents an entire overworld.

(NetAF.Assets.Locations.html)

Direction

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

Exit

Represents a region.
(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

Represents a room
(NetAF.Assets.Locations.Overworld)

Region

(NetAF.Assets.Locations.Region.html)

Room

Represents a room position.
(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

Represents a view point from a room.
(NetAF.Assets.Locations.ViewPoint.html)

Enums

(NetAF.Commands.html)

+ NetAF.Commands

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

Conversation

Enumeration of directions.

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

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

ViewPoint

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

DirectionExtensions_Inverse(Direction)

(NetAF_Extensions_DirectionExtensions.html#NetAF_Extensions_DirectionExtensions_Inverse_NetAF_Assets_Locations_Direction_)

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

+ NetAF.Commands.

Conversation

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

+ NetAF.Commands.

Persistence

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

Class Exit

Represents an exit from a GameLocation.

Filter by title

Inheritance

+ NetAF.Assets.Characters (NetAF.Assets.Characters.html)	↳ Exit
+ NetAF.Assets.Interaction Implements (NetAF.Assets.Interaction.html)	IExaminable (NetAF.Assets.IExaminable.html)
+ NetAF.Assets.Locations (NetAF.Assets.Locations.html)	IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)<Examinable Direction IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html) (NetAF.Assets.Locations.Direction) IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)<ExitSerialization Exit (NetAF.Serialization.Assets.ExitSerialization.html)> (NetAF.Assets.Locations.Exit.html)
Inherited Members	Matrix ExaminableObject.Examination Overworld (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination) Overwork ExaminableObject.Identifier (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier) Region ExaminableObject.Description (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description) Room ExaminableObject.Commands (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands) RoomPosition ExaminableObject.Attributes (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes) ViewPoint ExaminableObject.Examine(ExaminationScene) (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_Examination Scene)
+ NetAF.Commands (NetAF.Commands.html)	ExaminableObject.IsPlayerVisible (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)
+ NetAF.Commands RestoreFrom(ExaminableSerialization) Conversation	(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_As sets_ExaminableSerialization)
+ NetAF.Commands.Conversation object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))	
+ NetAF.Commands.Frame (NetAF.Commands.Frame.html)	object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object))
+ NetAF.Commands.Global object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode) (NetAF.Commands.Global.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)
+ NetAF.Commands.Persistence Namespace: NetAF (NetAF.html).Assets (NetAF.Assets.html).Locations (NetAF.Assets.Locations.html) (NetAF.Commands.Persistence.html)	object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring) Persistence
Assembly: NetAF.dll	
+ NetAF.Commands.Scene	

Syntax

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

▼

Constructors

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

**Exit(Direction, bool, Identifier, Description, CustomCommand[],
InteractionCallback, ExaminationCallback)**

(NetAF.Assets.Interaction.html)

Initializes a new instance of the Exit class.

- NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

```
Direction  
public Exit(Direction direction, bool isLocked = false, Identifier identifier = nul  
l (NetAF.Assets.Locations.Direction.  
l Description description = null, CustomCommand[] commands = null, InteractionCallb  
ack interaction = null, ExaminationCallback examination = null)  
(NetAF.Assets.Locations.Exit.html)
```

Matrix

Parameters

(NetAF.Assets.Locations.Matrix.html)

Type	Name	Description
Overworld (NetAF.Assets.Locations.Overworld.html)		
Region (NetAF.Assets.Locations.Direction.html)	direction	The direction of the exit.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) Room	isLocked	If this exit is locked.
Identifier (NetAF.Assets.Locations.Room.html)	identifier	An identifier for the exit.
RoomPosition Description (NetAF.Assets.Description.html) (NetAF.Assets.Locations.RoomPosition.html)	description	A description of the exit.
CustomCommand (NetAF.Commands.CustomCommand.html)[] (NetAF.Assets.Locations.ViewPoint.html)	commands	This objects commands.
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	interaction	The interaction.
+ NetAF.Commands ExaminationCallback (NetAF.Assets.ExaminationCallback.html) (NetAF.Commands.html)	examination	The examination.

+ NetAF.Commands.

Conversation

Properties

Commands.Conversation

+ NetAF.Commands.Frame

Direction (NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

Get the direction of the exit.

(NetAF.Commands.Global.html)

Declaration

+ NetAF.Commands.

PersistenceDirection { get; }

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

Property Value

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

Interaction

Get the Interaction.

NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

public InteractionCallback Interaction { get; }

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

Property Value

(NetAF.Assets.Locations.html)

Type

Direction

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

Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

IsLocked

(NetAF.Assets.Locations.Matrix.html)

Overworld

Get if this Exit is locked.

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Room

bool IsLocked { get; }

(NetAF.Assets.Locations.Room.html)

RoomPosition

Property Value

(NetAF.Assets.Locations.RoomPos.html)

Type

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

bool

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

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Methods

Conversation

(NetAF.Commands.Conversation.html)

Interact(Item)

NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Interact with an item.

+ NetAF.Commands.Global

Declaration

(NetAF.Commands.Global.html)

public InteractionResult Interact(Item item)

+ NetAF.Commands.

Persistence

Parameters

(NetAF.Commands.Persistence.html)

+ NetAF.Commands Scene

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

Returns

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

+ NetAF.Assets.Characters

(NetAF.Assets.Characters.html)

Lock()

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Lock(

Direction

(NetAF.Assets.Locations.Direction.

Exit

(NetAF.Assets.Locations.Exit.html)

RestoreFrom(ExitSerialization)

Matrix

(NetAF.Assets.Locations.Matrix.html)

Restore this object from a serialization.

Overworld

Declaration

(NetAF.Assets.Locations.Overworld.

Region

(NetAF.Assets.Locations.Region.html)

Room

(NetAF.Assets.Locations.Room.html)

Parameters

RoomPosition

Type	Name	Description
NetAF.Assets.Locations.RoomPos	serialization	The serialization to restore from.

+ NetAF.Commands

(NetAF.Commands.html)

Unlock()

NetAF.Commands.

Conversation

Unlock this exit.

(NetAF.Commands.Conversation.html)

Declaration

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

public void Unlock()

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Implements

+ NetAF.Commands.

IExaminable (NetAF.Assets.IExaminable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

+ NetAF.Commands.Scene

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

IRestoreFromObjectSerialization<T> (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)

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.**

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

+ **NetAF.Commands.Scene**

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))

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)

Matrix (NetAF.Assets.Locations.Matrix.html) (NetAF.Assets.Locations.html)

Overworld

Assembly: NetAF.dll

(NetAF.Assets.Locations.Overworld)

Syntax

Region

(NetAF.Assets.Locations.Region.html)
public sealed class Matrix

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

RoomPosition

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Constructors

Matrix(RoomPosition[])

(NetAF.Commands.html)

Provides a 3D matrix of rooms.

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

Parameters

(NetAF.Commands.Frame.html)

Type

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

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

Name

Description

roomPositions

The rooms to be represented.

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Properties

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Depth

Get the depth of the matrix.

Declaration

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

+ NetAF.Assets.Characters

Property Value

(NetAF.Assets.Characters.html)

Type

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Height

Direction

Get the height of the matrix.

(NetAF.Assets.Locations.Direction.html)

Exit

Declaration

(NetAF.Assets.Locations.Exit.html)

Matrix

public int Height { get; }

(NetAF.Assets.Locations.Matrix.html)

Overworld

Property Value

Region

Type

(NetAF.Assets.Locations.Region.html)

Room

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

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos

this[int, int, int]

ViewPoint

(NetAF.Assets.Locations.ViewPoin

Get a room in this matrix.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

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

Conversation

Parameters

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

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

Name

Description

x

The x position.

+ NetAF.Commands.Global

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

y

The y position.

(NetAF.Commands.Global.html)

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

z

The z position.

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Type

Description

+ NetAF.Commands.Scene

Room ([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

RoomPosition

(NetAF.Assets.Locations.RoomPos.

Rooms

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

(NetAF.Assets.Locations.ViewPoint.

Description

+ NetAF.Commands

(NetAF.Commands.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Description

The rooms, as a one dimensional array.

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.Locations.Direction.html](#))

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

Exit

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

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

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

Matrix

Inherited Members

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

Overworld

ExaminableObject.Examination

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

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.IsPlayerVisible

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

ExaminableObject.RestoreFrom(ExaminableSerialization)

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

erialize_ExaminableObject_Conversation_)

Conversation

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.Conversation.html](#))

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

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

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

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

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

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

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

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

Assembly NetAF.dll

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

+ **NetAF.Commands.Scene**

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

```
public sealed class Overworld : ExaminableObject, IExaminable, IPlayerVisible, IRestoreFromObjectSerialization<ExaminableSerialization>, IRotateFromObjectSerialization<OverworldSerialization>
```

Constructors

(NetAF.Assets.Characters.html)

OverWorld(Identifier, Description, CustomCommand[], ExaminationCallback)

(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, CustomCommand[] commands = null, ExaminationCallback examination = null)
    Exit
    (NetAF.Assets.Locations.Exit.html)
```

Parameters

Type	Name	Description
Overworld		
Identifier (NetAF.Assets.Identifier.html)	identifier	The identifier for this overworld.
Region Description (NetAF.Assets.Description.html) (NetAF.Assets.Locations.Region.html)	description	A description of this overworld.
CustomCommand (NetAF.Commands.CustomCommand.html)[]	commands	This objects commands.
RoomPosition (NetAF.Assets.Room.html)		
ExaminationCallback (NetAF.Assets.ExaminationCallback.html)	examination	The examination.

(NetAF.Assets.Locations.RoomPos)

ViewPoint

Overworld(string, string, CustomCommand[], ExaminationCallback)

+ NetAF.Commands

Initializes a new instance of the overworld class.

(NetAF.Commands.html)

Declaration

+ NetAF.Commands.

Conversation

```
Overworld(string identifier, string description, CustomCommand[] commands = null, ExaminationCallback examination = null)
```

+ NetAF.Commands.Frame

Parameters

(NetAF.Commands.Frame.html)

Type	Name	Description
Overworld		
string (https://learn.microsoft.com/dotnet/api/system.string)	identifier	The identifier for this overworld.
string (https://learn.microsoft.com/dotnet/api/system.string)	description	A description of this overworld.
CustomCommand (NetAF.Commands.CustomCommand.html)[]	commands	This objects commands.
ExaminationCallback (NetAF.Assets.ExaminationCallback.html)	examination	The examination.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Properties

CurrentRegion

Get the current region.

Declaration

(NetAF.Assets.Characters.htm)

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

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

Property Value

- NetAF.Assets.Locations

Type (NetAF.Assets.Locations.html)

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

Direction (NetAF.Assets.Locations.Direction)

(NetAF.Assets.Locations.Direction.)

Exit

(NetAF.Assets.Locations.Exit.html)

Regions

Matrix

Get the NetAF.Assets.Locations.Matrix.htm

Overworld

Declaration

(NetAF.Assets.Locations.Overworld)

Region

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

Room

Property Value

RoomPosition

Type (NetAF.Assets.Locations.RoomPos)

ViewPoint

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

(NetAF.Assets.Locations.ViewPoint)

+ NetAF.Commands

(NetAF.Commands.html)

Methods

+ NetAF.Commands.

Conversation

AddRegion(Region) Conversation

* NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Declaration

+ NetAF.Commands.Global

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

(NetAF.Commands.Global.htm)

+ NetAF.Commands.

Parameters

Persistence

Type (NetAF.Commands.Persistence)

Name

Description

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

region

The region to add.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Examine(ExaminationScene)

Examine this object.

Declaration

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

(NetAF.Assets.Characters.htm)

Parameters

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

(NetAF.Assets.Locations.htm)

Returns

Direction

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

(NetAF.Assets.Locations.Matrix.htm)

Overrides

Overworld

(NetAF.Assets.Examination.ExamineScene)

Region

(NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examine_NetAF_Assets_ExaminationScene)

(NetAF.Assets.Locations.Region.htm)

Room

(NetAF.Assets.Locations.Room.htm)

FindRegion(string, out Region)

(NetAF.Assets.Locations.RoomPos.htm)

Find a region.

ViewPoint

Declaration

+ NetAF.Commands

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

(NetAF.Commands.html)

+ NetAF.Commands.

Parameters

Conversation

Type

(NetAF.Commands.Conversation.htm)

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

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.htm)

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

Region

+ NetAF.Commands.Global

Returns

(NetAF.Commands.Global.htm)

Type

+ NetAF.Commands.

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

Persistence

(NetAF.Commands.Persistence.htm)

+ NetAF.Commands.Scene

Move(Region)

(NetAF.Commands.Scene.html)

Move to a region.

Declaration

```
public bool Move(Region region)
```

Parameters

Type	Name	Description
(NetAF.Assets.Characters.html) + NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)	region	The region to move to.

Returns

- **NetAF.Assets.Locations**

Type	Description
bool Direction (learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.Direction. Exit (NetAF.Assets.Locations.Exit.html)	True if the region could be moved to, else false.

RemoveRegion(Region)

Remove a region from this overworld.
Overworld

Declaration

(NetAF.Assets.Locations.Overworld.

Region

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

Room

(NetAF.Assets.Locations.Room.htm

Parameters

RoomPosition

Type	Name	Description
(NetAF.Assets.Locations.RoomPos ViewPoint Region (NetAF.Assets.Locations.Region.html) (NetAF.Assets.Locations.ViewPoin	region	The region to remove.

+ **NetAF.Commands**

(NetAF.Commands.html)

RestoreFrom(OverworldSerialization)

+ **NetAF.Commands.**

Restore this object from a serialization.

Conversation

Declaration

(NetAF.Commands.Conversati

+ **NetAF.Commands.Frame**

public void RestoreFrom(OverworldSerialization serialization)

(NetAF.Commands.Frame.html)

+ **NetAFCommands.Global**

(NetAF.Commands.Global.html)

+ **NetAFCommands.**

OverworldSerialization

Persistence (NetAF.Serialization.Assets.OverworldSerialization.html)

(NetAF.Commands.Persistence

+ **NetAFCommands.Scene**

(NetAF.Commands.Scene.html)

Implements

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.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.**

Conversation

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

+ **NetAF.Commands.Frame**

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

+ **NetAF.Commands.Global**

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

+ **NetAF.Commands.**

Persistence

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

+ **NetAF.Commands.Scene**

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

Class Region

Represents a region.

Filter by title

Inheritance

+ **NetAFAssetsInteraction**

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

↳ Region

- **NetAFAssetsLocations**

Implements

([NetAFAssetsLocations.html](#))

IExaminable (NetAFAssets.IExaminable.html)

Direction

IPlayerVisible (NetAFAssets.IPlayerVisible.html)

([NetAFAssetsLocations.Direction.html](#))

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

Exit

Serialization (NetAF.Serialization.Assets.ExaminableSerialization.html) >

([NetAFAssetsLocations.Exit.html](#))

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

Matrix

Serialization (NetAF.Serialization.Assets.RegionSerialization.html) >

([NetAFAssetsLocations.Matrix.html](#))

Inherited Members

↳ Overview

([NetAFAssetsLocations.Overview.html](#))

ExaminableObject.Examination

Region

([NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Examination](#))

([NetAFAssetsLocations.Region.html](#))

ExaminableObject.Identifier (NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier)

Room

ExaminableObject.Description

([NetAFAssetsLocations.Room.html](#))

(NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

RoomPosition

ExaminableObject.Commands

([NetAFAssetsLocations.RoomPos.html](#))

(NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

ViewPoint

ExaminableObject.Attributes

([NetAFAssetsLocations.ViewPoint.html](#))

(NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

ExaminableObject.IsPlayerVisible

(NetAFAssets.ExaminableObject.html#NetAF_Assets_ExaminableObject_IsPlayerVisible)

ExaminableObject.RestoreFrom(ExaminableSerialization)

+ **NetAFCommands**

([NetAFCommands.html](#))

↳ ExaminableObject.RestoreFrom_NetAF_Serialization_As

set_ExaminableSerialization_()

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))

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

+ **NetAFCommandsFrame**

([NetAFCommandsFrame.html](#))

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

+ **NetAFCommandsGlobal**

([NetAFCommandsGlobal.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>)

+ **NetAFCommandsPersistence**

Namespace: NetAF (NetAF.html).Assets (NetAFAssets.html).Locations (NetAFAssetsLocations.html)

Assembly: NetAF.dll

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

Syntax

+ **NetAFCommandsScene**

([NetAFCommandsScene.html](#))

+ **NetAFConversations**

```
public sealed class Region : ExaminableObject, IExaminable, IPlayerVisible, IRotateFromObjectSerialization<ExaminableSerialization>, IRotateFromObjectSerialization<RegionSerialization>
```

▼ Constructors

+ NetAF.Assets.Interaction

Region(Identifier, Description, CustomCommand[], ExaminationCallback)

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, CustomCommand[] commands = null, ExaminationCallback examination = null)
(NetAF.Assets.Locations.Exit.html)
```

Matrix

Parameters

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

Type	Name	Description
Overworld (NetAF.Assets.Locations.Overworld.html)		
Identifier (NetAF.Assets.Identifier.html)	identifier	This Regions identifier.
Region (NetAF.Assets.Region.html)		
Description (NetAF.Assets.Description.html)	description	The description of this Region.
Room		
CustomCommand (NetAF.Commands.CustomCommand.html)[]	commands	This objects commands.
RoomPosition		
ExaminationCallback (NetAF.Assets.ExaminationCallback.html)	examination	The examination.

ViewPoint

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

Region(string, string, CustomCommand[], ExaminationCallback)

[+ NetAF.Commands](#)

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

Initializes a new instance of the Region class.

[+ NetAF.Commands.](#)

Declaration

Conversation

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

```
(Identifier identifier, string description, CustomCommand[] commands = null, ExaminationCallback examination = null)
```

[+ NetAF.Commands.Frame](#)

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

Parameters

[+ NetAF.Commands.Global](#)

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

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

[+ NetAF.Commands.](#)

Persistence

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

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

```
CustomCommand (NetAF.Commands.CustomCommand.html)[]
```

[+ NetAF.Commands.Scene](#)

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

```
ExaminationCallback (NetAF.Assets.ExaminationCallback.html)
```

[+ NetAF.Conversations](#)

Properties

CurrentRoom

Get the current room.



Declaration

+ NetAF.Assets.Interaction

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

(NetAF.Assets.Interaction.html)

NetAF.Assets.Locations

Property value

(NetAF.Assets.Locations.html)

Type

Direction

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

(NetAF.Assets.Locations.Direction.html)

Exit

(NetAF.Assets.Locations.Exit.html)

this[int, int, int]

(NetAF.Assets.Locations.Matrix.html)

Get a Room at specified location.

(NetAF.Assets.Locations.Overworld.html)

Declaration

Region

(NetAF.Assets.Locations.Region.html)

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

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

RoomPosition

Parameters

(NetAF.Assets.Locations.RoomPosition.html)

Type

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

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

Name

Description

x

The x position.

y

The y position.

z

The z position.

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

Type

Description

+ NetAF.Commands.Frame

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

The room.

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

Room (NetAF.Commands.Global.html)

NetAF.Commands region contains.

Persistence

Declaration

(NetAF.Commands.Persistence.html)

+ public int Room { get; }

(NetAF.Commands.Scene.html)

Property Value

+ NetAF.Conversations

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

VisibleWithoutDiscovery

Get if the current region is visible without discovery.

+ NetAF.Assets.Interaction

Declaration

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

- NetAF.Assets.Locations

VisibleWithoutDiscovery { get; set; }

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

Property

Type

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

Description

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

Matrix

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

Overworld

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

Region

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

Methods

AddRoom(Room, int, int, int)

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

Add Room to this region.

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

Declaration

[ViewPoint](#)

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

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

+ NetAF.Commands

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

Parameters

+ NetAF.Commands.

Type

[Conversation](#)

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

Name

Description

room

The room to add.

+ NetAF.Commands.Frame

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

x

The x position within the region.

+ NetAF.Commands.Frame

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

y

The y position within the region.

+ NetAF.Commands.Global

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

z

The z position within the region.

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

Returns

+ NetAF.Commands.

Type

[Persistence](#)

Description

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

+ NetAF.Commands.Scene

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

Examine(ExaminationScene)

+ NetAF.Conversations

Examine this object.

Declaration

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

Parameters

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

Returns

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

Matrix

Overrides

Overworld

ExaminableObject.Examine(ExaminationScene)

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

Region

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

Room

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

RoomPosition

Get an adjoining room to the Room's CurrentRoom property.

ViewPoint

Declaration

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

+ NetAF.Commands

GetAdjoiningRoom(Direction direction)

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

Parameters

+ NetAF.Commands

Conversation

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

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

Name

direction

Description

The direction of the adjoining Room.

+ NetAF.Commands.Frame

Return

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

+ Type

+ NetAF.Commands.Global

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

Description

The adjoining Room.

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

+ NetAF.Commands

Persistence

GetAdjoiningRoom(Direction, Room)

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

Declaration

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

+ NetAF.Conversations

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

Parameters

Type	Name	Description
Direction (NetAF.Assets.Direction.html)	direction	The direction of the adjoining room.
+ NetAF.Assets.Room.html (NetAF.Assets.Interaction.html)	room	The room to use as the reference.

Returns

- NetAF.Assets.Locations

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

(NetAF.Assets.Direction.Exit)
Exit

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

Get the position of a room.
Overworld

Declaration
(NetAF.Assets.Locations.Overworld)

Region

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

Room

(NetAF.Assets.Locations.Room.html)

Parameters
RoomPosition

Type	Name	Description
ViewPoint	room	The room.

Related

+ NetAF.Commands

Type	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition.html)	The position of the room.

Conversation

+ NetAF.Commands.Conversation

JumpToRoom(int, int, int)

(NetAF.Commands.Frame.html)
Jump to a room.

+ NetAF.Commands.Global

Declaration
(NetAF.Commands.Global.html)

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

+ NetAF.Commands.Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

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

+ NetAF.Conversations

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

Returns

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

- NetAF.Assets.Locations

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

Direction

Move in a direction.
([NetAF.Assets.Locations.Direction.html](#))

Declaration

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

Matrix
public bool Move(Direction direction)
([NetAF.Assets.Locations.Matrix.html](#))

Overworld

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

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

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

direction

The direction to move in.

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

Returns

RoomPosition

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

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

True if the move was successful, else false.

+ NetAF.Commands

(NetAF.Commands.html)

RestoreFrom(RegionSerialization)

+ NetAF.Commands.

Restore this object from a serialization.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

public void RestoreFrom(RegionSerialization serialization)
([NetAF.Commands.Frame.html](#))

+ NetAF.Commands.Global

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

Type	Name	Description
RegionSerialization (NetAF.Serialization.Assets.RegionSerialization.html)	serialization	The serialization to restore from.

Persistence
([NetAF.Serialization.Assets.RegionSerialization.html](#))

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

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

Set the room to start in.

Declaration

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

Parameters

Type	Name	Description
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)	room	The Room to start in.

- NetAF.Assets.Locations

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

SetStartRoom(int, int, int)

Direction

Set the Room to start in.

Exit

Declaration

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

Matrix

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

Overworld

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

Parameters

Region

Type	Name	Description
NetAF.Assets.Locations.Region.htm	x	The x position.
Room int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Assets.Locations.Room.htm)	y	The y position.
RoomPos int (https://learn.microsoft.com/dotnet/api/system.int32) ViewPoint	z	The z position.

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

+ NetAF.Commands

ToMatrix()

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

Get this region as a 3D matrix of rooms.

+ NetAF.Commands.

Declaration

Conversation

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

public Matrix ToMatrix()

+ NetAF.Commands.Frame

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

Returns

+ NetAF.Commands.Global

Type

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

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

+ NetAF.Commands.

Persistence

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

TryFindRoom(string, out Room)

+ NetAF.Commands.Scene

Try and find a room within this region.

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

Declaration

+ NetAF.Conversations

Description

This region, as a 3D matrix.

```
public bool TryFindRoom(string name, out Room room)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	name	The rooms name.
+ NetAF.Assets.Interaction Room.html (NetAF.Assets.Interaction.html)	room	The room, if found, else null.

Returns

- [NetAF.Assets.Locations](#)

Type	Description
(NetAF.Assets.Locations.html)	True if the room could be found, else false.

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

(NetAF.Assets.Direction.
Exit

(NetAF.Assets.Locations.Exit.html)

Matrix

(NetAF.Assets.Locations.Matrix.html)

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

Overworld

Declaration

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

Region

[\(NetAF.Assets.LockDoorPair.Direction direction\)](#)

Room

(NetAF.Assets.Locations.Room.html)

Parameters

RoomPosition

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

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

direction The direction to unlock in.

Related

+ [NetAF.Commands](#)

Type	Description
(NetAF.Commands.html)	True if the door pair could be unlocked, else false.

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

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

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

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

+ [NetAF.Commands.Global](#)

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

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

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

+ NetAF.Commands.

Persistence

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

+ NetAF.Commands.Scene

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

+ NetAF.Conversations

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.Locations.Exit.html)

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

↳ Matrix

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

↳ (NetAF.Assets.Locations.Matrix.html)

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

Overworld

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

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

↳ (NetAF.Serialization.Assets.RoomSerialization.html)>

Region

Inherited Members

(NetAF.Assets.Locations.Region.html)

Room

ExaminableObject.Examination

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

RoomPosition

ExaminableObject.Identifier

↳ (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Identifier)

ExaminableObject.Description

ViewPoint

↳ (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Description)

ExaminableObject.Commands

↳ (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Commands)

ExaminableObject.Attributes

↳ (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_Attributes)

ExaminableObject.PlayerVisible

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

ExaminableObject.RestoreFrom(ExaminableSerialization)

↳ (NetAF.Assets.ExaminableObject.html#NetAF_Assets_ExaminableObject_RestoreFrom_NetAF_Serialization_Assets_ExaminableSerialization)

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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>)

Persistence

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.Commands.Scene

Assemble()

(NetAF.Commands.Scene.html)

Syntax

+ NetAF.Conversations

(NetAF.Conversations.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, Exit[], Item[], CustomCommand[], InteractionCallback, ExaminationCallback)
[NetAF.Assets.Locations.html](#)

Initializes a new instance of the Room class.

 Declaration

 Exit

```
    public Room(Identifier identifier, Description description, Exit[] exits = null, Item[] items = null, CustomCommand[] commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null)
```

 Overworld

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

Parameters

 Region

Type	Name	Description
Room		
Identifier (NetAF.Assets.Identifier.html)	identifier	This rooms identifier.
RoomPosition		
Description (NetAF.Assets.Description.html)	description	This rooms description.
(NetAF.Assets.RoomPosition.html)		
Exit (NetAF.Assets.Locations.Exit.html)	exits	The exits from this room.
(NetAF.Assets.Locations.ViewPoint.html)		
Item (NetAF.Assets.Item.html)	items	The items in this room.
+ NetAF Commands		
CustomCommand (NetAF.Commands.CustomCommand.html)	commands	This objects commands.
(NetAF.Commands.html)		
InteractionCallback (NetAF.Assets.Interaction.InteractionCallback.html)	interaction	The interaction.
+ NetAF Commands.		
ExaminationCallback (NetAF.Assets.ExaminationCallback.html)	examination	The examination.

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

+ [NetAF.Commands.Frame](#)

Room(string, string, Exit[], Item[], CustomCommand[], InteractionCallback, ExaminationCallback)
[NetAF.Commands.Frame.html](#)

+ [NetAF.Commands.Global](#)

Initializes a new instance of the Room class.

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

Declaration

+ [NetAF.Commands.](#)

Persistence

```
    public Room(string identifier, string description, Exit[] exits = null, Item[] items = null, CustomCommand[] commands = null, InteractionCallback interaction = null, ExaminationCallback examination = null)
```

+ [NetAF.Commands.Scene](#)

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

Parameters

+ [NetAF.Conversations](#)

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

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	This rooms identifier.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	This rooms description.
Exit (NetAF.Assets.Locations.Exit.html) ▾	<i>exits</i>	The exits from this room.
Item (NetAF.Assets.Item.html) ▾	<i>items</i>	The items in this room.
+ NetAF.Assets.Interaction (NetAF.Assets.Interaction.html)	<i>commands</i>	This objects commands.
- NetAF.Assets.Locations (NetAF.Assets.Locations.html)	<i>interaction</i>	The interaction.
ExaminationCallback (NetAF.Assets.ExaminationCallback.html)	<i>examination</i>	The examination.

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

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

Matrix
 (NetAF.Assets.Locations.Matrix.html)

Properties

Characters

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

Get the characters in this Room.
 Region
 (NetAF.Assets.Locations.Region.html)

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

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

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

Property Value

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

+ NetAF.Commands.

EnteredFrom

Conversati
 (NetAF.Commands.Conversation.html)

Get which direction this Room was entered from.

+ NetAF.Commands.Frame

Declaration
 (NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

EnteredFrom { get; }

Global
 (NetAF.Commands.Global.html)

Property Value

Persistence	Description
Direction (NetAF.Assets.Direction.html)?	

+ NetAF.Commands.Scene

Scene
 (NetAF.Commands.Scene.html)

Exits

+ NetAF.Conversations

Conversations
 (NetAF.Conversations.html)

Get the exits.

Declaration

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



Property Value

+ **NetAF.Assets.Interaction**

Type

(NetAF.Assets.Interaction.html)

Description

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

- **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

Direction

HasBeenVisited

(NetAF.Assets.Locations.Direction.

Exit

Get if this location has been visited.

(NetAF.Assets.Locations.Exit.html)

Declaration

Matrix

(NetAF.Assets.Locations.Matrix.htm

```
public bool HasBeenVisited { get; }
```

(NetAF.Assets.Locations.Overworld

Region

Property Value

(NetAF.Assets.Locations.Region.htm

Type

Room

Description

(NetAF.Assets.Locations.Room.htm

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

RoomPosition

(NetAF.Assets.Locations.RoomPos

ViewPoint

Interaction

(NetAF.Assets.Locations.ViewPoin

+ **NetAF.Commands**

Get the Interaction.

(NetAF.Commands.html)

Declaration

+ **NetAF.Commands.**

Conversation actionCallback Interaction { get; }

(NetAF.Commands.Conversati

Property Value

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

Description

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

this[Direction]

Persistence

(NetAF.Commands.Persistence

Get an exit.

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

public Exit this[Direction direction] { get; }

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	<i>direction</i>	The direction of an exit.

Property Value

Type	Description
+ NetAF.Assets.Interaction Exit (NetAF.Assets.Locations.Exit.html) (NetAF.Assets.Interaction.html)	The exit.

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Items

Direction

Get the direction.

Exit

Declaration

(NetAF.Assets.Locations.Exit.html)

Matrix

public Item[] Items { get; }

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Property Value

Region

Type

(NetAF.Assets.Locations.Region.html)

Room

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

(NetAF.Assets.Locations.Room.html)

RoomPosition

(NetAF.Assets.Locations.RoomPos.html)

UnlockedExits

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Get all unlocked exits.

+ NetAF.Commands

Declaration

(NetAF.Commands.html)

+ NetAF.Commands

LockedExits { get; }

Conversation

(NetAF.Commands.Conversation.html)

Property Value

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

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

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Methods

Persistence

(NetAF.Commands.Persistence.html)

AddCharacter(NonPlayableCharacter)

+ NetAF.Commands.Scene

Add (NetAF.Commands.Scene.html)

(NetAF.Commands.Scene.html)

Declaration

(NetAF.Conversations.html)

(NetAF.Conversations.html)

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

Parameters

Type	Name	Description
NonPlayableCharacter + NetAF.Assets.Interaction (NetAF.Assets.Characters.NonPlayableCharacter.html) (NetAF.Assets.Interaction.html)	character	The character to add.

- NetAF.Assets.Locations

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

Direction
Add an item.
(NetAF.Assets.Locations.Direction.html)

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

Matrix
public void AddItem(Item item)
(NetAF.Assets.Locations.Matrix.html)

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

Type	Name	Description
Region (NetAF.Assets.Locations.Region.html)	item	The item to add.

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

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

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

CanMove([Direction](#))

Test
(NetAF.Assets.Locations.Test.html)

+ NetAF.Commands

(NetAF.Commands.html)

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

+ NetAF.Commands.

Conversation

Parameters
(NetAF.Commands.Conversation.html)

Type	Name	Description
Frame (NetAF.Commands.Frame.html)	direction	The direction to test.

+ NetAF.Commands.Global

Returns
(NetAF.Commands.Global.html)

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	If a move in the specified direction is possible.

+ NetAF.Commands.Persistence

ContainsCharacter([NonPlayableCharacter](#), [bool](#)) (NetAF.Commands.Scene.html)

Get if this Room contains a character.

+ NetAF.Conversations

Declaration
(NetAF.Conversations.html)

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

Parameters

Type	Name	Description
+ NetAF.Assets.Interaction NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)	character	The character.
- NetAF.Assets.Locations b (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)	True if the item is in this room, else false.

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

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

ContainsCharacter(string, bool)

Get if this Room contains a character.

RoomPosition

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

ViewPoint

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

+ NetAF.Commands

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

Parameters

Type	Name	Description
+ NetAF.Commands.Conversation string (NetAF.Commands.Conversation.html)	characterName	The character name to check for.
+ NetAF.Commands.Frame bool (NetAF.Commands.Frame.html)	includeInvisibleCharacters	Specify if invisible characters should be included.
+ NetAF.Commands.Global bool (NetAF.Commands.Global.html)		

+ NetAF.Commands.

Returns

Type	Description
Persistence (NetAF.Commands.Persistence.html)	True if the item is in this room, else false.

+ NetAF.Commands.Scene

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

ContainsExit(Direction, bool)

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

Get if this Room contains an exit.

Declaration

```
public bool ContainsExit(Direction direction, bool includeInvisibleExits = false)
```



Parameters

+ **NetAF.Assets.Interaction**

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

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

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

(<https://learn.microsoft.com/dotnet/api/system.boolean>)
Direction
lean
(NetAF.Assets.Locations.Direction.

Name

direction

Description

The direction of the exit to check for.

includeInvisibleExits

Specify if invisible exits should be included.

Exit

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

Type
[Matrix](#)

(NetAF.Assets.Locations.Matrix.htm
bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

True if the exit exists, else false.

ContainsExit(bool)

Room

Get if NetAF.Room contains an exit.

RoomPosition

Declaration
[\(NetAF.Assets.Locations.RoomPos](#)

ViewPoint

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

+ **NetAF.Commands**

Parameters

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

Type

+ **NetAF.Commands.**

[Conversation](#)

(<https://learn.microsoft.com/dotnet/api/system.boolean>)
[\(NetAF.Commands.Conversati](#)
lean)

Name

includeInvisibleExits

Description

Specify if invisible exits should be included.

+ **NetAF.Commands.Frame**

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

Type

+ **NetAF.Commands.Global**

[\(NetAF.Commands.Global.htm](#)

Description

True if the exit exists, else false.

+ **NetAF.Commands.**

Persistence

[ContainsInteractionTarget\(string\)](#)

Gets NetAF.Commands.Scene interaction target.

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

+ **NetAF.Conversations**

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

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

Parameters

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

(NetAF.Assets.Interaction.html)

Returns

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

(NetAF.Assets.Locations.Direction.

Exit

ContainsItem(Item)

Matrix

Get if this Room contains an item. This will not include items whose ExaminableObject.IsPlayerVisible property is set to false.

Overworld

(NetAF.Assets.Locations.Overworld

Region

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

(NetAF.Assets.Locations.Room.html)

Parameters

Type	Name	Description
(NetAF.Assets.Locations.RoomPosition.html) ViewPoint	item	The item to check for.

+ NetAF.Commands

Returns

(NetAF.Commands.html)

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

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

ContainsItem(String, bool)

(NetAF.Commands.Frame.html)

Get if this Room contains an item.

+ NetAF.Commands.Global

Declaration

(NetAF.Commands.Global.html)

+ NetAF.Commands

public bool ContainsItem(string itemName, bool includeInvisibleItems = false)

Persistence

(NetAF.Commands.Persistence.html)

Parameters

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>itemName</i>	The item name to check for.
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>includeInvisibleItems</i>	Specify if invisible items should be included.

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

Returns

- [NetAF.Assets.Locations](#)

Type	Description
NetAF.Assets.Locations.html	

Direction

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

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

Exit

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

Examine([ExaminationScene](#))

Matrix

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

Handle examination this Room.

Overworld

Declaration

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

Region

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

Room

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

Parameters

RoomPosition

Type	Name	Description
NetAF.Assets.Locations.RoomPosition.html		

ViewPoint

ExaminationScene

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

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

+ [NetAF.Commands](#)

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

Returns

Type	Description
NetAF.Commands.html	

+ [NetAF.Commands](#).

- [Conversation](#)

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

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

The result of this examination.

Overrides

- [NetAF.Commands.Frame](#)

ExaminationObject.Examine([ExaminationScene](#))

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

+ [NetAF.Commands.Global](#)

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

- [NetAF.Commands](#)

- [Persistence](#)

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

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

Declaration

+ [NetAF.Commands.Scene](#)

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

public bool FindCharacter(string characterName, out NonPlayableCharacter character)

+ [NetAF.Conversations](#)

- [\(NetAF_Conversations.html\)](#)

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>characterName</i>	The character.
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)	<i>character</i>	The character name.

+ NetAF.Assets.Interaction

Returns

(NetAF.Assets.Interaction.html)

Type

- NetAF.Assets.Locations

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

(NetAF.Assets.Locations.html)

Description

True if the character was found.

Direction

(NetAF.Assets.Locations.Direction.html)

FindCharacter(string, out NonPlayableCharacter, bool)

Exit

(NetAF.Assets.Locations.Exit.html)

Find a character.

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

public bool FindCharacter(string characterName, out NonPlayableCharacter character,

bool includeInvisibleCharacters)

(NetAF.Assets.Locations.Region.html)

Room

Parameters

(NetAF.Assets.Locations.Room.html)

Type	Name	Description
RoomPosition (NetAF.Assets.Locations.RoomPosition.html)	<i>characterName</i>	The character name.
String ViewPoint (https://learn.microsoft.com/dotnet/api/system.string)	<i>character</i>	The character.
+ NetAF.Commands	<i>includeInvisibleCharacters</i>	Specify if invisible characters should be included.
Conversation (NetAF.Commands.Conversation.html)		
bool (https://learn.microsoft.com/dotnet/api/system.boolean)		
+ NetAF.Commands.Frame		
(NetAF.Commands.Frame.html)		
Returns		
+ NetAF.Commands.Global		
Type (NetAF.Commands.Global.html)		
bool (https://learn.microsoft.com/dotnet/api/system.boolean)		True if the character was found.

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

FindExit(Direction, bool, out Exit)

+ NetAF.Commands.Scene

Find an exit.

(NetAF.Commands.Scene.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

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

Parameters

Type	Name	Description
Direction (NetAF.Assets.Direction.html) + NetAF.Assets.Interaction	direction	The exits direction.
bool (NetAF.Assets.Interaction.html (https://learn.microsoft.com/dotnet/api/system.boolean)) - NetAF.Assets.Locations	includeInvisibleExits	Specify if invisible exists should be included.
Exit (NetAF.Assets.Locations.Exit.html) Direction	exit	The exit.

Returns
Exit

Type	Description
Matrix (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Locations.Matrix.htm)	True if the exit was found.

Overworld

(NetAF.Assets.Locations.Overworld)

FindInteractionTarget(string, out IInteractWithItem)

(NetAF.Assets.Locations.Region.html)
Find an interaction target.

Room

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

RoomPosition

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

(NetAF.Assets.Locations.ViewPoint)

Parameters

+ NetAF.Commands

Type	Name	Description
(NetAF.Commands.html)		
string (https://learn.microsoft.com/dotnet/api/system.string)	targetName	The targets name.

+ NetAF.Commands

Type	Description
IConversation (NetAF.Assets.Interaction.IInteractWithItem.html)	target

(NetAF.Commands.Conversation)

Returns

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands

FindItem(string, out Item)

Persistence

Find (NetAF.Commands.Persistence) whose ExaminableObject.IsPlayerVisible property is set to false

Persistence

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

public bool FindItem(string itemName, out Item item)

+ NetAF.Conversations

(NetAF.Conversations.html)

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	itemName	The items name. This is case insensitive
Item (NetAF.Assets.Item.html)	item	The item

+ NetAF.Assets.Interaction

Returns

(NetAF.Assets.Interaction.html)

Type

- NetAF.Assets.Locations

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

(NetAF.Assets.Locations.html)

Description

True if the item was found

Direction

(NetAF.Assets.Locations.Direction.html)

FindItem(string, out Item, bool)

Exit

(NetAF.Assets.Locations.Exit.html)

Find an item.

Matrix

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

(NetAF.Assets.Locations.Region.html)

Parameters

Room

Type	Name	Description
NetAF.Assets.Locations.Room.htm		
RoomPosition		
string (NetAF.Assets.Locations.RoomPos (https://learn.microsoft.com/dotnet/api/system.stri ng) (NetAF.Assets.Locations.ViewPoin	itemName	The items name.
Item (NetAF.Commands.html)	item	The item.
(NetAF.Commands.html)		
bool (https://learn.microsoft.com/dotnet/api/system.bo olean)	includeInvisibleItems	Specify is invisible items should be included.
Conversation		

(NetAF.Commands.Conversation.html)

Returns

+ NetAF.Commands.Frame

Description

(NetAF.Commands.Frame.html)

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

True if the item was found.

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

HasLockedExitInDirection(Direction, bool)

(NetAF.Commands.html)

Persistence

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

(NetAF.Commands.Persistence.html)

Declaration

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

public bool HasLockedExitInDirection(Direction direction, bool includeInvisibleExits
= false)

+ NetAF.Conversations

(NetAF.Conversations.html)

Parameters

Type	Name	Description
Direction (NetAF.Assets.Locations.Direction.html)	<i>direction</i>	The direction to check.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) + NetAF.Assets.Interaction	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

(NetAF.Assets.Interaction.html)

Returns

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

HasUnlockedExitInDirection(Direction, bool)

Matrix

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

(NetAF.Assets.Locations.Matrix.htm)

Declaration

(NetAF.Assets.Locations.Overworld)

```
public bool HasUnlockedExitInDirection(Direction direction, bool includeInvisibleExits)
```

(NetAF.Assets.Locations.Region.htm)

Room

(NetAF.Assets.Locations.Room.htm)

Parameters

RoomPosition

Type	Name	Description
ViewPoint Direction (NetAF.Assets.Locations.Direction.html) (NetAF.Assets.Locations.ViewPoint)	<i>direction</i>	The direction to check.
bool + NetAF.Commands (https://learn.microsoft.com/dotnet/api/system.boolean) + NetAF.Commands	<i>includeInvisibleExits</i>	Specify if invisible exits should be included.

+ NetAF.Commands.

Conversation

Type	Description
NetAF.Commands.Conversation	

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.htm)

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

If there is a unlocked exit in the specified direction.

Type	Description
InteractionResult	

Type	Description
InteractionResult	

Type	Description
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InteractionResult	

<tbl_struct

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

Returns

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

(NetAF.Assets.Interaction.html)

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

Handle movement into this GameLocation.

Declaration
 (NetAF.Assets.Locations.Direction.
 Exit

(NetAF.Assets.Locations.Exit.html)
 public void MovedInto(Direction? fromDirection)

Matrix

Overworld

Parameters
 (NetAF.Assets.Locations.Overworld.

Type	Name	Description
Region	<i>fromDirection</i>	The direction movement into this Room is from. Use null if there is no direction.

Direction

Room

(NetAF.Assets.Locations.Direction.h

tml)(NetAF.Assets.Locations.Room.htm

? RoomPosition

(NetAF.Assets.Locations.RoomPos

ViewPoint

(NetAF.Assets.Locations.ViewPoin

RemoveCharacter(NonPlayableCharacter)

+ NetAF.Commands

Remove a character from the room.

(NetAF.Commands.html)

Declaration
 + NetAF.Commands.

Conversation

public void RemoveCharacter(NonPlayableCharacter character)

(NetAF.Commands.Conversati

+ NetAF.Commands.Frame

Parameters

(NetAF.Commands.Frame.html)

Type

+ NetAF.Commands.Global

NonPlayableCharacter

(NetAF.Commands.Global.htm

(NetAF.Assets.Characters.NonPlayableCharacter.html)

Type	Name	Description
character	character	The character to remove.

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

Remove an interaction target from the room.

(NetAF.Commands.Scene.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

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

Parameters

Type	Name	Description
IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html) + NetAF.Assets.Interaction	target	The target to remove.

(NetAF.Assets.Interaction.html)

Returns

Type	Description
(NetAF.Assets.Locations.html) IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html) Direction	The target removed from this room.

(NetAF.Assets.Locations.Direction.html)

(NetAF.Assets.Locations.Exit.html)

Matrix

Remove an item

(NetAF.Assets.Locations.Matrix.html)

Overworld

(NetAF.Assets.Locations.Overworld.html)

Region

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

(NetAF.Assets.Locations.Region.html)

Room

Parameters

(NetAF.Assets.Locations.Room.html)

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

Item

(NetAF.Assets.Item.html)

item The item to remove.

(NetAF.Assets.Locations.ViewPoint.html)

+ NetAF.Commands

RestoreFrom(RoomSerialization)

(NetAF.Commands.html)

Restore this object from a serialization.

Conversation

Declaration

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Parameters

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

RoomSerialization

(NetAF.Serialization.Assets.RoomSerialization.html)

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

SpecifyConditionalDescription(ConditionalDescription)

(NetAF.Commands.Scene.html)

Specify a conditional description of this room.

+ NetAF.Conversations

Declaration

(NetAF.Conversations.html)

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

Parameters

Type		Name	Description
ConditionalDescription (NetAF.Assets.ConditionalDescription.html) + NetAF.Assets.Interaction		description	The description of this room.

(NetAF.Assets.Interaction.html)

Implements

(NetAF.Assets.Locations.html)

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

IItemContainer (NetAF.Assets.IItemContainer.html)

IExamineable (NetAF.Assets.IExamineable.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

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

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

(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.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.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>)

Overwrite

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.

Conversation

RoomPosition(Room, int, int, int)

([NetAF.Commands.Conversati](#)

Represents a room position.

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

public RoomPosition(Room room, int x, int y, int z)

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

+ NetAF.Commands.

Parameters

Persistence

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

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

+ NetAF.Commands.Scene

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

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

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

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

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

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

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	room	The room/
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position of the room.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position of the room.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The z position of the room.

Properties

Room

Get the room.

Declaration

(NetAF.Assets.Interaction.html)

- NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Property Value

Direction

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

Matrix

(NetAF.Assets.Locations.Matrix.html)

X Overworld

(NetAF.Assets.Locations.Overworld.html)

Get the X position of the room.

(NetAF.Assets.Locations.Region.html)

Declaration

Room

(NetAF.Assets.Locations.Room.html)

public int X { get; }

(NetAF.Assets.Locations.RoomPosition.html)

ViewPoint

(NetAF.Assets.Locations.ViewPoint.html)

Type

+ NetAF.Commands

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

(NetAF.Commands.html)

+ NetAF.Commands.

Y Conversation

(NetAF.Commands.Conversation.html)

Get the Y position of the room.

+ NetAF.Commands.Frame

Declaration

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

NetAF.Commands.

Persistence

Type (NetAF.Commands.Persistence.html)

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

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Z NetAF.Conversations

(NetAF.Conversations.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

Conversation

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

+ NetAF.Commands.

Persistence

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

+ NetAF.Commands.Scene

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

+ NetAF.Conversations

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

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>)

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

NameSpace: NetAF (NetAF.html).Assets (NetAFAssets.html).Locations (NetAFAssets.Locations.html)

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

Assembly: NetAF.dll

RoomPosition

Syntax

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

ViewPoint

public sealed class ViewPoint

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

+ NetAF.Commands

([NetAFCommands.html](#))

Properties

Conversation

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

Any

+ NetAF.Commands.Frame

Get if there is a view in any direction

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

Declaration

+ NetAF.Commands.Global

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

public bool Any { get; }

+ NetAF.Commands.

Persistence

Property Value

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

Type

+ NetAF.Commands.Scene

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

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

+ NetAF.Conversations

([NetAFConversations.html](#))

AnyNotVisited

+ NetAF.Conversations.

([NetAFConversations.html](#))

135 / 495

Get if there is a view in any direction.

Declaration

```
public bool AnyNotVisited { get; }
```

Property Value

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

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

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

Matrix
Get if there is a view in any direction.
(NetAF.Assets.Locations.Matrix.html)

Declaration
OverWorld
(NetAF.Assets.Locations.Overworld.html)

```
public bool AnyVisited { get; }
```

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

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

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

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

+ NetAF.Commands

this[Direction]

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

Get the room that lies in a specified direction.

+ NetAF.Commands.

Declaration

Conversation

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

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

+ NetAF.Commands.Frame

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

Parameters

Type	Name	Description
(NetAF.Commands.Global.html) Direction (NetAF.Assets.Locations.Direction.html)	direction	The direction to check.

+ NetAF.Commands.

Persistence

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

Type

Type	Description
Room (NetAF.Assets.Locations.Room.html) (NetAF.Commands.Scene.html)	The room.

+ NetAF.Conversations

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

+ NetAF.Conversations.

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)

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

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

```
public static ViewPoint Create(Region region)
    RoomPosition
```

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

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

Type	Name	Description
NetAF.Commands Region (NetAF.Assets.Locations.Region.html) (NetAF.Commands.html)	region	The region to create the view point from.

Related Topics

Type	Description
NetAF.Commands.Conversation ViewPoint (NetAF.Assets.Locations.ViewPoint.html)	The view point.

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

+ NetAF.Commands.

Persistence
(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

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

+ NetAF.Conversations

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

+ NetAF.Conversations.

Namespace NetAF.Commands

Classes

Filter by title

(NetAF.Assets.Attributes.html)
CommandHelp (NetAF.Commands.CommandHelp.html)

+ **NetAF.Assets.Characters**

(NetAF.Assets.Characters.htm)

CustomCommand (NetAF.Commands.CustomCommand.html)

(NetAF.Assets.Interaction.html)

+ **NetAF.Assets.Locations**

Interfaces

(NetAF.Assets.Locations.html)

- **NetAF.Commands**

ICommand (NetAF.Commands.ICommand.html)

Represents a command.

CommandHelp

(NetAF.Commands.CommandHelp

CustomCommand

(NetAF.Commands.CustomCommand

CustomCommandCallback

(NetAF.Commands.CustomCommandCallback

CustomCommandCallback (NetAF.Commands.CustomCommandCallback.html)

ICommand

Provides a callback for custom commands.

(NetAF.Commands.ICommand.htm

+ **NetAF.Commands.**

Conversation

(NetAF.Commands.Conversation

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.htm

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

Class CommandHelp

Provides help for a command.

Filter by title

Inheritance

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

Implements

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

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

(NetAF.Commands.CommandHelp.htm) >

+ NetAF.Assets.Locations

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

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

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)))
↳ CommandHelp

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.CommandHelp
↳ CustomCommand

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>)
↳ Command
↳ ICommand
[\(NetAF.Commands.ICommand.html\)](#)

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

* NetAF.Commands.

Conversation

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

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

+ NetAF.Commands.Frame

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

+ NetAF.Commands.Global

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

+ NetAF.Commands.

CommandHelp(string, string, string)

Persistence

Protected Constructors

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

Properties

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

public CommandHelp(string command, string description, string shortcut = "")

+ NetAF.Conversations

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

Parameters

+ NetAF.Conversations.

Type Instructions

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

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

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

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The help.
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>shortcut</i>	A shortcut for the command.

▼

Properties Characters

(NetAF.Assets.Characters.html)

Command

(NetAF.Assets.Interaction.html)

Get the command.

+ NetAF.Assets.Locations

Declaration

(NetAF.Assets.Locations.html)

- NetAF.Commands

public string Command { get; }

(NetAF.Commands.html)

Property Value

(NetAF.Commands.CommandHelp.html)

Type CustomCommand

Description

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

CustomCommandCallback

(NetAF.Commands.CustomCommand.html)

ICommand

Description

(NetAF.Commands.ICommand.html)

Get the description of the command.

+ NetAF.Commands

Declaration

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Property Value

+ NetAF.Commands.Global

Type (NetAF.Commands.Global.html)

Description

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

+ NetAF.Commands

Persistence

(NetAF.Commands.Persistence.html)

Shortcut

+ NetAF.Commands.Scene

Get the shortcut for the command.

(NetAF.Commands.Scene.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

public string Shortcut { get; }

+ NetAF.Conversations

Instructions

Property Value

(NetAF.Conversations.Instruct

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

Methods

+ NetAF.Assets.Characters

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

+ NetAF.Assets.Interaction

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

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

Declaration

+ NetAF.Assets.Locations

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

- NetAF.Commands

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

Type `CommandHelp`

Type	Description
(NetAF.Commands.CommandHelp)	
CommandHelp (NetAF.Commands.CommandHelp.html)	
CustomCommand	<code>other</code> An object to compare with this object.

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

Returns `CustomCommandCallback`

Type `CustomCommand`

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

+ NetAF.Commands

[Conversation](#)

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

+ NetAF.Commands.Frame

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

Equals(string)

+ NetAF.Commands.Global

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

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

Declaration

+ NetAF.Commands.

Persistence

Type	Description
public bool Equals(string other)	

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

+ NetAF.Commands.Scene

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

Type

+ NetAF.Conversations

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

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

[Related](#)

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	true (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool) if the current object is equal to the other parameter; otherwise, false (https://learn.microsoft.com/dotnet/csharp/language-reference/builtin-types/bool).

+ **NetAF.Assets.Characters**

[\(NetAF.Assets.Characters.html\)](#)

+ **NetAF.Assets.Interaction**

[IEquatable<T> \(<https://learn.microsoft.com/dotnet/api/system.iequatable-1>\)](#)

[\(NetAF.Assets.Interaction.html\)](#)

+ **NetAF.Assets.Locations**

[\(NetAF.Assets.Locations.html\)](#)

- **NetAF.Commands**

[\(NetAF.Commands.html\)](#)

CommandHelp

[\(NetAF.Commands.CommandHelp.html\)](#)

CustomCommand

[\(NetAF.Commands.CustomCommand.html\)](#)

CustomCommandCallback

[\(NetAF.Commands.CustomCommandCallback.html\)](#)

ICommand

[\(NetAF.Commands.ICommand.html\)](#)

+ **NetAF.Commands.**

Conversation

[\(NetAF.Commands.Conversation.html\)](#)

+ **NetAF.Commands.Frame**

[\(NetAF.Commands.Frame.html\)](#)

+ **NetAF.Commands.Global**

[\(NetAF.Commands.Global.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

Class CustomCommand

Provides a custom command.

Filter by title

Inheritance

([NetAF.Assets.Characters.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

([NetAF.Assets.Interaction.html](#))

↳ Load (NetAF.Commands.Persistence.Load.html)

↳ Save (NetAF.Commands.Persistence.Save.html)

+ **NetAF.Assets.Locations**

Implements

([NetAF.Assets.Locations.html](#))

ICommand ([NetAF.Commands.ICommand.html](#))

IPlayerVisible ([NetAF.Assets.IPlayerVisible.html](#))

([NetAF.Commands.html](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CustomCommand

Serialization ([NetAF.Serialization.CustomCommandSerialization.html](#))>

CommandHelp

Inherited Members

([NetAF.Commands.CommandHelp](#))

CustomCommand

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.CustomCommand](#))

CustomCommandCallback

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.CustomCommand](#))

Command

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Commands.Command](#))

GetType()

(<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ **NetAF.Commands**

Conversation

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Commands.Conversation](#))

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#))

+ **NetAF.Commands.Frame**

Assembly: NetAF

([NetAF.Commands.Frame.html](#))

Syntax

+ **NetAF.Commands.Global**

public class CustomCommand : ICommand, IPlayerVisible, IRestoreFromObjectSerialization

([NetAF.Commands.Global.html](#))<CustomCommandSerialization>

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence](#))

Constructors

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

CustomCommand(CommandHelp help, bool isPlayerVisible, bool interpretIfNotPlay)

([NetAF.Commands.Scene](#))<CustomCommandCallback>

+ **NetAF.Conversations**

Provides a custom command.

([NetAF.Conversations.html](#))

Declaration

+ **NetAF.Conversations.**

Instructions

public CustomCommand(CommandHelp help, bool isPlayerVisible, bool interpretIfNotPlay)

([NetAF.Conversations](#))<CustomCommandCallback>

+ **NetAF.Extensions**

Parameters

Type	Name	Description
CommandHelp (NetAF.Commands.CommandHelp.html)	<i>help</i>	The help for this command.
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Characters.html)	<i>isPlayerVisible</i>	If this is visible to the player.
bool + NetAF.Assets.Interaction (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Assets.Interaction.html)	<i>interpretIfNotPlayerVisible</i>	If this command can be interpreted when the IsPlayerVisible is false.
+ NetAF.Assets.Locations CustomCommandCallback (NetAF.Commands.CustomCommandCallback.html) - NetAF.Commands (NetAF.Commands.html)	<i>callback</i>	The callback to invoke when this command is invoked.

Properties

CommandHelp (NetAF.Commands.CommandHelp.html)
CustomCommand (NetAF.Commands.CustomCommand.html)
CustomCommandCallback (NetAF.Commands.CustomCommandCallback.html)
Get IClientArguments . (NetAF.Commands.ICommand.html)
Declaration

+ NetAF.Commands.

Conversation[] Arguments { get; set; }
(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

Type
(NetAF.Commands.Frame.html)

Type	Description
System.String[]	

(NetAF.Commands.Global.html)

+ NetAF.Commands.Help

Persistence
(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

Declaration
(NetAF.Commands.Scene.html)

public CommandHelp Help { get; }

+ NetAF.Conversations

(NetAF.Conversations.html)

Property Value

+ NetAF.Conversations.

Type
IInstructions

(NetAF.Conversations.IInstructions.html)

+ NetAF.Extensions

InterpretIfNotPlayerVisible

Get if this command can be interpreted when the IsPlayerVisible is false.

Declaration

```
public bool InterpretIfNotPlayerVisible { get; set; }
```

Property Value

+ **NetAF.Assets.Interaction**

Description

([NetAF.Assets.Interaction.html](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ **NetAF.Assets.Locations**

([NetAF.Assets.Locations.html](#))

IsPlayerVisible

- **NetAF.Commands**

([NetAF.Commands.html](#))

Get if this command can be interpreted when player.

Declaration

([NetAF.Commands.CommandHelp](#))

CustomCommand

```
public bool IsPlayerVisible { get; set; }
```

([NetAF.Commands.CustomCommand](#))

CustomCommandCallback

Property Value

ICommand

Description

([NetAF.Commands.ICommand.html](#))

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ **NetAF.Commands.**

Conversation

([NetAF.Commands.Conversation.html](#))

Methods

- **NetAF.Commands.Frame**

([NetAF.Commands.Frame.html](#))

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))

Invoke the command.

+ **NetAF.Commands.**

Declaration

Persistence

([NetAF.Commands.Persistence.html](#))

public Reaction Invoke(Game game)

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

Parameters

+ **NetAF.Conversations**

Name

Description

([NetAF.Conversations.html](#))

Game ([NetAF.Logic.Game.html](#))

game

The game to invoke the command on.

+ **NetAF.Conversations.**

Returns

Instructions

([NetAF.Conversations.Instruction.html](#))

+ **NetAF.Extensions**

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction.

RestoreFrom(CustomCommandSerialization)

Restore this object from a serialization.

(NetAF.Assets.Characters.html)

Declaration

+ NetAF.Assets.Interaction

(NetAF.Assets.Interaction.html)

```
public void RestoreFrom(CustomCommandSerialization serialization)
```

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Type	Name	Description
- NetAF.Commands		

(NetAF.Commands.html)

CustomCommandSerialization

(NetAF.Serialization.CustomCommandSerialization.html)

(NetAF.Commands.CommandHelp)

CustomCommand

Implements

NetAF.Commands.CustomCommand

CustomCommandCallback

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Commands.CustomCommand)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

ICustomCommand

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Commands.ICustomCommand.html)

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

Delegate CustomCommandCallback

Provides a callback for custom commands.

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 delegate Reaction CustomCommandCallback(Game game, string[] arguments)
[\(NetAF.Assets.Locations.html\)](#)

Parent: [NetAF.Commands](#)

Type	Name	Description
Game (NetAF.Logic.Game.html) (NetAF.Commands.CommandHelp)	game	The game to invoke the command on.
string CustomCommand (NetAF.Commands.Command.html) CustomCommandCallback (NetAF.Commands.CustomCommand.html)	arguments	The arguments to invoke the command with.

Return: [Command](#)

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html) Conversation (NetAF.Commands.Conversation.html)	The reaction to the command.

+ **NetAF.Commands.Conversation**

+ **NetAF.Commands.Frame**

[\(NetAF.Commands.Frame.html\)](#)

+ **NetAF.Commands.Global**

[\(NetAF.Commands.Global.html\)](#)

+ **NetAF.Commands.Persistence**

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.Instructions**

[\(NetAF.Conversations.Instructions.html\)](#)

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Interface ICommand

Represents a command.

Filter by title

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html)

+ **NetAF.Assets.Interaction**

Assembly: NetAF.dll

(NetAF.Assets.Interaction.html)

Syntax

+ **NetAF.Assets.Locations**

(NetAF.Assets.Locations.html)

- **NetAF.Commands**

(NetAF.Commands.html)

CommandHelp

(NetAF.Commands.CommandHelp)

CustomCommand

(NetAF.Commands.CustomCommand)

Invoke(Game)

CustomCommandCallback

Invoke the command.

ICommand

Declaration

(NetAF.Commands.ICommand.html)

+ **NetAF.Commands**

Reaction Invoke(Game game)

Conversation

(NetAF.Commands.Conversation)

Parameters

+ **NetAF.Commands.Frame**

Type

(NetAF.Commands.Frame.html)

Game (NetAF.Logic.Game.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

Returns

+ **NetAF.Commands.**

Persistence

Reaction (NetAF.Assets.Interaction.Reaction.html)

(NetAF.Commands.Persistence)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Name	Description
game	The game to invoke the command on.

Description
The reaction.

Namespace NetAF.Commands. Conversation

▼ Filter by title

Classes

- + **NetAF.Assets.Characters**
[\(NetAF.Assets.Characters.htm\)](#)
- + **NetAF.Commands.Conversation.End**
[\(NetAF.Commands.Conversation.End.html\)](#)
 - Represents the End command.
- + **NetAF.Assets.Locations**
[\(NetAF.Assets.Locations.html\)](#)
- + **NetAF.Commands**
[\(NetAF.Commands.html\)](#)
- **NetAF.Commands.**
Conversation
[\(NetAF.Commands.Conversation.html\)](#)
 - End
[\(NetAF.Commands.Conversation.End.html\)](#)
- + **NetAF.Commands.Frame**
[\(NetAF.Commands.Frame.html\)](#)
- + **NetAF.Commands.Global**
[\(NetAF.Commands.Global.html\)](#)
- + **NetAF.Commands.**
Persistence
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instructions.html\)](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

Class End

Represents the End command.

Filter by title

Inheritance

+ **NetAF.Assets.Interaction**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Assets.Interaction.html](#))

↳ End

+ **NetAF.Assets.Locations**

Implements

([NetAF.Assets.Locations.html](#))

ICommand ([NetAF.Commands.ICommand.html](#))

+ **NetAF.Commands**

([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)))

- **NetAF.Commands.**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Commands.Conversation.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.Commands.Frame**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Commands.Frame.html](#))

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Conversation ([NetAF.Commands.Conversation.html](#))

* **NetAF.Commands.Global**

Assembly: NetAF

([NetAF.Commands.Global.html](#))

Syntax

+ **NetAF.Commands.**

public class End : ICommand

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

Properties

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

CommandHelp

+ **NetAF.Conversations.**

Get the command help.

Instructions

Defined in:

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

public static CommandHelp CommandHelp { get; }

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

Property value

([NetAF.Interpretation.html](#))

Type

+ **NetAF.Logic**

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

([NetAF.Logic.html](#))

Description

Methods

Invoke(Game)

Invoke the command.



Declaration

+ NetAF.Assets.Interaction

public Reaction Invoke(Game game)
[\(NetAF.Assets.Interaction.html\)](#)

+ NetAF.Assets.Locations

Parameters

[\(NetAF.Assets.Locations.html\)](#)

Type

+ NetAF.Commands

Game ([NetAF.Logic.Game.html](#))

[\(NetAF.Commands.html\)](#)

Name

Description

game

The game to invoke the command on.

- NetAF.Commands.

Returns

Conversation

Type

[\(NetAF.Commands.Conversation.html\)](#)

Reaction ([NetAF.Assets.Interaction.Reaction.html](#))

End

Description

The reaction.

([NetAF.Commands.Conversation.E](#)

Implements

NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)

ICommand ([NetAF.Commands.ICommand.html](#))

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

+ 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.Commands.Frame

Classes

Filter by title

NetAF Assets Interaction

CommandsOff (NetAF.Commands.Frame.CommandsOff.html)

(NetAFAssetsInteraction.html)

Represents the CommandsOff command.

+ NetAF.Assets.Locations

(NetAFAssetsLocations.html)

CommandsOn (NetAF.Commands.Frame.CommandsOn.html)

+ NetAF.Commands

Represents the CommandsOn command.

(NetAFCommands.html)

KeyOff (NetAF.Commands.Frame.KeyOff.html)

Conversation

Represents the KeyOff command.

(NetAFCommandsConversati

KeyOn (NetAF.Commands.Frame.KeyOn.html)

(NetAFCommandsFrame.html)

Represents the KeyOn command.

CommandsOff

(NetAFCommandsFrame.Comma

CommandsOn

(NetAFCommandsFrame.Comma

KeyOff

(NetAFCommandsFrame.KeyOff.I

KeyOn

(NetAFCommandsFrame.KeyOn.I

+ NetAF.Commands.Global

(NetAFCommandsGlobal.html)

+ NetAF.Commands.

Persistence

(NetAFCommandsPersistence.html)

+ NetAF.Commands.Scene

(NetAFCommandsScene.html)

+ NetAF.Conversations

(NetAFConversations.html)

+ NetAF.Conversations.

Instructions

(NetAFConversations.Instruct

Class CommandsOff

Represents the CommandsOff command.

Filter by title

Inheritance

([NetAF.Assets.Interaction.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Assets.Locations**

↳ CommandsOff

([NetAF.Assets.Locations.html](#))

Implements

ICommand ([NetAF.Commands.ICommand.html](#))

([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.Conversation.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

- **NetAF.Commands.Frame**

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAF.Commands.Frame.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Commands.Frame.Gamma.html](#))

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Frame ([NetAF.Commands.Frame.html](#))

KeyOff

Assembly: NetAF.dll

([NetAF.Commands.Frame.KeyOff.html](#))

Syntax

KeyOn

([NetAF.Commands.Frame.KeyOn.html](#))

public class CommandsOff : ICommand

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))

+ **NetAF.Commands.**

Properties

([NetAF.Commands.Persistence.html](#))

NetAF.Commands.Scene

([NetAF.Commands.Scene.html](#))

Get the command help.

+ **NetAF.Conversations**

Declaration

([NetAF.Conversations.html](#))

+ **NetAF.Conversations**

CommandHelp CommandHelp { get; }

Instructions

([NetAF.Conversations.Instruct.html](#))

Property Value

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

+ **NetAF.Interpretation**

Description

Methods

Invoke(Game)

Invoke the command.

Declaration
↓
Declaration

(NetAF.Assets.Interaction.html)

+ NetAF.Assets.Locations

(NetAF.Assets.Locations.html)

Parameters

+ NetAF.Commands

Type (NetAF.Commands.html)

Name

Description

Game (NetAF.Logic.Game.html)

game

The game to invoke the command on.

+ NetAF.Commands

Type (NetAF.Commands.html)

Conversation (NetAF.Commands.Conversation.html)

Returns

(NetAF.Commands.Conversation.html)

Type (NetAF.Commands.Frame.html)

Reaction (NetAF.Assets.Interaction.Reaction.html)

- NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

CommandsOff

(NetAF.Commands.Frame.Command.html)

CommandsOn

(NetAF.Commands.Frame.Command.html)

KeyOff

(NetAF.Commands.Frame.KeyOff.html)

KeyOn

(NetAF.Commands.Frame.KeyOn.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Class CommandsOn

Represents the CommandsOn command.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Assets.Locations.html\)](#)
↳ CommandsOn

+ NetAF.Commands

Implements
[\(NetAF.Commands.html\)](#) ICommand.html

Inherited Members

+ NetAF.Commands.

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))
[\(NetAF.Commands.Conversation.html\)](#)

- NetAF.Commands.Frame

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)))
[\(NetAF.Commands.Frame.html\)](#)

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>)

KeyOff : NetAF (NetAF.html).Commands (NetAF.Commands.html).Frame (NetAF.Commands.Frame.html)

(NetAF.Commands.Frame.KeyOff.I)

Assembly: NetAF.dll

KeyOn

Syntax
(NetAF.Commands.Frame.KeyOn.I)

+ NetAF.Commands.Global

public class COMMANDON : ICommand

[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

Persistence

[Properties](#) Commands.Persistence

+ NetAF.Commands.Scene

[CommandHelp](#) Commands.Scene.html

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Declaration

+ NetAF.Conversations.

public static CommandHelp CommandHelp { get; }

[\(NetAF.Conversations.Instruct\)](#)

Property Value

+ NetAF.Extensions

[T\(NetAF.Extensions.html\)](#)

Description

+ CommandHelp ([NetAF.Commands.CommandHelp.html](#))

[\(NetAF.Interpretation.html\)](#)

Methods

Invoke(Game)

Invoke the command.



Declaration

+ NetAF.Assets.Locations

public Reaction Invoke(Game game)

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Parameters

(NetAF.Commands.html)

Type

Name

Description

+ NetAF.Commands.

Game (NetAF.Logic.Game.html)

Conversation

game

The game to invoke the command on.

(NetAF.Commands.Conversation)

Returns

- NetAF.Commands.Frame

Type

(NetAF.Commands.Frame.html)

Reaction (NetAF.Assets.Interaction.Reaction.html)

CommandsOff

(NetAF.Commands.Frame.Comma

CommandsOn

(NetAF.Commands.Frame.Comma

KeyOff

ICommand (NetAF.Commands.ICommand.html)

(NetAF.Commands.Frame.KeyOff.I

KeyOn

(NetAF.Commands.Frame.KeyOn.I

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Class KeyOff

Represents the KeyOff command.

Filter by title

Inheritance

([NetAFAssets.Locations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

([NetAFCommands.html](#))

ICommand ([NetAF.Commands.ICommand.html](#))

+ **NetAF.Commands**.

Inherited Members

Conversation

object ([NetAFCommands.Conversation](#)) ([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)))

- **NetAFCommands.Frame**
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Frame ([NetAF.Commands.Frame.html](#))

KeyOn

Assembly: NetAF.dll

([NetAF.Commands.Frame.KeyOn](#))

Syntax

+ **NetAF.Commands.Global**

([NetAFCommandsGlobal.html](#))

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence](#))

Properties

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

CommandHelp

+ **NetAF.Conversations**

([NetAFConversations.html](#))

Declaration

NetAF.Conversations.

Instructions

public static CommandHelp CommandHelp { get; }

+ **NetAF.Extensions**

Property Value

([NetAF.Extensions.html](#))

Type

+ **NetAF.Interpretation**

CommandHelp ([NetAFCommands.CommandHelp.html](#))

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

Description

Methods

Invoke(Game)

Invoke the command.

Declaration

(NetAF.Assets.Locations.html)
public Reaction Invoke(Game game)

+ NetAF.Commands

(NetAFCommands.html)

Parameters

Type	Name	Description
Conversation Game (NetAF.Logic.Game.html) (NetAF.Commands.Conversation)	game	The game to invoke the command on.

NetAF.Commands.Frame

Type	Description
CommandsOff Reaction (NetAF.Assets.Interaction.Reaction.html) (NetAF.Commands.Frame.CommandsOff)	The reaction.

CommandsOn

(NetAF.Commands.Frame.CommandsOn)
KeyOff

ICommand (NetAF.Commands.ICommand.html)
KeyOn

(NetAF.Commands.Frame.KeyOn.ICommand)

+ NetAF.Commands.Global

(NetAFCommands.Global.html)

+ NetAF.Commands.

Persistence

(NetAFCommands.Persistence)

+ NetAF.Commands.Scene

(NetAFCommands.Scene.html)

+ NetAF.Conversations

(NetAFConversations.html)

+ NetAF.Conversations.

Instructions

(NetAFConversations.Instructions)

+ NetAF.Extensions

(NetAFExtensions.html)

+ NetAF.Interpretation

(NetAFInterpretation.html)

+ NetAF.Logic

Class KeyOn

Represents the KeyOn command.

Filter by title

Inheritance

[\(NetAF.Commands.Locations.html\)](#)

+ **NetAFCommands**
 ↳ [KeyOn](#)
 ([NetAF.Commands.html](#))

Implements
+ **NetAFCommands**,
 [ICommand](#) ([NetAF.Commands.ICommand.html](#))

Conversation

Inherited Members
 ([NetAF.Commands.Conversation](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))
- **NetAFCommands.Frame**

([NetAF.Commands.Frame.html](#))
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

object.GetHashCode() ([NetAF.Commands.Frame.html](#))

object.GetType() ([NetAF.Commands.Frame.html](#))

object.MemberwiseClone() ([NetAF.Commands.Frame.html](#))

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

object.ToString() ([NetAF.Commands.Frame.html](#))

KeyOn: [NetAF \(NetAF.html\).Commands \(NetAF.Commands.html\).Frame \(NetAF.Commands.Frame.html\)](#)

([NetAF.Commands.Frame.KeyOn](#))

Assembly: [NetAF.dll](#)

↳ **NetAFCommands.Global**

 ([NetAF.Commands.Global.html](#))
 public class KeyOn : ICommand

+ **NetAFCommands.**

Persistence

 ([NetAF.Commands.Persistence.html](#))

Properties

 ([NetAF.Commands.Scene.html](#))

+ **NetAFConversations**

CommandHelp
 ([NetAF.Conversations.html](#))

Get the command help.

+ **NetAFConversations.**

Declaration:

Instructions

 ([NetAF.Conversations.Instruct.html](#))

 public static CommandHelp CommandHelp { get; }

+ **NetAFExtensions**

 ([NetAF.Extensions.html](#))

Property Value

+ **NetAFInterpretation**

Type
 ([NetAF.Interpretation.html](#))

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

+ **NetAFL**

 ([NetAFLogic.html](#))

Description

Methods

Invoke(Game)

Invoke the command.

Declaration
`(NetAF.Assets.Locations.html)`

+ **NetAF.Commands**.Invoke (Game game)
([NetAF.Commands.html](#))

Parameters
+ **NetAF.Commands**.

Type	Name	Description
(NetAF.Commands.Conversation.html)	game	The game to invoke the command on.

- **NetAF.Commands.Frame**

Returns
([NetAF.Commands.Frame.html](#))

Type	Description
CommandsOff (NetAF.Commands.Frame.Comma.html) Reaction (NetAF.Assets.Interaction.Reaction.html) CommandsOn (NetAF.Commands.Frame.Comma.html) KeyOff (NetAF.Commands.Frame.KeyOff.html)	The reaction.

Implements
+ **NetAF.Commands.Frame.KeyOff.IKeyOn**
([NetAF.Commands.Frame.KeyOn.html](#))

+ **NetAF.Commands.Global**
([NetAF.Commands.Global.html](#))

+ **NetAF.Commands.Persistence**
([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Scene**
([NetAF.Commands.Scene.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.Commands.Global

Classes

Filter by title

About (NetAF.Commands.Global.About.html)

+ NetAF.Assets.Locations

Represents the About command.

(NetAF.Assets.Locations.html)

+ NetAF.Commands

Exit (NetAF.Commands.Global.Exit.html)

(NetAF.Commands.html)

Represents the Exit command.

+ NetAF.Commands.

Conversation

Help (NetAF.Commands.Global.Help.html)

(NetAF.Commands.Conversati

Represents the Help command.

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Map (NetAF.Commands.Global.Map.html)

- NetAF.Commands.Global

Represents the Map command.

(NetAF.Commands.Global.htm

About

New (NetAF.Commands.Global.New.html)

(NetAF.Commands.Global.About.h

Represents the New command.

 Exit

 (NetAF.Commands.Global.Exit.htm

 Help

 (NetAF.Commands.Global.Help.htm

 Map

 (NetAF.Commands.Global.Map.htm

 New

 (NetAF.Commands.Global.New.htm

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

Class About

Represents the About command.

Filter by title

Inheritance

+ NetAF.Assets.Locations

↳ [\(NetAF.Assets.Locations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ About

+ NetAF.Commands

Implements

(NetAF.Commands.html)

ICommand ([NetAF.Commands.ICommand.html](#))

+ NetAF.Commands.

Inherited Members

Conversation

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))
[\(NetAF.Commands.Conversation.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

+ NetAF.Commands.Frame

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))
[\(NetAF.Commands.Frame.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.GetHashCode()

([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

+ NetAF.Commands.Global

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

(NetAF.Commands.Global.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](#))

About: [NameSpace](#): NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Global ([NetAF.Commands.Global.html](#))

Assembly: [NetAF.dll](#)

Help

Syntax

([NetAF.Commands.Global.Help.html](#))

Map

public class About : ICommand
([NetAF.Commands.Global.Map.html](#))

New

([NetAF.Commands.Global.New.html](#))

+ NetAF.Commands.

Properties

Persistence

(NetAF.Commands.Persistence.html)

CommandHelp

NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Get the command help.

+ NetAF.Conversations

Declaration

(NetAF.Conversations.html)

public static CommandHelp CommandHelp { get; }

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

Type

+ NetAF.Extensions

(NetAF.Extensions.html)

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

Description

+ NetAF.Interpretation

Methods

Invoke(Game)

Invoke the command.

Declaration
+ **NetAF.Assets.Locations**

([NetAFAssetsLocations.html](#))
Public Reaction Invoke(Game game)

+ **NetAF.Commands**

([NetAFCommands.html](#))

+ **Type**

Conversation

Game ([NetAFLogicGame.html](#))

([NetAFCommandsConversation.html](#))

Returns

+ **NetAF.Commands.Frame**

([NetAFCommandsFrame.html](#))

- Reaction ([NetAFAssetsInteractionReaction.html](#))

([NetAFCommandsGlobal.html](#))

Implements

About ([NetAFCommandsGlobalAbout.html](#))

Exit ([NetAFCommands ICommand.html](#))

([NetAFCommandsGlobalExit.html](#))

Help

([NetAFCommandsGlobalHelp.html](#))

Map

([NetAFCommandsGlobalMap.html](#))

New

([NetAFCommandsGlobalNew.html](#))

+ **NetAF.Commands.**

Persistence

([NetAFCommandsPersistence.html](#))

+ **NetAF.Commands.Scene**

([NetAFCommandsScene.html](#))

+ **NetAF.Conversations**

([NetAFConversations.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAFConversationsInstructions.html](#))

+ **NetAF.Extensions**

([NetAFExtensions.html](#))

+ **NetAF.Interpretation**

Class Exit

Represents the Exit command.

Filter by title

Inheritance

([NetAF.Assets.Locations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands**

↳ EXIT

([NetAF.Commands.html](#))

Implements

+ **NetAF.Commands**

([Command.CommandCommands.ICommand.html](#))

Conversation

Inherited Members

- ([NetAF.Commands.Conversation.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

+ **NetAF.Commands.Frame**

object.Equals(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.Commands.Frame.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))

- ([NetAF.Commands.Global.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>)

object.ToString()

Name ([NetAF.Commands.Global.Exit.html](#)) ([NetAF.Commands.html](#)).Global ([NetAF.Commands.Global.html](#))

Help

Assembly: NetAF.dll

([NetAF.Commands.Global.Help.html](#))

Syntax

Map

([NetAF.Commands.Global.Map.html](#))
public class Exit : ICommand

New

([NetAF.Commands.Global.New.html](#))

+ **NetAF.Commands.**

Persistence

Properties

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Scene**

CommandHelp

([NetAF.Commands.Scene.html](#))

Get the command help:

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

public static CommandHelp CommandHelp { get; }

Instructions

([NetAF.Conversations.Instruct.html](#))

Property Value

+ **NetAF.Extensions**

Type

([NetAF.Extensions.html](#))

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Description

Methods

Invoke(Game)

Invoke the command.

Declaration
↓
Declaration

(NetAF.Assets.Locations.html)

public Reaction Invoke(Game game)

+ NetAF.Commands

(NetAF.Commands.html)

Parameters

+ NetAF.Commands.

Type Conversation

Name

Description

Game (NetAF.Commands.Conversation)

game

The game to invoke the command on.

+ NetAF.Commands.Frame

Returns

(NetAF.Commands.Frame.html)

Type

- NetAF.Commands.Global

Reaction (NetAF.Assets.Interaction.Reaction.html)

(NetAF.Commands.Global.html)

About

(NetAF.Commands.Global.About.html)

Exit

(NetAF.Commands.Global.Exit.html)

Help

(NetAF.Commands.Global.Help.html)

Map

(NetAF.Commands.Global.Map.html)

New

(NetAF.Commands.Global.New.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Class Help

Represents the Help command.

Filter by title

Inheritance

+ NetAF.Commands

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Commands.html\)](#)

+ NetAF.Commands.

ICommand ([ICommand.html](#))

[\(NetAF.Commands.Conversations.html\)](#)

+ NetAF.Commands.Frame

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals(system-object-object)))
[\(NetAF.Commands.Frame.html\)](#)

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)))
[\(NetAF.Commands.Global.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

About ([About.html](#))

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Global (NetAF.Commands.Global.html)

Assembly: NetAF.dll

Map

Syntax
[\(NetAF.Commands.Global.Map.html\)](#)

New

[\(NetAF.Commands.Global.New.html\)](#)

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

Properties

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

CommandHelp

+ NetAF.Conversations

Get the command help.

[\(NetAF.Conversations.html\)](#)

Declaration

+ NetAF.Conversations.

Instructions

```
public static CommandHelp CommandHelp { get; }
```

[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

Property value

[\(NetAF.Extensions.html\)](#)

Type

Description

+ NetAF.Interpretation

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

[\(NetAF.Interpretation.html\)](#)

Methods

Invoke(Game)

Invoke the command.

Declaration

+ NetAF.Commands

public Reaction Invoke(Game game)
[\(NetAF.Commands.html\)](#)

+ NetAF.Commands.

Parameters

Conversation

Type
[\(NetAF.Commands.Conversation.html\)](#)

Name

Description

Game
[\(NetAF.Logic.Game.html\)](#)

game

The game to invoke the command on.

+ NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)
Returns

- NetAF.Commands.Global

Type
[\(NetAF.Commands.Global.html\)](#)

Reaction
[\(NetAF.Assets.Interaction.Reaction.html\)](#)

Description

About

[\(NetAF.Commands.Global.About.html\)](#)

Exit

[\(NetAF.Commands.Global.Exit.html\)](#)

Help

[\(NetAF.Commands.Global.Help.html\)](#)

Map

[\(NetAF.Commands.Global.Map.html\)](#)

New

[\(NetAF.Commands.Global.New.html\)](#)

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instructions.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Class Map

Represents the Map command.

Filter by title

Inheritance

NetAF.Commands

(NetAF.Commands.html)

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Map

+ **NetAF.Commands.**

Conversation

ICloneable (<https://learn.microsoft.com/dotnet/api/system.icloneable>)

(NetAF.Commands.Conversation.html)

Inherited Members

+ **NetAF.Commands.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.Commands.Global**

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.Global.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>)

NameSpace: [NetAF.Commands.Global.Help](#) ([NetAF.Commands.html](#)).Global ([NetAF.Commands.Global.html](#))

Assembly: NetAF.dll

[\(NetAF.Commands.Global.Map.html\)](#)

Syntax

New

[\(NetAF.Commands.Global.New.html\)](#)
public class Map : ICommand

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

Properties

Scene

(NetAF.Commands.Scene.html)

CommandsAndHelps

(NetAF.Conversations.html)

Get the command help.

+ **NetAF.Conversations.**

Declaration

Instructions

(NetAF.Conversations.Instruct.html)

public static CommandHelp CommandHelp { get; }

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

Description

+ **NetAF.Logic**

Methods

Invoke(Game)

Invoke the command.

Declaration

+ [NetAF.Commands](#)

(NetAF.Commands.html)

public Reaction Invoke(Game game)

+ [NetAF.Commands](#).

[Conversation](#)

Parameters

Type	Name	Description
Game (NetAF.Logic.Game.html) (NetAF.Commands.Frame.html)	game	The game to invoke the command on.

Returns

[NetAF.Commands.Global](#)

Type	Description
About (NetAF.Assets.Interaction.Reaction.html) (NetAF.Commands.Global.About.html)	The reaction.

Exit

[\(NetAF.Commands.Global.Exit.html\)](#)
Help

ICommand ([NetAF.Commands.Command.html](#))

Map

[\(NetAF.Commands.Global.Map.html\)](#)

New

[\(NetAF.Commands.Global.New.html\)](#)

+ [NetAF.Commands](#).

[Persistence](#)

(NetAF.Commands.Persistence.html)

+ [NetAF.Commands.Scene](#)

(NetAF.Commands.Scene.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 New

Represents the New command.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.**

New

Conversation

Implements

([NetAF.Commands.Conversation.html](#))

ICommand ([NetAF.Commands.ICommand.html](#))

+ **NetAF.Commands.Frame.**

Inherited Members

([NetAF.Commands.Frame.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

- **NetAF.Commands.Global.**

([NetAF.Commands.Global.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)))

About

([NetAF.Commands.Global.About.html](#))

Exit

([NetAF.Commands.Global.Exit.html](#))

Help

([NetAF.Commands.Global.Help.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

NameSpace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Global (NetAF.Commands.Global.html)

Assembly: NetAF.dll

New

Syntax

([NetAF.Commands.Global.New.html](#))

+ **NetAF.Commands.**: ICommand

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Scene.**

Properties

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations.**

CommandHelp

([NetAF.Conversations.html](#))

GetNetAFConversations.

Instructions

Declaration

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions.**

CommandHelp

([NetAF.Extensions.html](#))

Property Value

+ **NetAF.Interpretation.**

Type

([NetAF.Interpretation.html](#))

CommandHelp ([NetAF.Commands.CommandHelp.html](#))

+ **NetAF.Logic.**

([NetAF.Logic.html](#))

Description

Methods

Invoke(Game)

Invoke the command.

Declaration
[\(NetAF.Commands.num1\)](#)

+ **NetAF.Commands.**

Conversation

([NetAF.Commands.Conversations.html](#))

+ **NetAF.Commands.Frame**

([NetAF.Commands.Frame.html](#))

Game ([NetAF.Logic.Game.html](#))

Name

Description

game

The game to invoke the command on.

- **NetAF.Commands.Global**

Returns

([NetAF.Commands.Global.html](#))

Type

About

([NetAF.Commands.Global.About.html](#))

Reaction ([NetAF.Assets.Interaction.Reaction.html](#))

Exit

([NetAF.Commands.Global.Exit.html](#))

Help

([NetAF.Commands.Global.Help.html](#))

Map

ICommand ([NetAF.Commands.ICommand.html](#))

([NetAF.Commands.Global.Map.html](#))

New

([NetAF.Commands.Global.New.html](#))

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.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.Commands.Persistence

Classes

Filter by title

[NetAF.Commands.Locations](#)

Load ([NetAF.Commands.Persistence.Load.html](#))
([NetAF.Assets.Locations.html](#))

Represents the Load command.

+ **NetAF.Commands**

 ([NetAF.Commands.html](#))

Save ([NetAF.Commands.Persistence.Save.html](#))

+ **NetAF.Commands**.

 Represents the Save command.

Conversation

 ([NetAF.Commands.Conversation.html](#))

+ **NetAF.Commands.Frame**

 ([NetAF.Commands.Frame.html](#))

+ **NetAF.Commands.Global**

 ([NetAF.Commands.Global.html](#))

- **NetAF.Commands.**

Persistence

 ([NetAF.Commands.Persistence.html](#))

 Load

 ([NetAF.Commands.Persistence.Load.html](#))

 Save

 ([NetAF.Commands.Persistence.Save.html](#))

+ **NetAF.Commands.Scene**

 ([NetAF.Commands.Scene.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 Load

Represents the Load command.

Filter by title

Inheritance:

+ NetAF.Commands

↳ [\(NetAF.Commands.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)
↳ CustomCommand ([NetAF.Commands.CustomCommand.html](#))

+ NetAF.Commands.

↳ Load

Conversation

Implements:

[\(NetAF.Commands.Conversation.html\)](#)
ICommand ([NetAF.Commands.ICommand.html](#))

+ NetAF.Commands.Frame

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CustomCommand
Serialization ([NetAF.Serialization.CustomCommandSerialization.html](#))>

+ NetAF.Commands.Global

Inherited Members:

(NetAF.Commands.Global.html)

CustomCommand.Arguments

NetAF.Commands

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Arguments)

CustomCommand.Help ([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Help)

CustomCommand.PlayerVisible

([NetAF.Commands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_InterpretIfNotPlayerVisible)

Load

CustomCommand.Invoke(Game)

([NetAF.Commands.Persistence.Logic.html](#)#NetAF_Commands_CustomCommand_Invoke_NetAF_Logic_Game_

Save

) (NetAF.Commands.Persistence.Save)

CustomCommand.IsPlayerVisible

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

+ NetAF.Commands.Scene.Json

[\(NetAF.Commands.Scene.Json.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.restorefromobjectserialization_customcommandserialization_)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

+ NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](#))

equals(system-object-system-object))

(NetAF.Conversations.Instruct.html)

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

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

[\(NetAF.Interpretation.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

Assembly: NetAF.dll

+ NetAF.Logic

Syntax:

(NetAF.Logic.html)

+ NetAF.Persistence : CustomCommand, ICommand, IPlayerVisible, IRestoreFromObjectSerialization
<CustomCommand, CustomCommandSerialization>

+ NetAF.Persistence.Json

Constructors

Load()

Initializes a new instance of the Load class.

Declaration
+ NetAF.Commands

(NetAF.Commands.html)
(Public)

+ NetAF.Commands.

Conversation

Implements
(NetAF.Commands.Conversations.ICommand)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)
(Public)

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

- NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Load

(NetAF.Commands.Persistence.Load.html)

Save

(NetAF.Commands.Persistence.Save.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.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

Class Save

Represents the Save command.

Filter by title

Inheritance

([NetAF.Commands.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAFCommands**

↳ CustomCommand ([NetAF.Commands.CustomCommand.html](#))

Conversation

, Save

([NetAFCommands.Conversation.html](#))

Implements

+ **ICustomCommand**

↳ CustomCommand ([NetAF.Commands.Command.html](#))

IPlayerVisible ([NetAFAssets.PlayerVisible.html](#))

IRestoreFromObjectSerialization ([NetAF.Serialization.IRestoreFromObjectSerialization-1.html](#))<CustomCommand

+ **NetAFCommands.Global**

Serialization ([NetAF.Serialization.CustomCommandSerialization.html](#))>

([NetAFCommands.Global.html](#))

Inherited Members

NetAFCommands

CustomCommand.Arguments

([NetAFCommands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Arguments)

+ **NetAFCommands.Persistence**

CustomCommand.CustomCommand.Arguments ([NetAFCommands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Help)

CustomCommand.InterpretIfNotPlayerVisible

Load

([NetAFCommands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_InterpretIfNotPlayerVisible)

([NetAFCommands.Persistence.Load.html](#))

CustomCommand.Invoke(Game)

Save

([NetAFCommands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_Invoke_NetAF_Logic_Game_

([NetAFCommands.Persistence.Save.html](#))

)

+ **NetAFCommands.Scene**

CustomCommand.CustomCommand.LoadScene ([NetAFCommands.Scene.html](#))

([NetAFCommands.Scene.html](#)#NetAF_Commands_CustomCommand_IsPlayerVisible)

CustomCommand.RestoreFrom(CustomCommandSerialization)

+ **NetAFConversations**

([NetAFCommands.CustomCommand.html](#)#NetAF_Commands_CustomCommand_RestoreFrom_NetAF_Serializ

ation_CustomCommandSerialization_)

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**

Instructions

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)))

([NetAFCommands.Instruction.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Extensions**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAFExtensions.html](#))

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ **NetAF.Interpretation**

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](#)).Commands ([NetAF.Commands.html](#)).Persistence ([NetAF.Commands.Persistence.html](#))

+ **NetAF.Logic**

Assembly: NetAF.dll

([NetAF.Logic.html](#))

Syntax

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

↳ CustomCommand, ICommand, IPlayerVisible, IRestoreFromObjectSerializa

tion<CustomCommandSerialization>

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

Constructors

Save()

Initializes a new instance of the Save class.

Declaration
↓

(NetAF.Commands.html)

+ public Save()

+ NetAF.Commands.

Conversation

(NetAF.Commands.Conversations.html)

Implements

+ NetAF.Commands.Frame

ICommand (NetAF.Commands.ICommand.html)

IPlayerVisible (NetAF.Assets.IPlayerVisible.html)

+ NetAF.Commands.Global

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Commands.Global.html)

- NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Load

(NetAF.Commands.Persistence.Load.html)

Save

(NetAF.Commands.Persistence.Save.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.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)

Namespace NetAF.Commands.Scene

Classes

Filter by title

+ [NetAF.Commands](#)

Drop ([NetAF.Commands.Scene.Drop.html](#))

Represents the Drop command.

+ [NetAF.Commands](#).

Conversation

Examine ([NetAF.Commands.Conversation.Examine.html](#))

Represents the Examine command.

+ [NetAF.Commands](#).Frame

([NetAF.Commands.Frame.html](#))

Move ([NetAF.Commands.Scene.Move.html](#))

+ [NetAF.Commands](#).Global

Represents the Move command.

([NetAF.Commands.Global.html](#))

+ [NetAF.Commands](#).

Take ([NetAF.Commands.Scene.Take.html](#))

Persistence

Represents the Take command.

([NetAF.Commands.Persistence.html](#))

- [NetAF.Commands](#).Scene

TakeAll ([NetAF.Commands.Scene.TakeAll.html](#))

([NetAF.Commands.Scene.html](#))

Represents the Take all command.

Drop

([NetAF.Commands.Scene.Drop.html](#))

Examine

([NetAF.Commands.Scene.Examine.html](#))

Represents the Unactionable command.

Move

([NetAF.Commands.Scene.Move.html](#))

Take

UseOn ([NetAF.Commands.Scene.UseOn.html](#))

([NetAF.Commands.Scene.Take.html](#))

Represents the UseOn command.

TakeAll

([NetAF.Commands.Scene.TakeAll.html](#))

Unactionable

([NetAF.Commands.Scene.Unactionable.html](#))

UseOn

([NetAF.Commands.Scene.UseOn.html](#))

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

+ [NetAF.Conversations](#).

Instructions

([NetAF.Conversations.Instructions.html](#))

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

Class Drop

Represents the Drop command.

 Filter by title

Inheritance

+ [NetAF.Commands](#) (microsoft.com/dotnet/api/system.object)

Conversation

(NetAF.Commands.Conversation)

Implements

+ [NetAF.Commands.Frame](#)

Inherited Members

(NetAF.Commands.Frame.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.Commands.Global.htm)

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)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ [NetAF.Commands.Scene](#)

(NetAF.Commands.Scene.html)

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Scene (NetAF.Commands.Scene.html)

Drop

Assembly: NetAF

Syntax

[Examine](#) (NetAF.Commands.Scene.Examine)

[Move](#)

public class Drop : ICommand

(NetAF.Commands.Scene.Move.html)

[Take](#)

(NetAF.Commands.Scene.Take.html)

Constructors

(NetAF.Commands.Scene.TakeAll)

Unactionable

Drop(item) (NetAF.Commands.Scene.Unactionable)

UseOn

Represents the Drop command

(NetAF.Commands.Scene.UseOn.html)

Declaration

+ [NetAF.Conversations](#)

(NetAF.Conversations.html)
public Drop(Item item)

+ [NetAF.Conversations.](#)

Instructions

Parameters

(NetAF.Conversations.Instruct)

Type

+ [NetAF.Extensions](#)

Item (NetAF.Assets.Item.html)

(NetAF.Extensions.html)

+ [NetAF.Interpretation](#)

-- -- -- -- --

	Name	Description
	item	The item to take.

Properties

CommandHelp

Get the command help.

Declaration
`

+ NetAF.Commands.

public static CommandHelp CommandHelp { get; }

Conversation

(NetAF.Commands.Conversation)
Property Value

+ NetAF.Commands.Frame

Type

(NetAF.Commands.Frame.html)

CommandHelp (NetAF.Commands.CommandHelp.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Item

NetAF.Commands.

Persistence

Get the item.

(NetAF.Commands.Persistence)

Declaration

- NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Drop

(NetAF.Commands.Scene.Drop.html)

Examine

Type (NetAF.Commands.Scene.Examine)

Move

Item (NetAF.Assets.Item.html)

(NetAF.Commands.Scene.Move.html)

Take

(NetAF.Commands.Scene.Take.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Unactionable

(NetAF.Commands.Scene.Unactionable)

Invoke(Game)

UseOn

(NetAF.Commands.Scene.UseOn.html)

Invoke the command.

+ NetAF.Conversations

Declaration

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions)

+ NetAF.Extensions

(NetAF.Extensions.html)

Game (NetAF.Logic.Game.html)

Name

Description

game

The game to invoke the command on.

+ NetAF.Interpretation

Returns

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction.

Implements

ICommand (NetAF.Commands.ICommand.html)
+ NetAF.Commands.

Conversation
(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame
(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global
(NetAF.Commands.Global.html)

+ NetAF.Commands.
Persistence
(NetAF.Commands.Persistence.html)

- NetAF.Commands.Scene
(NetAF.Commands.Scene.html)

Drop
(NetAF.Commands.Scene.Drop.html)

Examine
(NetAF.Commands.Scene.Examine.html)

Move
(NetAF.Commands.Scene.Move.html)

Take
(NetAF.Commands.Scene.Take.html)

TakeAll
(NetAF.Commands.Scene.TakeAll.html)

Unactionable
(NetAF.Commands.Scene.Unactionable.html)

UseOn
(NetAF.Commands.Scene.UseOn.html)

+ NetAF.Conversations
(NetAF.Conversations.html)

+ NetAF.Conversations.
Instructions
(NetAF.Conversations.Instructions.html)

+ NetAF.Extensions
(NetAF.Extensions.html)

+ NetAF.Interpretation

Class Examine

Represents the Examine command.

Filter by title

Inheritance

+ NetAF.Commands.

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Examine
([NetAF.Commands.Examine.html](#))

Implements

+ NetAF.Commands.Frame

ICommand ([NetAF.Commands.ICommand.html](#))

([NetAF.Commands.Frame.html](#))

Inherited Members

+ NetAF.Commands.Global

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

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>)

Drop

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Scene (NetAF.Commands.Scene.html)

Assembly: NetAF.dll

Syntax: `NetAF.Commands.Scene.Examine`

Move

([NetAF.Commands.Scene.Move.html](#))

Take

([NetAF.Commands.Scene.Take.html](#))

TakeAll

([NetAF.Commands.Scene.TakeAll.html](#))

Unactionable

([NetAF.Commands.Scene.Unactionable.html](#))

Examine(IExaminable)

Uses On

([NetAF.Commands.Scene.UseOn.html](#))

Represents the Examine command.

+ NetAF.Conversations

Declaration

([NetAF.Conversations.html](#))

+ NetAF.Conversations(IExaminable examinable)

Instructions

([NetAF.Conversations.Instruct.html](#))

Parameters

+ NetAF.Extensions

([NetAF.Extensions.html](#))

IExaminable ([NetAF.Assets.IExaminable.html](#))

Name

Description

examinable

The examinable.

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

Properties

CommandHelp

Get the command help.



Declaration

+ NetAF.Commands.

Conversation CommandHelp CommandHelp { get; }

(NetAF.Commands.Conversation.html)

Property Value

NetAF.Commands.Frame

Type (NetAF.Commands.Frame.html)

Description

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Examinable

Persistence

(NetAF.Commands.Persistence.html)

Get the examinable.

NetAF.Commands.Scene

Declaration

(NetAF.Commands.Scene.html)

public IExaminable Examinable { get; }

(NetAF.Commands.Scene.Drop.html)

Examine

Property Value (NetAF.Commands.Scene.Examine.html)

Type Move

Description

(NetAF.Commands.Scene.Move.html)

IExaminable (NetAF.Assets.IExaminable.html)

Take

(NetAF.Commands.Scene.Take.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

UseOn

Invoke(Game)

(NetAF.Commands.Scene.UseOn.html)

+ NetAF.Commands.

(NetAF.Commands.html)

+ NetAF.Conversations.

public Reaction Invoke(Game game)

Instructions

(NetAF.Conversations.Instructions.html)

Parameters

+ NetAF.Extensions

(NetAF.Extensions.html)

Name

Description

Game (NetAF.Logic.Game.html)

game

The game to invoke the command on.

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Returns

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction.

Implements

+ **NetAF.Commands.ICommand**
(NetAF.Commands.ICommand.html)

Conversation

(NetAF.Commands.Conversation.html)

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.Persistence**

(NetAF.Commands.Persistence.html)

- **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Drop

(NetAF.Commands.Scene.Drop.html)

Examine

(NetAF.Commands.Scene.Examine.html)

Move

(NetAF.Commands.Scene.Move.html)

Take

(NetAF.Commands.Scene.Take.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.Instructions**

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Class Move

Represents the Move command.

Filter by title

Inheritance

Conversation

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ Move

+ NetAF.Commands.Frame

Implements
[\(NetAF.Commands.Frame.html\)](#)
ICommand ([NetAF.Commands.ICommand.html](#))

+ NetAF.Commands.Global

Inherited Members
[\(NetAF.Commands.Global.html\)](#)
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Commands.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

(NetAF.Commands.Persistence)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

NetAF.Commands.Scene

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Drop

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)
([NetAF.Commands.Scene.Drop.html](#))

Namespace: NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Scene ([NetAF.Commands.Scene.html](#))

Examine

Assembly: NetAF

Syntax

Move
([NetAF.Commands.Scene.Move.html](#))

Take

public class Move : ICommand
([NetAF.Commands.Scene.Take.html](#))

TakeAll

([NetAF.Commands.Scene.TakeAll.html](#))

Constructors

Unaction
([NetAF.Commands.Scene.Unaction.html](#))

UseOn

Move(Direction)
([NetAF.Commands.Scene.UseOn.html](#))

Related

NetAF Conversations

([NetAF.Conversations.html](#))

Declaration

+ NetAF.Conversations.

public Move(Direction direction)

Instructions

([NetAF.Conversations.Instruct.html](#))

Parameters

+ NetAF.Extensions

Type
([NetAF.Extensions.html](#))

Name

Description

+ Direction ([NetAF.Assets.Locations.Direction.html](#))

direction

The direction to move.

([NetAF.Interpretation.html](#))

+ NetAF Logic

EastCommandHelp

Get the command help for east.

Declaration

```
public static CommandHelp EastCommandHelp { get; }
```

Conversation

Property Value

(NetAF.Commands.Conversation.html)

Type

+ NetAF.Commands.Frame

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Commands.Frame.html)

Description

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

NorthCommandHelp

+ NetAF.Commands.

Get the command help for north.

Persistence

Declaration

(NetAF.Commands.Persistence.html)

- NetAF.Commands.Scene

public static CommandHelp NorthCommandHelp { get; }

(NetAF.Commands.Scene.html)

Drop

Property Value

(NetAF.Commands.Scene.Drop.html)

Type

Examine

Description

(NetAF.Commands.Scene.Examine.html)

CommandHelp (NetAF.Commands.CommandHelp.html)

Move

(NetAF.Commands.Scene.Move.html)

Take

SouthCommandHelp

(NetAF.Commands.Scene.Take.html)

TakeAll

Get the command help for south.

(NetAF.Commands.Scene.TakeAll.html)

Declaration

(NetAF.Commands.Scene.Unactionable.html)

UseOn

public static CommandHelp SouthCommandHelp { get; }

(NetAF.Commands.Scene.UseOn.html)

+ NetAF.Conversations

Property Value

(NetAF.Conversations.html)

Type

Description

+ NetAF.Conversations.

CommandHelp (NetAF.Commands.CommandHelp.html)

Instructions

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

Get the command help for up.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

```
public static CommandHelp UpCommandHelp { get; }
```

Property Value

Type	Description
CommandHelp (NetAF.Commands.CommandHelp.html)	

Conversation

(NetAF.Commands.Conversation.html)

WestCommandHelp

(NetAF.Commands.Frame.html)

Get the command help for west.

+ NetAFCommands.Global

Declaration

(NetAF.Commands.Global.html)

+ NetAFCommands.

Persistence

(NetAF.Commands.Persistence.html)

- Type NetAFCommands.Scene

(NetAF.Commands.Scene.html)

CommandHelp (NetAF.Commands.CommandHelp.html)

Drop

(NetAF.Commands.Scene.Drop.html)

Examine

(NetAF.Commands.Scene.Examine.html)

Move

(NetAF.Commands.Scene.Move.html)

Methods

Invoke(Game)

(NetAF.Commands.Scene.Take.html)

Invoke the command.

TAKE

(NetAF.Commands.Scene.TakeAll.html)

Declaration

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

public Reaction Invoke(Game game)

UseOn

(NetAF.Commands.Scene.UseOn.html)

Parameters

+ NetAFConversations

(NetAFConversations.html)

Name

Description

+ NetAFConversations.

game

The game to invoke the command on.

Instructions

Returns

(NetAFConversations.Instruct.html)

Type NetAFExtensions

(NetAFExtensions.html)

Description

The reaction.

+ NetAFInterpretation

(NetAFInterpretation.html)

+ NetAFLogic

Implements

ICommand (NetAF.Commands.ICommand.html)

▼

- Conversation**
(NetAF.Commands.Conversation.html)
- + NetAF.Commands.Frame
(NetAF.Commands.Frame.html)
- + NetAF.Commands.Global
(NetAF.Commands.Global.html)
- + NetAF.Commands.
Persistence
(NetAF.Commands.Persistence.html)
- NetAF.Commands.Scene
(NetAF.Commands.Scene.html)
 - Drop
(NetAF.Commands.Scene.Drop.html)
 - Examine
(NetAF.Commands.Scene.Examine.html)
 - Move
(NetAF.Commands.Scene.Move.html)
 - Take
(NetAF.Commands.Scene.Take.html)
 - TakeAll
(NetAF.Commands.Scene.TakeAll.html)
 - Unactionable
(NetAF.Commands.Scene.Unactionable.html)
 - UseOn
(NetAF.Commands.Scene.UseOn.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 Take

Represents the Take command.

Filter by title

Inheritance

(NetAF.Commands.Conversati

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ NetAF Commands.Frame

(NetAFCommands.Frame.html)

Implements

+ Command (NetAF.Commands.Command.html)

(NetAFCommands.Global.html)

Inherited From

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)))

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>)

Examine

Namespace: NetAF (NetAF.html) Commands (NetAF.Commands.html).Scene (NetAF.Commands.Scene.html)

Assembly: NetAF.dll

Syntax: [NetAF.Commands.Scene.Move.html](#)

Take

(NetAF.Commands.Scene.Take.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Unactionable

Constructors

(NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

Take(Item)

+ NetAF.Conversations

Represents the Take command.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

public Take(TItem item)

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Parameters

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

Item (NetAF.Assets.Item.html)

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

	Name	Description
	item	The item to take.

Properties

CommandHelp

Get the command help.

Declaration

(NetAF.Commands.Conversations.html)

```
public static CommandHelp CommandHelp { get; }
```

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Property Value

+ NetAF.Commands.Global

Type

(NetAF.Commands.Global.html)

CommandHelp (NetAF.Commands.CommandHelp.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

Item

- NetAF.Commands.Scene

Get the item.

(NetAF.Commands.Scene.html)

Declaration

Drop

(NetAF.Commands.Scene.Drop.html)

```
public Item Item { get; }
```

Examine

(NetAF.Commands.Scene.Examine.html)

Move

Property Value

(NetAF.Commands.Scene.Move.html)

Take

Declaration

(NetAF.Commands.Scene.Take.html)

Item (NetAF.Assets.Item.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

NetAF.Conversations

(NetAF.Conversations.html)

Invoke the command.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instructions.html)

```
public Reaction Invoke(Game game)
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Game (NetAF.Logic.Game.html)

Name

Description

game

The game to invoke the command on.

+ NetAF.Logic

(NetAF.Logic.html)

Returns

Type	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction.

Implements

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

- NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Drop

(NetAF.Commands.Scene.Drop.html)

Examine

(NetAF.Commands.Scene.Examine.html)

Move

(NetAF.Commands.Scene.Move.html)

Take

(NetAF.Commands.Scene.Take.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.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 TakeAll

Represents the Take all command.

 Filter by title

Inheritance

+ [NetAF.Commands.Frame](#)
[\(NetAF.Commands.Frame.html\)](#)

Implements

+ [NetAF.Commands.Global](#)
[ICommand](#) ([NetAF.Commands.ICommand.html](#))
[\(NetAF.Commands.Global.html\)](#)

Inherited Members

+ [NetAF.Commands.](#)

[object.Equals\(object\)](#) ([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\(system-object, system-object\)](#))

+ [NetAF.Commands.Scene](#)

[object.GetHashCode\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

[object.GetType\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

[object.MemberwiseClone\(\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone](#))

+ [NetAF.Commands.Scene.Drop](#)

[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.Commands.Scene.Examine](#)

[Namespace](#): NetAF ([NetAF.html](#)).Commands ([NetAF.Commands.html](#)).Scene ([NetAF.Commands.Scene.html](#))

[MOVE](#)

Assembly: NetAF

[\(NetAF.Commands.Scene.Move.html\)](#)

Syntax

[\(NetAF.Commands.Scene.Take.html\)](#)

[TakeAll](#) public class TakeAll : ICommand

[\(NetAF.Commands.Scene.TakeAll.html\)](#)

[Unactionable](#)

[\(NetAF.Commands.Scene.Unactionable.html\)](#)

[UseOn](#)

[\(NetAF.Commands.Scene.UseOn.html\)](#)

Properties

+ [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

+ [NetAF.Conversations.](#)

Get the command help.

[Instructions](#)

Declaration

[\(NetAF.Conversations.Instruct.html\)](#)

+ [NetAF.Extensions](#)

[public static CommandHelp CommandHelp { get; }](#)

[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

+ [NetAF.Logic](#)

[CommandLogic](#) ([NetAF.Commands.CommandHelp.html](#))

[\(NetAF.Logic.html\)](#)

Description

Methods

Invoke(Game)

Invoke the command.

Declaration
·

+ NetAF.Commands.Frame

public Reaction Invoke(Game game)
(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

Type	Name	Description
Game (NetAF.Logic.Game.html)	game	The game to invoke the command on.

+ NetAF.Commands.Persistence

Returns void

- NetAF.Commands.Scene

	Description
Reaction (NetAF.Assets.Interaction.Reaction.html)	The reaction.

Drop

(NetAF.Commands.Scene.Drop.html)

Examine

(NetAF.Commands.Scene.Examine.html)

ICommand (NetAF.Commands.ICommand.html)

Move

(NetAF.Commands.Scene.Move.html)

Take

(NetAF.Commands.Scene.Take.html)

TakeAll

(NetAF.Commands.Scene.TakeAll.html)

Unactionable

(NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.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 Unactionable

Represents the Unactionable command.

Filter by title

Inheritance

+ NetAF.Commands.Frame

↳ [\(NetAF.Commands.Frame.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ Unactionable

+ NetAF.Commands.Global

Implements

(NetAF.Commands.Global.htm)

ICommand ([NetAF.Commands.ICommand.html](#))

+ NetAF.Commands.

Inherited Members

Persistence

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))
[\(NetAF.Commands.Persistence.htm\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))
Drop

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))
[\(NetAF.Commands.Scene.Drop.htm\)](#)

object.MemberwiseClone() ([https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone](#))
Examine

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))
[\(NetAF.Commands.Scene.Examine.htm\)](#)

object.ToString() ([https://learn.microsoft.com/dotnet/api/system.object.tostring](#))
Move

Namespace: [NetAF](#) ([NetAF.html](#)) [Commands](#) ([NetAF.Commands.html](#)).Scene ([NetAF.Commands.Scene.html](#))

Assembly: [NetAF.dll](#)

Syntax: [NetAF.Commands.Scene.Take.htm](#)

TakeAll

[\(NetAF.Commands.Scene.TakeAll.htm\)](#)
public class Unactionable : ICommand
Unactionable
(NetAF.Commands.Scene.Unactionable)

UseOn

Constructors

[\(NetAF.Commands.Scene.UseOn.htm\)](#)

+ NetAF.Conversations

Unactionable

Initializes a new instance of the Unactionable class.

Instructions

Declaration

(NetAF.Conversations.Instruct.htm)

+ NetAF.Extensions

Unactionable()

+ NetAF.Interpretation

Unactionable(string)

Initializes a new instance of the Unactionable class.

(NetAF.Logic.html)

Declaration

+ NetAF.Persistence

```
public Unactionable(string description)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	The description.

+ NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)

+ NetAF.Commands.Global

Properties

[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

Description

[\(NetAF.Commands.Persistence.html\)](#)

Get the description.

- NetAF.Commands.Scene

Declaration

[\(NetAF.Commands.Scene.html\)](#)

```
public string Description { get; }
```

[\(NetAF.Commands.Scene.Drop.html\)](#)

Examine

Property Value

[\(NetAF.Commands.Scene.Examine.html\)](#)

Type

Moye

[\(NetAF.Commands.Scene.Moye.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Take

[\(NetAF.Commands.Scene.Take.html\)](#)

TakeAll

[\(NetAF.Commands.Scene.TakeAll.html\)](#)

Methods

Unactionable

[\(NetAF.Commands.Scene.Unactionable.html\)](#)

UseOn

[\(NetAF.Commands.Scene.UseOn.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

Declaration

+ NetAF.Conversations.

[Instructions](#) `Invoke(Game game)`

[\(NetAF.Conversations.Instruct.html\)](#)

Parameters

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

[Game](#) ([NetAF.Logic.Game.html](#))

Name

Description

game

The game to invoke the command on.

[\(NetAF.Interpretation.html\)](#)

Returns

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

[Reaction](#) ([NetAF.Assets.Interaction.Reaction.html](#))

+ NetAF.Persistence

[The reaction.](#)

Description

Implements

ICommand ([NetAF.Commands.ICommand.html](#))



- + **NetAF.Commands.Frame**
[\(NetAF.Commands.Frame.html\)](#)
- + **NetAF.Commands.Global**
[\(NetAF.Commands.Global.html\)](#)
- + **NetAF.Commands.Persistence**
[\(NetAF.Commands.Persistence.html\)](#)
- **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)
 - Drop
[\(NetAF.Commands.Scene.Drop.html\)](#)
 - Examine
[\(NetAF.Commands.Scene.Examine.html\)](#)
 - Move
[\(NetAF.Commands.Scene.Move.html\)](#)
 - Take
[\(NetAF.Commands.Scene.Take.html\)](#)
 - TakeAll
[\(NetAF.Commands.Scene.TakeAll.html\)](#)
 - Unactionable
[\(NetAF.Commands.Scene.Unactionable.html\)](#)
 - UseOn
[\(NetAF.Commands.Scene.UseOn.html\)](#)
- + **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 UseOn

Represents the UseOn command.

Filter by title

Inheritance

([NetAF.Commands.Frame.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAFCommands.Global**

↳ UseOn

([NetAF.Commands.Global.html](#))

Implements

ICommand ([NetAFCommands.ICommand.html](#))

Persistence

Inherited Members

([NetAF.Commands.Persistence.html](#))

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ **NetAFCommands.Scene**

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)))

Drop

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

([NetAFCommands.Scene.Drop.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

Examine

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

([NetAFCommands.Scene.Examine.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

Move

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAFCommands.Scene.Move.html](#))

Namespace: NetAF (NetAF.html).Commands (NetAF.Commands.html).Scene (NetAF.Commands.Scene.html)

Take

Assembly: NetAF

([NetAFCommands.Scene.Take.html](#))

Syntax

TakeAll

(NetAF.Commands.Scene.TakeAll.)

Unactionable

public class UseOn : ICommand

(NetAF.Commands.Scene.Unactionable.)

UseOn

(NetAF.Commands.Scene.UseOn.)

Constructors

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

UseOn(item, IInteractWithItem)

+ **NetAF.Conversations**.

Instructions

Represents the UseOn command.

([NetAF.Conversations.Instruct.html](#))

Declaration

+ **NetAF.Extensions**

([NetAF.Extensions.html](#)) IInteractWithItem target)

+ **NetAF.Interpretation**

Parameters

([NetAF.Interpretation.html](#))

Type

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

Implementation

IInteractWithItem ([NetAF.Assets.Interaction.IInteractWithItem.html](#))

Interaction

([NetAF.Interaction.html](#))

Interaction

Properties

Item

Get the item.



Declaration

(NetAF.Commands.Frame.html)

```
public Item Item { get; }
```

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Property Value

+ NetAF.Commands.

Type Persistence

(NetAF.Commands.Persistence.html)

Description

- NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

OnCommandHelp

Drop

Get the command help for Drop.

Examine

Declaration

(NetAF.Commands.Scene.Examine.html)

Move

```
public static CommandHelp OnCommandHelp { get; }
```

Take

(NetAF.Commands.Scene.Take.html)

Property Value

TakeAll

Type NetAF.Commands.Scene.TakeAll.

Description

Unactionable

CommandHelp (NetAF.Commands.CommandHelp.html)

(NetAF.Commands.Scene.Unactionable.html)

UseOn

(NetAF.Commands.Scene.UseOn.html)

Target

+ NetAF.Conversations

(NetAF.Conversations.html)

Declaration

NetAF.Conversations.

Instructions

```
public IInteractWithItem Target { get; }
```

+ NetAF.Extensions

Property Value

(NetAF.Extensions.html)

Type

+ NetAF.Interpretation

IInteractWithItem (NetAF.Assets.Interaction.IInteractWithItem.html)

Description

+ NetAF.Logic

(NetAF.Logic.html)

UseCommandHelp

+ NetAF.Persistence

Get the command help.

(NetAF.Persistence.html)

Declaration

```
public static CommandHelp UseCommandHelp { get; }
```

Property Value

Type	Description
(NetAF.Commands.Frame.html) CommandHelp (NetAF.Commands.CommandHelp.html)	

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

Methods

Persistence

(NetAF.Commands.Persistence.html)

Invoke(Game)

- NetAF.Commands.Scene

Invoke the command.

(NetAF.Commands.Scene.html)

Declaration

(NetAF.Commands.Scene.Drop.html)

params Reaction Invoke(Game game)

(NetAF.Commands.Scene.Examine.html)

Move

Parameters

(NetAF.Commands.Scene.Move.html)

Type

Name

Description

(NetAF.Commands.Scene.Take.html)
Game (NetAF.Logic.Game.html)

game

The game to invoke the command on.

(NetAF.Commands.Scene.TakeAll.html)

Returns Unactionable

Type

Name

Description

(NetAF.Commands.Scene.Unactionable.html)
Reaction (NetAF.Assets.Interaction.Reaction.html)

reaction

The reaction.

+ NetAF.Conversations

(NetAF.Conversations.html)

Implements

ICommand (NetAF.Commands.ICommand.html)

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.Conversations

Classes

Filter by title

[Conversation \(NetAF.Conversations.Conversation.html\)](#)

+ [NetAF.Commands.](#)

[Conversation](#)

[\(NetAF.Commands.Conversation.html\)](#)

[LogItem \(NetAF.Conversations.LogItem.html\)](#)

+ [NetAF.Commands.](#)

[Frame](#)

[\(NetAF.Commands.Frame.html\)](#)

+ [NetAF.Commands.Global](#)

[Paragraph \(NetAF.Conversations.Paragraph.html\)](#)

 Represents a paragraph in a Conversation.

+ [NetAF.Commands.](#)

[Persistence](#)

[Response \(NetAF.Conversations.Response.html\)](#)

 Provides a response to a conversation.

+ [NetAF.Commands.Scene](#)

[\(NetAF.Commands.Scene.html\)](#)

Enums

- [NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

[Participant \(NetAF.Conversations.Participant.html\)](#)

[Conversation](#)

[\(NetAF.Conversations.Conversation.html\)](#)

[ConversationActionCallback](#)

[\(NetAF.Conversations.ConversationActionCallback.html\)](#)

[LogItem](#)

[\(NetAF.Conversations.LogItem.html\)](#)

[Paragraph](#)

[\(NetAF.Conversations.Paragraph.html\)](#)

[Participant](#)

 Provides a callback that can be used in conversations invoking actions.

[\(NetAF.Conversations.Participant.html\)](#)

[Response](#)

[\(NetAF.Conversations.Response.html\)](#)

+ [NetAF.Conversations.](#)

[Instructions](#)

[\(NetAF.Conversations.Instructions.html\)](#)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

+ [NetAF.Logic](#)

Class Conversation

Represents a conversation.

Filter by title

Inheritance

Conversation

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
(NetAF.Commands.Conversation)
↳ Conversation

+ NetAF.Commands.Frame

Implements

[IRestoreFromObjectSerialization.html](#) IRestoreFromObjectSerialization<Conversation>

Serialization (NetAF.Serialization.Assets.ConversationSerialization.html)>

+ NetAF.Commands.Global

Inherited Members

[\(NetAF.Commands.Global.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Commands.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)))

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Scene

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[\(NetAF.Commands.Scene.html\)](#)

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.Conversations

[\(NetAF.Conversations.html\)](#)

Assembly: NetAF.dll

Syntax: `NetAF.Conversations.Conversation`

 ConversationActionCallback

 public class Conversation : IRestoreFromObjectSerialization<Conversation>

 [Singleton]

[\(NetAF.Conversations.LogItem.html\)](#)

 Paragraph

[\(NetAF.Conversations.Paragraph.html\)](#)

 Participant

[\(NetAF.Conversations.Participant.html\)](#)

 Response

Conversation(params Paragraph[])

[\(NetAF.Conversations.Response.html\)](#)

Represents a conversation.

+ NetAF.Conversations.Instructions

Declaration:

(NetAF.Conversations.Instruct)

+ public Conversation(params Paragraph[] paragraphs)

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type: [\(NetAF.Interpretation.html\)](#)

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

+ NetAF.Logic

(NetAF.Logic.html)

Type	Name	Description
(NetAF.Interpretation.html)	<code>paragraphs</code>	The paragraphs.

Properties

CurrentParagraph

Get the current paragraph in the conversation.

Declaration

Conversation

```
public Paragraph CurrentParagraph { get; }
```

(NetAF.Commands.Conversation.html)

+ NetAF.Commands.Frame

Property Value

(NetAF.Commands.Frame.html)

Type

+ NetAF.Commands.Global

Paragraph (NetAF.Conversations.Paragraph.html)

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence Log

(NetAF.Commands.PersistenceLog.html)

Get the log.

+ NetAF.Commands.Scene

Declaration

(NetAF.Commands.Scene.html)

- NetAF.Conversations

```
public LogItem[] Log { get; }
```

(NetAF.Conversations.html)

Conversation

Property Value

(NetAF.Conversations.Conversation.html)

Type

ConversationActionCallback

(NetAF.Conversations.Conversation.html)

LogItem (NetAF.Conversations.LogItem.html)[]

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

Paragraphs

(NetAF.Conversations.Paragraph.html)

Participant

Get the current paragraph in the conversation.

(NetAF.Conversations.Participant.html)

Declaration

Response

(NetAF.Conversations.Response.html)

+ NetAF.Conversations.

Instructions

Property Value

(NetAF.Conversations.Instruction.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

Paragraph (NetAF.Conversations.Paragraph.html)[]

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Methods

(NetAF.Logic.html)

Next(Game)

Trigger the next line in this conversation.

Declaration

```
public Reaction Next(Game game)
```

Conversation

Parameters

Type	Name	Description
Game (NetAF.Logic.Game.html) (NetAFCommands.Frame.html)	game	The game.

Returns

+ NetAF.Commands.Global

Type	Description
NetAFCommands.Interaction.Reaction.html	The reaction to the line.

Persistence

(NetAF.Commands.Persistence)

Respond(Response, Game)

+ NetAF.Commands.Scene

(NetAFCommands.Scene.html)

Respond to the conversation.

NetAF Conversations

(NetAF.Conversations.html)

```
public Reaction Respond(Response response, Game game)
```

Conversation

ConversationActionCallback

Parameters

Type	Name	Description
LogItem		
Response (NetAF.Conversations.Response.html)	response	The response.
Paragraph		

Game (NetAF.Logic.Game.html)

(NetAF.Conversations.Paragraph.h)

Participant

Return (NetAF.Conversations.Participant.h)

Type	Description
Response (NetAF.Conversations.Response.h)	The reaction to the response.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

RestoreFrom(ConversationSerialization)

+ NetAF.Extensions

Restore this object from a serialization.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

```
public void RestoreFrom(ConversationSerialization serialization)
```

+ NetAF.Logic

(NetAF.Logic.html)

Parameters

Type	Name	Description
ConversationSerialization (NetAF.Serialization.Assets.ConversationSerialization.html)	<i>serialization</i>	The serialization to restore from.

▼

Implements

Conversation

IRestoreFromObjectSerialization<T> (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

- + NetAF.Commands.Frame
(NetAF.Commands.Frame.html)
- + NetAF.Commands.Global
(NetAF.Commands.Global.html)
- + NetAF.Commands.
Persistence
(NetAF.Commands.Persistence.html)
- + NetAF.Commands.Scene
(NetAF.Commands.Scene.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)

Delegate ConversationActionCallback

Provides a callback that can be used in conversations invoking actions.

Filter by title

Namespace: [NetAF](#).[\(NetAF.html\)](#).Conversations ([NetAF.Conversations.html](#))

Assemblies: [NetAF.dll](#)

Syntax

[+ NetAF.Commands.Frame](#)

[\(NetAF.Commands.Frame.html\)](#)
public delegate void ConversationActionCallback(Game game)

[+ NetAF.Commands.Global](#)

[\(NetAF.Commands.Global.html\)](#)

Parameters

Type	Name	Description
Persistence Game (NetAF.Logic.Game.html)	game	The game to invoke the callback on.

[+ NetAF.Commands.Scene](#)

[\(NetAF.Commands.Scene.html\)](#)

[- 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](#)

[\(NetAF.Interpretation.html\)](#)

Class LogItem

Provides a container for log items.

Filter by title

Inheritance

(NetAF.Commands.Conversation)

+ **NetAF.Commands.Frame**
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ LogItem

([NetAF.Commands.Frame.html](#))

Inherited Members

+ **NetAF.Commands.Global**

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 ([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>)

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

- **NetAF.Conversations**

Assembly: NetAF.dll

([NetAF.Conversations.html](#))

Syntax

Conversation

(NetAF.Conversations.Conversation)
public sealed class LogItem
ConversationActionCallback

(NetAF.Conversations.Conversation)

LogItem

(NetAF.Conversations.LogItem.html)

Constructors

Paragraph

(NetAF.Conversations.Paragraph.html)

LogItem(Participant, string)

(NetAF.Conversations.Participant.html)

Provides a container for log items.

(NetAF.Conversations.Response.html)

Declaration

+ **NetAF.Conversations.**

Instructions LogItem(Participant participant, string line)

([NetAF.Conversations.Instruct.html](#))

Parameters

+ **NetAF.Extensions**

Type ([NetAF.Extensions.html](#))

Name

Description

+ Participant ([NetAF.Conversations.Participant.html](#))

participant

The participant.

+ **NetAF.Interpreter**

([NetAF.Interpreter.html](#))

String (<https://learn.microsoft.com/dotnet/api/system.string>)

line

The line.

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

Properties

Line

Get the line.



Declaration

```
    (NetAF.Commands.Conversation)
```

+ NetAF.Commands.Frame; }

(NetAF.Commands.Frame.html)

Property Value

+ NetAF.Commands.Global

Type (NetAF.Commands.Global.html)

Description

+ System.String (msdn.microsoft.com/dotnet/api/system.string)

Persistence

(NetAF.Commands.Persistence)

Participant

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Get the participant.

Delegates

NetAFConversations

(NetAF.Conversations.html)

```
    public Participant Participant { get; }
```

Conversation

(NetAF.Conversations.Conversation)

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback)

Type LogItem

Description

(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 Paragraph

Represents a paragraph in a Conversation.

Filter by title

Inheritance

+ **NetAF.Commands.Frame**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Paragraph

+ **NetAFCommands.Global**

Inherited Members

([NetAFCommands.Global.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.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)))

([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**

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

([NetAF.Conversations.html](#))

Assembly: NetAF.dll

Conversation

Syntax

(NetAF.Conversations.Conversatio

ConversationActionCallback

public sealed class Paragraph
([NetAF.Conversations.Conversatio](#))

LogItem

(NetAF.Conversations.LogItem.htm

Paragraph

Constructors

(NetAF.Conversations.Paragraph.h

Participant

(NetAF.Conversations.Paragraph.h)

Response

(NetAF.Conversations.Response.h

Represents a paragraph in a Conversation.

+ **NetAF.Conversations**.

Declaration

Instructions

([NetAF.Conversations.Instruct](#)

public Paragraph(string line, ConversationActionCallback action, IEndOfParagraphInstruction

+ **NetAF.Extensions**.

([NetAF.Extensions.html](#))

Parameters

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Name

Description

+ **NetAF.Logic**

([NetAF.Logic.html](#))

system.string)

line

Specify the line.

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

Type	Name	Description
ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)	action	Specify any action to be carried out with this line.
IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)	instruction	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.
+ NetAF.Commands.Frame + NetAF.Commands.Global + NetAF.Commands.Global	name	Specify the name of the paragraph.

+ NetAF.Commands.

Paragraph(string, ConversationActionCallback, string)

(NetAF.Commands.Persistence.html)

Initializes a new instance of the Paragraph class.

+ NetAF.Commands.Scene

Declaration

(NetAF.Commands.Scene.html)

- Paragraph(string line, ConversationActionCallback action, string name = "")
(NetAF.Conversations.html)

Parameters

Type	Name	Description
(NetAF.Conversations.ConversationActionCallback)		
string (https://learn.microsoft.com/dotnet/api/system.string)	line	Specify the line.
LogItem (NetAF.Conversations.LogItem.html)		
ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)	action	Specify any action to be carried out with this line.
Paragraph (NetAF.Conversations.Paragraph.html)	name	Specify the name of the paragraph.

Participant

(NetAF.Conversations.Participant.html)

Response

Paragraph(string, IEndOfParagraphInstruction, string)

(NetAF.Conversations.Response.html)

+ NetAF.Conversations

the Paragraph class.

Instructions

Declaration

(NetAF.Conversations.Instruct.html)

- + NetAF.Extensions
Paragraph(string line, IEndOfParagraphInstruction instruction, string name = "")
(NetAF.Extensions.html)

+ NetAF.Interpretation

Parameters

(NetAF.Interpretation.html)

Type

+ NetAF.Logic

string

(NetAF.Logic.html)

(https://learn.microsoft.com/dotnet/api/system.string)

+ NetAF.Persistence

(NetAF.Persistence.html)

Type	Name	Description
	line	Specify the line.

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.Frame (NetAF.Commands.Frame.html)

+ NetAF.Commands.Global Paragraph(string, string) (NetAF.Commands.Global.html)

Initializes a new instance of the Paragraph class.

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

```
public Paragraph(string line, string name = "")
```

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Parameters

- NetAF.Conversations

Type (NetAF.Conversations.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

ConversationActionCallback

(NetAF.Conversations.ConversationActionCallback)

LogItem

(NetAF.Conversations.LogItem.html)

Paragraph

(NetAF.Conversations.Paragraph.html)

Participant

(NetAF.Conversations.Participant.html)

Action

Get Response

any action to carry out on this line.

(NetAF.Conversations.Response.html)

Declaration

+ NetAF.Conversations.

Instructions

```
public ConversationActionCallback Action { get; set; }
```

(NetAF.Conversations.Instruct

Properties

NetAF.Extensions

Type (NetAF.Extensions.html)

+ NetAF.Interpretation

ConversationActionCallback (<NetAF.Conversations.ConversationActionCallback.html>)

(NetAF.Interpretation.html)

+ NetAF.Logic

CanRespond

(NetAF.Logic.html)

Get if a response is possible.

NetAF.Persistence

(NetAF.Persistence.html)

Declaration

Type	Description
ConversationActionCallback (NetAF.Conversations.ConversationActionCallback.html)	

```
public bool CanRespond { get; }
```

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

+ NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)

Instruction

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

```
public IEndOfParagraphInstruction Instruction { get; }
```

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

Property Value

- NetAF.Conversations

Type	Description
(NetAF.Conversations.html)	

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

(NetAF.Conversations.Conversation)

ConversationActionCallback

Line

LogItem

Get [\(NetAF.Conversations.LogItem.html\)](#)

Paragraph

Declaration ([NetAF.Conversations.Paragraph.html](#))

Participant

```
public string Line { get; set; }
```

([NetAF.Conversations.Participant.html](#))

Response

Get [\(NetAF.Conversations.Response.html\)](#)

Property Value

+ NetAF.Conversations.

Type	Description
Instructions	

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Conversations.Instruct

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

Get the name.

[\(NetAF.Interpretation.html\)](#)

Declaration

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

```
public string Name { get; }
```

+ NetAF.Persistence

Get [\(NetAF.Persistence.html\)](#)

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Responses

Get or set the responses, applicable to the last line.

+ **NetAF.Commands.Frame**

([NetAF.Commands.Frame.html](#))

+ **NetAF.Commands.Global**

```
public Response[] Responses { get; set; }
```

([NetAF.Commands.Global.html](#))

+ **NetAF.Commands.**

Property value

Persistence

Type

([NetAF.Commands.Persistence.html](#))

Response ([NetAF.Conversations.Response.html](#))[]

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.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](#))

Enum Participant

Enumeration of participants in a conversation.

 Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html)

(NetAF.Commands.Frame.html)

Assembly: NetAF.dll

 **NetAF.Commands.Global**

(NetAF.Commands.Global.html)
public enum Participant

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

 **Fields** **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Name	Description
- NetAF.Conversations	
Other (NetAF.Conversations.html)	Any other participant.

Player Conversation The player.

(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)

Class Response

Provides a response to a conversation.

Filter by title

Inheritance -- - - - -

+ [NetAF.Commands.Global](#) (https://learn.microsoft.com/dotnet/api/system.object)

([NetAF.Commands.Global.html](#))

Inherited Members

+ [NetAF.Commands.](#)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

([NetAF.Commands.Persistence.html](#))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object,toobject))

([NetAF.Commands.Scenario.html](#))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

- [NetAF.Conversations.](#)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Name [Conversation](#) ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#))

Assembly: NetAF

ConversationActionCallback

Syntax ([NetAF.Conversations.Conversation.html](#))

LogItem

public sealed class Response

([NetAF.Conversations.LogItem.html](#))

Paragraph

([NetAF.Conversations.Paragraph.html](#))

Participant

([NetAF.Conversations.Participant.html](#))

Response

([NetAF.Conversations.Response.html](#))

+ [NetAF.Conversations.](#)

Initializes a new instance of the Response class.

Instructions

Declaration ([NetAF.Conversations.Instruction.html](#))

+ [NetAF.Extensions.](#)

public Response(string line)

([NetAF.Extensions.html](#))

Parameters

+ [NetAF.Interpretation.](#)

([NetAF.Interpretation.html](#))

Name

Description

+ [NetAF.Logic.](#)

(https://learn.microsoft.com/dotnet/api/system.string)

line

The line to trigger this response.

([NetAF.Logic.html](#))

+ [NetAF.Persistence.](#)

Response(string EndOfParagraphInstruction)

([NetAF.Persistence.html](#))

Provides a response to a conversation.

+ [NetAF.Persistence.json.](#)

([NetAF.Persistence.Json.html](#))

Declaration

```
public Response(string line, IEndOfParagraphInstruction instruction)
```

Parameters

Type	Name	Description
string + NetAF.Commands.Global (https://learn.microsoft.com/dotnet/api/system.net.http.global) (NetAF.Commands.Global.html)	line	The line to trigger this response.
IEndOfParagraphInstruction + NetAF.Commands.Persistence (NetAF.Commands.Persistence.html)	instruction	Specify the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

Properties

[NetAF.Conversations](#)

[\(NetAF.Conversations.html\)](#)

Instruction

[\(NetAF.Conversations.ConversationActionCallback\)](#)

Get the end of paragraph instruction. This can be applied to a conversation to direct the conversation after this paragraph.

[\(NetAF.Conversations.ConversationActionCallback.html\)](#)

[LogItem](#)

[\(NetAF.Conversations.LogItem.html\)](#)

[Paragraph](#)

```
public IEndOfParagraphInstruction Instruction { get; }  
(NetAF.Conversations.Paragraph.html)
```

[Participant](#)

[Property Value](#)
[\(NetAF.Conversations.Participant.html\)](#)

[Type](#)

[Response](#)

[\(NetAF.Conversations.Response.html\)](#)

[Description](#)

[IEndOfParagraphInstruction](#) [\(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html\)](#)

+ NetAF.Conversations

Instructions

[\(NetAF.Conversations.Instruction.html\)](#)

Line

+ NetAF.Extensions

Get the line.

[\(NetAF.Extensions.html\)](#)

Declaration

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

```
public string Line { get; }
```

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Property Value

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[Description](#)

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

▼

+ **NetAF.Commands.Global**
([NetAF.Commands.Global.html](#))

+ **NetAF.Commands.**
Persistence
([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Scene**
([NetAF.Commands.Scene.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](#))

Namespace NetAF.Conversations. Instructions

▼ Filter by title

Classes

Conversation

(NetAF.Commands.Conversati

ByCallback (NetAF.Conversations.Instructions.ByCallback.html)

+ NetAF.Commands.Frame

An end of paragraph instruction that shifts paragraphs based on a callback.

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

First (NetAF.Conversations.Instructions.First.html)

(NetAF.Commands.Global.htm

An end of paragraph instruction that shifts paragraphs to the start.

+ NetAF.Commands.

Persistence

GoTo (NetAF.Conversations.Instructions.GoTo.html)

(NetAF.Commands.Persistence

An end of paragraph instruction that shifts paragraphs based on an absolute index.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Jump (NetAF.Conversations.Instructions.Jump.html)

+ NetAF.Conversations

An end of paragraph instruction that shifts paragraphs based on a delta.

(NetAF.Conversations.html)

Last (NetAF.Conversations.Instructions.Last.html)

Instructions

An end of paragraph instruction that shifts paragraphs to the end.

(NetAF.Conversations.Instruct

ByCallback

Next (NetAF.Conversations.Instructions.Next.html)

First

An end of paragraph instruction that shifts paragraphs to the next paragraph.

(NetAF.Conversations.Instructions.

GoTo

Previous (NetAF.Conversations.Instructions.Previous.html)

EndOfParagraphInstruction

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

(NetAF.Conversations.Instructions.

Jump

Repeat (NetAF.Conversations.Instructions.Repeat.html)

Last

An end of paragraph instruction that repeats.

(NetAF.Conversations.Instructions.

Next

ToName (NetAF.Conversations.Instructions.ToName.html)

Previous

An end of paragraph instruction that shifts paragraphs based on a name.

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

Interfaces

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

Represents an instruction to be carried out at the end of a paragraph.

Conversation

(NetAF.Commands.Conversations.html)

+ NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.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)

Properties

Callback

Get the callback that decides the instruction to use.

Declaration

+ NetAF.Commands.Frame

public Func<IEndOfParagraphInstruction> Callback { get; }

(NetAF.Commands.Frame.html)

+ NetAF.Commands.Global

Property Value

(NetAFCommands.Global.htm)

Type

+ NetAF.Commands.

Func (https://learn.microsoft.com/dotnet/api/system.func-1)<

Persistence

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)>

(NetAF.Commands.Persistence.html)

Description

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Methods

+ NetAF.Conversations

(NetAF.Conversations.html)

GetIndexOfNext(Paragraph, Paragraph[])

- NetAF.Conversations.

Instructions

Get the index of the next paragraph.

(NetAF.Conversations.Instruct

Declaration

ByCallback

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

First

(NetAF.Conversations.Instructions.

Parameters

current

(NetAF.Conversations.Instructions.

Name

Description

Type IEndOfParagraphInstruction

Paragraph (NetAF.Conversations.Paragraph.html)

current

The current paragraph.

Jump Paragraph (NetAF.Conversations.Paragraph.html)]

(NetAF.Conversations.Instructions.

paragraphs

The collection of paragraphs.

Last

Returns (NetAF.Conversations.Instructions.

Type Next

(NetAF.Conversations.Instructions.

int (https://learn.microsoft.com/dotnet/api/system.int32)

Description

The index of the next paragraph.

(NetAF.Conversations.Instructions.

Repeat

Implements (NetAF.Conversations.Instructions.

ToName

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

(NetAF.Conversations.Instructions.

+ NetAF.Extensions

(NetAF.Extensions.html)

▼

- + **NetAF.Commands.Frame**
([NetAF.Commands.Frame.html](#))
- + **NetAF.Commands.Global**
([NetAF.Commands.Global.html](#))
- + **NetAF.Commands.**
Persistence
([NetAF.Commands.Persistence.html](#))
- + **NetAF.Commands.Scene**
([NetAF.Commands.Scene.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](#))

Class First

An end of paragraph instruction that shifts paragraphs to the start.

Filter by title

Inheritance

([NetAF.Commands.Frame.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands.Global](#)

Implements

([NetAF.Commands.Global.htm](#))

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ [NetAF.Commands](#)

Inherited Members

Persistence

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.Scene](#)

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.Scene.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Conversations.html](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

NetAF.Conversations

Instructions ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

([NetAF.Conversations.Instruct](#))

Syntax

By Callback

([NetAF.Conversations.Instructions](#).

public sealed class First : IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#).

GoTo

([NetAF.Conversations.Instructions](#).

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#).

Methods

Jump

([NetAF.Conversations.Instructions](#).

GetIndexOfNext(Paragraph, Paragraph[])

Last

([NetAF.Conversations.Instructions](#).

Get the index of the next paragraph.

Next

Declaration

([NetAF.Conversations.Instructions](#).

Previous

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

Repeat

([NetAF.Conversations.Instructions](#).

Parameters

ToName

Type	Name	Description
(NetAF.Conversations.Instructions .	current	The current paragraph.
+ NetAF.Extensions	paragraphs	The collection of paragraphs.

+ [NetAF.Interpretation](#)

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.Global**

[\(NetAF.Commands.Global.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

+ **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**

Class GoTo

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Filter by title

Inheritance

+ [NetAFCommands.Global](#)
↳ GoTo
(NetAF.Commands.Global.htm)

Implements

+ [NetAFCommands](#).
IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Persistence

Inherited Members

(NetAF.Commands.Persistence)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

+ [NetAFCommands.Scene](#)

object.Equals(object, 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](#))

(NetAF.Conversations.htm)

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](#))

Instructions

Name: [GoTo](#) ([NetAFCommands.Instructions](#) ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#)))

Assembly: NetAF.dll

ByCallback

Syntax

`(NetAF.Conversations.Instructions.`

First

`p(NetAF.Conversations.Instructions.)EndOfParagraphInstruction`

GoTo

`(NetAF.Conversations.Instructions.`

IEndOfParagraphInstruction

`(NetAF.Conversations.Instructions.`

Jump

`(NetAF.Conversations.Instructions.`

Last

`(NetAF.Conversations.Instructions.`

An end of paragraph instruction that shifts paragraphs based on an absolute index.

Next

Declaration

`(NetAF.Conversations.Instructions.`

Previous

`p(NetAF.Conversations.Instructions.`

Repeat

`(NetAF.Conversations.Instructions.`

Parameters

ToName

Type	Name	Description
NetAF.Extensions (https://learn.microsoft.com/dotnet/api/system.int32)	index	The index of the next paragraph.

(NetAF.Extensions.html)

+ [NetAF.Interpretation](#)

(NetAF.Interpretation.html)

Properties

Index

Get the index.



Declaration

```
(NetAF.Commands.Frame.html)
```

+ NetAF.Commands.Global }

(NetAF.Commands.Global.html)

Property Value

+ NetAF.Commands.

Type	Description
(NetAF.Commands.Persistence)	int (https://learn.microsoft.com/dotnet/api/system.int32)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Methods

- NetAF.Conversations

(NetAF.Conversations.html)

- NetAF.Conversations.

GetIndexOfNext(Paragraph, Paragraph[])

Instructions

GetIndexOfNext(Paragraph, Paragraph[])

By Callback

(NetAF.Conversations.Instructions.

```
First  
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)  
(NetAF.Conversations.Instructions.)
```

GoTo

Parameters

(NetAF.Conversations.Instructions.

Type	Name	Description
IEndOfParagraphInstruction		
(NetAF.Conversations.Instructions.		

Paragraph (NetAF.Conversations.Paragraph.html)

current

The current paragraph.

(NetAF.Conversations.Instructions.

paragraphs

The collection of paragraphs.

Last

(NetAF.Conversations.Instructions.

Returns

Next

Type	Description
NetAF.Conversations.Instructions.	

Previous

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

The index of the next paragraph.

Repeat

(NetAF.Conversations.Instructions.

Implements

ToName

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

▼

NetAF.Commands

- + **NetAF.Commands.Global**
[\(NetAF.Commands.Global.html\)](#)
- + **NetAF.Commands.Persistence**
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- **NetAF.Conversations.Instructions**
[\(NetAF.Conversations.Instructions.html\)](#)
 - ByCallback
 - (NetAF.Conversations.Instructions.ByCallback)
 - First
 - (NetAF.Conversations.Instructions.First)
 - GoTo
 - (NetAF.Conversations.Instructions.GoTo)
 - IEndOfParagraphInstruction
 - (NetAF.Conversations.Instructions.IEndOfParagraphInstruction)
 - Jump
 - (NetAF.Conversations.Instructions.Jump)
 - Last
 - (NetAF.Conversations.Instructions.Last)
 - Next
 - (NetAF.Conversations.Instructions.Next)
 - Previous
 - (NetAF.Conversations.Instructions.Previous)
 - Repeat
 - (NetAF.Conversations.Instructions.Repeat)
 - ToName
 - (NetAF.Conversations.Instructions.ToName)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

Interface IEndOfParagraphInstruction

Represents an instruction to be carried out at the end of a paragraph.

Filter by title

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

+ **NetAF.Commands.Global**

Assembly: NetAF.dll

(NetAF.Commands.Global.htm)
Syntax

+ **NetAF.Commands.**

public interface IEndOfParagraphInstruction

(NetAF.Commands.Persistence.htm)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Methods

+ **NetAF.Conversations**

(NetAF.Conversations.html)

GetIndexOfNext(Paragraph, Paragraph[])

- **NetAF.Conversations.**

Get the index of the next paragraph.

Instructions

(NetAF.Conversations.Instruct.htm)

Declaration

ByCallback

i(NetAF.Conversations.Instructions. current, Paragraph[] paragraphs)

First

(NetAF.Conversations.Instructions.

Parameters

GoTo

Type	Name	Description
NetAF.Conversations.Instructions. IEndOfParagraphInstruction Paragraph (NetAF.Conversations.Paragraph.html) (NetAF.Conversations.Instructions.)	current	The current paragraph.
Paragraph (NetAF.Conversations.Paragraph.html)[] (NetAF.Conversations.Instructions.)	paragraphs	The collection of paragraphs.

Last

(NetAF.Conversations.Instructions.

Returns

Next

Type	Description
int (Https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Previous

(NetAF.Conversations.Instructions.

Repeat

(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Class Jump

An end of paragraph instruction that shifts paragraphs based on a delta.

Filter by title

Inheritance

([NetAF.Commands.Global.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.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.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Conversations.Instruct.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

ByCallback

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)
(NetAF.Conversations.Instructions.

Assembly: NetAF.dll

First

Syntax

(NetAF.Conversations.Instructions.

GoTo

p(NetAF.Conversations.Instructions\$EndOfParagraphInstruction

IEndOfParagraphInstruction

(NetAF.Conversations.Instructions.

Jump

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Jump(int)

Next

(NetAF.Conversations.Instructions.

An end of paragraph instruction that shifts paragraphs based on a delta.

Previous

Declaration

(NetAF.Conversations.Instructions.

Repeat

p(NetAF.Conversations.Instructions.

ToName

(NetAF.Conversations.Instructions.

Parameters

+ **NetAF.Extensions**

Type

([NetAF.Extensions.html](#))

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

delta

The delta to shift paragraphs by.

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

Properties

Delta

Get the delta.



Declaration

```
(NetAF.Commands.Global.htm  
    public int Delta { get; }
```

+ NetAF.Commands.

Persistence

Property Value

```
(NetAF.Commands.Persistence)
```

Type

+ NetAF.Commands.Scene

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

```
(NetAF.Commands.Scene.html)
```

Description

+ NetAF.Conversations

```
(NetAF.Conversations.html)
```

Methods

NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions)

GetIndexOfNext(Paragraph, Paragraph[])

ByCallback

Get the index of the next paragraph.

```
(NetAF.Conversations.Instructions.
```

Declaration

First

```
(NetAF.Conversations.Instructions.
```

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)  
(NetAF.Conversations.Instructions.
```

IEndOfParagraphInstruction

Parameters

```
(NetAF.Conversations.Instructions.
```

Type

```
Jump  
(NetAF.Conversations.Instructions.
```

Paragraph

```
(NetAF.Conversations.Paragraph.html)
```

Name

Description

current

The current paragraph.

End

```
(NetAF.Conversations.Instructions.
```

Paragraph

```
(NetAF.Conversations.Paragraph.html)
```

paragraphs

The collection of paragraphs.

Next

```
(NetAF.Conversations.Instructions.
```

Returns

Previous

Type

```
NetAF.Conversations.Instructions.
```

Description

Repeat

```
int (https://learn.microsoft.com/dotnet/api/system.int32)
```

```
(NetAF.Conversations.Instructions.
```

The index of the next paragraph.

ToName

```
(NetAF.Conversations.Instructions.
```

Implements

+ NetAF.Extensions

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

```
(NetAF.Extensions.html)
```

+ NetAF.Interpretation

```
(NetAF.Interpretation.html)
```

+ NetAF.Logic

▼

[\(NetAF.Commands.Global.html\)](#)

+ **NetAF.Commands.**

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Commands.Scene**

[\(NetAF.Commands.Scene.html\)](#)

+ **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**

Class Last

An end of paragraph instruction that shifts paragraphs to the end.

Filter by title

Inheritance -- - - - -

+ [NetAF.Commands](#) microsoft.com/dotnet/api/system.object)

Last

[\(NetAF.Commands.Persistence\)](#)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ [NetAF.Commands.Scene](#)

Inherited Members

[\(NetAF.Commands.Scene.html\)](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

+ [NetAF.Conversations](#) ([NetAF.Conversations.html](#))
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](#))

([NetAF.Conversations.Instruct](#)) 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](#))

First

Assembly: NetAF.dll

([NetAF.Conversations.Instructions](#).

Syntax

GoTo

([NetAF.Conversations.Instructions](#).

plEndOfParagraphInstruction : IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#).

Jump

([NetAF.Conversations.Instructions](#).

Last

Methods

([NetAF.Conversations.Instructions](#).

Next

([NetAF.Conversations.Instructions](#).

GetIndexOfNext(Paragraph, Paragraph[])

Previous

([NetAF.Conversations.Instructions](#).

Get the index of the next paragraph.

Repeat

Declaration

([NetAF.Conversations.Instructions](#).

ToName

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

+ [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

Type	Name	Description
+ NetAF.Interpretation		
(NetAF.Interpretation.html) Paragraph (NetAF.Conversations.Paragraph.html)	current	The current paragraph.
+ NetAF.Logic		
(NetAF.Logic.html) 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.Commands.Persistence.html](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

- **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct](#)

ByCallback

([NetAF.Conversations.Instructions.](#)

First

([NetAF.Conversations.Instructions.](#)

GoTo

([NetAF.Conversations.Instructions.](#)

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.](#)

Jump

([NetAF.Conversations.Instructions.](#)

Last

([NetAF.Conversations.Instructions.](#)

Next

([NetAF.Conversations.Instructions.](#)

Previous

([NetAF.Conversations.Instructions.](#)

Repeat

([NetAF.Conversations.Instructions.](#)

ToName

([NetAF.Conversations.Instructions.](#)

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Class Next

An end of paragraph instruction that shifts paragraphs to the next paragraph.

Filter by title

Inheritance

+ **NetAF.Commands.**

↳ **Persistence** (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ **Next**

(**NetAF.Commands.Persistence**)

Implements

+ **NetAF.Commands.Scene**

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

(**NetAF.Commands.Scene.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)))

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>)

By Callback

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

First

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

Goto

Syntax

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

↳ **NetAF.Conversations.Instructions.IEndOfParagraphInstruction**

Jump

(NetAF.Conversations.Instructions.

Last

(NetAF.Conversations.Instructions.

Methods

Next

(NetAF.Conversations.Instructions.

Previous

GetIndexOfNext(Paragraph, Paragraph[])

(NetAF.Conversations.Instructions.

Repeat

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

Declaration

(NetAF.Conversations.Instructions.

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

+ **NetAF.Extensions**

(**NetAF.Extensions.html**)

Parameters

+ **NetAF.Interpretation**

Type

(**NetAF.Interpretation.html**)

Name

Description

Paragraph ([NetAF.Conversations.Paragraph.html](#))

current

The current paragraph.

+ **NetAF.Logic**

(**NetAF.Logic.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.Commands

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Persistence

([NetAF.Commands.Persistence.html](#))

+ NetAF.Commands.Scene

([NetAF.Commands.Scene.html](#))

+ NetAF.Conversations

([NetAF.Conversations.html](#))

- NetAF.Conversations.

Instructions

([NetAF.Conversations.Instruct](#)

ByCallback

([NetAF.Conversations.Instructions.](#)

First

([NetAF.Conversations.Instructions.](#)

GoTo

([NetAF.Conversations.Instructions.](#)

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions.](#)

Jump

([NetAF.Conversations.Instructions.](#)

Last

([NetAF.Conversations.Instructions.](#)

Next

([NetAF.Conversations.Instructions.](#)

Previous

([NetAF.Conversations.Instructions.](#)

Repeat

([NetAF.Conversations.Instructions.](#)

ToName

([NetAF.Conversations.Instructions.](#)

+ NetAF.Extensions

([NetAF.Extensions.html](#))

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

... -- . . .

Class Previous

An end of paragraph instruction that shifts paragraphs to the previous paragraph.

Filter by title

Inheritance

Persistence

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ Previous

+ NetAF.Commands.Scene

Implements

(NetAF.Commands.Scene.html)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

+ NetAF.Conversations

Inherited Members

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](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\(system-object-system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object-object)))

(NetAF.Conversations.Instruct

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

ByCallback

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(NetAF.Conversations.Instruction

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.Instruc

Namespace: NetAF ([NetAF.html](#)).Conversations ([NetAF.Conversations.html](#)).Instructions ([NetAF.Conversations.Instructions.html](#))

Goto

Assembly: NetAF.dll

([NetAF.Conversations.Instructions](#).

Syntax

IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#).

public sealed class Previous : IEndOfParagraphInstruction

([NetAF.Conversations.Instructions](#).

Last

([NetAF.Conversations.Instructions](#).

Next

Methods

([NetAF.Conversations.Instructions](#).

Previous

([NetAF.Conversations.Instructions](#).

GetIndexOfNext(Paragraph, Paragraph[])

Repeat

([NetAF.Conversations.Instructions](#).

Get the index of the next paragraph.

ToName

Declaration

([NetAF.Conversations.Instructions](#).

+ NetAF.Extensions

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

(NetAF.Extensions.html)

+ NetAF.Interpretation

Parameters

(NetAF.Interpretation.html)

Type

Name

Description

+ NetAF.Logic

Paragraph ([NetAF.Conversations.Paragraph.html](#))

(NetAF.Logic.html)

current

The current paragraph.

Paragraph ([NetAF.Conversations.Paragraph.html](#))[]

paragraphs

The collection of paragraphs.

+ NetAF.Persistence

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

Persistence

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))
(NetAF.Commands.Persistence)

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

+ 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

Class Repeat

An end of paragraph instruction that repeats.

Filter by title

Inheritance

(NetAF.Commands.Persistence)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAFCommands.Scene**

(NetAFCommands.Scene.html)

Implements

IEndOfParagraphInstructions ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited from **Object**

(NetAFConversations.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)))

ByCallback

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

First

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

GoTo

Namespace: NetAF (NetAF.html).Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

(NetAF.Conversations.Instructions)

Assembly: NetAF.dll

IEndOfParagraphInstruction

Syntax

[\(NetAF.Conversations.Instructions.\)](#)

Jump

[\(NetAF.Conversations.Instructions.Repetitions.IEndOfParagraphInstruction\)](#)

Last

[\(NetAF.Conversations.Instructions.\)](#)

Next

[\(NetAF.Conversations.Instructions.\)](#)

Previous

Methods

[\(NetAF.Conversations.Instructions.\)](#)

Repeat

GetIndexOfNext(Paragraph, Paragraph[])

[\(NetAF.Conversations.Instructions.\)](#)

ToName

Get the index of the next paragraph.

[\(NetAF.Conversations.Instructions.\)](#)

Declaration

+ **NetAF.Extensions**

(NetAF.Extensions.html)

public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)

+ **NetAF.Interpretation**

(NetAFInterpretation.html)

Parameters

+ **NetAF.Logic**

(NetAFLogic.html)

Paragraph ([NetAF.Conversations.Paragraph.html](#))

Name

Description

current

The current paragraph.

paragraphs

The collection of paragraphs.

(**NetAJPersistence.html**)

Returns

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	The index of the next paragraph.

Implements

+ NetAF.Commands.Persistence

([NetAF.Commands.Persistence.html](#))

+ NetAF.Commands.Scene

([NetAF.Commands.Scene.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](#))

Class ToName

An end of paragraph instruction that shifts paragraphs based on a name.

Filter by title

Inheritance

(NetAF.Commands.Persistence)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.Scene**

Implements
(NetAF.Commands.Scene.html)

IEndOfParagraphInstruction ([NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html](#))

Inherited Members
(NetAF.Conversations.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)))

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>)

([NetAF.Conversations.Instructions](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

First

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Conversations.Instructions](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

GoTo

Namespace: NetAF (NetAF.html) Conversations (NetAF.Conversations.html).Instructions (NetAF.Conversations.Instructions.html)

Assembly: NetAF.dll

Syntax: `new NetAF.Conversations.Instructions.`

Jump

`public sealed class ToName : IEndOfParagraphInstruction`

Last

`(NetAF.Conversations.Instructions.`

Next

Constructors

`(NetAF.Conversations.Instructions.`

Previous

`(NetAF.Conversations.Instructions.`

ToName(string)

Repeat

`(NetAF.Conversations.Instructions.`

An end of paragraph instruction that shifts paragraphs based on a name.

ToName

Declaration: `new NetAF.Conversations.Instructions.`

+ **NetAF.Extensions**

`public ToName(string name)`

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Parameters

(NetAF.Interpretation.html)

Type

+ **NetAF.Logic**

`string (https://learn.microsoft.com/dotnet/api/system.string)`

(NetAF.Logic.html)

Name	Description
<code>name</code>	The name of the paragraph to jump to.

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Properties

Name

Get the name of the paragraph to jump to.

Declaration

(NetAF.Commands.Persistence)

```
public string Name { get; }
```

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Property Value

+ NetAF.Conversations

Type

(NetAF.Conversations.html)

Description

```
string (https://learn.microsoft.com/dotnet/api/system.string)
```

- NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Methods

(NetAF.Conversations.Instructions.

First

GetIndexOfNext(Paragraph, Paragraph[])

GoTo

Get the index of the next paragraph.

(NetAF.Conversations.Instructions.

IEndOfParagraphInstruction

Declaration

(NetAF.Conversations.Instructions.

Jump

```
public int GetIndexOfNext(Paragraph current, Paragraph[] paragraphs)
```

(NetAF.Conversations.Instructions.

Last

Para(NetAF.Conversations.Instructions.

Type	Name	Description
(NetAF.Conversations.Instructions.		
Paragraph(NetAF.Conversations.Paragraph.html)	current	The current paragraph.
Paragraph(NetAF.Conversations.Paragraph.html)[]	paragraphs	The collection of paragraphs.

Repeat

(NetAF.Conversations.Instructions.

Returns

ToName

Type	Description
(NetAF.Conversations.Instructions.	

+ NetAF.Extensions

```
int (https://learn.microsoft.com/dotnet/api/system.int32)
```

The index of the next paragraph.

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

IEndOfParagraphInstruction (NetAF.Conversations.Instructions.IEndOfParagraphInstruction.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

▼

- (NetAF.Commands.Persistence.html)
- + NetAF.Commands.Scene
 - (NetAF.Commands.Scene.html)
- + NetAF.Conversations
 - (NetAF.Conversations.html)
- NetAF.Conversations.**Instructions**
 - (NetAF.Conversations.Instructions.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)

Namespace NetAF.Extensions

Classes

Filter by title

NetAF.Commands.Frame

(NetAF.Commands.Frame.html)

Provides extension versions for Directions.

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

StringBuilderExtensions (NetAF.Extensions.StringBuilderExtensions.html)

+ NetAF.Commands.StringBuilderExtensions

Persistence

(NetAF.Commands.Persistence.html)

StringExtensions (NetAF.Extensions.StringExtensions.html)

+ NetAF.Commands.StringExtensions

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ 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)

Class DirectionExtensions

Provides extension versions for Directions.

Filter by title

Inheritance

([NetAF.Commands.Frame.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))

↳ 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.Scene**

([NetAF.Commands.Scene.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ **NetAF.Conversations**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Conversations.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Extensions ([NetAF.Extensions.html](#))

Assembly: NetAF.dll

Syntax

([NetAF.Conversations.Instruct](#))

- **NetAF.Extensions**

public static class DirectionExtensions

([NetAF.Extensions.html](#))

DirectionExtensions

([NetAF.Extensions.DirectionExtens](#))

StringBuilderExtensions

([NetAF.Extensions.StringBuilderEx](#))

StringExtensions

([NetAF.Extensions.StringExtension](#))

Inverse(Direction)

+ **NetAF.Interpretation**

Get an inverse direction.

([NetAF.Interpretation.html](#))

Declaration

+ **NetAF.Logic**

([NetAF.Logic.html](#))

public static Direction Inverse(this Direction value)

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

Parameters

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

Direction ([NetAF.Assets.Locations.Direction.html](#))

Name	Description
value	The direction.

+ **NetAF.Rendering**

Returns

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Type	Description
Direction (NetAF.Assets.Locations.Direction.html)	The inverse direction.

▼

(NetAF.Commands.Frame.html)

- + **NetAF.Commands.Global**
(NetAF.Commands.Global.html)
- + **NetAF.Commands.**
Persistence
(NetAF.Commands.Persistence.html)
- + **NetAF.Commands.Scene**
(NetAF.Commands.Scene.html)
- + **NetAF.Conversations**
(NetAF.Conversations.html)
- + **NetAF.Conversations.**
Instructions
(NetAF.Conversations.Instructions.html)
- **NetAF.Extensions**
(NetAF.Extensions.html)
 - DirectionExtensions
 (NetAF.Extensions.DirectionExtensions.html)
 - StringBuilderExtensions
 (NetAF.Extensions.StringBuilderExtensions.html)
 - StringExtensions
 (NetAF.Extensions.StringExtensions.html)
- + **NetAF.Interpretation**
(NetAF.Interpretation.html)
- + **NetAF.Logic**
(NetAF.Logic.html)
- + **NetAF.Persistence**
(NetAF.Persistence.html)
- + **NetAF.Persistence.Json**
(NetAF.Persistence.Json.html)
- + **NetAF.Rendering**
(NetAF.Rendering.html)
- + **NetAF.Rendering.Frame**

Class StringBuilderExtensions

Provides extension methods for `StringBuilder`.

Filter by title

Inheritance

([NetAF.Commands.Frame.html](#))

↳ `object` (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands.Global](#)

([NetAF.Commands.Global.html](#))

+ [NetAF.Commands](#) ([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.Scene](#)

([NetAF.Commands.Scene.html](#))

`object.MemberwiseClone()` (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ [NetAF.Conversations](#)

`object.ReferenceEquals(object, object)` (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Conversations.html](#))

Namespace: `NetAF` (`NetAF.html`).`Extensions` (`NetAF.Extensions.html`)

Assembly: `NetAF.dll`

Syntax

([NetAF.Conversations.Instruct](#))

- [NetAF.Extensions](#)

 public static class `StringBuilderExtensions`

([NetAF.Extensions.html](#))

 DirectionExtensions

 ([NetAF.Extensions.DirectionExtens](#)

 StringBuilderExtensions

 ([NetAF.Extensions.StringBuilderEx](#)

 StringExtensions

 ([NetAF.Extensions.StringExtension](#)

Methods

EnsureFinishedSentence(StringBuilder)

+ [NetAF.Interpretation](#)

Ensure this string is a finished sentence, ending in either ?, ! or .

([NetAF.Interpretation.html](#))

Declaration

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

 public static void `EnsureFinishedSentence(this StringBuilder value)`

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

Parameters

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

`StringBuilder` (<https://learn.microsoft.com/dotnet/api/system.text.stringbuilder>)

Name	Description
<code>value</code>	The string to finish.

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

▼

- (NetAF.Commands.Frame.html)
- + NetAF.Commands.Global
(NetAF.Commands.Global.html)
- + NetAF.Commands.
Persistence
(NetAF.Commands.Persistence.html)
- + NetAF.Commands.Scene
(NetAF.Commands.Scene.html)
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
(NetAF.Conversations.Instructions.html)
- NetAF.Extensions
(NetAF.Extensions.html)
 - DirectionExtensions
(NetAF.Extensions.DirectionExtensions.html)
 - StringBuilderExtensions
(NetAF.Extensions.StringBuilderExtensions.html)
 - StringExtensions
(NetAF.Extensions.StringExtensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
(NetAF.Rendering.Frame.html)

Class StringExtensions

Provides extension methods for strings.

Filter by title

Inheritance

([NetAF.Commands.Frame.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands.Global](#)

([NetAF.Commands.Global.html](#))

↳ 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.Scene](#)

([NetAF.Commands.Scene.html](#))

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ [NetAF.Conversations](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Conversations.html](#))

Namespace: NetAF (NetAF.html).Extensions ([NetAF.Extensions.html](#))

Assembly: NetAF.dll

Syntax

([NetAF.Conversations.Instruct](#))

- [NetAF.Extensions](#)

public static class StringExtensions

([NetAF.Extensions.html](#))

DirectionExtensions

([NetAF.Extensions.DirectionExtens](#))

StringBuilderExtensions

([NetAF.Extensions.StringBuilderEx](#))

StringExtensions

([NetAF.Extensions.StringExtension](#))

AddSentence(string, string)

+ [NetAF.Interpretation](#)

Add a sentence to this string

([NetAF.Interpretation.html](#))

Declaration

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

public static string AddSentence(this string value, string other)

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

Parameters

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name	Description
value	The value.
other	The other value.

+ [NetAF.Rendering](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Rendering.html](#))

Returns

+ [NetAF.Rendering.Frame](#)

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The concatenated string.

CASEINSENSITIVECONTAINS(string, string)

Returns a value indicating whether a specified substring occurs within this string. This is not case sensitive.

[\(NetAF.Commands.Frame.html\)](#)

Declaration

+ **NetAF.Commands.Global**

[\(NetAF.Commands.Global.html\)](#)
public static bool CaseInsensitiveContains(this string value, string subString)

+ **NetAF.Commands.**

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.
string (https://learn.microsoft.com/dotnet/api/system.string)	subString	The string to seek.

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

Type	Description
+ NetAF.Conversations.	

Instructions

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

- **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

DirectionExtensions

EnsureFinishedSentence(string)

[\(NetAF.Extensions.DirectionExtensions.html\)](#)

StringBuilderExtensions

Ensure this string is a finished sentence, ending in either ?, ! or .

[\(NetAF.Extensions.StringBuilderExtensions.html\)](#)

Declaration

StringExtensions

[\(NetAF.Extensions.StringExtension.html\)](#)

public static string EnsureFinishedSentence(this string value)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

Parameters

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **NetAF.Persistence**

[\(NetAF.Persistence.html\)](#)

Returns

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

EqualExaminable(string, IExaminable)

[\(NetAF.Rendering.Examining.html\)](#)

Determine if this string equals an IExaminable.

Declaration

```
public static bool EqualsExaminable(this string value, IExaminable examinable)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The value.
IExaminable (NETAF.Assets.IExaminable.html)	examinable	The examinable.

+ [NetAF.Commands.](#)

Returns:

[Persistence](#)

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if this string equals the identifier, else false.

[\(NetAF.Commands.Scene.html\)](#)

+ [NetAF.Conversations.](#)

[EqualsIdentifier\(string, Identifier\)](#)
([NetAF.Conversations.html](#))

Determine if this string equals an identifier.

+ [NetAF.Conversations.](#)

[Instructions](#)

[\(NetAF.Conversations.Instruct\)](#)

```
public static bool EqualsIdentifier(this string value, Identifier identifier)
```

- [NetAF.Extensions](#)

[\(NetAF.Extensions.html\)](#)

Parameters

DirectionExtensions

Type	Name	Description
NetAF.Extensions.DirectionExtens		
StringBuilderExtensions string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Extensions.StringBuilderEx	value	The value.

[IdentifierExtensions](#)
([NETAF.Assets.Identifier.html](#))

[\(NetAF.Extensions.StringExtension\)](#)

Returns:

+ [NetAF.Interpretation](#)

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if this string equals the identifier, else false.

[\(NetAF.Logic.html\)](#)

+ [NetAF.Persistence](#)

[GetObjectifier\(string\)](#)
([NetAF.Persistence.html](#))

Get an objectifier for a word.

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering](#)

```
public static string GetObjectifier(this string word)
```

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	word	The word.

Returns

Type	Description
(NetAF.Commands.Frame.html) string (https://learn.microsoft.com/dotnet/api/system.string)	The objectifier.

+ NetAF.Commands.Global

(NetAF.Commands.Global.htm)

InsensitiveEquals(string, string)

+ NetAF.Commands.

Persistence

Comparing to another, with no case sensitivity.

(NetAF.Commands.Persistence)

Declaration

+ NetAF.Commands.Scene

public static bool InsensitiveEquals(this string value, string other)

(NetAF.Commands.Scene.htm)

+ NetAF.Conversations

Parameters

(NetAF.Conversations.html)

Type

DirectionExtensions

Name

Description

+ NetAF.Conversations.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

Instructions

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

other string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

- NetAF.Extensions

Returns

(NetAF.Extensions.html)

Type

DirectionExtensions

Description

bool (https://learn.microsoft.com/dotnet/api/system.boolean)	The number of lines in the string.
--	------------------------------------

StringBuilderExtensions

(NetAF.Extensions.StringBuilderEx)

StringExtensions

(NetAF.Extensions.StringExtension)

IsPlural(string)

(NetAF.Extensions.StringExtension)

NetAF.Interpretation

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

public static bool IsPlural(this string word)

(NetAF.Logic.htm)

+ NetAF.Persistence

Parameters

(NetAF.Persistence.html)

Type

NetAF.Persistence.Json

Name

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Name

Description

(NetAF.Persistence.Json.htm)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	True if the word is plural.

Isvowel(string)

Get if a character is a vowel.

([NetAF.Commands.Frame.html](#))

Declaration

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))

```
public static bool IsVowel(this string value)
```

+ **NetAF.Commands.**

Parameters

Type ([NetAF.Commands.Persistence.html](#))

Name

Description

+ **NetAF.Commands.Scene**

String (<https://learn.microsoft.com/dotnet/api/system.string>)

value

The value to check.

([NetAF.Commands.Scene.html](#))

Returns

+ **NetAF.Conversations**

Type ([NetAF.Conversations.html](#))

Description

+ **NetAF.Conversations**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

True if the character is a vowel.

Instructions

([NetAF.Conversations.Instruct.html](#))

- **NetAF.Extensions**

LineCount(string)

([NetAF.Extensions.html](#))

Definition: Returns the number of lines in this string.

Declaration

([NetAF.Extensions.DirectionExtensions.html](#))

([NetAF.Extensions.StringBuilderExtensions.html](#))

```
public static int LineCount(this string value)
```

([NetAF.Extensions.StringBuilderExtensions.html](#))

([NetAF.Extensions.StringExtensions.html](#))

Parameters

([NetAF.Extensions.StringExtension.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**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

The number of lines in the string.

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

RemoveSentenceEnd(string)

+ **NetAF.Rendering**

Ensure this string is not a finished sentence, ending in either ?, ! or .

([NetAF.Rendering.html](#))

Declaration

+ **NetAF.Rendering.Frame**

```
public static string RemoveSentenceEnd(this string value)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	value	The string to ensure isn't finished finish.

(NetAF.Commands.Frame.html)

Returns

+ NetAF.Commands.Global

Type	Description
(NetAF.Commands.Global.htm)	The unfinished string.

+ NetAF.Commands.

Persistence

(NetAF.Commands.Persistence)

ToDescription(string)

+ NetAF.Commands.Scene

Returns this string as a Description.

(NetAF.Commands.Scene.html)

Declaration

+ NetAF.Conversations

(NetAF.Conversations.html)

```
public static Description ToDescription(this string value)
```

+ NetAF.Conversations.

Instructions

Parameters

(NetAF.Conversations.Instruct)

Type	Name	Description
(NetAF.Extensions.html)	value	The value.

DirectionExtensions

Returns

(NetAF.Extensions.DirectionExtens)

Type

Type	Description
(NetAF.Extensions.StringBuilderExtensions)	This string as a description.

(NetAF.Extensions.StringBuilderExtensions)

(NetAF.Extensions.StringExtensions)

(NetAF.Extensions.StringExtension)

+ NetAF.Interpretation

ToIdentifier(string)

(NetAF.Interpretation.html)

Returns this string as an Identifier.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Persistence

```
public static Identifier ToIdentifier(this string value)
```

(NetAF.Persistence.html)

NetAF.Persistence.Json

Type	Name	Description
(NetAF.Persistence.Json.html)	value	The value.

+ NetAF.Rendering

String (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Rendering.html)

Returns

+ NetAF.Rendering.Frame

Type	Description
Identifier (NetAF.Assets.Identifier.html)	This string as an identifier.

ToSentenceCase(string)

Convert a string to sentence case.

(NetAF.Commands.Frame.html)

Declaration

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

public static string ToSentenceCase(this string value)

+ NetAF.Commands.

Persistence

Type	Name	Description
(NetAF.Commands.Persistence.html)		

+ NetAF.Commands.Scene

string (https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Commands.Scene.html)

Returns

+ NetAF.Conversations

Type (NetAF.Conversations.html)

+ NetAF.Conversations

string (https://learn.microsoft.com/dotnet/api/system.string)

Description

The word in sentence case.

Instructions

(NetAF.Conversations.Instruct.html)

ToSpeech(string)

- NetAF.Extensions

Code (NetAF.Extensions.html)

Declaration

(NetAF.Extensions.DirectionExtensions.html)

DirectionExtensions

(NetAF.Extensions.DirectionExtensions.html)

StringBuilderExtensions

public static string ToSpeech(this string value)

(NetAF.Extensions.StringBuilderExtensions.html)

StringExtensions

Parameter (NetAF.Extensions.StringExtension.html)

+ Type (NetAF.Interpretation.html)

(NetAF.Interpretation.html)

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

value

Description

The value.

+ NetAF.Logic

Returns (NetAF.Logic.html)

Type

+ NetAF.Persistence

string (https://learn.microsoft.com/dotnet/api/system.string)

Description

The value in sentence case.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Namespace NetAF.Interpretation

Classes

Filter by title

ConversationCommandInterpreter

(NetAF.Interpretation.GlobalConversationCommandInterpreter.html)

Provides an object that can be used for interpreting conversation commands.

+ NetAF.Commands.

CustomCommandInterpreter

(NetAF.Interpretation.CustomCommandInterpreter.html)

Provides an object that can be used for interpreting custom commands.

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

FrameCommandInterpreter (NetAF.Interpretation.FrameCommandInterpreter.html)

+ NetAF.Conversations

Provides an object that can be used for interpreting frame commands.

+ NetAF.Conversations.

GlobalCommandInterpreter (NetAF.Interpretation.GlobalCommandInterpreter.html)

Instructions

Provides an object that can be used for interpreting global commands.

+ NetAF.Extensions

InputInterpreter (NetAF.Interpretation.InputInterpreter.html)

Provides an object that can be used for interpreting game input.

- NetAF.Interpretation

(NetAF.Interpretation.html)

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

ConversationCommand

Represents the result of an interpretation.

(NetAF.Interpretation.Conversation)

CustomCommandInterpreter

(NetAF.Interpretation.CustomCom

Interpreters (NetAF.Interpretation.Interpreters.html)

Provides Collection of interpreters.

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

SceneCommandInterpreter (NetAF.Interpretation.SceneCommandInterpreter.html)

Provides object that can be used for interpreting scene commands.

(NetAF.Interpretation.IInterpreter.ht

Interfaces

(NetAF.Interpretation.InputInterpret

InterpretationResult

IInterpreter (NetAF.Interpretation.IInterpreter.html)

Interpreters

Represents any object that can act as an interpreter for input.

(NetAF.Interpretation.Interpreters.n

SceneCommandInterpreter

(NetAF.Interpretation.SceneComm

▼

NetAF.Commands.Frame

- + **NetAF.Commands.Global**
[\(NetAF.Commands.Global.html\)](#)
- + **NetAF.Commands.Persistence**
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.Instructions**
[\(NetAF.Conversations.Instructions.html\)](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
 - ConversationCommand
 - Interpreter
 - [\(NetAF.Interpretation.Conversation.html\)](#)
 - CustomCommandInterpreter
 - [\(NetAF.Interpretation.CustomCommandInterpreter.html\)](#)
 - FrameCommandInterpreter
 - [\(NetAF.Interpretation.FrameCommandInterpreter.html\)](#)
 - GlobalCommandInterpreter
 - [\(NetAF.Interpretation.GlobalCommandInterpreter.html\)](#)
 - IInterpreter
 - [\(NetAF.Interpretation.IInterpreter.html\)](#)
 - InputInterpreter
 - [\(NetAF.Interpretation.InputInterpreter.html\)](#)
 - InterpretationResult
 - [\(NetAF.Interpretation.InterpretationResult.html\)](#)
 - Interpreters
 - [\(NetAF.Interpretation.Interpreters.html\)](#)
 - SceneCommandInterpreter
 - [\(NetAF.Interpretation.SceneCommandInterpreter.html\)](#)

Class ConversationCommandInterpreter

Provides an object that can be used for interpreting conversation commands.

Filter by title

Inheritance

+ **NetAF.Commands.Global**

↳ [\(NetAF.Commands.Global.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ ConversationCommandInterpreter

+ **NetAF.Commands.**

Implements

Persistence

IInterpreter (NetAF.Interpretation.IInterpreter.html)

[\(NetAF.Commands.Persistence.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

Inherited Members

+ **NetAF.Commands.Scene**

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
[\(NetAF.Commands.Scene.html\)](#) (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.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)
[\(NetAF.Commands.Scene.ToString.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)
[\(NetAF.Commands.Scene.ToString.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

+ **NetAF.Extensions**

Assembly: NetAF.dll

[\(NetAF.Extensions.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

Syntax

- **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#) ConversationCommandInterpreter : IInterpreter

ConversationCommand

Interpreter

(NetAF.Interpretation.Conversation

CustomCommandInterpreter

(NetAF.Interpretation.CustomCom

FrameCommandInterpreter

(NetAF.Interpretation.FrameCom

GlobalCommandInterpreter

Properties

DefaultSupportedCommands

Get an array of supported commands.

Interpreter

Declaration: [\(NetAF.Interpretation.IInterpreter.html\)](#)

InputInterpreter

public static ICommandInterpreter DefaultSupportedCommands { get; }

InterpretationResult

(NetAF.Interpretation.Interpretation

PropertyValue

Interpreters

Type: [NetAF.Interpretation.Interpreters.html](#)

Description

SceneCommandInterpreter
CommandHelp ([NetAF.Commands.CommandHelp.html](#))[]
(NetAF.Interpretation.SceneComm

+ **NetAF.Logic**

SupportedCommands

Get an array of all supported commands.

Declaration

```
public CommandHelp[] SupportedCommands { get; }
```

+ NetAF.Commands.Global

Property Value

(NetAF.Commands.Global.html)

Type

+ NetAF.Commands.

CommandHelp (NetAF.Commands.CommandHelp.html)[]

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Methods

+ NetAF.Conversations

(NetAF.Conversations.html)

GetContextualCommandHelp(Game)

+ NetAF Conversations

Get contextual command help for a game, based on its current state.

Instructions

Declaration

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

public CommandHelp[] GetContextualCommandHelp(Game game)

(NetAF.Extensions.html)

NetAF Interpretation

(NetAF.Interpretation.html)

Type

ConversationCommand
Game (NetAF.Logic.Game.html)
Interpreter

Name

Description

game

The game.

(NetAF.Interpretation.Conversation.html)

Returns

CustomCommandInterpreter

Type

CustomCommandInterpreter
FrameCommandInterpreter
CommandHelp (NetAF.Commands.CommandHelp.html)[]
(NetAF.Interpretation.FrameCommand.html)

Description

The contextual help.

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalCommandInterpreter.html)

Interpret(string, Game)

(NetAF.Interpretation.IInterpreter.html)

Interpreter string

(NetAF.Interpretation.InputInterpreter.html)

Declaration

InterpretationResult

(NetAF.Interpretation.Interpretation.html)

public InterpretationResult Interpret(string input, Game game)

Interpreters

(NetAF.Interpretation.Interpreters.html)

SceneCommandInterpreter

(NetAF.Interpretation.SceneCommandInterpreter.html)

+ NetAF.Logic

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The string to interpret.
Game (NetAF.Logic.Game.html)	<i>game</i>	The game.

Returns

Type	Description
+ NetAF.Commands.Global (NetAF.Commands.Global.html)	InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

+ NetAF.Commands.

Persistence

Implements

(NetAF.Commands.Persistence)

IInterpreter (NetAF.Interpretation.IInterpreter.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

(NetAF.Extensions.html)

- NetAF.Interpretation

(NetAF.Interpretation.html)

ConversationCommand

Interpreter

(NetAF.Interpretation.Conversation)

CustomCommandInterpreter

(NetAF.Interpretation.CustomCom)

FrameCommandInterpreter

(NetAF.Interpretation.FrameCom)

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalCom)

IInterpreter

(NetAF.Interpretation.IInterpreter.h)

InputInterpreter

(NetAF.Interpretation.InputInterpre

InterpretationResult

(NetAF.Interpretation.Interpretation)

Interpreters

(NetAF.Interpretation.Interpreters.h)

SceneCommandInterpreter

(NetAF.Interpretation.SceneComma)

+ NetAF.Logic

-- -- -- -- --

Class CustomCommandInterpreter

Provides an object that can be used for interpreting custom commands.

Filter by title

Inheritance

+ **NetAF.Commands** (Object) (https://learn.microsoft.com/dotnet/api/system.object)

↳ **CustomCommandInterpreter**

Implements
IInterpreter (NetAF.Interpretation.IInterpreter.html)

↳ **NetAF.Commands.Scene**
(NetAF.Commands.Scene.html)

↳ **NetAF.Conversations** (Object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

↳ **(NetAF.Conversations.html)**

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

+ **NetAF.Conversations**
↳ **Instructions** (Object) (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.Extensions**
↳ **Object.ToString()** (https://learn.microsoft.com/dotnet/api/system.object.tostring)

↳ **(NetAF.Extensions.html)**

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

Assembly: NetAF.dll

↳ **NetAF.Interpretation**
(NetAF.Interpretation.html)

ConversationCommand
public sealed class CustomCommandInterpreter : IInterpreter

↳ **NetAF.Interpretation.Conversation**

CustomCommandInterpreter

↳ **NetAF.Interpretation.CustomCommand**

FrameCommandInterpreter

↳ **NetAF.Interpretation.FrameCommand**

GlobalCommandInterpreter

↳ **NetAF.Interpretation.GlobalCommand**

Properties

SupportedCommands

Interpreter

Get an array of supported commands.

InputInterpreter

Declaration

↳ **NetAF.Interpretation.InputInterpreter**

InterpretationResult

public ICommand[] SupportedCommands { get; }

Interpreters

↳ **NetAF.Interpretation.Interpreters**

Property Value

SceneCommandInterpreter

Type **NetAF.Interpretation.SceneCommand**

Description

+ **OnCommandHelp** (NetAF.Commands.CommandHelp.html) []

↳ **NetAF.Logic** (NetAF.Commands.CommandHelp.html)

+ **NetAF.Persistence**

Methods

GetContextualCommandHelp(Game)

Get contextual command help for a game, based on its current state.

Declaration

+ NetAF.Commands.

public CommandHelp[] GetContextualCommandHelp(Game game)

Persistence

(NetAF.Commands.Persistence)

Parameters

+ NetAF.Commands.Scene

Type
(NetAF.Commands.Scene.html)

Game (NetAF.Logic.Game.html)

+ NetAF.Conversations

(NetAF.Conversations.html)

Returns

+ NetAF.Conversations.

Instructions

CommandHelp (NetAF.Commands.CommandHelp.html)[]

(NetAF.Conversations.Instruct)

Description

The contextual help.

+ NetAF.Extensions

(NetAF.Extensions.html)

NetAF.Interpretation

Interpret a string.

(NetAF.Interpretation.html)

Declaration

ConversationCommand

Interpreter

public InterpretationResult Interpret(string input, Game game)

(NetAF.Interpretation.Conversation

CustomCommandInterpreter

Parameter
(NetAF.Interpretation.CustomCom

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm

string GlobalCommandInterpreter (dotcom/dotnet/system/string)

Name

Description

input

The string to interpret.

Game (NetAF.Logic.Game.html)

game

The game.

(NetAF.Interpretation.IInterpreter.h

Returns

InputInterpreter

Type
(NetAF.Interpretation.InputInterpret

Description

InterpretationResult

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

The result of the interpretation.

Interpreters

(NetAF.Interpretation.Interpreters.h

Implements

ConversationCommandInterpreter

(NetAF.Interpretation.SceneComm

IInterpreter (NetAF.Interpretation.IInterpreter.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence



+ **NetAF.Commands.**
 Persistence
 (**NetAF.Commands.Persistence.html**)

+ **NetAF.Commands.Scene**
 (**NetAF.Commands.Scene.html**)

+ **NetAF.Conversations**
 (**NetAF.Conversations.html**)

+ **NetAF.Conversations.**
 Instructions
 (**NetAF.Conversations.Instructions.html**)

+ **NetAF.Extensions**
 (**NetAF.Extensions.html**)

- **NetAF.Interpretation**
 (**NetAF.Interpretation.html**)

 ConversationCommand
 Interpreter
 (**NetAF.Interpretation.ConversationInterpreter.html**)
 CustomCommandInterpreter
 (**NetAF.Interpretation.CustomCommandInterpreter.html**)
 FrameCommandInterpreter
 (**NetAF.Interpretation.FrameCommandInterpreter.html**)
 GlobalCommandInterpreter
 (**NetAF.Interpretation.GlobalCommandInterpreter.html**)
 IInterpreter
 (**NetAF.Interpretation.IInterpreter.html**)
 InputInterpreter
 (**NetAF.Interpretation.InputInterpreter.html**)
 InterpretationResult
 (**NetAF.Interpretation.InterpretationResult.html**)
 Interpreters
 (**NetAF.Interpretation.Interpreters.html**)
 SceneCommandInterpreter
 (**NetAF.Interpretation.SceneCommandInterpreter.html**)

+ **NetAF.Logic**
 (**NetAF.Logic.html**)

+ **NetAF.Persistence**

Class FrameCommandInterpreter

Provides an object that can be used for interpreting frame commands.

Filter by title

Inheritance

+ **NetAF.Commands**.

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Commands.Persistence](#))

Implements

+ **NetAF.Commands.Scene**

IInterpreter ([NetAF.Interpretation.IInterpreter.html](#))

([NetAF.Commands.Scene.html](#))

Inherited Members

+ **NetAF.Conversations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

([NetAF.Conversations.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-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>)

+ **NetAF.Extensions**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Extensions.html](#))

Namespace: NetAF ([NetAF.html](#)).Interpretation ([NetAF.Interpretation.html](#))

- **NetAF.Interpretation**

Assembly: NetAF.dll

([NetAF.Interpretation.html](#))

Syntax

ConversationCommand

Interpreter

public sealed class FrameCommandInterpreter : IInterpreter

([NetAF.Interpretation.Conversation](#))

CustomCommandInterpreter

([NetAF.Interpretation.CustomComr](#))

FrameCommandInterpreter

([NetAF.Interpretation.FrameComm](#))

GlobalCommandInterpreter

([NetAF.Interpretation.GlobalComm](#))

Interpreter

Properties

DefaultSupportedCommands

([NetAF.Interpretation.IInterpreter.html](#))

Get an array of supported commands.

([NetAF.Interpretation.InputInterpret](#))

Declaration

InterpretationResult

([NetAF.Interpretation.Interpretation](#))

public static CommandHelp[] DefaultSupportedCommands { get; }

([NetAF.Interpretation.Interpreters.h](#))

SceneCommandInterpreter

Property Value

([NetAF.Interpretation.SceneComm](#))

Type

+ **NetAF.Logic**

CommandHelp ([NetAF.Commands.CommandHelp.html](#))[]

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

Description

SupportedCommands

Get an array of all supported commands.

Declaration

```
public CommandHelp[] SupportedCommands { get; }
```

+ **NetAF.Commands.**

Property Value

Persistence

Type [\(NetAF.Commands.Persistence.html\)](#)

Description

+ [NetAF.Commands.Scene](#)

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

Methods

+ **NetAF.Conversations.**

Instructions

GetContextualCommandHelp(Game)
([NetAF.Conversations.Instruct.html](#))

Get contextual command help for a game, based on its current state.

+ **NetAF.Extensions**

Declaration

([NetAF.Extensions.html](#))

- **NetAF.Interpretation**

public CommandHelp[] GetContextualCommandHelp(Game game)
([NetAF.Interpretation.html](#))

ConversationCommand

Parameters

Interpreter

Type	Name	Description
NetAF.Interpretation.Conversation	game	The game.

FrameCommandInterpreter

Returns

([NetAF.Interpretation.FrameComm.html](#))

Type **GlobalCommandInterpreter**

([NetAF.Interpretation.GlobalComm.html](#))

CommandHelp ([NetAF.Commands.CommandHelp.html](#))[]

Interpreter

([NetAF.Interpretation.IInterpreter.html](#))

InputInterpreter

([NetAF.Interpretation.InputInterpreter.html](#))

InterpretationResult

InterpretationResult ([NetAF.Interpretation.Interpretation.html](#))

Interpreters

Declaration

([NetAF.Interpretation.Interpreters.html](#))

SceneCommandInterpreter

public InterpretationResult Interpret(string input, Game game)
([NetAF.Interpretation.SceneCommandInterpreter.html](#))

+ **NetAF.Logic**

Parameters

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The string to interpret.
Game (NetAF.Logic.Game.html)	<i>game</i>	The game.

Returns

Type	Description
Persistence InterpretationResult (NetAF.Interpretation.InterpretationResult.html) (NetAF.Commands.Persistence)	The result of the interpretation.

+ **NetAF.Commands.Scene**
Implements
[\(NetAF.Commands.Scene.html\)](#)

Interpreter ([NetAF.Interpretation.IInterpreter.html](#))

+ **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**
Instructions
[\(NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)

- **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)

ConversationCommand
Interpreter
([NetAF.Interpretation.Conversation](#)
CustomCommandInterpreter
([NetAF.Interpretation.CustomCom](#)
FrameCommandInterpreter
([NetAF.Interpretation.FrameCom](#)
GlobalCommandInterpreter
([NetAF.Interpretation.GlobalCom](#)
IInterpreter
([NetAF.Interpretation.IInterpreter.h](#)
InputInterpreter
([NetAF.Interpretation.InputInterpre](#)
InterpretationResult
([NetAF.Interpretation.Interpretation](#)
Interpreters
([NetAF.Interpretation.Interpreters.h](#)
SceneCommandInterpreter
([NetAF.Interpretation.SceneComm](#)

+ **NetAF.Logic**
[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)

Class GlobalCommandInterpreter

Provides an object that can be used for interpreting global commands.

Filter by title

Inheritance

Persistence

↳ [\(NetAF.Commands.Persistence.html\)](#)

↳ GlobalCommandInterpreter

+ NetAF.Commands.Scene

Implements

[\(NetAF.Commands.Scene.html\)](#)

IInterpreter (NetAF.Interpretation.IInterpreter.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_)))

[\(NetAF.Conversations.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[\(NetAF.Extensions.html\)](#)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

- NetAF.Interpretation

Namespace: NetAF (NetAF.html) Interpretation (NetAF.Interpretation.html)

[\(NetAF.Interpretation.html\)](#)

Assembly: NetAF.dll

ConversationCommand

Syntax

Interpreter

(NetAF.Interpretation.Conversation

public sealed class GlobalCommandInterpreter : IInterpreter

CustomCommandInterpreter

FrameCommandInterpreter

GlobalCommandInterpreter

GlobalCommandInterpreter

GlobalCommandInterpreter

[\(NetAF.Interpretation.GlobalCommandInterpreter.html\)](#)

IInterpreter

(NetAF.Interpretation.IInterpreter.html)

InputInterpreter

Get an array of supported commands.

InterpretationResult

Declaration

(NetAF.Interpretation.Interpretation

Interpreters

public static ICommandHelp[] DefaultSupportedCommands { get; }

SceneCommandInterpreter

(NetAF.Interpretation.SceneCommandInterpreter.html)

Property Value

+ NetAF.Logic

Type

[\(NetAF.Logic.html\)](#)

CommandHelp (NetAF.Commands.CommandHelp.html)[]

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Description

SupportedCommands

Get an array of all supported commands.

Declaration

```
public CommandHelp[] SupportedCommands { get; }
```

Persistence

Property Value

(NetAF.Commands.Persistence.html)

Type

+ NetAF.Commands.Scene

CommandHelp (NetAF.Commands.CommandHelp.html)[]

Description

+ NetAF.Conversations

(NetAF.Conversations.html)

Methods

NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct.html)

GetContextualCommandHelp(Game)

+ NetAF.Extensions

Get contextual command help for a game, based on its current state.

(NetAF.Extensions.html)

Declaration

- NetAF.Interpretation

(NetAF.Interpretation.html)

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

ConversationCommand

Interpreter

Parameters

(NetAF.Interpretation.Conversation.html)

Type

CustomCommandInterpreter

(NetAF.Interpretation.CustomCommandInterpreter.html)

Game (NetAF.Logic.Game.html)

FrameCommandInterpreter

(NetAF.Interpretation.FrameCommandInterpreter.html)

Returns

GlobalCommandInterpreter

Type

GlobalCommandInterpreter

Interpreter

CommandHelp (NetAF.Commands.CommandHelp.html)[]

(NetAF.Interpretation.IInterpreter.html)

InputInterpreter

(NetAF.Interpretation.InputInterpreter.html)

Interpret(string, Game)

(NetAF.Interpretation.Interpretation.html)

Interpreting.

Declaration

SceneCommandInterpreter

(NetAF.Interpretation.SceneCommandInterpreter.html)

```
public InterpretationResult Interpret(string input, Game game)
```

+ NetAF.Logic

(NetAF.Logic.html)

Parameters

+ NetAF.Persistence

(NetAF.Persistence.html)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The string to interpret.
Game (NetAF.Logic.Game.html)	<i>game</i>	The game.

Returns

Type	Description
Persistence (NetAF.Commands.Persistence.html)	The result of the interpretation.

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

Implements

+ NetAF.Conversations

[IIInterpreter \(NetAF.Interpretation.IIInterpreter.html\)](#)
[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Instructions

[\(NetAF.Conversations.Instruct](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

- NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

ConversationCommand

Interpreter

[\(NetAF.Interpretation.Conversation](#)

CustomCommandInterpreter

[\(NetAF.Interpretation.CustomComr](#)

FrameCommandInterpreter

[\(NetAF.Interpretation.FrameComm](#)

GlobalCommandInterpreter

[\(NetAF.Interpretation.GlobalComm](#)

IInterpreter

[\(NetAF.Interpretation.IInterpreter.ht](#)

InputInterpreter

[\(NetAF.Interpretation.InputInterpre](#)

InterpretationResult

[\(NetAF.Interpretation.Interpretation](#)

Interpreters

[\(NetAF.Interpretation.Interpreters.h](#)

SceneCommandInterpreter

[\(NetAF.Interpretation.SceneComm](#)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Returns

Type	Description
CommandHelp (NetAF.Commands.CommandHelp.html)[]	The contextual help.

▼ Interpret(string, Game)

(NetAF.Commands.Persistence.html)
Interpret a string.
+ NetAF.Commands.Scene
Declaration
(NetAF.Commands.Scene.html)

+ NetAF.Conversations Interpret(string input, Game game)
(NetAF.Conversations.html)

Parameters

+ NetAF.Conversations.

Type	Name	Description
Instruct (NetAF.Conversations.Instruct.html)	input	The string to interpret.
Game (NetAF.Logic.Game.html) (NetAF.Extensions.html)	game	The game.

Returns

- NetAF.Interpretation

Type	Description
InterpretationResult (NetAF.Interpretation.InterpretationResult.html)	The result of the interpretation.

Interpreter
(NetAF.Interpretation.Conversation.html)
CustomCommandInterpreter
(NetAF.Interpretation.CustomCommandInterpreter.html)
FrameCommandInterpreter
(NetAF.Interpretation.FrameCommandInterpreter.html)
GlobalCommandInterpreter
(NetAF.Interpretation.GlobalCommandInterpreter.html)
IInterpreter
(NetAF.Interpretation.IInterpreter.html)
InputInterpreter
(NetAF.Interpretation.InputInterpreter.html)
InterpretationResult
(NetAF.Interpretation.InterpretationResult.html)
Interpreters
(NetAF.Interpretation.Interpreters.html)
SceneCommandInterpreter
(NetAF.Interpretation.SceneCommandInterpreter.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Icon

Class InputInterpreter

Provides an object that can be used for interpreting game input.

Filter by title

Inheritance

(NetAF.Commands.Persistence)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Implements

#NetAF.Commands.IInterpreter (<https://learn.microsoft.com/dotnet/api/system.object>)

(NetAF.Conversations.html)

Inherited Members

+b NetAF.Conversations ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+b NetAF.Extensions (<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.Interpretation

(NetAF.Interpretation.html)

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

Assembly: NetAF

Interpreter

Syntax

(NetAF.Interpretation.Conversation)

CustomCommandInterpreter

public sealed class InputInterpreter : IInterpreter

(NetAF.Interpretation.CustomComr

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

IInterpreter

InputInterpreter(params IInterpreter[])

InputInterpreter

Provides an object that can be used for interpreting game input.

(NetAF.Interpretation.InputInterpreter)

InterpretationResult

(NetAF.Interpretation.Interpretation)

Interpreters

public InputInterpreter(params IInterpreter[] interpreters)

(NetAF.Interpretation.Interpreters.h

SceneCommandInterpreter

Para (NetAF.Interpretation.SceneCommand)

+ NetAF.Logic

(NetAF.Logic.html)

IInterpreter (NetAF.Interpretation.IInterpreter.html)[]

Name

Description

interpreters

The interpreters.

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Icon

Properties

SupportedCommands

Get an array of all supported commands.

Declaration

(NetAF.Commands.Persistence)

```
public CommandHelp[] SupportedCommands { get; }
```

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Property Value

+ **NetAF.Conversations**

Type
(NetAF.Conversations.html)

CommandHelp (NetAF.Commands.CommandHelp.html)[]

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct

Methods

NETAFExtensions

(NetAF.Extensions.html)

GetContextualCommandHelp(Game)

(NetAF.Interpretation.html)

Get contextual command help for a game, based on its current state.

ConversationCommand

Declaration

Interpreter

(NetAF.Interpretation.Conversation

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

(NetAF.Interpretation.CustomComr

FrameCommandInterpreter

Parameters
(NetAF.Interpretation.FrameComm

Type
GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

Game (NetAF.Logic.Game.html)

IIInterpreter

(NetAF.Interpretation.IIInterpreter.ht

Returns

InputInterpreter

Type
NetAF.Interpretation.InputInterpret

InterpretationResult

CommandHelp (NetAF.Commands.CommandHelp.html)[]

(NetAF.Interpretation.Interpretation

Interpreters

(NetAF.Interpretation.Interpreters.h

Secret(string, Game)

(NetAF.Interpretation.SceneComm

Interpret a string.

+ **NetAF.Logic**

Declaration
(NetAF.Logic.html)

+ **NetAF.Persistence**

```
public InterpretationResult Interpret(string input, Game game)
```

(NetAF.Persistence.html)

+ **NetAF Persistence Icon**

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The string to interpret.
Game (NetAF.Logic.Game.html)	<i>game</i>	The game.

▼

Returns

Type	Description
+ NetAF.Commands.Scene InterpretationResult (NetAF.Interpretation.InterpretationResult.html) (NetAF.Commands.Scene.html)	The result of the interpretation.

+ NetAF.Conversations

Implements

([NetAF.Conversations.html](#))

Interpreter ([NetAF.Interpretation.IInterpreter.html](#))

Instructions

([NetAF.Conversations.Instruct.html](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

- NetAF.Interpretation

([NetAF.Interpretation.html](#))

ConversationCommand

Interpreter

([NetAF.Interpretation.Conversation.html](#))

CustomCommandInterpreter

([NetAF.Interpretation.CustomCommandInterpreter.html](#))

FrameCommandInterpreter

([NetAF.Interpretation.FrameCommandInterpreter.html](#))

GlobalCommandInterpreter

([NetAF.Interpretation.GlobalCommandInterpreter.html](#))

IInterpreter

([NetAF.Interpretation.IInterpreter.html](#))

InputInterpreter

([NetAF.Interpretation.InputInterpreter.html](#))

InterpretationResult

([NetAF.Interpretation.InterpretationResult.html](#))

Interpreters

([NetAF.Interpretation.Interpreters.html](#))

SceneCommandInterpreter

([NetAF.Interpretation.SceneCommandInterpreter.html](#))

+ NetAF.Logic

([NetAF.Logic.html](#))

+ NetAF.Persistence

([NetAF.Persistence.html](#))

+ NetAF Persistence Icon

Class InterpretationResult

Represents the result of an interpretation.

Filter by title

Inheritance

([NetAF.Commands.Persistence](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Commands.Scene](#)

([NetAFCommands.Scene.html](#))

Inherited Members

+ [NetAF Conversations](#)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([NetAF.Conversations.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)))

+ [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.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ [NetAF.Extensions](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Extensions.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ [NetAF Interpretation](#)

([NetAF Interpretation.html](#))

Syntax

ConversationCommand

Interpreter

([NetAF.Interpretation.ConversationResult](#))

CustomCommandInterpreter

([NetAF.Interpretation.CustomCommandInterpreter](#))

FrameCommandInterpreter

([NetAF.Interpretation.FrameCommandInterpreter](#))

GlobalCommandInterpreter

([NetAF.Interpretation.GlobalCommandInterpreter](#))

InterpretationResult(bool, ICommand)

Interpreter

([NetAF.Interpretation.IInterpreter.html](#))

Represents the result of an interpretation.

InputInterpreter

Declaration

([NetAF.Interpretation.InputInterpreter](#))

InterpretationResult

([NetAF.Interpretation.Interpretation](#))

Interpreters

([NetAF.Interpretation.Interpreters](#))

Parameters

SceneCommandInterpreter

Type	Name	Description
NetAF.Interpretation.SceneCommandInterpreter	<i>wasInterpretedSuccessfully</i>	If interpretation was successful.
NetAF.Logic	<i>command</i>	The command.

+ [NetAF Persistence](#)

Properties

Command

Get the command.

Declaration

(NetAF.Commands.Persistence.html)

```
public ICommand Command { get; }
```

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Property Value

+ **NetAF.Conversations**

Type
(NetAF.Conversations.html)

ICommand (NetAF.Commands.ICommand.html)

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct.html)

Fail

+ **NetAF.Extensions**

Get a default result for failure.

(NetAF.Extensions.html)

Declaration

- **NetAF.Interpretation**

(NetAF.Interpretation.html)

```
public static InterpretationResult Fail { get; }
```

ConversationCommand

Interpreter

Property Value
(NetAF.Interpretation.Conversation)

Type
CustomCommandInterpreter

(NetAF.Interpretation.CustomCom

InterpretationResult (NetAF.Interpretation.InterpretationResult.html)

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalCom

Interpreter

Get if interpretation was successful.

(NetAF.Interpretation.WasInterpretedSuccessfull

InputInterpreter

Declaration
(NetAF.Interpretation.InputInterpre

InterpretationResult

```
public bool WasInterpretedSuccessfully { get; }
```

(NetAF.Interpretation.Interpretation

Interpreters

Property Value
(NetAF.Interpretation.Interpreters.h

SceneCommandInterpreter

Type
(NetAF.Interpretation.SceneCom

(NetAF.Logic.html)

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF.Persistence.Icon**

Description

Description

Description

▼

- (NetAF.Commands.Persistence)
- + NetAF.Commands.Scene
 - (NetAF.Commands.Scene.html)
- + NetAF.Conversations
 - (NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
 - (NetAF.Conversations.Instruct
- + NetAF.Extensions
 - (NetAF.Extensions.html)
- NetAF.Interpretation
 - (NetAF.Interpretation.html)
 - ConversationCommand
 - Interpreter
 - (NetAF.Interpretation.Conversation
 - CustomCommandInterpreter
 - (NetAF.Interpretation.CustomComr
 - FrameCommandInterpreter
 - (NetAF.Interpretation.FrameComm
 - GlobalCommandInterpreter
 - (NetAF.Interpretation.GlobalComm
 - IInterpreter
 - (NetAF.Interpretation.IInterpreter.ht
 - InputInterpreter
 - (NetAF.Interpretation.InputInterpret
 - InterpretationResult
 - (NetAF.Interpretation.Interpretation
 - Interpreters
 - (NetAF.Interpretation.Interpreters.h
 - SceneCommandInterpreter
 - (NetAF.Interpretation.SceneComm
- + NetAF.Logic
 - (NetAF.Logic.html)
- + NetAF.Persistence
 - (NetAF.Persistence.html)
- + NetAF Persistence Icon

Class Interpreters

Provides collections of interpreters.

Filter by title

Inheritance

(NetAF.Commands.Persistence)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF.Commands.Scene**

(NetAFCommands.Scene.html)

Inherited Members

+ **NetAF Conversations**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Conversations.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)))

+ **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.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ **NetAF.Extensions**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

(NetAF.Extensions.html)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF Interpretation**

(NetAF.Interpretation.html)

Syntax ConversationCommand

Interpreter

(NetAF.Interpretation.Conversation)

CustomCommandInterpreter

(NetAF.Interpretation.CustomCom

FrameCommandInterpreter

(NetAF.Interpretation.FrameComm

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalComm

IInterpreter

Default **(NetAF.Interpretation.IInterpreter.ht**

InputInterpreter

Get the default interpreters.

(NetAF.Interpretation.InputInterpre

Declaration InterpretationResult

(NetAF.Interpretation.Interpretation

public static readonly IInterpreter Default

(NetAF.Interpretation.IInterpreters.h

SceneCommandInterpreter

Field Value **(NetAF.Interpretation.SceneCom**

Type

+ NetAF.Logic

(NetAF.Logic.html)

Description

+ **NetAF.Persistence**

(NetAF.Persistence.html)

+ **NetAF Persistence Icon**

▼

- (NetAF.Commands.Persistence)
- + NetAF.Commands.Scene
 - (NetAF.Commands.Scene.html)
- + NetAF.Conversations
 - (NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
 - (NetAF.Conversations.Instruct
- + NetAF.Extensions
 - (NetAF.Extensions.html)
- NetAF.Interpretation
 - (NetAF.Interpretation.html)
 - ConversationCommand
 - Interpreter
 - (NetAF.Interpretation.Conversation
 - CustomCommandInterpreter
 - (NetAF.Interpretation.CustomComr
 - FrameCommandInterpreter
 - (NetAF.Interpretation.FrameComm
 - GlobalCommandInterpreter
 - (NetAF.Interpretation.GlobalComm
 - IInterpreter
 - (NetAF.Interpretation.IInterpreter.ht
 - InputInterpreter
 - (NetAF.Interpretation.InputInterpret
 - InterpretationResult
 - (NetAF.Interpretation.Interpretation
 - Interpreters
 - (NetAF.Interpretation.Interpreters.h
 - SceneCommandInterpreter
 - (NetAF.Interpretation.SceneComm
- + NetAF.Logic
 - (NetAF.Logic.html)
- + NetAF.Persistence
 - (NetAF.Persistence.html)
- + NetAF Persistence Icon

Class SceneCommandInterpreter

Provides an object that can be used for interpreting scene commands.

Filter by title

Inheritance

([NetAF.Commands.Persistence](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF Commands Scene](#)

([NetAF.Commands.Scene.html](#))
Implements

+ [NetAF Conversations](#)

([NetAF Conversations.html](#))

Inherited Members

+ [NetAF Conversations](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

Instructions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ [NetAF Extensions](#) (<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 Interpretation](#)

([NetAF.Interpretation.html](#))

Namespace: NetAF (NetAF.html).Interpretation (NetAF.Interpretation.html)

Assembly: NetAF.dll

Interpreter

Syntax

([NetAF.Interpretation.Conversation](#))

CustomCommandInterpreter

public sealed class SceneCommandInterpreter : IInterpreter

([NetAF.Interpretation.CustomComr](#))

FrameCommandInterpreter

([NetAF.Interpretation.FrameComm](#))

GlobalCommandInterpreter

([NetAF.Interpretation.GlobalComm](#))

IInterpreter

([NetAF.Interpretation.IInterpreter.ht](#))

Me InputInterpreter

([NetAF.Interpretation.InputInterpre](#))

Get the interpretation result

([NetAF.Interpretation.Interpretation](#))

Declaration

Interpreters

([NetAF.Interpretation.Interpreters.h](#))

public const string Me = "Me"

SceneCommandInterpreter

([NetAF.Interpretation.SceneComm](#))

Field Value

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

Description

+ [NetAF Persistence](#) (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Persistence.html](#))

+ [NetAF Persistence Icon](#)

Overworld

Get the overworld command.

Declaration

```
public const string Overworld = "Overworld"
```

(NetAF.Commands.Persistence)

Field Value

+ NetAF.Commands.Scene

Description

(NetAF.Commands.Scene.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Conversations

(NetAF.Conversations.html)

Region

Get the region command.

(NetAF.Conversations.Instruct)

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

```
public const string Region = "Region"
```

- NetAF.Interpretation

Field Value

(NetAF.Interpretation.html)

Description

Type

ConversationCommand

Interpreter

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Interpretation.Conversation)

CustomCommandInterpreter

(NetAF.Interpretation.CustomCom

Room

FrameCommandInterpreter

(NetAF.Interpretation.FrameCom

Get the Room command.

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalCom

Declaration

IInterpreter

(NetAF.Interpretation.IInterpreter.h

```
public const string Room = "Room"
```

InputInterpreter

(NetAF.Interpretation.InputInterpre

Field Value

InterpretationResult

Description

Type

Interpreters

String (<https://learn.microsoft.com/dotnet/api/system.string>)

SceneCommandInterpreter

(NetAF.Interpretation.SceneCom

+ NetAF.Logic

Properties

(NetAF.Logic.html)

+ NetAF.Persistence

DefaultSupportedCommands

+ NetAF Persistence Icon

Get an array of all supported commands.

Declaration

```
public static CommandHelp[] DefaultSupportedCommands { get; }
```

Property Value

Type	Description
CommandHelp[] (NetAF.Commands.CommandHelp.html)	

(NetAF.Commands.Scene.html)

+ NetAF.Commands.Scene
SupportedCommands
(NetAF.Commands.html)

Get an array of all supported commands.

Instructions

Declaration

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions
SupportedCommands
(NetAF.Extensions.html)

Property Value

Type	Description
CommandHelp[] (NetAF.Commands.CommandHelp.html)	

CommandHelp[] (NetAF.Commands.CommandHelp.html)

Interpreter

(NetAF.Interpretation.Conversation)

CustomCommandInterpreter

(NetAF.Interpretation.CustomCommand)

FrameCommandInterpreter

(NetAF.Interpretation.FrameCommand)

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalCommand)

Get contextual command help for a game, based on its current state.

Declaration

InputInterpreter

(NetAF.Interpretation.InputInterpreter)

```
public CommandHelp[] GetContextualCommandHelp(Game game)
```

InterpretationResult

(NetAF.Interpretation.Interpretation)

Interpreters

(NetAF.Interpretation.Interpreters)

SceneCommandInterpreter

(NetAF.Interpretation.SceneCommand)

Game (NetAF.Logic.Game.html)

game

The game.

+ NetAF.Logic

Returns

(NetAF.Logic.html)

Type

+ NetAF.Persistence

CommandHelp[] (NetAF.Commands.CommandHelp.html)

(NetAF.Persistence.html)

+ NetAF.Persistence.Icon

(NetAF.Persistence.Icon.html)

The contextual help.

Interpret(string, Game)

Interpret a string.

Declaration

```
public InterpretationResult Interpret(string input, Game game)
```

(NetAF.Commands.Persistence.html)
Parameters

Type	Name	Description
(NetAF.Commands.Scene.html) string (https://learn.microsoft.com/dotnet/api/system.string)	input	The string to interpret.
+ NetAF.Conversations Game (NetAF.Logic.Game.html) (NetAF.Conversations.html)	game	The game.

Return Type

Instructions	Description
(NetAF.Conversations.Instruct) InterpretationResult (NetAF.Interpretation.InterpretationResult.html)	The result of the interpretation.

+ NetAF.Extensions

(NetAF.Extensions.html)

Implements

- NetAF.Interpretation

IInterpreter (NetAF.Interpretation.IInterpreter.html)

ConversationCommand

Interpreter

(NetAF.Interpretation.Conversation)

CustomCommandInterpreter

(NetAF.Interpretation.CustomCom)

FrameCommandInterpreter

(NetAF.Interpretation.FrameCom)

GlobalCommandInterpreter

(NetAF.Interpretation.GlobalCom)

IInterpreter

(NetAF.Interpretation.IInterpreter.ht)

InputInterpreter

(NetAF.Interpretation.InputInterpre

InterpretationResult

(NetAF.Interpretation.Interpretation)

Interpreters

(NetAF.Interpretation.Interpreters.h)

SceneCommandInterpreter

(NetAF.Interpretation.SceneCom)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF Persistence Icon

Namespace NetAF.Logic

Classes

Filter by title

+ **NetAF.Commands.Global**

AssetCatalog (NetAF.Logic.AssetCatalog.html)

(NetAF.Commands.Global.htm)

Provides a catalog of all assets in a game.

+ **NetAF.Commands.**

Persistence

AssetGenerator (NetAF.Logic.AssetGenerator.html)

(NetAF.Commands.Persistence.htm)

Represents a generator for game assets.

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

ConsoleGameConfiguration (NetAF.Logic.ConsoleGameConfiguration.html)

+ **NetAF.Conversations**

Represents a configuration for a console game.

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

EndCheckResult (NetAF.Logic.EndCheckResult.html)

Instructions

Represents the result of an end check.

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Game (NetAF.Logic.Game.html)

(NetAF.Extensions.html)

Represents a game.

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

GameEndConditions (NetAF.Logic.GameEndConditions.html)

- **NetAF.Logic**

Provides a container for game end conditions.

(NetAF.Logic.html)

AssetCatalog

GameInfo (NetAF.Logic.GameInfo.html)

(NetAF.Logic.AssetCatalog.html)

Provides information about a game.

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html)

(NetAF.Logic.ConsoleGameConfig

Provides a record of the location of a playable character.

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

IGameConfiguration (NetAF.Logic.IGameConfiguration.html)

Game (NetAF.Logic.Game.html)

Represents a configuration for a game.

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

Enums

ExitMode (NetAF.Logic.ExitMode.html)

Enumeration of exit modes.



GameState (NetAF.Logic.GameState.html)

Enumeration of game states.

+ NetAF.Commands.

Delegates

(NetAF.Commands.Persistence.html)

EndCheck (NetAF.Logic.EndCheck.html)

(NetAF.Commands.Scene.html)

Represents the callback used for End checks.

+ NetAF.Conversations

GameCreationCallback (NetAF.Logic.GameCreationCallback.html)

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instructions.html)

GameSetupCallback (NetAF.Logic.GameSetupCallback.html)

+ NetAF.Extensions.

(NetAF.Extensions.html)

OverworldCreationCallback (NetAF.Logic.OverworldCreationCallback.html)

(NetAF.Interpretation.html)

World creation.

- NetAF.Logic

PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html)

Represents a callback for Player creation.

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfigurati

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback.html)

PlayerCreationCallback

(NetAF.Logic.PlayerCreationCallback.html)

Scene

(NetAF.Logic.Scene.html)

State

(NetAF.Logic.State.html)

Transition

(NetAF.Logic.Transition.html)

World

(NetAF.Logic.World.html)

Class AssetCatalog

Provides a catalog of all assets in a game.

Filter by title

Inheritance

+ [NetAF.Commands](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ [AssetCatalog](#)

Persistence
[\(NetAF.Commands.Persistence.html\)](#)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

(NetAF.Commands.Scene.html)

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object, system-object))

↳ [NetAF.Commands.Scene](#) (https://learn.microsoft.com/dotnet/api/system.object.equals(system-object, system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

+ **NetAF.Extensions**

Assembly: NetAF.dll

[\(NetAF.Extensions.html\)](#)

Syntax

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

- **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

AssetCatalog

Properties

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

Characters

[ConsoleGameConfiguration](#)

[\(NetAF.Logic.ConsoleGameConfiguration.html\)](#)

Get the characters.

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#) Characters { get; }

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Property Value

[Game \(NetAF.Logic.Game.html\)](#)

Type GameCreationCallback

[\(NetAF.Logic.GameCreationCallback.html\)](#)

NonPlayableCharacter ([NetAF.Assets.Characters.NonPlayableCharacter.html](#))[]

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

Examnables

Description

Type GameCreationCallback	Description
(NetAF.Logic.GameCreationCallback.html)	
NonPlayableCharacter (NetAF.Assets.Characters.NonPlayableCharacter.html)[]	
GameEndConditions	
(NetAF.Logic.GameEndConditions.html)	
GameInfo	
(NetAF.Logic.GameInfo.html)	
GameSetupCallback	

Get the examinables.

Declaration

```
public IExaminable[] Examinables { get; }
```



Property Value

Type	Description
+ NetAF.Commands. IExaminable (NetAF.Assets.IExaminable.html) Persistence (NetAF.Commands.Persistence)	

+ NetAF.Commands.Scene

ItemContainers
(NetAF.Commands.Scene.html)

Get the item containers.

+ NetAF.Conversations

Declaration
(NetAF.Conversations.html)

+ NetAF.Conversations

```
public IItemContainer[] ItemContainers { get; }
```

Instructions

(NetAF.Conversations.Instruct)

Property Value

Type	Description
+ NetAF.Extensions (NetAF.Extensions.html) IItemContainer (NetAF.Assets.IItemContainer.html)	

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Items

NetAF.Logic
(NetAF.Logic.html)

Get the items.

AssetCatalog

Declaration
(NetAF.Logic.AssetCatalog.html)

AssetGenerator

```
public IItem[IItemGenerator] AssetGenerator
```

ConsoleGameConfiguration

Property Value
(NetAF.Logic.ConsoleGameConfig)

EndCheck

Type	Description
+ NetAF.Logic.EndCheck.html EndCheckResult Item (NetAF.Assets.Item.html) (NetAF.Logic.EndCheckResult.html)	

ExitMode

(NetAF.Logic.ExitMode.html)

Players (NetAF.Logic.Game.html)

GameCreationCallback

Get the players
(NetAF.Logic.GameCreationCallba

GameEndConditions

Declaration
(NetAF.Logic.GameEndConditions.

GameInfo

```
public PlayableCharacter[] Players { get; }
```

(NetAF.Logic.GameInfo.html)

GameSetupCallback

Property Value

Type	Description
PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)[]	

Rooms

Get the rooms.

+ **NetAF.Commands.**

Persistence

Declaration
(NetAF.Commands.Persistence.html)

public Room[] Rooms { get; }

+ **NetAF.Commands.Scene**

Declaration
(NetAF.Commands.Scene.html)

Property Value

+ **NetAF.Conversations**

Type
(NetAF.Conversations.html)

Room (NetAF.Assets.Locations.Room.html)[]

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instruct.html)

Methods

Extensions

(NetAF.Extensions.html)

FromGame(**Game**)

(NetAF.Interpretation.html)

Create a new AssetCatalog from a game.

- **NetAF.Logic**

Declaration

(NetAF.Logic.html)

AssetCatalog
public static AssetCatalog FromGame(Game game)
(NetAF.Logic.AssetCatalog.html)

AssetGenerator

Parameters
(NetAF.Logic.AssetGenerator.html)

Type	Name	Description
ConsoleGameConfiguration (NetAF.Logic.ConsoleGameConfig.html)	game	The game to create the catalog from.

EndCheck
(NetAF.Logic.EndCheck.html)

Returns
EndCheckResult

Type	Description
ExitMode (NetAF.Logic.ExitMode.html)	AssetCatalog (NetAF.Logic.AssetCatalog.html)

Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallback.html)

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

Registers a collection of Examinables.

GameInfo

Declaration
(NetAF.Logic.GameInfo.html)

GameSetupCallback

Register(**params IExaminable[]**)

```
public void Register(params IExaminable[] examinables)
```

Parameters

Type	Name	Description
IExaminable (NetAF.Assets.IExaminable.html) ↳ IExaminable.html	examinables	The examinables to register.

+ NetAF.Commands.

Persistence

Register(params IAssetTemplate<IExaminable>[])
[\(NetAF.Commands.Persistence.html\)](#)

Registers a collection of examinables.

+ NetAF.Commands.Scene

Deployment

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

public void Register(params IAssetTemplate<IExaminable>[] templates)
[\(NetAF.Conversations.html\)](#)

+ NetAF Conversations.

Parameters

Instructions	Name	Description
Type (NetAF.Conversations.Instruct.html) IAssetTemplate (NetAF.Utilities.IAssetTemplate-1.html)< IExaminable (NetAF.Assets.IExaminable.html)>[] (NetAF.Extensions.html)	templates	The templates to register.

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfigu.html\)](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game [\(NetAF.Logic.Game.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba.html\)](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

Class AssetGenerator

Represents a generator for game assets.

Filter by title

Inheritance

+ **NetAF.Commands.**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ AssetGenerator

(**NetAF.Commands.Persistence**)

Inherited Members

+ **NetAF.Commands.Scene**

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>)

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

+ **NetAF.Extensions**

Assembly: NetAF.dll

(**NetAF.Extensions.html**)

Syntax

+ **NetAF.Interpretation**

(**NetAF.Interpretation.html**)

public sealed class AssetGenerator

- **NetAF.Logic**

(**NetAF.Logic.html**)

AssetCatalog

Methods

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

Custom(OverworldCreationCallback, PlayerCreationCallback)

(NetAF.Logic.ConsoleGameConfig.html)

Create an asset generator that creates custom values. Callbacks determine the overworld and player that will be returned on each call to GetOverworld and GetPlayer.

(NetAF.Logic.EndCheck.html)

Declares EndCheckResult

(NetAF.Logic.EndCheckResult.html)

EndMode

public static AssetGenerator Custom(OverworldCreationCallback overworldCreationCallback, PlayerCreationCallback playerCreationCallback)

Game (NetAF.Logic.Game.html)

GameCreationCallback

Parameters

(NetAF.Logic.GameCreationCallback.html)

Type GameEndConditions

(NetAF.Logic.GameEndConditions.html)

OverworldCreationCallback

GameInfo

(NetAF.Logic.OverworldCreationCallback.html)

(NetAF.Logic.GameInfo.html)

Name

Description

overworldCreationCallback

The overworld creation callback.

GameSetupCallback

(NetAF.Logic.GameSetupCallback.html)

Type	Name	Description
PlayerCreationCallback (NetAF.Logic.PlayerCreationCallback.html)	<i>playerCreationCallback</i>	The player creation callback.

Returns

Type

+ **NetAF.Commands.**

AssetGenerator

Persistence

(NetAF.Logic.AssetGenerator.html)

(NetAF.Commands.Persistence)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

GetOverworld

(NetAF.Conversations.html)

Declaration

+ **NetAF.Conversations.**

Instructions

overworld GetOverworld()

(NetAF.Conversations.Instruct

Returns

+ **NetAF.Extensions**

(NetAF.Extensions.html)

+ **NetAF.Interpretation**

Locations.Overworld.html

(NetAF.Interpretation.html)

- **NetAF.Logic**

GetPlayer()

(NetAF.Logic.html)

Get the player

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

Declaration

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

public PlayableCharacter GetPlayer()

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfigu

Returning

EndCheck

(NetAF.Logic.EndCheck.html)

Type

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

PlayableCharacter

(NetAF.Assets.Characters.PlayableCharacter.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game

(NetAF.Logic.Game.html)

New(IAssetTemplate<Overworld>, IAssetTemplate<PlayableCharacter>)

(NetAF.Logic.GameCreationCallback)

Create an asset generator that creates new values. Different instances of overworld and player will be returned on each call to GetOverworld and GetPlayer.

(NetAF.Logic.GameEndConditions)

Declaration

CreateInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback)

```
public static AssetGenerator New(IAssetTemplate<Overworld> overworldTemplate, IAssetTemplate<PlayableCharacter> playerTemplate)
```

Parameters

Type	Name	Description
+ NetAF.Commands.Utilities.IAssetTemplate-1.html < Overworld (NetAF.Assets.Locations.Overworld.html)>	<i>overworldTemplate</i>	The overworld template.
+ NetAF.Commands.Persistence.IAssetTemplate (NetAF.Utilities.IAssetTemplate-1.html)< PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)>	<i>playerTemplate</i>	The player template.
+ NetAF.Commands.Scene > (NetAF.Commands.Scene.html)		

Related

- [NetAF.Conversations](#)

Type	Description
+ NetAF.Conversations.AssetGenerator (NetAF.Logic.AssetGenerator.html)	Asset generation that will always return a new overworld and a new player.

Related

- [\(NetAF.Conversations.Instruct.html\)](#)

Related

- + [NetAF.Extensions](#)

New(OverworldMaker, IAssetTemplate<PlayableCharacter>)

Creates an asset generator that creates new values. Different instances of overworld and player will be returned on each call to GetOverworld and GetPlayer.

[\(NetAF.Interpretation.html\)](#)

Declaration

- [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)
public static AssetGenerator New(OverworldMaker overworldMaker, IAssetTemplate<PlayableCharacter> playerTemplate)

AssetGenerator
Parameters
(NetAF.Logic.AssetGenerator.html)

Type	Name	Description
ConsoleGameConfiguration (NetAF.Logic.ConsoleGameConfig.html)		
OverworldMaker (NetAF.Utilities.OverworldMaker.html) EndCheck (NetAF.Logic.EndCheck.html)	<i>overworldMaker</i>	The overworld maker.

IAssetTemplate<Overworld> (NetAF.Utilities.IAssetTemplate-1.html)<

(NetAF.Logic.EndCheckResult.html)

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)>

ExitMode

(NetAF.Logic.ExitMode.html)

Returns

Game (NetAF.Logic.Game.html)

Type	Description
GameCreationCallback (NetAF.Logic.GameCreationCallba	

AssetGenerator
GameEndConditions
(NetAF.Logic.AssetGenerator.html)

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

[Retained\(Overworld, PlayableCharacter\)](#)

(NetAF.Logic.GameSetupCallback)

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

Type	Description	Name	Description
Persistence (NetAF.Commands.Persistence.html)	Overworld (NetAF.Assets.Locations.Overworld.html)	overworld	The overworld.
Scene (NetAF.Commands.Scene.html)	PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)	player	The player.

Returns

+ NetAF.Conversations

Type	Description
(NetAF.Conversations.html)	Asset generation that will always return the same instance overworld and the same instance of the player.

- NetAF.Conversations.Instruct

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfigu](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game [\(NetAF.Logic.Game.html\)](#)

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

Class ConsoleGameConfiguration

Represents a configuration for a console game.

Filter by title

Inheritance

Persistence

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ ConsoleGameConfiguration

+ NetAF.Commands.Scene

Implements

(NetAF.Commands.Scene.html)

IGameConfiguration ([NetAF.Logic.IGameConfiguration.html](#))

+ NetAF.Conversations

(NetAF.Conversations.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Conversations.

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(NetAF.Conversations.Instruct.html)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

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

Namespace: NetAF ([NetAF.html](#)).Logic ([NetAF.Logic.html](#))

(NetAF.Interpretation.html)

Assembly: NetAF.dll

Syntax

NetAF.Logic

(NetAF.Logic.html)

```
public sealed class ConsoleGameConfiguration : IGameConfiguration
```

AssetCatalog

([NetAF.Logic.AssetCatalog.html](#))

AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

ConsoleGameConfiguration

([NetAF.Logic.ConsoleGameConfig.html](#))

Constructors

ConsoleGameConfiguration(Size, ExitMode, IIOAdapter)

([NetAF.Logic.EndCheck.html](#))

Represents a configuration for a console game.

EndCheckResult

Declaration

ExitMode

([NetAF.Logic.ExitMode.html](#))

```
public ConsoleGameConfiguration(Size displaySize, ExitMode exitMode, IIOAdapter adapter)
```

Game (NetAF.Logic.Game.html)

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameStateEndConditions

Type (NetAF.Logic.GameEndConditions.html)

GameInfo

Size (NetAF.Logic.GameSize.html)

GameSetupCallback

ExitMode (NetAF.Logic.ExitMode.html)

([NetAF.Logic.GameSetupCallback.html](#))

GameState

Type	Name	Description
GameInfo	displaySize	The display size.
GameState	exitMode	The exit mode.

Type	Name	Description
IIOAdapter (NetAF.Adapters.IIOAdapter.html)	adapter	The I/O adapter.

Properties

Persistence

Adapter
[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Commands.Scene**

Get the I/O adapter.

[\(NetAF.Commands.Scene.html\)](#)

Declaration

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instruct

Type
[\(NetAF.Conversations.Instruct.html\)](#)

+ **NetAF.Extensions**

IIOAdapter (NetAF.Adapters.IIOAdapter.html)

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

Default
[\(NetAF.Interpretation.html\)](#)

Get the NetAF default game configuration.

NetAF.Logic

Declaration

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

Property Value

ConsoleGameConfiguration

Type
[\(NetAF.Logic.ConsoleGameConfig.html\)](#)

EndCheck

IGameConfiguration (NetAF.Logic.IGameConfiguration.html)

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.html\)](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

DisplayCommandListInSceneFrames

[\(NetAF.Logic.DisplayCommandListInSceneFrames.html\)](#)

Get Game command list displayed in scene frames.

GameCreationCallback

Declaration
[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

Property Value

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

GameState

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

DisplaySize

Get the display size.

Persistence

Declaration
[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Scene

public Size DisplaySize { get; }
[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

Property value

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Size ([NetAF.Assets.Size.html](#))

Instructions

[\(NetAF.Conversations.Instruct](#)

NetAF.Extensions

(NetAF.Extensions.html)

Get or set the prefix to use when displaying errors.

+ NetAF.Interpretation

Declaration

[\(NetAF.Interpretation.html\)](#)

- NetAF.Logic

ErrorPrefix { get; set; }
[\(NetAF.Logic.html\)](#)

Property Value

[\(NetAF.Logic.AssetCatalog.html\)](#)

Type

AssetGenerator

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfig](#)

EndCheck

ExitMode

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

Declaration

[ExitMode](#)

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#)) get; }

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

Property Value

GameEndConditions

Type

Description

[\(NetAF.Logic.GameEndConditions.html\)](#)

GameInfo

ExitMode ([NetAF.Logic.ExitMode.html](#))

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.html\)](#)

GameState

FrameBuilders

Get or set the collection of frame builders to use to render the game.

Declaration

```
public FrameBuilderCollection FrameBuilders { get; set; }
```

Persistence

Property Value

(NetAF.Commands.Persistence)

Type

+ NetAF.Commands.Scene

FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

(NetAF.Commands.Scene.html)

Description

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF Conversations

Get or set the interpreter used for interpreting input.

Instructions

Declaration

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

public Computer Interpreter { get; set; }

(NetAF.Extensions.html)

NetAF Interpretation

Property Value

(NetAF.Interpretation.html)

Description

- II NetAF Logic

(NetAF.Logic.Interpretation.IInterpreter.html)

(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)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig)

EndCheck

public KeyType SceneMapKeyType { get; set; }

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

Property Value

ExitMode

(NetAF.Logic.ExitMode.html)

Description

Type

(NetAF.Logic.ExitMode.html)

Game

(NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

IGameConfiguration (NetAF.Logic.IGameConfiguration.html)

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

Implements

IGameConfiguration (NetAF.Logic.IGameConfiguration.html)

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.



Persistence

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct.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](#))

ConsoleGameConfiguration

([NetAF.Logic.ConsoleGameConfig.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

GameCreationCallback

([NetAF.Logic.GameCreationCallback.html](#))

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

GameState

Delegate EndCheck

Represents the callback used for end checks.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

(NetAF.Commands.Persistence)

Assembly: NetAF.dll

Syntax

NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

```
public delegate EndCheckResult EndCheck(Game game)
```

+ NetAF.Conversations

(NetAF.Conversations.html)

Parameters

+ NetAF.Conversations.

Type

Instructions

Game (NetAF.Logic.Game.html)

(NetAF.Conversations.Instruct)

Name

Description

game

The game to check for end.

+ NetAF.Extensions

Returns

(NetAF.Extensions.html)

Type

Description

+ NetAF.Interpretation

EndCheckResult (NetAF.Logic.EndCheckResult.html)

(NetAF.Interpretation.html)

Returns a result from the check.

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

Class EndCheckResult

Represents the result of an end check.

Filter by title

Inheritance --

↳ [NetAF.Commands.Scene](#) (https://learn.microsoft.com/dotnet/api/system.object)

([NetAF.Commands.Scene.html](#))

Inherited Members

+ [NetAF.Conversations](#)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

+ [NetAF.Extensions](#)

object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

+ [NetAF.Interpretation](#)

Namespace: NetAF (NetAF.html) Logic (NetAF.Logic.html)

Assembly: NetAF.dll

- [NetAF.Logic](#)

([NetAF.Logic.html](#))

AssetCatalog EndCheckResult

([NetAF.Logic.AssetCatalog.html](#))

AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

ConsoleGameConfiguration

([NetAF.Logic.ConsoleGameConfig](#))

EndCheck

EndCheckResult(bool, string, string)

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

Represents the result of an end check.

([NetAF.Logic.EndCheckResult.html](#))

Declaration

ExitMode

([NetAF.Logic.ExitMode.html](#))

pGame ([NetAF.Logic.GameCreationCallback](#)) hasEnded, string title, string description)

GameCreationCallback

([NetAF.Logic.GameCreationCallba](#))

Parameters

GameEndConditions

Type	Name	Description
NetAF.Logic.GameEndConditions.		
GameInfo bool (https://learn.microsoft.com/dotnet/api/system.boolean) (NetAF.Logic.GameInfo.html)	hasEnded	If the game has ended.
GameSetupCallback string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Logic.GameSetupCallback.html)	title	A title to describe the end.
GameState string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Logic.GameState.html)	description	A description of the end.
IGameConfiguration		

Properties

Description

Get a description of the end.

Declaration
`

+ NetAF.Commands.Scene

public string Description { get; }

(NetAF.Commands.Scene.html)

Property Value

+ NetAF.Conversations

Type (NetAF.Conversations.html)

Description

+ NetAF.Conversations

String (<https://learn.microsoft.com/dotnet/api/system.string>)

Instructions

(NetAF.Conversations.Instruct)

HasEnded

+ NetAF.Extensions

(NetAF.Extensions.html)

Get if the game has come to an end.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

Property Value

AssetCatalog

Type (NetAF.Logic.AssetCatalog.html)

Description

AssetGenerator

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig)

NotEnded

+ NetAF.Logic.EndCheck

(NetAF.Logic.EndCheck.html)

Get a EndCheckResult if not ended.

Declaration (NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

public static EndCheckResult NotEnded { get; }

Game (NetAF.Logic.Game.html)

GameCreationCallback

Property Value (NetAF.Logic.GameCreationCallba

GameEndConditions

Type (NetAF.Logic.GameEndConditions.

Description

GameInfo

EndCheckResult (NetAF.Logic.EndCheckResult.html)

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

Title

+ GameState

(NetAF.Logic.GameState.html)

Get a title to describe the end.

IGameConfiguration

Declaration

```
public string Title { get; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	
+ NetAF.Commands.Scene	
(NetAF.Commands.Scene.html)	
+ NetAF.Conversations	
(NetAF.Conversations.html)	
+ NetAF.Conversations.	
Instructions	
(NetAF.Conversations.Instruct	
+ NetAF.Extensions	
(NetAF.Extensions.html)	
+ NetAF.Interpretation	
(NetAF.Interpretation.html)	
- NetAF.Logic	
(NetAF.Logic.html)	
AssetCatalog	
(NetAF.Logic.AssetCatalog.html)	
AssetGenerator	
(NetAF.Logic.AssetGenerator.html)	
ConsoleGameConfiguration	
(NetAF.Logic.ConsoleGameConfigu	
EndCheck	
(NetAF.Logic.EndCheck.html)	
EndCheckResult	
(NetAF.Logic.EndCheckResult.htm	
ExitMode	
(NetAF.Logic.ExitMode.html)	
Game	
(NetAF.Logic.Game.html)	
GameCreationCallback	
(NetAF.Logic.GameCreationCallba	
GameEndConditions	
(NetAF.Logic.GameEndConditions.	
GameInfo	
(NetAF.Logic.GameInfo.html)	
GameSetupCallback	
(NetAF.Logic.GameSetupCallback.	
GameState	
(NetAF.Logic.GameState.html)	
IGameConfiguration	

Enum ExitMode

Enumeration of exit modes.

 Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)
+ **NetAF.Commands.Scene**

Assembly: NetAF.dll

[\(NetAF.Commands.Scene.html\)](#)

Syntax

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Instructions

[\(NetAF.Conversations.Instruct](#)

Fields

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Description

+ **NetAF.Interpretation**

Exit the application.

[\(NetAF.Interpretation.html\)](#)

Return to the title screen.

- **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfig](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

Class Game

Represents a game.

Filter by title

Inheritance

(NetAF.Commands.Scene.html)

↳ object (https://learn.microsoft.com/dotnet/api/system.object)

+ NetAF Conversations

Game

(NetAF.Conversations.html)

Implements

IRestoreFromObjectSerialization (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)<Game

Serialization (NetAF.Serialization.GameSerialization.html)>

Instructions

(NetAF.Conversations.Instruct)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

(NetAF.Extensions.html)

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-

>equals(system-object, system-object))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Name AssetCatalog (NetAF.html).Logic (NetAF.Logic.html)

Assembly NetAF

AssetGenerator

Syntax (NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

public sealed class Game : IRestoreFromObjectSerialization<GameSerialization>
(NetAF.Logic.ConsoleGameConfig)

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameCreationCallback

Get the active converter creation callback

GameEndConditions

Declaration (NetAF.Logic.GameEndConditions.html)

GameInfo

public IConverser ActiveConverser { get; }
(NetAF.Logic.GameInfo.html)

GameSetupCallback

Property Value (NetAF.Logic.GameSetupCallback.html)

GameState

Type (NetAF.Logic.GameState.html)

Description

IGameConfiguration

IConverser (NetAF.Assets.Characters.IConverser.html)

(NetAF.Logic.IGameConfiguration.html)

OverworldCreationCallback

Catalog

Get the catalog of assets for this game.

Declaration

```
public AssetCatalog Catalog { get; }
```

(NetAFCommands.Scene.html)

Property Value

+ **NetAF.Conversations**

(NetAF.Conversations.html)

AssetCatalog (NetAF.Logic.AssetCatalog.html)

+ **NetAF.Conversations.**

Instructions

(NetAFConversations.Instruct

Configuration

+ **NetAF.Extensions**

Get the configuration.

(NetAF.Extensions.html)

Declaration

+ **NetAF.Interpretation**

(NetAFInterpretation.html)

```
public IGameConfiguration Configuration { get; }
```

- **NetAF.Logic**

(NetAFLogic.html)

Type AssetCatalog

(NetAF.Logic.AssetCatalog.html)

IGameConfiguration (NetAF.Logic.IGameConfiguration.html)

AssetGenerator (NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

EndConditions

EndCheck

Get the end conditions.

(NetAF.Logic.EndCheck.html)

EndCheckResult

Declaration

(NetAF.Logic.EndCheckResult.html)

ExitMode

```
public GameEndConditions EndConditions { get; }
```

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

Property Value

GameCreationCallback

(NetAF.Logic.GameCreationCallba

Type GameEndConditions

(NetAFLogic.GameEndConditions)

Description

GameEndConditions (NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallba

Info

(NetAF.Logic.GameSetupCallback.

GameState

Get the info.

(NetAFLogic.GameState.html)

Declaration

GameConfiguration

(NetAF.Logic.IGameConfiguration.I

OverworldCreationCallback

```
public GameInfo Info { get; }
```

Property Value

Type	Description
GameInfo (NetAF.Logic.GameInfo.html) (NetAF.Commands.Scene.html)	

+ NetAF.Conversations

Introduction
(NetAF.Conversations.html)

Get the introduction.

Instructions

Declaration
(NetAF.Conversations.Instruct

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation

Type
(NetAF.Interpretation.html)

- NetAF.Logic
(NetAF.Logic.html)

AssetCatalog

IsExecuting
(NetAF.Logic.AssetCatalog.html)

AssetGenerator

Get if this is executing.
(NetAF.Logic.AssetGenerator.html)

Declaration
ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig

EndCheck

public bool IsExecuting { get; }

(NetAF.Logic.EndCheck.html)

EndCheckResult

Property Value
(NetAF.Logic.EndCheckResult.htm

Type
ExitMode

(NetAF.Logic.ExitMode.html)

bool (https://learn.microsoft.com/dotnet/api/system.boolean)

Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

Get the Overworld.

Declaration
(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

public Overworld Overworld { get; }

GameState (NetAF.Logic.GameState.html)

IGameConfiguration

Property Value
(NetAF.Logic.IGameConfiguration.I

OverworldCreationCallback

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

Type	Description
Overworld (NetAF.Assets.Locations.Overworld.html)	

Player

Get the player.
[\(NetAF.Commands.Scene.html\)](#)

Declaration

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

```
public PlayableCharacter Player { get; }
```

+ NetAF.Conversations.

Instructions

Property Value

[\(NetAF.Conversations.Instruct](#)

Type

+ NetAF.Extensions

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Methods

- NetAF.Logic

[\(NetAF.Logic.html\)](#)

ChangePlayer(PlayableCharacter, bool)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

Change to a specified player.

AssetGenerator

Declaration
[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfig](#)

```
public void ChangePlayer(PlayableCharacter player, bool jumpToLastLocation = true)
```

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

Parameters

EndCheckResult

Type	Name	Description
(NetAF.Logic.EndCheckResult.html)	ExitMode	
PlayableCharacter (NetAF.Logic.ExitMode.html)	player	The player to change to.
(NetAF.Assets.Characters.Game (NetAF.Logic.Game.html))	jumpToLastLocation	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, IGameConfiguration, GameSetupCallback)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.html\)](#)

AssetGenerator

Create a new callback for generating instances of a game.
[\(NetAF.Logic.IGameConfiguration.I](#)

OverworldCreationCallback

Declaration

```
public static GameCreationCallback Create(GameInfo info, string introduction, AssetGenerator assetGenerator, GameEndConditions conditions, IGameConfiguration configuration, GameSetupCallback setup = null)
```



Parameters

Type	Name	Description
+ NetAF.Conversations GameInfo (NetAF.Logic.GameInfo.html)	info	Information about the game.
- NetAF.Conversations string	introduction	An introduction to the game.
+ NetAF.Extensions dotnet/api/system/string		
- NetAF.Conversations.Instruction AssetGenerator (NetAF.Logic.AssetGenerator.html)	assetGenerator	The generator to use to create game assets.
+ NetAF.Extensions (NetAF.Extensions.html)	conditions	The game conditions.
+ NetAF.Interpretation IGameConfiguration (NetAF.Logic.Interpretation.html) (NetAF.Logic.IGameConfiguration.html)	configuration	The configuration for the game.
- NetAF.Logic GameSetupCallback (NetAF.Logic.html) (NetAF.Logic.GameSetupCallback.html)	setup	A setup function to run on the created game after it has been created.
AssetCatalog (NetAF.Logic.AssetCatalog.html)		

Returns

Type	Description
ConsoleGameConfiguration GameCreationCallback (NetAF.Logic.ConsoleGameConfig.html) (NetAF.Logic.GameCreationCallback.html) EndCheck	A new GameCreationHelper that will create a GameCreator with the parameters specified.

ExitMode
Display the about frame
(NetAF.Logic.ExitMode.html)

Declaration
Game (NetAF.Logic.Game.html)
GameCreationCallback
(NetAF.Logic.GameCreationCallback.html)
public void DisplayAbout()
GameEndConditions
(NetAF.Logic.GameEndConditions.html)
GameInfo
(NetAF.Logic.GameInfo.html)

DisplayHelp
GameSetupCallback
(NetAF.Logic.GameSetupCallback.html)

Declaration
GameState
(NetAF.Logic.GameState.html)
IGameConfiguration
(NetAF.Logic.IGameConfiguration.html)
OverworldCreationCallback

```
public void DisplayHelp()
```

DisplayMap()

Display the map frame.

([NetAF.Commands.Scene.html](#))

Declaration

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

Instructions

([NetAF.TransitionsUsingString.html](#))

+ NetAF.Extensions

Display a transition name.

([NetAF.Extensions.html](#))

Declaration

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

- NetAF.Logic

Parameters

([NetAF.Logic.html](#))

Type	Name	Description
AssetCatalog (NetAF.Logic.AssetCatalog.html)	<i>title</i>	The title.
string (https://learn.microsoft.com/dotnet/api/system.string) AssetGenerator (https://learn.microsoft.com/dotnet/api/system.string)	<i>message</i>	The message.

ConsoleGameConfiguration

([NetAF.Logic.ConsoleGameConfig.html](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

Execute a game.

([NetAF.Logic.EndCheckResult.html](#))

Declaration

ExitMode

([NetAF.Logic.ExitMode.html](#))

```
public static void Execute(GameCreationCallback creator)
```

GameCreationCallback

([NetAF.Logic.GameCreationCallba.html](#))

Parameters

GameEndConditions

Type	Name	Description
NetAF.Logic.GameEndConditions. GameInfo GameCreationCallback (NetAF.Logic.GameInfo.html) (NetAF.Logic.GameCreationCallback.html) GameSetupCallback (NetAF.Logic.GameSetupCallback.html)	<i>creator</i>	The creator to use to create the game.

([NetAF.Logic.GameSetupCallback.html](#))

GameState

FindInteractionTarget(string)

IGameConfiguration

Find an interaction target within the current scope for this Game.

([NetAF.Logic.IGameConfiguration.html](#))

OverworldCreationCallback

Declaration

```
public IIInteractWithItem FindInteractionTarget(string name)
```

Parameters

Type	Name	Description
(NetAF.Commands.Scenario.html) (NetAF.Commands.Scenario.html)	name	The targets name.

+ NetAF.Conversations

Returns

[\(NetAF.Conversations.html\)](#)

Type

+ NetAF.Conversations.

[IIInteractWithItem](#)

[\(NetAF.Assets.Interaction.IIInteractWithItem.html\)](#)

[\(NetAF.Conversations.Instruct](#)

ml)

Description

The first IIInteractWithItem object which has a name that matches the name parameter.

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

GetAllPlayerVisibleExaminables()

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Get all examinables that are currently visible to the player.

NetAF.Logic

[\(NetAF.Logic.html\)](#)

```
public TExaminable[] GetAllPlayerVisibleExaminables()
```

[AssetCatalog](#)

[\(NetAF.Logic.AssetCatalog.html\)](#)

[AssetGenerator](#)

[\(NetAF.Logic.AssetGenerator.html\)](#)

Type

[ConsoleGameConfiguration](#)

Description

[\(NetAF.Logic.ConsoleGameConfig](#)

ure.html)

[EndCheck](#)

[\(NetAF.Logic.EndCheck.html\)](#)

An array of all examinables that are currently visible to the player.

[EndCheckResult](#)

[\(NetAF.Logic.EndCheckResult.html\)](#)

GetInactivePlayerLocations()

[\(NetAF.Logic.ExitMode.html\)](#)

Get an array of inactive player locations.

[Game](#)

[\(NetAF.Logic.Game.html\)](#)

[GameCreationCallback](#)

[\(NetAF.Logic.GameCreationCallba](#)

[GameEndConditions](#)

```
public PlayableCharacterLocation[] GetInactivePlayerLocations()
```

[\(NetAF.Logic.GameEndConditions.](#)

[GameInfo](#)

[\(NetAF.Logic.GameInfo.html\)](#)

[GameSetupCallback](#)

[\(NetAF.Logic.GameSetupCallback.](#)

[PlayableCharacterLocation](#)

[\(NetAF.Logic.PlayableCharacterLocation.html\)](#)

[IGameConfiguration](#)

[\(NetAF.Logic.IGameConfiguration.I](#)

[OverworldCreationCallback](#)

Description

An array containing all locations of inactive platers.

RestoreFrom(GameSerialization)

Restore this object from a serialization.

Declaration

```
public void RestoreFrom(GameSerialization serialization)
```

(NetAFCommands.Scene.html)

Parameters

Type	Name	Description
(NetAF.Conversations.html) GameSerialization (NetAF.Serialization.GameSerialization.html)	<i>serialization</i>	The serialization to restore from.

+ NetAF.Conversations.

Instructions

Implements **NetAFExtensions.Instruct**

▪ **NetAFExtensions** *Serialization<T>* (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game **(NetAF.Logic.Game.html)**

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

IGameConfiguration

(NetAF.Logic.IGameConfiguration.I

OverworldCreationCallback

Delegate GameCreationCallback

Represents the callback used for Game creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

Assembly: NetAF.dll

NetAF.Conversations

Syntax
(NetAF.Conversations.html)

+ NetAF.Conversations.

public delegate Game GameCreationCallback()

Instructions

(NetAF.Conversations.Instruct)
Returns

+ NetAF.Extensions

Type
(NetAF.Extensions.html)

Game (NetAF.Logic.Game.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

- NetAF.Logic

(NetAF.Logic.html)

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfigu

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

Type	Description
Game (NetAF.Logic.Game.html)	A game created by the callback.

Class GameEndConditions

Provides a container for game end conditions.

Filter by title

Inheritance

+ NetAF.Conversations

↳ [\(NetAF.Conversations.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ GameEndConditions

+ NetAF.Conversations.

Inherited Members

Instructions

object.Equals(object, object) ([\(NetAF.Conversations.Instruct.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Extensions

object.Equals(object, object) ([\(NetAF.Extensions.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object, system-object)))

object.GetHashCode() ([\(NetAF.Extensions.GetHashCode.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.gethashcode))

object.GetType() ([\(NetAF.Extensions.GetType.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.gettype))

object.ReferenceEquals(object, object) ([\(NetAF.Extensions.ReferenceEquals.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals))

object.ToString() ([\(NetAF.Extensions.ToString.html\)](#) (https://learn.microsoft.com/dotnet/api/system.object.tostring))

- NetAF.Logic

Name [\(NetAF.Logic.html\)](#) (NetAF.Logic.html)

Assembly: NetAF.dll
AssetCatalog

Syntax [\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

↳ [\(NetAF.Logic.AssetGenerator.html\)](#) (NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

↳ [\(NetAF.Logic.ConsoleGameConfig.html\)](#) (NetAF.Logic.ConsoleGameConfig.html)

EndCheck

↳ [\(NetAF.Logic.EndCheck.html\)](#) (NetAF.Logic.EndCheck.html)

EndCheckResult

↳ [\(NetAF.Logic.EndCheckResult.html\)](#) (NetAF.Logic.EndCheckResult.html)

GameEndConditions(EndCheck, EndCheck)

ExitMode

Provides a container for game end conditions.

Game ([\(NetAF.Logic.Game.html\)](#))

Declaration

GameCreationCallback

↳ [\(NetAF.Logic.GameCreationCallback.html\)](#) (NetAF.Logic.GameCreationCallback.html)

GameEndConditions(EndCheck completionCondition, EndCheck gameOverCondition)

↳ [\(NetAF.Logic.GameEndConditions.html\)](#) (NetAF.Logic.GameEndConditions.html)

GameInfo

Parameters [\(NetAF.Logic.GameInfo.html\)](#)

Type	Name	Description
GameSetupCallback		
EndCheck	completionCondition	The condition that determines if the game was completed.
GameState		
(NetAF.Logic.EndCheck.html)		
(NetAF.Logic.GameState.html)		
EndGameConfiguration	gameOverCondition	The condition that determines if the game has ended.
(NetAF.Logic.EndGameConfiguration.html)		
OverworldCreationCallback		
(NetAF.Logic.OverworldCreationCallback.html)		
PlayableCharacterLocation		

Properties

CompletionCondition

Get the condition that determines if the game was completed.

Declaration
+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Properties

Type	Description
(NetAF.Conversations.Instruct	

+ NetAF.Extensions

EndCheck (NetAF.Logic.EndCheck.html)

(NetAF.Extensions.html)

+ NetAF.Interpretation

GameOverCondition (NetAF.Interpretation.html)

Get the condition that determines if the game has ended.

NetAF.Logic

(NetAF.Logic.html)

Declaration

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

Property Value

ConsoleGameConfiguration

Type	Description
(NetAF.Logic.ConsoleGameConfig	

EndCheck

EndCheck (NetAF.Logic.EndCheck.html)

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

NoEnd

(NetAF.Logic.ExitMode.html)

Get Game (NetAF.Logic.Game.html)

GameCreationCallback

Declaration (NetAF.Logic.GameCreationCallba

GameEndConditions

public static GameEndConditions NoEnd { get; }

(NetAF.Logic.GameEndConditions)

GameInfo

(NetAF.Logic.GameInfo.html)

Property Value

GameSetupCallback

Type	Description
(NetAF.Logic.GameSetupCallba	

GameState

GameEndConditions (NetAF.Logic.GameEndConditions.html)

(NetAF.Logic.GameState.html)

IGameConfiguration

(NetAF.Logic.IGameConfiguration.I

NotEnded

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

Get an end check that returns EndCheckResult.NotEnded.

PlayableCharacterLocation

Declaration

```
public static EndCheck NotEnded { get; }
```

Property Value

Type	Description
+ NetAF.Conversations EndCheck (NetAF.Logic.EndCheck.html) (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)	
ConsoleGameConfiguration (NetAF.Logic.ConsoleGameConfigu	
EndCheck (NetAF.Logic.EndCheck.html)	
EndCheckResult (NetAF.Logic.EndCheckResult.htm	
ExitMode (NetAF.Logic.ExitMode.html)	
Game (NetAF.Logic.Game.html)	
GameCreationCallback (NetAF.Logic.GameCreationCallba	
GameEndConditions (NetAF.Logic.GameEndConditions.	
GameInfo (NetAF.Logic.GameInfo.html)	
GameSetupCallback (NetAF.Logic.GameSetupCallback.	
GameState (NetAF.Logic.GameState.html)	
IGameConfiguration (NetAF.Logic.IGameConfiguration.I	
OverworldCreationCallback (NetAF.Logic.OverworldCreationCa	
PlayableCharacterLocation	

Class GameInfo

Provides information about a game.

Filter by title

Inheritance

([NetAF.Conversations.html](#))

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **NetAF Conversations**.

↳ GameInfo

Instructions

Inherited Members

([NetAF.Conversations.Instruct](#)

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.Extensions**

([NetAF.Extensions.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 Interpretation**

([NetAF.Interpretation.html](#))

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

- **NetAF.Logic**

([NetAF.Logic.html](#))

Namespace: NetAF (NetAF.html).Logic ([NetAF.Logic.html](#))

AssetCatalog

Assembly: NetAF.dll

([NetAF.Logic.AssetCatalog.html](#))

Syntax

AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

ConsoleGameConfigurationInfo

([NetAF.Logic.ConsoleGameConfig](#))

EndCheck

([NetAF.Logic.EndCheck.html](#))

EndCheckResult

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

GameInfo(string, string, string)

([NetAF.Logic.Game.html](#))

Provides information about a game.

GameCreationCallback

Declaration:

([NetAF.Logic.GameCreationCallback](#))

GameEndConditions

([NetAF.Logic.GameEndConditions](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

Parameters

GameSetupCallback

Type	Name	Description
NetAF.Logic.GameSetupCallback.		
GameState string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Logic.GameState.html)	name	The name of the game.
GameConfiguration string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Logic.IGameConfiguration.I)	description	A description of the game.
OverworldCreationCallback string (https://learn.microsoft.com/dotnet/api/system.string)	author	A author of the game.

([NetAF.Logic.OverworldCreationCa](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLo](#))

Properties

Author

Get the author.



Declaration

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

Property Value

(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

Description

(NetAF.Extensions.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Description

- **NetAF.Logic**

Get the description of the game.

(NetAF.Logic.html)

Declaration

AssetCatalog

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

Description

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

Property Value

(NetAF.Logic.ConsoleGameConfig

Description

Type

EndCheck

(NetAF.Logic.EndCheck.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

EndCheckResult

(NetAF.Logic.EndCheckResult.html)

ExitMode

(NetAF.Logic.ExitMode.html)

Name

Game (**NetAF.Logic.Game.html**)

Get the name of the game.

GameCreationCallback

Declaration

GameEndConditions

(NetAF.Logic.GameEndConditions.html)

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

Property Value

(NetAF.Logic.GameSetupCallback.html)

Description

Type

GameState

(NetAF.Logic.GameState.html)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

IGameConfiguration

(NetAF.Logic.IGameConfiguration.html)

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCallback.html)

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLocation.html)



(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)
ConsoleGameConfiguration
(NetAF.Logic.ConsoleGameConfig
EndCheck
(NetAF.Logic.EndCheck.html)
EndCheckResult
(NetAF.Logic.EndCheckResult.htm
ExitMode
(NetAF.Logic.ExitMode.html)
Game (NetAF.Logic.Game.html)
GameCreationCallback
(NetAF.Logic.GameCreationCallba
GameEndConditions
(NetAF.Logic.GameEndConditions.
GameInfo
(NetAF.Logic.GameInfo.html)
GameSetupCallback
(NetAF.Logic.GameSetupCallback.
GameState
(NetAF.Logic.GameState.html)
IGameConfiguration
(NetAF.Logic.IGameConfiguration.I
OverworldCreationCallback
(NetAF.Logic.OverworldCreationCa
PlayableCharacterLocation
(NetAF.Logic.PlayableCharacterLo

Delegate GameSetupCallback

Represents the callback used for Game setup.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

* [NetAF.Conversations](#).

Syntax

(NetAF.Conversations.Instruct

```
public delegate void GameSetupCallback(Game game)
```

+ [NetAF.Extensions](#)

(NetAF.Extensions.html)

Parameters

+ [NetAF.Interpretation](#)

Type
[\(NetAF.Interpretation.html\)](#)

Game ([NetAF.Logic.Game.html](#))

- [NetAF.Logic](#)

(NetAF.Logic.html)

AssetCatalog

[\(NetAF.Logic.AssetCatalog.html\)](#)

AssetGenerator

[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfigu](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

IGameConfiguration

[\(NetAF.Logic.IGameConfiguration.I](#)

OverworldCreationCallback

Name

Description

game

The game to setup.

Enum GameState

Enumeration of game states.

Filter by title

Namespace: NetAF (NetAF.html) Logic (NetAF.Logic.html)

Assembly: NetAF.dll

+ **NetAF.Conversations.**

Syntax

Instructions

(**NetAF.Conversations.Instruct**
public enum GameState

+ **NetAF.Extensions**

(**NetAF.Extensions.html**)

+ **NetAF.Interpretation**

Fields
(**NetAF.Interpretation.html**)

Name	Description
- NetAF.Logic (NetAF.Logic.html)	
Active	Active.
AssetCatalog Finished (NetAF.Logic.AssetCatalog.html)	Finished.

AssetGenerator

Not started.

(**NetAF.Logic.AssetGenerator.html**)

ConsoleGameConfiguration

(**NetAF.Logic.ConsoleGameConfig**)

EndCheck

(**NetAF.Logic.EndCheck.html**)

EndCheckResult

(**NetAF.Logic.EndCheckResult.html**)

ExitMode

(**NetAF.Logic.ExitMode.html**)

Game (**NetAF.Logic.Game.html**)

GameCreationCallback

(**NetAF.Logic.GameCreationCallba**)

GameEndConditions

(**NetAF.Logic.GameEndConditions.**)

GameInfo

(**NetAF.Logic.GameInfo.html**)

GameSetupCallback

(**NetAF.Logic.GameSetupCallback.**)

GameState

(**NetAF.Logic.GameState.html**)

IGameConfiguration

(**NetAF.Logic.IGameConfiguration.I**)

OverworldCreationCallback

(**NetAF.Logic.OverworldCreationCa**)

PlayableCharacterLocation

(**NetAF.Logic.PlayableCharacterLo**)

Interface IGameConfiguration

Represents a configuration for a game.

Filter by title

Namespace: NetAF (NetAF.html) Logic (NetAF.Logic.html)

Assembly: NetAF.dll

+ **NetAF.Conversations.**

Syntax

Instructions

([NetAF.Conversations.Instruct](#)

 public interface IGameConfiguration

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

Properties

([NetAF.Interpretation.html](#))

- **NetAF.Logic**

Adapter

([NetAF.Logic.html](#))

Get [AssetCatalog](#).

([NetAF.Logic.AssetCatalog.html](#))

Declaration

AssetGenerator

([NetAF.Logic.AssetGenerator.html](#))

IIOAdapter Adapter { get; }

([NetAF.Logic.ConsoleGameConfig](#)

EndCheck

Property Value

([NetAF.Logic.EndCheck.html](#))

Type EndCheckResult

Description

([NetAF.Logic.EndCheckResult.html](#))

IIOAdapter ([NetAF.Adapters.IIOAdapter.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

Game ([NetAF.Logic.Game.html](#))

DisplayCommandListInSceneFrames

([NetAF.Logic.GameCreationCallback.html](#))

Get or set if the command list is displayed in scene frames.

GameEndConditions

Declaration

GameInfo

([NetAF.Logic.GameInfo.html](#))

bool DisplayCommandListInSceneFrames { get; set; }

GameSetupCallback

([NetAF.Logic.GameSetupCallback.html](#))

Property Value

GameState

Description

Type ([NetAF.Logic.GameState.html](#))

IGameConfiguration

bool (<https://learn.microsoft.com/en-us/dotnet/api/system.boolean>)

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

Get the display size.

Declaration

```
Size DisplaySize { get; }
```



Property Value

Type	Description
+ NetAF.Conversations. Size (NetAF.Assets.Size.html) Instructions	

(NetAF.Conversations.Instruct

NetAF.Extensions

(NetAF.Extensions.html)

Get or set the prefix to use when displaying errors.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

- NetAF.Logic.ErrorPrefix { get; set; }

(NetAF.Logic.html)

Asset Catalog

Type	Description
AssetGenerator string (https://docs.microsoft.com/dotnet/api/system.string)	ConsoleGameConfiguration (NetAF.Logic.ConsoleGameConfig) EndCheck (NetAF.Logic.EndCheck.html) EndCheckResult (NetAF.Logic.EndCheckResult.html)

ExitMode

Get the exit mode.

(NetAF.Logic.ExitMode.html)

Declaration

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

Property Value

GameEndConditions

Type	Description
GameInfo ExitMode (NetAF.Logic.ExitMode.html)	(NetAF.Logic.GameEndConditions. GameSetupCallback (NetAF.Logic.GameSetupCallback. GameState (NetAF.Logic.GameState.html))

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

Get [IGameConfiguration](#) of frame builders to use to render the game.

(NetAF.Logic.IGameConfiguration.I

Declaration

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

FrameBuilderCollection FrameBuilders { get; set; }

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

Property Value

Type	Description
FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)	

Interpreter (NetAF.Conversations.html)

Get or set the interpreter used for interpreting input.
+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct

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)

SceneMapKeyType

(NetAF.Logic.AssetCatalog.html)

Get AssetGenerator of key to use on the scene map.

(NetAF.Logic.AssetGenerator.html)

Declaration

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfig

KeyType SceneMapKeyType { get; set; }

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

Property Value

(NetAF.Logic.EndCheckResult.html)

Type

ExitMode

Description

(NetAF.Logic.ExitMode.html)

KeyType (NetAF.Rendering.KeyType.html)

Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

IGameConfiguration

(NetAF.Logic.IGameConfiguration.I

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

Description

Delegate OverworldCreationCallback

Represents a callback for Overworld creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

(NetAF.Conversations.Instruct

Assembly: NetAF.dll

↳ **NetAF.Extensions**

(NetAF.Extensions.html)

public delegate Overworld OverworldCreationCallback()

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Returns

- **NetAF.Logic**

Type **(NetAF.Logic.html)**

Overworld (NetAF.Assets.Locations.Overworld.html)

AssetCatalog

Description

A generated Overworld.

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfigu

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

IGameConfiguration

(NetAF.Logic.IGameConfiguration.I

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

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.unity	<i>regionIdentifier</i>	The identifier for the region that the player is in.
+ NetAF.Conversations.Instructions (https://learn.microsoft.com/dotnet/api/system.string) NetAF.Conversations.Instruct	<i>roomIdentifier</i>	The identifier for the room that the player is in.

+ NetAF.Extensions ([NetAF.Extensions.html](#))

Properties

PlayerIdentifier ([NetAF.Logic.html](#))

Get the player.

AssetCatalog

Declaration
([NetAF.Logic.AssetCatalog.html](#))

AssetGenerator

public [NetAF.Logic.AssetGenerator.Identifier](#) { get; }

ConsoleGameConfiguration

([NetAF.Logic.ConsoleGameConfig](#))

Property Value

EndCheck

Type
([NetAF.Logic.EndCheck.html](#))

Description

EndCheckResult

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Logic.EndCheckResult.html](#))

ExitMode

([NetAF.Logic.ExitMode.html](#))

RegionIdentifier ([NetAF.Logic.Game.html](#))

GameCreationCallback

Get the identifier for the region that the player is in.

([NetAF.Logic.GameCreationCallback](#))

GameEndConditions

Declaration
([NetAF.Logic.GameEndConditions.html](#))

GameInfo

public string *RegionIdentifier* { get; }

([NetAF.Logic.GameInfo.html](#))

GameSetupCallback

Property Value
([NetAF.Logic.GameSetupCallback.html](#))

GameState

Type
([NetAF.Logic.GameState.html](#))

Description

IGameConfiguration

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Logic.IGameConfiguration.html](#))

OverworldCreationCallback

([NetAF.Logic.OverworldCreationCallback.html](#))

RoomIdentifier ([NetAF.Logic.PlayableCharacterLocation.html](#))

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLocation.html](#))

Get the identifier for room that the player is in.

Declaration

```
public string RoomIdentifier { get; }
```



Property Value

([NetAF.Conversations.html](#))
Type

Description

+ **NetAF.Conversations**,
string (<https://learn.microsoft.com/dotnet/api/system.string>)
Instructions

([NetAF.Conversations.Instruct](#)

+ **NetAF.Extensions**

Methods
([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

FromSerialization(PlayableCharacterLocationSerialization)

Create an instance of PlayableCharacterLocation from a serialization.

([NetAF.Logic.html](#))

Declaration

AssetCatalog

```
public static PlayableCharacterLocation FromSerialization(PlayableCharacterLocationS  
erIALIZATION serialization)  
(NetAF.Logic.AssetGenerator.html)
```

ConsoleGameConfiguration

Parameters

([NetAF.Logic.ConsoleGameConfig](#)

Type EndCheck

([NetAF.Logic.EndCheck.html](#))

PlayableCharacterLocationSerialization

([NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html](#))

Name

Description

serialization

The serialization.

ExitMode

Returns ([NetAF.Logic.ExitMode.html](#))

Type Game

([NetAF.Logic.Game.html](#))

Description

GameCreationCallback

PlayableCharacterLocation ([NetAF.Logic.PlayableCharacterLocation.html](#))

The location.

GameEndConditions

([NetAF.Logic.GameEndConditions.html](#))

GameInfo

([NetAF.Logic.GameInfo.html](#))

RestoreFrom(PlayableCharacterLocationSerialization)

Restore this object from a serialization.

([NetAF.Logic.GameSetupCallback.html](#))

Declaration

GameState

([NetAF.Logic.GameState.html](#))

IGameConfiguration RestoreFrom(PlayableCharacterLocationSerialization serialization)

([NetAF.Logic.IGameConfiguration.html](#))

OverworldCreationCallback

Parameters (NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

([NetAF.Logic.PlayableCharacterLo](#)

Type	Name	Description
PlayableCharacterLocationSerialization (NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.h ml)	<i>serialization</i>	The serialization to restore from.

▼

Implements

[IRestoreFromObjectSerialization<T>](#) (NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

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

[\(NetAF.Logic.AssetGenerator.html\)](#)

ConsoleGameConfiguration

[\(NetAF.Logic.ConsoleGameConfigu](#)

EndCheck

[\(NetAF.Logic.EndCheck.html\)](#)

EndCheckResult

[\(NetAF.Logic.EndCheckResult.htm](#)

ExitMode

[\(NetAF.Logic.ExitMode.html\)](#)

Game ([NetAF.Logic.Game.html](#))

GameCreationCallback

[\(NetAF.Logic.GameCreationCallba](#)

GameEndConditions

[\(NetAF.Logic.GameEndConditions.](#)

GameInfo

[\(NetAF.Logic.GameInfo.html\)](#)

GameSetupCallback

[\(NetAF.Logic.GameSetupCallback.](#)

GameState

[\(NetAF.Logic.GameState.html\)](#)

IGameConfiguration

[\(NetAF.Logic.IGameConfiguration.I](#)

OverworldCreationCallback

[\(NetAF.Logic.OverworldCreationCa](#)

PlayableCharacterLocation

[\(NetAF.Logic.PlayableCharacterLo](#)

Delegate PlayerCreationCallback

Represents a callback for Player creation.

Filter by title

Namespace: NetAF (NetAF.html).Logic (NetAF.Logic.html)

(NetAF.Conversations.Instruct

Assembly: NetAF.dll

↳ **NetAF.Extensions**

(NetAF.Extensions.html)

```
public delegate PlayableCharacter PlayerCreationCallback()
```

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Returns

- **NetAF.Logic**

Type **(NetAF.Logic.html)**

PlayableCharacter (NetAF.Assets.Characters.PlayableCharacter.html)

Description

A generated Player.

(NetAF.Logic.AssetCatalog.html)

AssetGenerator

(NetAF.Logic.AssetGenerator.html)

ConsoleGameConfiguration

(NetAF.Logic.ConsoleGameConfigu

EndCheck

(NetAF.Logic.EndCheck.html)

EndCheckResult

(NetAF.Logic.EndCheckResult.htm

ExitMode

(NetAF.Logic.ExitMode.html)

Game (NetAF.Logic.Game.html)

GameCreationCallback

(NetAF.Logic.GameCreationCallba

GameEndConditions

(NetAF.Logic.GameEndConditions.

GameInfo

(NetAF.Logic.GameInfo.html)

GameSetupCallback

(NetAF.Logic.GameSetupCallback.

GameState

(NetAF.Logic.GameState.html)

IGameConfiguration

(NetAF.Logic.IGameConfiguration.I

OverworldCreationCallback

(NetAF.Logic.OverworldCreationCa

PlayableCharacterLocation

(NetAF.Logic.PlayableCharacterLo

Namespace NetAF.Persistence

Classes

Filter by title

+ [RestorePoint \(NetAF.Persistence.RestorePoint.html\)](#)

(NetAF.Commands.Global.html)

+ [NetAF.Commands.](#)

Persistence

(NetAF.Commands.Persistence.html)

+ [NetAF.Commands.Scene](#)

(NetAF.Commands.Scene.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)

Class RestorePoint

Represents a restore point for a Game.

Filter by title

Inheritance

([NetAF.Commands.Conversation](#))

+ [NetAF.Commands.Frame](#)

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [RestorePoint](#)

([NetAF.Commands.Frame.html](#))

Inherited Members

+ [NetAF.Commands.Global](#)

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>)

+ [NetAF.Commands.Scenes](#)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ [NetAF.Conversations](#)

Namespace: NetAF (NetAF.html).Persistence (NetAF.Persistence.html)

([NetAF.Conversations.html](#))

Assembly: NetAF.dll

+ [NetAF.Conversations.](#)

Instructions

([NetAF.Conversations.Instruction](#))

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

NetAF.Interpretation

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

CreationTime

([NetAF.Logic.html](#))

Get or set the creation time of this save.

- [NetAF.Persistence](#)

Declaration

([NetAF.Persistence.html](#))

RestorePoint

public DateTime CreationTime { get; set; }

([NetAF.Persistence.RestorePoint.html](#))

+ [NetAF.Persistence.Json](#)

Property Value

([NetAF.Persistence.Json.html](#))

Type

+ [NetAF.Rendering](#)

DateTime (<https://learn.microsoft.com/dotnet/api/system.datetime>)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

Game

([NetAF.Rendering.FrameBuilder.html](#))

Description

Get or set the serialized game.

Declaration

```
public GameSerialization Game { get; set; }
```



Property Value

Type	Description
+ NetAF.Commands.Frame GameSerialization (NetAF.Serialization.GameSerialization.html) (NetAF.Commands.Frame.html)	

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands

Get or set the name of this save.

Persistence

Declaration

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Scene

```
public string Name { get; set; }
```

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations

[String \(<https://docs.microsoft.com/dotnet/api/system.string>\)](#)

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

Create(string, Game)
[\(NetAF.Interpretation.html\)](#)

Create a new restore point.

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

- NetAF.Persistence

```
public static RestorePoint Create(string name, Game game)
```

[\(NetAF.Persistence.html\)](#)

RestorePoint

Parameters

[\(NetAF.Persistence.RestorePoint.h\)](#)

Type

+ NetAF.Persistence.Json

[String \(<https://docs.microsoft.com/dotnet/api/system.string>\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Returns

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Type	Name	Description
+ NetAF.Persistence.Json	name	The name of the restore point.
+ NetAF.Rendering	game	The game to create the restore point for.

Type	Description
RestorePoint (NetAF.Persistence.RestorePoint.html)	The restore point.

▼

[NetAF.Commands.Conversation](#)

- + **NetAF.Commands.Frame**
[\(NetAF.Commands.Frame.html\)](#)
- + **NetAF.Commands.Global**
[\(NetAF.Commands.Global.html\)](#)
- + **NetAF.Commands.Persistence**
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)
- + **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.FrameBuilders**
[\(NetAF.Rendering.FrameBuilders.html\)](#)

Namespace NetAF.Persistence.Json

Classes

Filter by title ▾

+ [JsonSave \(NetAF.Persistence.Json.JsonSave.html\)](#)

(NetAF.Commands.Global.html) Converts Commands to the Json format.

+ [NetAF.Commands.](#)

[Persistence](#)

(NetAF.Commands.Persistence.html)

+ [NetAF.Commands.Scene](#)

(NetAF.Commands.Scene.html)

+ [NetAF.Conversations](#)

(NetAF.Conversations.html)

+ [NetAF.Conversations.](#)

[Instructions](#)

(NetAF.Conversations.Instructions.html)

+ [NetAF.Extensions](#)

(NetAF.Extensions.html)

+ [NetAF.Interpretation](#)

(NetAF.Interpretation.html)

+ [NetAF.Logic](#)

(NetAF.Logic.html)

+ [NetAF.Persistence](#)

(NetAF.Persistence.html)

- [NetAF.Persistence.Json](#)

(NetAF.Persistence.Json.html)

JsonSave

(NetAF.Persistence.Json.JsonSave.html)

+ [NetAF.Rendering](#)

(NetAF.Rendering.html)

+ [NetAF.Rendering.Frame](#)

[Builders](#)

(NetAF.Rendering.FrameBuilders.html)

Class JsonSave

Provides persistence for a save in the Json format.

Filter by title

Inheritance

(NetAF.Commands.Conversation)

+ **NetAF.Commands.Frame**
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ JsonSave

(NetAF.Commands.Frame.html)

Inherited Members

+ **NetAF.Commands.Global**

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.Global.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)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Commands.Scenes**
↳ 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.Commands.Scenes.html)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Conversations**

Namespace: NetAF (NetAF.html).Persistence (NetAF.Persistence.html).Json (NetAF.Persistence.Json.html)
(NetAF.Conversations.html)

Assembly: NetAF.dll

+ **NetAF.Conversations.**

Instructions

(NetAF.Conversations.Instructions.html)

+ **NetAF.Extensions**

(NetAF.Extensions.html)

NetAF.Interpretation

(NetAF.Interpretation.html)

+ **NetAF.Logic**

FromFile(string, out RestorePoint, out string)
(NetAF.Logic.html)

Return a restore point from a file.

+ **NetAF.Persistence**

Declaration

(NetAF.Persistence.html)

- **NetAF.Persistence.Json**

public static bool FromFile(string path, out RestorePoint restorePoint, out string m)

(NetAF.Persistence.Json.html)

JsonSave

(NetAF.Persistence.Json.JsonSave)

Parameters

+ **NetAF.Rendering.Type**
(NetAF.Rendering.html)

string

Name

Description

path

The file path.

+ **NetAF.Rendering.FrameBuilder**
(NetAF.Rendering.FrameBuilder.html)

net/system/string)

(NetAF.Rendering.FrameBuilder.html)

Type	Name	Description
RestorePoint (NetAF.Persistence.RestorePoint.html)	<i>restorePoint</i>	The restore point.
string (https://learn.microsoft.com/dotnet/api/system.string)	<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.Frame

Returns
[\(NetAF.Commands.Frame.html\)](#)

Type	Description
(NetAF.Commands.Global.html)	True if the load was successful else false.

+ NetAF.Commands.

Persistence

[FromJson\(string\)](#)
(NetAF.Commands.Persistence.html)

Create a restore point from json.

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

public static RestorePoint FromJson(string json)
[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Parameters

Instructions

Type	Name	Description
(NetAF.Conversations.Instruct.html)	<i>json</i>	The json.

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Returns

Type	Description
(NetAF.Interpretation.html)	The restore point created from the Json.

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

ToFile(string, RestorePoint, out string)

[\(NetAF.Persistence.html\)](#)

Persist a restore point to a file.

NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

```
public static bool ToFile(string path, RestorePoint restorePoint, out string message)
{  
    NetAF.Persistence.Json.JsonSave
```

+ NetAF.Rendering

Parameters

[\(NetAF.Rendering.html\)](#)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>path</i>	The file path.
RestorePoint (NetAF.Persistence.RestorePoint.html)	<i>restorePoint</i>	The restore point to persist.
+ NetAF.Commands.Frame String (https://learn.microsoft.com/dotnet/api/system.string)	<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.Global (NetAF.Commands.Global.html) Returns		

+ NetAF.Commands.

Type

Persistence

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

<https://learn.microsoft.com/dotnet/api/system.scene>

ToJSON(RestorePoint)

+ NetAF.Conversations

Convert a restore point to Json.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions

```
public static string ToJson(RestorePoint restorePoint)
```

(NetAF.Conversations.Instruct

NetAF Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

RestorePoint (<https://learn.microsoft.com/dotnet/api/system.restorepoint>)

(NetAF.Interpretation.html)

Returns

+ 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.FrameBuilder.html)

Namespace NetAF.Rendering

Enums

Filter by title

+ [NetAF.Commands.Global](#)

KeyType ([NetAF.Rendering.KeyType.html](#))

([NetAF.Commands.Global.html](#))

Enumeration of key types.

+ [NetAF.Commands.](#)

Persistence

RegionMapMode ([NetAF.Rendering.RegionMapMode.html](#))

([NetAF.Commands.Persistence.html](#))

Enumeration of region map modes.

+ [NetAF.Commands.Scene](#)

([NetAF.Commands.Scene.html](#))

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

+ [NetAF.Conversations.](#)

Instructions

([NetAF.Conversations.Instruct.html](#))

+ [NetAF.Extensions](#)

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

- [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

KeyType

([NetAF.Rendering.KeyType.html](#))

RegionMapMode

([NetAF.Rendering.RegionMapMode.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

Enum KeyType

Enumeration of key types.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html)

+ **NetAF.Commands.Frame**

Assembly: NetAF.dll

(NetAF.Commands.Frame.html)
Syntax

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)
Fields

+ **NetAF.Commands.Scene**

Name	Description
(NetAF.Commands.Scene.html)	

+ **NetAF.Conversations** Dynamic key, only show relevant key items.

(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)

KeyType

(NetAF.Rendering.KeyType.html)

RegionMapMode

(NetAF.Rendering.RegionMapMode.html)

+ **NetAF.Rendering.Frame**

Builders

Enum RegionMapMode

Enumeration of region map modes.

 Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html)

+ **NetAF.Commands.Frame**

Assembly: NetAF.dll

(NetAF.Commands.Frame.html)
Syntax

+ **NetAF.Commands.Global**

(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Persistence

(NetAF.Commands.Persistence.html)

Fields

+ **NetAF.Commands.Scene**

Name	Description
(NetAF.Commands.Scene.html)	Detailed - Shows rooms at a detailed level.

+ **NetAF.Conversations**

(NetAF.Conversations.html)	- uses detailed if there is room, else map will be undetailed.
----------------------------	--

+ **NetAF.Conversations**.as one character, which allows larger maps to be displayed in a limited area.

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

Namespace NetAF.Rendering.FrameBuilders

▼ Filter by title

Classes

+ [NetAF.Commands.Scene](#)

([NetAF.Commands.Scene.html](#))

FrameBuilderCollection

[NetAF.Conversations](#)

([NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html](#))
([NetAF.Conversations.html](#))

Provides a collection of all of the frame builders required to run a game.

+ [NetAF.Conversations.](#)

Instructions

FrameBuilderCollections

[NetAF.Conversations.Instruct](#)

([NetAF.Rendering.FrameBuilders.FrameBuilderCollections.html](#))

+ [NetAF.Extensions.](#)

Provides a container from frame builder collections.

([NetAF.Extensions.html](#))

GridStringBuilder

([NetAF.Rendering.FrameBuilders.GridStringBuilder.html](#))

([NetAF.Interpretation.html](#))

Provides a class for building strings as part of a grid.

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

[SceneHelper](#) ([NetAF.Rendering.FrameBuilders.SceneHelper.html](#))

+ [NetAF.Persistence](#)

Provides functionality for scenes.

([NetAF.Persistence.html](#))

Interfaces

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

IAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html](#))

[NetAF.Rendering](#)

([NetAF.Rendering.html](#))

Provides functionality to build about frames.

- [NetAF.Rendering.Frame](#)

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

[NetAF.Rendering.FrameBuilders](#)

([NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

Represents any object that can build completion frames.

FrameBuilderCollection

([NetAF.Rendering.FrameBuilders.F](#)

FrameBuilderCollections

([NetAF.Rendering.FrameBuilders.F](#)

GridStringBuilder

Represents any object that can build conversation frames.

([NetAF.Rendering.FrameBuilders.C](#)

IAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#)

ICompletionFrameBuilder

([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

([NetAF.Rendering.FrameBuilders.I](#)

IGameOverFrameBuilder

Represents any object that can build game over frames.

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#)

IConversationFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#)

IGameOverFrameBuilder

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

Represents any object that can build help frames.

IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

Represents any object that can build region maps.

+ NetAF.Commands.Scene

IRegionMapFrameBuilder

(NetAF.Commands.Scene.html)

(NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

+ NetAF.Conversations

Represents any object that can build region map frames.

(NetAF.Conversations.html)

+ NetAF.Conversations

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)

Instructions

Represents any object that can build room maps.

(NetAF.Conversations.Instruct

+ NetAF.Extensions

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

(NetAF.Extensions.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.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

Represents any object that can build transition frames.

+ NetAF.Persistence.JSON

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection)

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.FrameBuilderCollections)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder)

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder)

Class FrameBuilderCollection

Provides a collection of all of the frame builders required to run a game.

Filter by title

Inheritance

+ **NetAF.Conversations**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ FrameBuilderCollection

+ **NetAF.Conversations.**

Inherited Members

Instructions

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Extensions**

([NetAF.Extensions.Instruct](#))

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>)

([NetAF.Interpretation](#))

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Logic**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

([NetAF.Logic.html](#))

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

* **NetAF.Persistence**

Assembly: NetAF.dll

([NetAF.Persistence.html](#))

Syntax

+ **NetAF.Persistence.Json**

public class FrameBuilderCollection

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

Constructors

- **NetAF.Rendering.Frame**

Builders

FrameBuilderCollection(ITitleFrameBuilder, ISceneFrameBuilder,

([NetAF.Rendering.FrameBuilders.I](#))

IRegionMapFrameBuilder, IHelpFrameBuilder, ICompletionFrameBuilder,

IGameOverFrameBuilder, IAAboutFrameBuilder, ITransitionFrameBuilder,

IConversationFrameBuilder):

FrameBuilderCollections

Provides a collection of all of the frame builders required to run a game.

([NetAF.Rendering.FrameBuilders.F](#))

Declaration

(NetAF.Rendering.FrameBuilders.C

IAAboutFrameBuilder

public FrameBuilderCollection(ITitleFrameBuilder titleFrameBuilder, ISceneFrameBuild

([NetAF.Rendering.FrameBuilders.I](#))

er SceneFrameBuilder, IRegionMapFrameBuilder regionMapFrameBuilder, IHelpFrameBuild

er HelpFrameBuilder, ICompletionFrameBuilder completionFrameBuilder, IGameOverFrameBu

ilder GameOverFrameBuilder, IAAboutFrameBuilder aboutFrameBuilder, ITransitionFrameBu

ilder ConversationFrameBuilder, IConversationFrameBuilder conversationFrameBuilder)

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

Parameters

([NetAF.Rendering.FrameBuilders.I](#))

IHelpFrameBuilder

Type	Name	Description
ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)	<i>titleFrameBuilder</i>	The builder to use for building title frames.
ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)	<i>sceneFrameBuilder</i>	The builder to use for building scene frames.
+ NetAF Conversations (NetAF.Conversations.html) IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)	<i>regionMapFrameBuilder</i>	The builder to use for building region map frames.
+ NetAF Conversations.Instruct (NetAF.Conversations.Instruct.html) IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)	<i>helpFrameBuilder</i>	The builder to use for building help frames.
+ NetAF.Extensions (NetAF.Extensions.html) ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)	<i>completionFrameBuilder</i>	The builder to use for building completion frames.
+ NetAF Logic (NetAF.Logic.html) IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)	<i>gameOverFrameBuilder</i>	The builder to use for building game over frames.
+ NetAF Persistence IAboutFrameBuilder (NetAF.Persistence.html) (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)	<i>aboutFrameBuilder</i>	The builder to use for building about frames.
+ NetAF Persistence.Json (NetAF.Persistence.Json.html) ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)	<i>transitionFrameBuilder</i>	The builder to use for building transition frames.
- NetAF Rendering.FrameBuilders (NetAF.Rendering.FrameBuilders.html) IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)	<i>conversationFrameBuilder</i>	The builder to use for building conversation frames.

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

Properties

FrameBuilderCollection
(NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

GridStringBuilder

AboutFrameBuilder
(NetAF.Rendering.FrameBuilders.AboutFrameBuilder.html)

IAboutFrameBuilder

Get the builder to use for about frames.
(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

IConversationFrameBuilder

```
public IAboutFrameBuilder AboutFrameBuilder { get; }
```

(NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)

IGameOverFrameBuilder

Property
(NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

IHelpFrameBuilder

Type	Description
IAboutFrameBuilder (NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.html)	

CompletionFrameBuilder

Get the builder to use for completion frames.

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

`public ICompletionFrameBuilder CompletionFrameBuilder { get; }`

Instructions

(NetAF.Conversations.Instruct

Property Value

+ NetAF.Extensions

Type (NetAF.Extensions.html)

ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

+ NetAF.Interpretation

(NetAF.Interpretation.html)

ConversationFrameBuilder

(NetAF.Logic.html)

Get the builder to use for conversation frames.

+ NetAF.Persistence

Declaration

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

`public ConversationFrameBuilder ConversationFrameBuilder { get; }`

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Type (NetAF.Rendering.html)

- NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders

GameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.F

Get the builder to use for game over frames.

FrameBuilderCollections

Declaration

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

`public IGameOverFrameBuilder GameOverFrameBuilder { get; }`

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Property Value

Type (NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

Description

HelpFrameBuilder

Get the builder to use for help frames.

Declaration

```
public IHelpFrameBuilder HelpFrameBuilder { get; }
```

+ NetAF.Conversations

Property Value

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

IHelpFrameBuilder (NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html)

Instructions

(NetAF.Conversations.Instruct

+ NetAF.Extensions

RegionMapFrameBuilder

(NetAF.Extensions.html)

Get the builder to use for region map frames.

+ NetAF.Interpretation

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic

```
public IRegionMapFrameBuilder RegionMapFrameBuilder { get; }
```

(NetAF.Logic.html)

Pr NetAF.Persistence

Type

(NetAF.Persistence.html)

Description

+ NetAF.Persistence.Json

IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

SceneFrameBuilder

(NetAF.Rendering.SceneFrameBuilder.html)

Get the **NetAF.Rendering.Frame** frames.

Builders

Declaration

(NetAF.Rendering.FrameBuilders

FrameBuilderCollection

SceneFrameBuilder { get; }

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

Property Value

(NetAF.Rendering.FrameBuilders.F

Type

StringBuilder

Description

(NetAF.Rendering.FrameBuilders.C

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

TitleFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

Get the builder to use for title frames.

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

```
public ITitleFrameBuilder TitleFrameBuilder { get; }
```

Property Value

Type	Description
ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)	

+ NetAF.Conversations

(NetAF.Conversations.html)

TransitionFrameBuilder

Instructions

Get the builder to use for transition frames.

(NetAF.Conversations.Instruct

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

```
public ITransitionFrameBuilder TransitionFrameBuilder { get; }
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

+ NetAF.Logic

(NetAF.Logic.html)

```
ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.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)

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

Class FrameBuilderCollections

Provides a container from frame builder collections.

Filter by title

Inheritance

[NetAF Conversations](#)

[\(NetAF Conversations.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ FrameBuilderCollections

+ NetAF.Conversations.

Inherited Members

[NetAF Conversations Instruct](#)

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.Extensions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

+ NetAF.Interpretation

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(NetAF.Interpretation.html)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ NetAF.Logic Equals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

+ NetAF.Persistence

Assembly: NetAF.dll

(NetAF.Persistence.html)

Syntax

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

Properties

Builders

(NetAF.Rendering.FrameBuilders)

Default

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

Get the default frame builder collection.

FrameBuilderCollections

Declaration

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

public FrameBuilderCollection Default { get; }

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Property Value

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Description

IConversationFrameBuilder

FrameBuilderCollection (NetAF.Rendering.FrameBuilders.FrameBuilderCollection.html)

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I



+ **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](#))

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](#))

Class GridStringBuilder

Provides a class for building strings as part of a grid.

Filter by title

Inheritance

[\(NetAF Conversations.html\)](#)

↳ [Object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ GridStringBuilder

+ NetAF.Conversations.

Inherited Members

[\(NetAF Conversations Instruct.html\)](#)

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.Extensions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

([\(NetAF Extensions.html\)](#))

+ NetAF.Interpretation

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([\(NetAF Interpretation.html\)](#))

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([\(NetAF Logic.html\)](#))

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

+ NetAF.Persistence

Assembly: NetAF.dll

([\(NetAF Persistence.html\)](#))

Syntax

+ NetAF.Persistence.Json

([\(NetAF Persistence Json.html\)](#))

+ NetAF.Rendering

([\(NetAF Rendering.html\)](#))

Constructors

- [NetAF.Rendering.Frame](#)

Builders

[GridStringBuilder\(char, char, char\)](#)

Provides a class for building strings as part of a grid.

([\(NetAF.Rendering.FrameBuilders.F.html\)](#))

Declaration

FrameBuilderCollections

([\(NetAF.Rendering.FrameBuilders.F.html\)](#))

GridStringBuilderBuilder(char leftBoundaryCharacter = '|', char rightBoundaryCharacter = '|', char dividerCharacter = '-')

IAboutFrameBuilder

([\(NetAF.Rendering.FrameBuilders.I.html\)](#))

ICompletionFrameBuilder

([\(NetAF.Rendering.FrameBuilders.I.html\)](#))

ITextFrameBuilder

([\(NetAF.Rendering.FrameBuilders.I.html\)](#))

IHelpFrameBuilder

([\(NetAF.Rendering.FrameBuilders.I.html\)](#))

Type	Name	Description
NetAF.Rendering.FrameBuilders.IConversationFrameBuilder	leftBoundaryCharacter	The character to use for left boundaries.

IHelpFrameBuilder

([\(NetAF.Rendering.FrameBuilders.I.html\)](#))

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) (NetAF.Conversations.html)	<i>horizontalDividerCharacter</i>	The character to use for horizontal dividers.

+ **NetAF.Conversations.**

Instructions

Properties
[\(NetAF.Conversations.Instruct.html\)](#)

+ **NetAF.Extensions**

DisplaySize
([\(NetAF.Extensions.html\)](#))

NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

Declaration

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

+ **NetAF.Persistence**

Property Value

[\(NetAF.Persistence.html\)](#)

Type

+ **NetAF.Persistence.Json**

Size
([\(NetAF.Assets.Size.html\)](#))

[\(NetAF.Persistence.Json.html\)](#)

Description

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

HorizontalDividerCharacter

- **NetAF.Rendering.Frame**

Get or set the character used for horizontal dividers.

Builders

Declaration

[\(NetAF.Rendering.FrameBuilders.html\)](#)

FrameBuilderCollection

public char HorizontalDividerCharacter { get; set; }

([\(NetAF.Rendering.FrameBuilders.F](#)

FrameBuilderCollections

([\(NetAF.Rendering.FrameBuilders.F](#)

Property Value

GridStringBuilder

Type
([\(NetAF.Rendering.FrameBuilders.C](#)

Description

[\(AboutFrameBuilder.html\)](#)

char
(<https://learn.microsoft.com/dotnet/api/system.char>)

([\(NetAF.Rendering.FrameBuilders.I](#)

ICompletionFrameBuilder

([\(NetAF.Rendering.FrameBuilders.I](#)

LeftBoundaryCharacter

LeftBoundaryFrameBuilder

([\(NetAF.Rendering.FrameBuilders.I](#)

Get or set the character used for left boundary.

IGameOverFrameBuilder

Declaration
([\(NetAF.Rendering.FrameBuilders.I](#)

IHelpFrameBuilder

([\(NetAF.Rendering.FrameBuilders.I](#)

```
public char LeftBoundaryCharacter { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char)	

([NetAF.Conversations.html](#))

+ NetAF.Conversations. LineTerminator Instructions

Get or set the line terminator.

([NetAF.Conversations.Instruct](#))

Declaration

+ NetAF.Extensions

([NetAF.Extensions.html](#))

```
public string LineTerminator { get; set; }
```

+ NetAF.Interpretation

([NetAF.Interpretation.html](#))

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

+ NetAF.Persistence

([NetAF.Persistence.html](#))

RightBoundaryCharacter

([NetAF.Persistence.Json.html](#))

Get or set the character used for right boundary.

+ NetAF.Rendering

Declaration

([NetAF.Rendering.html](#))

- NetAF.Rendering.Frame

Builders

Properties

Type FrameBuilderCollection

([NetAF.Rendering.FrameBuilders.F](#))

char (<https://learn.microsoft.com/dotnet/api/system.char>)

FrameBuilderCollections

([NetAF.Rendering.FrameBuilders.F](#))

GridStringBuilder

([NetAF.Rendering.FrameBuilders.C](#))

CompletionFrameBuilder

Methods

FrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

ICompletionFrameBuilder

DrawBoundary(AnsiColor)

IConversationFrameBuilder

Draw the boundary.

([NetAF.Rendering.FrameBuilders.I](#))

IGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

IHelpFrameBuilder

([NetAF.Rendering.FrameBuilders.I](#))

```
public void DrawBoundary(AnsiColor color)
```

Parameters

Type	Name	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) ↳ NetAF.Conversations	color	The color to draw the boundary.

(NetAF.Conversations.html)

+ NetAF.Conversations DrawCentralisedWrapped(string, int, int, AnsiColor, out int, out int)

Instructions ↳ [NetAF.Conversations.Instruct](#)

Declaration ↳ [NetAF.Extensions](#)

(NetAF.Extensions.html)

```
public void DrawCentralisedWrapped(string value, int startY, int maxWidth, AnsiColor
```

+ NetAF.Interpretation, out int endY)

(NetAF.Interpretation.html)

Parameters ↳ [NetAF.Logic](#)

Type	Name	Description
String (https://learn.microsoft.com/dotnet/api/system.string)	value	The string.
int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32) ↳ NetAF.Persistence.Json.html	maxWidth	The max width of the string.
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	color	The color to draw the text.
int (https://learn.microsoft.com/dotnet/api/system.int32) ↳ NetAF.Rendering.html	endX	The end x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end y position.
- NetAF.Rendering.Frame		

Builders

(NetAF.Rendering.FrameBuilders)

DrawHorizontalDivider(int, AnsiColor)

FrameBuilderCollection

DrawHorizontalDivider(FrameBuilderCollection)

FrameBuilderCollections

Declaration ↳ [NetAF.Rendering.FrameBuilders.F](#)

GridStringBuilder

```
public void DrawHorizontalDivider(int y, AnsiColor color)
```

↳ [NetAF.Rendering.FrameBuilders.C](#)

IAboutFrameBuilder

Parameters ↳ [NetAF.Rendering.FrameBuilders.I](#)

ICompletionFrameBuilder

Type ↳ [NetAF.Rendering.FrameBuilders.I](#)

Type	Name	Description
IConversationFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) ↳ NetAF.Rendering.FrameBuilders.I	y	The y position of the divider.
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) ↳ NetAF.Rendering.FrameBuilders.I	color	The color to draw the boundary.

IHelpFrameBuilder

INetAFRenderingFrameBuilder

DrawUnderline(int, int, int, ConsoleColor)

Draw an underline.

Declaration

```
public void DrawUnderline(int x, int y, int length, ConsoleColor color)
```

+ **NetAF.Conversations**

Parameters
[\(NetAF.Conversations.html\)](#)

Type	Name	Description
+ NetAF.Conversations.		
Instructions (NetAF.Conversations.Instruct.html)	x	The position of the underline, in x.
+ NetAF.Extensions (NetAF.Extensions.html)	y	The position of the underline, in y.
+ NetAF.Interpretation (NetAF.Interpretation.html)	length	The length of the underline.
+ ANSICOLOR (NetAF.AnsiColor.html)	color	The color of the underline.

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

DrawWrapped(string, int, int, int, ConsoleColor, out int, out int)

+ **NetAF.Persistence**

Draw a wrapped string

[\(NetAF.Persistence.html\)](#)

Declaration

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

```
public void DrawWrapped(string value, int startX, int startY, int maxWidth, ConsoleColor color, out int endX, out int endY)
```

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

Parameters

- **NetAF.Rendering.Frame**

Type	Name	Description
+ Builders		
FrameBuilder (NetAF.Rendering.FrameBuilder.html)	value	The string.
FrameBuilderCollection int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start x position.
FrameBuilderCollection int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start y position.
FrameBuilderCollection int (https://learn.microsoft.com/dotnet/api/system.int32)	maxWidth	The max width of the string.
AnsiColor ((NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)) IAboutFrameBuilder	color	The color to draw the text.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end x position.
ICompletionFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32)	endY	The end y position.

IConversationFrameBuilder

[\(NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html\)](#)

Flush()

[\(NetAF.Rendering.FrameBuilders.IFlush.html\)](#)

Flush the buffer

[\(NetAF.Rendering.FrameBuilders.IFlush.html\)](#)

[\(NetAF.Rendering.FrameBuilders.IFlush.html\)](#)

Declaration

```
public void Flush()
```

GetCellColor(int, int)

+ [NetAF.Conversations](#)

Get a color for a cell.
[\(NetAF.Conversations.html\)](#)

Declaration

+ [NetAF.Conversations](#).

Instructions

```
public AnsiColor GetCellColor(int x, int y)
```

+ [NetAF.Extensions](#)

Parameters

[\(NetAF.Extensions.html\)](#)

Type

+ [NetAF.Interpretation](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

[\(NetAF.Interpretation.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ [NetAF.Logic](#)

[\(NetAF.Logic.html\)](#)

Returns

+ [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

The cell color.

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

GetCharacter(int, int)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

Get a character from the buffer.

- [NetAF.Rendering.Frame](#)

Declaration

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

FrameBuilderCollection

[\(NetAF.Rendering.FrameBuilders.F](#)

Parameters

Type

[\(NetAF.Rendering.FrameBuilders.F](#)

StringBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

[\(NetAF.Rendering.FrameBuilders.C](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

[\(NetAF.Rendering.FrameBuilders.I](#)

ReturnCompletionFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

Type

[\(NetAF.Rendering.FrameBuilders.I](#)

char (<https://learn.microsoft.com/dotnet/api/system.char>)

[\(NetAF.Rendering.FrameBuilders.I](#)

IGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.I](#)

[\(NetAF.Rendering.FrameBuilders.I](#)

[\(NetAF.Rendering.FrameBuilders.I](#)

GetNumberOfLines(string, int, int)

[\(NetAF.Rendering.FrameBuilders.I](#)

Get the number of lines a string will take up.

Declaration

```
public static int GetNumberOfLines(string value, int startY, int maxWidth)
```

Parameters

Type (NetAF.Conversations.html)	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) + NetAF.Conversations.	value	The string.
int (https://learn.microsoft.com/dotnet/api/system.int32) in Instructions	startY	The start y position.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Conversations.Instruct)	maxWidth	The max width of the string.

+ NetAF.Extensions

Returns
(NetAF.Extensions.html)

Type + NetAF.Interpretation	Description
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Interpretation.html)	The number of lines the string will take up.

+ NetAF.Logic

(NetAF.Logic.html)

Resize(Size)

+ NetAF.Persistence

Resize this builder

(NetAF.Persistence.html)

Declaration

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

```
public void Resize(Size displaySize)
```

+ NetAF.Rendering

(NetAF.Rendering.html)

Parameters

Type - NetAF.Rendering.Frame	Name	Description
Builders Size (NetAF.Assets.Size.html) (NetAF.Rendering.FrameBuilder)	displaySize	The new size.

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

Set a cell

GridStringBuilder

Declaration

(NetAF.Rendering.FrameBuilders.C

IAboutFrameBuilder

public void SetCell(int x, int y, char character, AnsiColor color)

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Parameters

IConversationFrameBuilder

Type (NetAF.Rendering.FrameBuilders.I	Name	Description
IGameOverFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.I	x	The x position of the cell.
HelpFrameBuilder int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.I	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.Console.AnsiColor.html)	<i>color</i>	The color of the character.

▼

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

- + **NetAF.Conversations.**
 - Instructions**
([NetAF.Conversations.Instruct](#))
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([NetAF.Extensions.html](#))
 - + **NetAF.Interpretation**
([NetAF.Interpretation.html](#))
 - + **NetAF.Logic**
([NetAF.Logic.html](#))
 - + **NetAF.Persistence**
([NetAF.Persistence.html](#))
 - + **NetAF.Persistence.Json**
([NetAF.Persistence.Json.html](#))
 - + **NetAF.Rendering**
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- **NetAF.Rendering.Frame**
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([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](#))

Interface IAboutFrameBuilder

Represents any object that can build about frames.

Filter by title

Namespace: NetAF(NetAF.html).Rendering(NetAF.Rendering.html).FrameBuilders(NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll
(NetAF.Conversations.html)

Syntax

+ **NetAF.Conversations.**

Instructions

public interface IAboutFrameBuilder
(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Methods

NetAF.Interpretation

(NetAF.Interpretation.html)

Build(string, Game, int, int)

NetAF.Logic

(NetAF.Logic.html)

Build a frame.

+ **NetAF.Persistence**

Declaration

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

Parameters

+ **NetAF.Rendering**

Type

(NetAF.Rendering.html)

Name

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

title

The title.

- **NetAF.Rendering.Frame**

Builders

NetAF.Logic.Game.html

game

The game.

+ **NetAF.Rendering.FrameBuilder**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

width

The width of the frame.

FrameBuilderCollection

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

height

The height of the frame.

FrameBuilderCollections

Returns **NetAF.Rendering.FrameBuilders.F**

Type GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

Description

IFrame (<https://learn.microsoft.com/dotnet/api/NetAF.Rendering.Frames.IFrame.html>)

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Interface ICompletionFrameBuilder

Represents any object that can build completion frames.

Filter by title

Namespace: NetAF(NetAF.html).Rendering(NetAF.Rendering.html).FrameBuilders(NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll
(NetAF.Conversations.html)

Syntax

+ **ICompletionFrameBuilder**

Instructions

public interface ICompletionFrameBuilder
(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Methods

NetAF.Interpretation

(NetAF.Interpretation.html)

Build(string, string, int, int)

NetAF.Logic

(NetAF.Logic.html)

Build a frame.

+ **NetAF.Persistence**

Declaration

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

Parameters

+ **NetAF.Rendering**

Type

(NetAF.Rendering.html)

Name

Description

string (https://learn.microsoft.com/dotnet/api/system.string)

message

The message to display to the user.

- **NetAF.Rendering.Frame**

Builders

(https://learn.microsoft.com/dotnet/api/system.string)

reason

The reason the game ended.

(NetAF.Rendering.FrameBuilder)

int (https://learn.microsoft.com/dotnet/api/system.int32)

width

The width of the frame.

FrameBuilderCollection

int (https://learn.microsoft.com/dotnet/api/system.int32)

height

The height of the frame.

FrameBuilderCollections

Returns

(NetAF.Rendering.FrameBuilders.F

Type

GridStringBuilder

(NetAF.Rendering.FrameBuilders.C

Description

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Interface IConversationFrameBuilder

Represents any object that can build conversation frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll
(NetAF.Conversations.html)

Syntax

+ **NetAF.Conversations.**

Instructions

public interface IConversationFrameBuilder
(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Methods

NetAF.Interpretation

(NetAF.Interpretation.html)

Build(string, IConverser, CommandHelp[], int, int)

NetAF.Logic

(NetAF.Logic.html)

Build a frame.

+ **NetAF.Persistence**

Declaration

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

TFrame Build(string title, IConverser converser, CommandHelp[] contextualCommands, i

nt width, int height)

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

Parameters

(NetAF.Rendering.html)

Type

- **NetAF.Rendering.Frame**

string

Builders

(https://learn.microsoft.com/dotnet/api/system.string
) (NetAF.Rendering.FrameBuilders

Name

Description

title

The title to display to the user.

converser

The converser.

contextualCommands

The contextual commands to display.

width

The width of the frame.

height

The height of the frame.

Returns

IConversationFrameBuilder
(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.I

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

▼

+ **NetAF.Conversations**

(NetAF.Conversations.html)

- + **NetAF.Conversations.**
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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)
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(NetAF.Rendering.FrameBuild

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

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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

Interface IGameOverFrameBuilder

Represents any object that can build game over frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll
(NetAF.Conversations.html)

Syntax

+ **NetAF.Conversations.**

Instructions

public interface IGameOverFrameBuilder
(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Methods

- **NetAF.Interpretation**

(NetAF.Interpretation.html)

Build(string, string, int, int)

(NetAF.Logic.html)

Build a frame.

+ **NetAF.Persistence**

Declaration

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

Parameters

+ **NetAF.Rendering**

Type

(NetAF.Rendering.html)

Name

Description

string (https://learn.microsoft.com/dotnet/api/system.string)	message	The message to display to the user.
--	---------	-------------------------------------

- **NetAF.Rendering.Frame**

Type

(NetAF.Rendering.html)

name

The reason the game ended.

string (https://learn.microsoft.com/dotnet/api/system.string)	width	The width of the frame.
--	-------	-------------------------

- **NetAF.Rendering.FrameBuilder**

Type

(NetAF.Rendering.FrameBuilders.html)

name

The height of the frame.

FrameBuilderCollection	height	
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Returns

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder		Description
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(NetAF.Rendering.FrameBuilders.C

IFrame		
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(NetAF.Rendering.Frames.IFrame.html)

ICompletionFrameBuilder		
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(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder		
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(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder		
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(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder		
-------------------	--	--

(NetAF.Rendering.FrameBuilders.I

Interface IHelpFrameBuilder

Represents any object that can build help frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll
(NetAF.Conversations.html)

Syntax

+ **NetAF.Conversations.**

Instructions

public interface IHelpFrameBuilder
(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Methods

NetAF.Interpretation

(NetAF.Interpretation.html)

Build(string, string, CommandHelp[], int, int)

(NetAF.Logic.html)

Build a frame.

+ **NetAF.Persistence**

Declaration

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

TFrame Build(string title, string description, CommandHelp[] commandHelp, int width,

int height)

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

Parameters

(NetAF.Rendering.html)

Type

- **NetAF.Rendering.Frame**

string (https://learn.microsoft.com/dotnet/api/system.string)

Builders

string (https://learn.microsoft.com/dotnet/api/system.string)

FrameBuilderCollection

Commands.CommandHelp.html[]

(NetAF.Rendering.FrameBuilders.F

int (https://learn.microsoft.com/dotnet/api/system.int32)

FrameBuilderCollections

int (https://learn.microsoft.com/dotnet/api/system.int32)

GridStringBuilder

(NetAF.Rendering.FrameBuilders.F

Returns

IAboutFrameBuilder

Type

(NetAF.Rendering.FrameBuilders.I

Description

ICompletionFrameBuilder

IFrame (NetAF.Rendering.Frames.IFrame.html)

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IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I



+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

- + **NetAF.Conversations.**
Instructions
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- + **NetAF.Extensions**
([NetAF.Extensions.html](#))
- + **NetAF.Interpretation**
([NetAF.Interpretation.html](#))
- + **NetAF.Logic**
([NetAF.Logic.html](#))
- + **NetAF.Persistence**
([NetAF.Persistence.html](#))
- + **NetAF.Persistence.Json**
([NetAF.Persistence.Json.html](#))
- + **NetAF.Rendering**
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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](#))

Interface IRegionMapBuilder

Represents any object that can build region maps.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll
(NetAF.Conversations.html)

Syntax

+ **NetAF.Conversations.**

Instructions

public interface IRegionMapBuilder
(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Methods

NetAF.Interpretation

(NetAF.Interpretation.html)

BuildRegionMap(Region, int, int, int, int)

(NetAF.Logic.html)

Build a map of a region.

+ **NetAF.Persistence**

Declaration

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

Parameters

+ **NetAF.Rendering**

Type
(NetAF.Rendering.html)

Name

Description

- Region

- **NetAF.Rendering.Frame**
(NetAF.Assets.Locations.Region.html)
Builders

region

The region.

int **NetAF.Rendering.FrameBuilder**

(https://learn.microsoft.com/dotnet/api/system.int32)
(NetAF.Rendering.FrameBuilders.F

x

The x position to start building at.

int **FrameBuilderCollections**

(NetAF.Rendering.FrameBuilders.F
em.StringBuilder
em.int32)

y

The y position to start building at.

int **IAboutFrameBuilder**

(https://learn.microsoft.com/dotnet/api/system.int32)
ICompletionFrameBuilder

maxWidth

The maximum horizontal space available in which to build the map.

int **IConversationFrameBuilder**

(https://learn.microsoft.com/dotnet/api/system.int32)

maxHeight

The maximum vertical space available in which to build the map.

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I



+ **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](#))

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](#))

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)

Assembly: NetAF.dll
(NetAF.Conversations.html)

Syntax

+ **NetAF.Conversations.**

Instructions

public interface IRegionMapFrameBuilder
(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Methods

NetAF.Interpretation

(NetAF.Interpretation.html)

Build(Region, int, int)

(NetAF.Logic.html)

Build a frame.

+ **NetAF.Persistence**

Declaration

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

Parameters

+ **NetAF.Rendering**

Type
(NetAF.Rendering.html)

Name

Description

- **NetAF.Rendering.Frame**

in <https://learn.microsoft.com/dotnet/api/system.int32>

width

The width of the frame.

Builders
(NetAF.Rendering.FrameBuilders)

height

The height of the frame.

FrameBuilderCollection

Returns
(NetAF.Rendering.FrameBuilders.F

FrameBuilderCollections

Type
(NetAF.Rendering.FrameBuilders.F

Description

GridStringBuilder

IFrame
(NetAF.Rendering.Frames.IFrame.html)

(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

Interface IRoomMapBuilder

Represents any object that can build room maps.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll
(NetAF.Conversations.html)

Syntax

+ **NetAF.Conversations.**

Instructions

public interface IRoomMapBuilder
(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Methods

NetAF.Interpretation

(NetAF.Interpretation.html)

BuildRoomMap(Room, ViewPoint, KeyType, int, int, out int, out int)

NetAF.Logic

(NetAF.Logic.html)

Build a map for a room.

+ **NetAF.Persistence**

Declaration

(NetAF.Persistence.html)

+ void BuildRoomMap(Room room, ViewPoint viewPoint, KeyType key, int startX, int start

Y, out int endX, out int endY)
(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

Parameters

(NetAF.Rendering.html)

Type

- **NetAF.Rendering.Frame**

Room (NetAF.Assets.Locations.Room.html)

Builders

ViewPoint (NetAF.Assets.Locations.ViewPoint.html)

(NetAF.Rendering.FrameBuilders

KeyFrameBuilderCollection.KeyType.html)

(NetAF.Rendering.FrameBuilders.F

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

FrameBuilderCollections

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

GridStringBuilder

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Rendering.FrameBuilders.C

int (IAboutFrameBuilder

(<https://learn.microsoft.com/dotnet/api/system.int32>)

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IRoomMapBuilder

(NetAF.Rendering.FrameBuilders.I

Type	Name	Description
- NetAF.Rendering.Frame	room	The room.
Room (NetAF.Assets.Locations.Room.html)	viewPoint	The viewpoint from the room.
KeyFrameBuilderCollection.KeyType.html)	key	The key type.
int (https://learn.microsoft.com/dotnet/api/system.int32)	startX	The start position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	startY	The start position, x.
int (https://learn.microsoft.com/dotnet/api/system.int32)	endX	The end position, x.
int (IAboutFrameBuilder	endY	The end position, x.

Interface ISceneFrameBuilder

Represents any object that can build scene frames.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll
(NetAF.Conversations.html)

Syntax

+ **NetAF.Conversations.**

Instructions

```
public interface ISceneFrameBuilder  
(NetAF.Conversations.Instruct
```

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Methods

NetAF.Interpretation

(NetAF.Interpretation.html)

Build(Room, ViewPoint, PlayableCharacter, string, CommandHelp[], KeyType, int, int)
(NetAF.Logic.html)

Build a frame

+ **NetAF.Persistence**

(NetAF.Persistence.html)

Declaration

+ **NetAF.Persistence.Json**

```
TFrame Build(Room room, ViewPoint viewPoint, PlayableCharacter player, string message,  
CommandHelp[] contextualCommands, KeyType keyType, int width, int height)  
(NetAF.Persistence.Json.html)
```

+ **NetAF.Rendering**

(NetAF.Rendering.html)

Parameters

- Type	Name	Description
- NetAF.Rendering.FrameBuilders		
Room (NetAF.Assets.Locations.Room.html) (NetAF.Rendering.FrameBuilders)	room	Specify the Room.
ViewPoint (NetAF.Assets.Locations.ViewPoint.html) FrameBuilderCollection (NetAF.Rendering.FrameBuilders.F	viewPoint	Specify the viewpoint from the room.
PlayableCharacter Collections (NetAF.Rendering.FrameBuilders.PlayableCharacter.html)	player	Specify the player.
StringBuilder string (NetAF.Rendering.FrameBuilders.C (https://learn.microsoft.com/dotnet/api/system.string) IAboutFrameBuilder	message	Any additional message.
CommandHelp (NetAF.Commands.CommandHelp.html)	contextualCommands	The contextual commands to display.
ICreationFrameBuilder [] (NetAF.Rendering.FrameBuilders.I		
IConversationFrameBuilder KeyType (NetAF.Rendering.KeyType.html) (NetAF.Rendering.FrameBuilders.I	keyType	The type of key to use.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Rendering.FrameBuilders.I	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) HelpFrameBuilder (NetAF.Rendering.FrameBuilders.I	height	The height of the frame.

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

▼

+ **NetAF.Conversations**

(NetAF.Conversations.html)

+ **NetAF.Conversations.Instructions**
(NetAF.Conversations.Instruct

+ **NetAF.Extensions**
(NetAF.Extensions.html)

+ **NetAF.Interpretation**
(NetAF.Interpretation.html)

+ **NetAF.Logic**
(NetAF.Logic.html)

+ **NetAF.Persistence**
(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**
(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**
(NetAF.Rendering.html)

- **NetAF.Rendering.FrameBuilders**
(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

IHelpFrameBuilder
(NetAF.Rendering.FrameBuilders.I

Interface ITitleFrameBuilder

Represents any object that can build title frames.

Filter by title

Namespace: NetAF(NetAF.html).Rendering(NetAF.Rendering.html).FrameBuilders(NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll
(NetAF.Conversations.html)

Syntax

+ **NetAF.Conversations.**

Instructions

public interface ITitleFrameBuilder
(NetAF.Conversations.Instruct

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Methods

NetAF.Interpretation

(NetAF.Interpretation.html)

Build(string, string, int, int)

NetAF.Logic

(NetAF.Logic.html)

Build a frame.

+ **NetAF.Persistence**

Declaration

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

Parameters

+ **NetAF.Rendering**

Type

(NetAF.Rendering.html)

Name

Description

title

The title.

string (https://learn.microsoft.com/dotnet/api/system.string)

description

The description.

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.

FrameBuilderCollections

Returns

NetAF.Rendering.FrameBuilders.F

Description

Type

(NetAF.Rendering.FrameBuilders.C

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Interface ITransitionFrameBuilder

Represents any object that can build transition frames.

Filter by title

Namespace: NetAF(NetAF.html).Rendering(NetAF.Rendering.html).FrameBuilders(NetAF.Rendering.FrameBuilders.html)

Assembly: NetAF.dll
(NetAF.Conversations.html)

Syntax

+ **NetAF.Conversations.**

Instructions

```
public interface ITransitionFrameBuilder  
(NetAF.Conversations.Instruct
```

+ **NetAF.Extensions**

(NetAF.Extensions.html)

Methods

- **NetAF.Interpretation**

(NetAF.Interpretation.html)

Build(string, string, int, int)

(NetAF.Logic.html)

Build a frame.

+ **NetAF.Persistence**

Declaration

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

Parameters

+ **NetAF.Rendering**

Type (NetAF.Rendering.html)

Name

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

title

The title to display to the user.

- **NetAF.Rendering.Frame**

Builders (<https://learn.microsoft.com/dotnet/api/system.string>)

message

The message to display to the user.

(NetAF.Rendering.FrameBuilder)

width

The width of the frame.

FrameBuilderCollection

height

The height of the frame.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

FrameBuilderCollections

Returns (NetAF.Rendering.FrameBuilders.F

Type GridStringBuilder

Description

(NetAF.Rendering.FrameBuilders.C

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Rendering.FrameBuilders.I

ICompletionFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF.Rendering.FrameBuilders.I

IPageFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Class SceneHelper

Provides helper functionality for scenes.

Filter by title

Inheritance

[\(NetAF Conversations.html\)](#)

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [SceneHelper](#)

+ NetAF.Conversations.

Inherited Members

[\(NetAF Conversations Instruct.html\)](#)

[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.Extensions

[object.Equals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

[\(NetAF Extensions.html\)](#)

+ NetAF.Interpretation

[object.GetHashCode\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

[object.GetType\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[\(NetAF Interpretation.html\)](#)

[object.MemberwiseClone\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ NetAF.Logic Equals(object, object)

([\(NetAF Logic.html\)](#))

[object.ToString\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html)

+ NetAF.Persistence

Assembly: NetAF.dll

[\(NetAF Persistence.html\)](#)

Syntax

+ NetAF.Persistence.Json

[\(NetAF Persistence Json.html\)](#)

+ NetAF.Rendering

[\(NetAF Rendering.html\)](#)

Methods

Builders

[\(NetAF Rendering FrameBuilder.html\)](#)

CreateNPCString(Room)

FrameBuilderCollection

(NetAF.Rendering.FrameBuilders.F

Create a description of the NPC's as a string.

FrameBuilderCollections

Declaration

(NetAF.Rendering.FrameBuilders.F

GridStringBuilder

(NetAF.Rendering.FrameBuilders.F

public string CreateNPCString(Room room)

IAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.I

Parameters

ICompletionFrameBuilder

Type

(NetAF.Rendering.FrameBuilders.I

IConversationFrameBuilder

Room (NetAF Assets Locations Room.html)

(NetAF.Rendering.FrameBuilders.I

IGameOverFrameBuilder

Returns

(NetAF.Rendering.FrameBuilders.I

IHelpFrameBuilder

(NetAF Rendering FrameBuilders I

Type	Name	Description
(NetAF.Rendering.FrameBuilders.I	room	The room.

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The characters, as a string.

CreateViewpointAsString(Room, ViewPoint)

Create a view point string.
[\(NetAF.Conversations.html\)](#)

Declaration
+ NetAF.Conversations.

Instructions: `string CreateViewpointAsString(Room room, ViewPoint viewPoint)`

[\(NetAF.Conversations.Instruct\)](#)

Parameters

+ NetAF.Extensions

[Type](#) [\(NetAF.Extensions.html\)](#)

Name

Description

+ NetAF.Interpretation

room

The room.

[\(NetAF.Interpretation.html\)](#)

`ViewPoint (NetAF.Assets.Locations.ViewPoint.html)`

viewPoint

The view point.

+ NetAF.Logic

Returns
[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

[Type](#) [\(NetAF.Persistence.html\)](#)

Description

`string (https://learn.microsoft.com/dotnet/api/system.string)`

The view point, as a string.

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

- NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilder\)](#)

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

[\(NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html\)](#)

INetAF_Rendering_FrameBuilders_I

Namespace NetAF.Rendering.FrameBuilders.Console

▼ Filter by title

Classes

+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

[ConsoleAboutFrameBuilder](#)

([NetAF.Rendering.FrameBuilders.Console.ConsoleAboutFrameBuilder.html](#))

Instructions

Provides a builder of console about frames.

([NetAF.Conversations.Instruct](#))

+ [NetAF.Extensions](#)

[ConsoleCompletionFrameBuilder](#)

([NetAF.Extensions.html](#))

([NetAF.Rendering.FrameBuilders.Console.ConsoleCompletionFrameBuilder.html](#))

+ [NetAF.Interpretation](#)

Provides a builder of completion frames.

([NetAF.Interpretation.html](#))

[NetAF.Logic](#)

[ConsoleConversationFrameBuilder](#)

([NetAF.Logic.html](#))

([NetAF.Rendering.FrameBuilders.Console.ConsoleConversationFrameBuilder.html](#))

+ [NetAF.Persistence](#)

Provides a builder of conversation frames.

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

[ConsoleGameOverFrameBuilder](#)

([NetAF.Persistence.Json.html](#))

([NetAF.Rendering.FrameBuilders.Console.ConsoleGameOverFrameBuilder.html](#))

+ [NetAF.Rendering](#)

Provides a builder of game over frames.

([NetAF.Rendering.html](#))

[NetAF.Rendering.Frame](#)

[ConsoleHelpFrameBuilder](#)

([NetAF.Rendering.Frame.html](#))

([NetAF.Rendering.FrameBuilders.Console.ConsoleHelpFrameBuilder.html](#))

Provides a builder of help frames.

- [NetAF.Rendering.Frame](#)

[ConsoleRegionMapBuilder](#)

([NetAF.Rendering.FrameBuilders.Console.ConsoleRegionMapBuilder.html](#))

Provides a builder for region maps.

([NetAF.Rendering.FrameBuilders.Console.ConsoleRegionMapBuilder.html](#))

Provides a builder for region maps.

[ConsoleRegionMapFrameBuilder](#)

([NetAF.Rendering.FrameBuilders.Console.ConsoleRegionMapFrameBuilder.html](#))

Provides a builder of region map frames.

([NetAF.Rendering.FrameBuilders.Console.ConsoleRegionMapFrameBuilder.html](#))

Provides a builder of region map frames.

[ConsoleRoomMapBuilder](#)

([NetAF.Rendering.FrameBuilders.Console.ConsoleRoomMapBuilder.html](#))

Provides a builder of room map frames.

([NetAF.Rendering.FrameBuilders.Console.ConsoleRoomMapBuilder.html](#))

Provides a builder of room map frames.

([NetAF.Rendering.FrameBuilders.Console.ConsoleRoomMapBuilder.html](#))

ConsoleSceneFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleSceneFrameBuilder.html)

Provides a builder for scene frames.

ConsoleTitleFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleTitleFrameBuilder.html)

+ **NetAF.Conversations**
Creates title frames.

(NetAF.Conversations.html)

ConsoleTransitionFrameBuilder

(NetAF.Rendering.FrameBuilders.Console.ConsoleTransitionFrameBuilder.html)

(NetAF.Conversations)
Creates transition frames.

+ **NetAF.Extensions**

Enums
(NetAF.Extensions.html)

+ **NetAF.Interpretation**

AnsiColor
(NetAF.Interpretation.html)

Enumeration of ANSI colors.

+ **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.Console

(NetAF.Rendering.FrameBuilders.Console)

AnsiColor

(NetAF.Rendering.FrameBuilders.Console)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.Console)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.Console)

ConsoleConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.Console)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.Console)

Enum AnsiColor

Enumeration of ANSI colors.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Console (NetAF.Rendering.FrameBuilders.Console.html)
(NetAF.Conversations.html)
Assembly: NetAF.dll

syms

Instructions

(NetAF.Conversations.Instruct)

+ NetAF.Extensions

(NetAF.Extensions.html)

NetAF.Interpretation

(NetAF.Interpretation.html)

Fields

(NetAF.Interpretation.html)

Name	Description
+ NetAF.Logic	
B(NetAF.Logic.html)	Black (30).
+ NetAF.Persistence	
B(NetAF.Persistence.html)	Blue (34).
BrightBlack	Bright black (90).
+ NetAF.Persistence.Json	
B(NetAF.Persistence.Json.html)	Bright blue (94).
BrightCyan	Bright cyan (96).
+ NetAF.Rendering	
B(NetAF.Rendering.html)	Bright green (92).
BrightMagenta	Bright magenta (95).
+ NetAF.Rendering.FrameBuilders	
B(NetAF.Rendering.FrameBuilders.html)	Bright red (91).
B(NetAF.Rendering.FrameBuilders.html)	Bright white (97).
- NetAF.Rendering.FrameBuilders.Console	
Cyan(NetAF.Rendering.FrameBuilders.Console.html)	Bright yellow (93).
Green(NetAF.Rendering.FrameBuilders.Console.html)	Cyan (36).
AnsiColor	Green (32).
Magenta(NetAF.Rendering.FrameBuilders.Console.html)	Magenta (35).
ConsoleAboutFrameBuilder	
Red(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)	ConsoleAboutFrameBuilder Red (31).
ConsoleCompletionFrame	
Reset(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrame.html)	ConsoleCompletionFrame Reset (0).
Builder	
White(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrame.html)	Builder White (37).
ConsoleConversationFrame	
Yellow(NetAF.Rendering.FrameBuilders.ConsoleConversationFrame.html)	ConsoleConversationFrame Yellow (33).
Builder	
(NetAF.Rendering.FrameBuilders.ConsoleConversationFrame.html)	Builder (NetAF.Rendering.FrameBuilders.ConsoleConversationFrame.html)
ConsoleGameOverFrameBuilder	
(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html)	ConsoleGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html)

▼

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

- + **NetAF.Conversations.**
Instructions
([NetAF.Conversations.Instruct](#))
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- + **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.Console
([NetAF.Rendering.FrameBuilders.Console](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.Console.AnsiColor](#))

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder](#))

ConsoleCompletionFrame

Builder

([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder](#))

ConsoleConversationFrame

Builder

([NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder](#))

ConsoleGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder](#))

Class ConsoleAboutFrameBuilder

Provides a builder of console about frames.

Filter by title

Inheritance

+ [NetAF.Conversations](#)

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [ConsoleAboutFrameBuilder](#)

+ [NetAF.Conversations](#).

Implementations

IAboutFrameBuilder ([NetAF.Renderer.FrameBuilders.IAboutFrameBuilder.html](#))

Inherited Members

+ [NetAF.Extensions](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ [NetAF.Interpretation](#)

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.Interpretation.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ [NetAF.Logic](#)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Logic.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.Persistence](#)

NameSpace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Console (NetAF.Rendering.FrameBuilders.Console.html)

* [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

public sealed class ConsoleAboutFrameBuilder : IAboutFrameBuilder
([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Constructors

([NetAF.Rendering.FrameBuilder.html](#))

- [NetAF.Rendering.Frame](#)

ConsoleAboutFrameBuilder(GridStringBuilder)

Provides a builder of console about frames.

([NetAF.Rendering.FrameBuilder.html](#))

Declaration

(NetAF.Rendering.FrameBuilders.C

onsoleAboutFrameBuilder

public CONSOLEABOUTFRAMEBUILDER(GridStringBuilder gridStringBuilder)

(NetAF.Rendering.FrameBuilders.C

onsoleCompletionFrame

Parameters

Builder

Type	Name	Description
NetAF.Rendering.FrameBuilders.C onsoleConversationFrame GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	gridStringBuilder	A builder to use for the string layout.

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Properties

AuthorColor

Get or set the author color.

Declaration
+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

```
public AnsiColor AuthorColor { get; set; }
```

+ [NetAF.Conversations.](#)

Instructions

Property Value

Type	Description
(NetAF.Conversations.Instruct	

+ [NetAF.Extensions](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))
([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

BackgroundColor

Get or set the background color.

([NetAF.Logic.html](#))

Declaration

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))

+ [NetAF.Persistence.Json](#)

Property Value
([NetAF.Persistence.Json.html](#))

Type

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

BorderColor

([NetAF.Rendering.FrameBuilder](#))

Get or set the border color.

- [NetAF.Rendering.Frame](#)

Builders.Console

([NetAF.Rendering.FrameBuilder](#))

```
public AnsiColor BorderColor { get; set; }
```

([NetAF.Rendering.FrameBuilders.C](#))

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.C](#))

Type ConsoleCompletionFrame

Builder

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

([NetAF.Rendering.FrameBuilders.C](#))

ConsoleConversationFrame

Builder

Description Color

([NetAF.Rendering.FrameBuilders.C](#))

ConsoleGameOverFrameBuilder

Get or set the description color.

([NetAF.Rendering.FrameBuilders.C](#))

Declaration

```
public AnsiColor DescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Conversations.html)	

+ NetAF.Conversations.

Instructions

NameColor

[\(NetAF.Conversations.Instruct.html\)](#)

Get or set the name color.

+ NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation.

```
public AnsiColor NameColor { get; set; }
```

[\(NetAF.Interpretation.html\)](#)

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Persistence.html)	

+ NetAF.Persistence.Json

TitleColor

[\(NetAF.Persistence.Json.html\)](#)

Get or set the title color.

NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Declaration

+ NetAF.Rendering.Frame

[Builders](#)

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Rendering.FrameBuilders.Console.html)	

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](#)

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

ConsoleCompletionFrame

Builder

Build(string, Game, int, int)

[\(NetAF.Rendering.FrameBuilders.ConsoleBuilder.html\)](#)

ConsoleConversationFrame

Builder

[\(NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder.html\)](#)

ConsoleGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html\)](#)

```
public IFrame Build(string title, Game game, int width, int height)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) + NetAF.Conversations.html	title	The title.
Game (NetAF.Conversations.html)	game	The game.
int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Conversations.html	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) + NetAF.Conversations.Instruct	height	The height of the frame.

Returns

+ [NetAF.Extensions](#)

Type	Description
NetAF.Extensions.html	

+ [NetAF.Interpretation.Frames.IFrame.html](#)

([NetAF.Interpretation.html](#))

Implements

([NetAF.Logic.html](#))

IAboutFrameBuilder ([NetAF.Rendering.FrameBuilders.IAboutFrameBuilder.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.Console

([NetAF.Rendering.FrameBuilders.Console.html](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.Console.AboutFrameBuilder.html](#))

ConsoleCompletionFrame

Builder

([NetAF.Rendering.FrameBuilders.Console.CompletionFrameBuilder.html](#))

ConsoleConversationFrame

Builder

([NetAF.Rendering.FrameBuilders.Console.ConversationFrameBuilder.html](#))

ConsoleGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.Console.GameOverFrameBuilder.html](#))

Class ConsoleCompletionFrameBuilder

Provides a builder of completion frames.

Filter by title

Inheritance

+ [NetAF.Conversations](#).

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Conversations](#).

Implementation

ICompletionFrameBuilder ([NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html](#))

Inherited Members

+ [NetAF.Extensions](#).

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ [NetAF.Interpretation](#).

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.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.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.Persistence](#).

NameSpace: NetAF.Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Console (NetAF.Rendering.FrameBuilders.Console.html)

* [NetAF.Persistence.Json](#).

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#).

public sealed class ConsoleCompletionFrameBuilder : ICompletionFrameBuilder
([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#).

Builders

([NetAF.Rendering.FrameBuilders.html](#))

- [NetAF.Rendering.Frame](#).

ConsoleCompletionFrameBuilder(GridStringBuilder)

Provides a builder of completion frames.

([NetAF.Rendering.FrameBuilders.html](#))

Declaration

(NetAF.Rendering.FrameBuilders.C

onsoleCompletionFrameBuilder

public ConsoleCompletionFrameBuilder(GridStringBuilder gridStringBuilder)

(NetAF.Rendering.FrameBuilders.C

onsoleCompletionFrame

Parameters

Builder

Type	Name	Description
NetAF.Rendering.FrameBuilders.C onsoleConversationFrame GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	gridStringBuilder	A builder to use for the string layout.

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Properties

BackgroundColor

Get or set the background color.

Declaration

+ [NetAF.Conversations.html](#)

```
public AnsiColor BackgroundColor { get; set; }
```

+ [NetAF.Conversations.](#)

Instructions

Property Value

+ [\(NetAF.Conversations.Instruct.html\)](#)

+ [NetAF.Extensions.](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))
([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

+ [\(NetAF.Interpretation.html\)](#)

NetAF.Logic

Get or set the border color.

+ [\(NetAF.Logic.html\)](#)

Declaration

+ [NetAF.Persistence](#)

+ [\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json](#)

Property Value

+ [\(NetAF.Persistence.Json.html\)](#)

Type

+ [NetAF.Rendering](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

DescriptionColor

+ [\(NetAF.Rendering.FrameBuilders.html\)](#)

Get or set the description color.

- [NetAF.Rendering.Frame](#)

Declaration

Builders.Console

+ [\(NetAF.Rendering.FrameBuilders.html\)](#)

```
public AnsiColor DescriptionColor { get; set; }
```

([NetAF.Rendering.FrameBuilders.html](#))

ConsoleAboutFrameBuilder

Property Value
+ [\(NetAF.Rendering.FrameBuilders.html\)](#)

Type ConsoleCompletionFrame

Builder
AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))
([NetAF.Rendering.FrameBuilders.html](#))

ConsoleConversationFrame

Builder

TitleColor

+ [\(NetAF.Rendering.FrameBuilders.html\)](#)

ConsoleGameOverFrameBuilder

Get or set the title color.
+ [\(NetAF.Rendering.FrameBuilders.html\)](#)

Description

Description

Description

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Conversations.html)	

+ NetAF.Conversations.

Instructions

Methods

+ NetAF.Extensions

B(NetAF.Extensions.html) int)

+ NetAF.Interpretation

Builder Name:

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html) void(string message, string reason, int width, int height)

+ NetAF.Persistence

Parameters

(NetAF.Persistence.html)

Type

+ NetAF.Persistence.Json

string (NetAF.Persistence.Json.html) /dotnet/api/system.string)

Name

Description

message

The message to display to the user.

+ NetAF.Rendering

(NetAF.Rendering.html)

int (https://learn.microsoft.com/dotnet/api/system.int32)

reason

The reason the game ended.

width

The width of the frame.

+ NetAF.Rendering.Frame

int (https://learn.microsoft.com/dotnet/api/system.int32)

height

The height of the frame.

Builders

(NetAF.Rendering.FrameBuilder.html)

Type

- NetAF.Rendering.Frame

Description

Builders.Console

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Rendering.FrameBuilder.html)

AnsiColor

Implements

NetAF.Rendering.FrameBuilders.IContainerFrameBuilder

ConsoleAboutFrameBuilder

ICompletionFrameBuilder (NetAF.Rendering.FrameBuilders.ICompletionFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder)

ConsoleConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IContainerFrameBuilder)

Class ConsoleConversationFrameBuilder

Provides a builder of conversation frames.

Filter by title

Inheritance

NetAF.Conversations

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [ConsoleConversationFrameBuilder](#)

+ **NetAF.Conversations.**

Implementations

[IClusteredConversationFrameBuilder](#) ([NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html](#))

Inherited Members

+ **NetAF.Extensions**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Interpretation**

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)))

[\(NetAF.Interpretation.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[\(NetAF.Logic.html\)](#)

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.Persistence**

NameSpace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Console (NetAF.Rendering.FrameBuilders.Console.html)

* **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

public sealed class ConsoleConversationFrameBuilder : IConversationFrameBuilder

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Constructors

[\(NetAF.Rendering.FrameBuilders.html\)](#)

- **NetAF.Rendering.Frame**

ConsoleConversationFrameBuilder(GridStringBuilder)

Builders.Console

Provides a builder of conversation frames.

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Declaration

(NetAF.Rendering.FrameBuilders.C

ConsoleAboutFrameBuilder

public ConsoleConversationFrameBuilder(GridStringBuilder gridStringBuilder)

(NetAF.Rendering.FrameBuilders.C

ConsoleCompletionFrame

Parameters

Builder

Type	Name	Description
NetAF.Rendering.FrameBuilders.C ConsoleConversationFrame Builder	gridStringBuilder	A builder to use for the string layout.

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Properties

BackgroundColor

Get or set the background color.

Declaration

+ [NetAF.Conversations.html](#)

```
public AnsiColor BackgroundColor { get; set; }
```

+ [NetAF.Conversations.](#)

Instructions

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Extensions.html)	

+ [NetAF.Interpretation](#)

- [NetAF.Interpretation.html](#)

NetAF.Logic

Get or set the border color.

[\(NetAF.Logic.html\)](#)

Declaration

+ [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json](#)

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

+ [NetAF.Rendering.Frame](#)

Builders

InputColor

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Get or set the input.color.

- [NetAF.Rendering.Frame](#)

Declaration

Builders.Console

[\(NetAF.Rendering.FrameBuilders.html\)](#)

```
public AnsiColor InputColor { get; set; }
```

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

Property Value

[\(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html\)](#)

Type

ConsoleCompletionFrame

Builder

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))
[\(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html\)](#)

ConsoleConversationFrame

Builder

NonPlayerMessageColor

[\(NetAF.Rendering.FrameBuilders.ConsoleNonPlayerMessageColorBuilder.html\)](#)

ConsoleGameOverFrameBuilder

Get or set the player message color.

[\(NetAF.Rendering.FrameBuilders.ConsoleNonPlayerMessageColorBuilder.html\)](#)

Declaration

```
public AnsiColor NonPlayerMessageColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Conversations.html)	

+ NetAF.Conversations.

Instructions

PlayerMessageColor (NetAF.Conversations.Instruct)

Get or set the player message color.

+ NetAF.Extensions

Declaration

(NetAF.Extensions.html)

+ NetAF.Interpretation

public AnsiColor PlayerMessageColor { get; set; }

(NetAF.Interpretation.html)

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Persistence.html)	

+ NetAF.Persistence

Declaration

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

ResponseColor (NetAF.Persistence.Json.html)

Get or set the response color.

+ NetAF.Rendering

Declaration

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

Console

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Rendering.FrameBuilders.Console.html)	

AnsiColor

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

Get ConsoleCompletionFrame

Builder

Declaration

(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html)

ConsoleConversationFrame

public AnsiColor TitleColor { get; set; }

(NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder.html)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html)

Property Value

(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html)

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

Methods

+ [NetAF.Conversations](#)

(NetAF.Conversations.html)

Build(string, IConverser, CommandHelp[], int, int)

+ [NetAF.Conversations](#).

Instructions

(NetAF.Conversations.Instruct

Declaration

+ [NetAF.Extensions](#)

(NetAF.Extensions.html)

public Frame Build(string title, IConverser converser, CommandHelp[] contextualComm

ands, int width, int height)

+ [NetAF.Interpretation](#)

(NetAF.Interpretation.html)

Parameters

+ [NetAF.Logic](#)

(NetAF.Logic.html)

string

Name

Description

title The title to display to the user.

+ [NetAF.Persistence](#)

(https://learn.microsoft.com/dotnet/api/system.string

) (NetAF.Persistence.html)

converser

The converser.

+ [NetAF.Persistence.Json](#)

(NetAF.Assets.Characters.IConverser.html)

(NetAF.Persistence.Json.html)

contextualCommands

The contextual commands to display.

+ [NetAF.Rendering](#)

(NetAF.Commands.CommandHelp.html)

(NetAF.Rendering.html)

width

The width of the frame.

+ [NetAF.Rendering.Frame](#)

Builders

(https://learn.microsoft.com/dotnet/api/system.int32)

(NetAF.Rendering.FrameBuilders.html)

height

The height of the frame.

- [NetAF.Rendering.Frame](#)

Builders.Console

Returns

(NetAF.Rendering.FrameBuilders.

Type

AnsiColor

Description

(NetAF.Rendering.FrameBuilders.C

IFrame (NetAF.Rendering.Frames.IFrame.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.C

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Implements

(NetAF.Rendering.FrameBuilders.C

IConversationFrameBuilder (NetAF.Rendering.FrameBuilders.IConversationFrameBuilder.html)

ConsoleConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.C

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

▼

+ **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.FrameBuilders](#))
- **NetAF.Rendering.Frame**
Builders.Console
([NetAF.Rendering.FrameBuilders.Console](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.Console.AnsiColor](#))

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder](#))

ConsoleCompletionFrame

Builder

([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder](#))

ConsoleConversationFrame

Builder

([NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder](#))

ConsoleGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder](#))

Class ConsoleGameOverFrameBuilder

Provides a builder of game over frames.

Filter by title

Inheritance

[+ NetAF.Conversations](#)

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [ConsoleGameOverFrameBuilder](#)

[+ NetAF.Conversations.](#)

Implementation

[IGameOverFrameBuilder](#) ([NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html](#))

Inherited Members

[+ NetAF.Extensions](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

[+ NetAF.Interpretation](#)

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)))

[\(NetAF.Interpretation.html\)](#)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[\(NetAF.Logic.html\)](#)

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.Persistence](#)

Name: [NetAF.Persistence](#) ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console ([NetAF.Rendering.FrameBuilders.Console.html](#))

[* NetAF.Persistence.Json](#)

Syntax: [\(NetAF.Persistence.Json.html\)](#)

[+ NetAF.Rendering](#)

public sealed class ConsoleGameOverFrameBuilder : IGameOverFrameBuilder

[\(NetAF.Rendering.html\)](#)

[+ NetAF.Rendering.Frame](#)

Constructors

[ConsoleGameOverFrameBuilder](#)

[ConsoleGameOverFrameBuilder\(GridStringBuilder\)](#)

Builders

[Builders.Console](#)

Provides a builder of game over frames.

[NetAF.Rendering.FrameBuilder](#)

Declaration

[\(NetAF.Rendering.FrameBuilders.C](#)

[ConsoleGameOverFrameBuilder](#)

 public [ConsoleGameOverFrameBuilder\(GridStringBuilder gridStringBuilder\)](#)

[\(NetAF.Rendering.FrameBuilders.C](#)

[ConsoleCompletionFrame](#)

Parameters

 Builder

Type	Name	Description
(NetAF.Rendering.FrameBuilders.C ConsoleConversationFrame GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	gridStringBuilder	A builder to use for the string layout.

[ConsoleGameOverFrameBuilder](#)

[\(NetAF.Rendering.FrameBuilders.C](#)

Properties

BackgroundColor

Get or set the background color.

Declaration

+ [NetAF.Conversations.html](#)

```
public AnsiColor BackgroundColor { get; set; }
```

+ [NetAF.Conversations.](#)

Instructions

Property Value

Type	Description
(NetAF.Conversations.Instruct.html)	

+ [NetAF.Extensions.](#)

Value	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Extensions.html)	

+ [NetAF.Interpretation](#)

- [NetAF.Interpretation.html](#)

Logic

Get or set the order color.

[\(NetAF.Logic.html\)](#)

Declaration

+ [NetAF.Persistence](#)

Type	Description
(NetAF.Persistence.html)	

+ [NetAF.Persistence.Json](#)

Value	Description
(NetAF.Persistence.Json.html)	

+ [NetAF.Rendering](#)

Type	Description
(NetAF.Rendering.html)	

+ [NetAF.Rendering.Frame](#)

Builders

DescriptionColor

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Get or set the description color.

- [NetAF.Rendering.Frame](#)

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Property Value

Type	Description
ConsoleCompletionFrame	

Builder

Value	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Rendering.FrameBuilders.html)	

ConsoleConversationFrame

Builder

[\(NetAF.Rendering.FrameBuilders.html\)](#)

ConsoleGameOverFrameBuilder

Get or set the title color.

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Conversations.html)	

+ NetAF.Conversations.

Instructions

Methods

+ NetAF.Extensions

B(NetAF.Extensions.html) int)

+ NetAF.Interpretation

Builder Name:

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html) void(string message, string reason, int width, int height)

+ NetAF.Persistence

Parameters

(NetAF.Persistence.html)

Type

+ NetAF.Persistence.Json

string (NetAF.Persistence.Json.html) (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

message

The message to display to the user.

+ NetAF.Rendering

(NetAF.Rendering.html)

int (https://learn.microsoft.com/dotnet/api/system.int32)

reason

The reason the game ended.

width

The width of the frame.

+ NetAF.Rendering.Frame

int (https://learn.microsoft.com/dotnet/api/system.int32)

height

The height of the frame.

Builders

(NetAF.Rendering.FrameBuilder.html)

Type

- NetAF.Rendering.Frame

Description

Builders.Console

IFrame (NetAF.Rendering.Frames.IFrame.html)

(NetAF.Rendering.FrameBuilder.html)

AnsiColor

Implements

NetAF.Rendering.FrameBuilders.IContainer

ConsoleAboutFrameBuilder

IGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.IGameOverFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.IContainer)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.IContainer)

ConsoleConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.IContainer)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.IContainer)

Class ConsoleHelpFrameBuilder

Provides a builder of help frames.

Filter by title

Inheritance

+ [NetAF.Conversations](#)

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [ConsoleHelpFrameBuilder](#)

+ [NetAF.Conversations](#).

Implementations

IHelpFrameBuilder ([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](#))

Inherited Members

+ [NetAF.Extensions](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ [NetAF.Interpretation](#)

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.Interpretation.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ [NetAF.Logic](#)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Logic.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.Persistence](#)

Name: [NetAF.Rendering.FrameBuilders.Console](#) ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console ([NetAF.Rendering.FrameBuilders.Console.html](#))

* [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

public sealed class ConsoleHelpFrameBuilder : IHelpFrameBuilder
([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Constructors

[ConsoleHelpFrameBuilder](#)

- [NetAF.Rendering.Frame](#)

[ConsoleHelpFrameBuilder\(GridStringBuilder\)](#)

Builders.Console

Provides a builder of help frames.

([NetAF.Rendering.FrameBuilders.html](#))

Declaration

([NetAF.Rendering.FrameBuilders.C](#)

ConsoleAboutFrameBuilder

public ConsoleHelpFrameBuilder(GridStringBuilder gridStringBuilder)

([NetAF.Rendering.FrameBuilders.C](#)

ConsoleCompletionFrame

Parameters

Builder

Type	Name	Description
NetAF.Rendering.FrameBuilders.C ConsoleConversationFrame GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	gridStringBuilder	A builder to use for the string layout.

ConsoleGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.C](#)

Properties

BackgroundColor

Get or set the background color.

Declaration

+ [NetAF.Conversations.html](#)

```
public AnsiColor BackgroundColor { get; set; }
```

+ [NetAF.Conversations.](#)

Instructions

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Extensions.html)	

+ [NetAF.Interpretation](#)

+ [NetAF.Interpretation.html](#)

Logic

Get or set the order color.

([NetAF.Logic.html](#))

Declaration

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#))
AnsiColor { get; set; }

+ [NetAF.Persistence.Json](#)

Property Value
([NetAF.Persistence.Json.html](#))

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

+ [NetAF.Rendering.Frame](#)

Builders

CommandColor

([NetAF.Rendering.FrameBuilders.html](#))

Get or set the command color.

- [NetAF.Rendering.Frame](#)

Builders

Console

([NetAF.Rendering.FrameBuilders.html](#))

Property Value
([NetAF.Rendering.FrameBuilders.Console.html](#))

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Rendering.FrameBuilders.Console.html)	

Builder

ConsoleConversationFrame
([NetAF.Rendering.FrameBuilders.ConsoleConversationFrame.html](#))

Builder

ConsoleGameOverFrameBuilder
([NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html](#))

Get or set the description color.

([NetAF.Rendering.FrameBuilders.ConsoleDescriptionFrame.html](#))

Declaration

```
public AnsiColor CommandDescriptionColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Conversations.html)	

- + [NetAF.Conversations](#).

InstructionsColor
[\(NetAF.Conversations.InstructionsColor.html\)](#)

Get or set the description color.

- + [NetAF.Extensions](#)

Declaration
[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation** (NetAF.Interpretation.html)

Property Value

Type	Description
+ NetAF.Persistence	NetAF.Persistence
(NetAF.Logic.html)	

+ **NetAF.Persistence.Json**
TitleColor ([NetAF.Persistence.Json.html](#))

Get or set the title color.

- (NetAE Rendering html)

Declaration

+ **NetAF.Rendering.FrameBuilders**
public AnsiColor TitleColor [

Property Value

- **NetAE.Rendering.Frame**

Type Holders Console

Builders.Console (NetFx Rendering FrameBuilder)

AnsIColor

(NetAF.Rendering.FrameBuilders.C
ConsoleAboutFrameBuilder
Methods
(NetAF.Rendering.FrameBuilders.C

Methods

ConsoleCompletionFrame
Builder

Builder<string, string, Command>

(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder)

ConsoleConversationFrame
Builder

Build a frame.

Declaration

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder)

```
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.html)	<i>title</i>	The title.
string (https://learn.microsoft.com/dotnet/api/system.string) + NetAF.Conversations.Instructions	<i>description</i>	The description.
CommandHelp[] (NetAF.Commands.CommandHelp.html)	<i>commandHelp</i>	The command help.
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>width</i>	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Extensions.html)	<i>height</i>	The height of the frame.

Returns

+ NetAF.Interpretation

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html) (NetAF.Logic.html)	

Implements

(NetAF.Persistence.html)

IHelpFrameBuilder ([NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.FrameBuilders.IHelpFrameBuilder.html))

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](https://learn.microsoft.com/dotnet/api/NetAF.Persistence.Json.html)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

[\(NetAF.Rendering.FrameBuilders.html\)](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.FrameBuilders.html)

- NetAF.Rendering.Frame

Builders.Console

[\(NetAF.Rendering.FrameBuilders.Console.html\)](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.FrameBuilders.Console.html)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\)](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Builder

[\(NetAF.Rendering.FrameBuilders.ConsoleBuilder.html\)](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.FrameBuilders.ConsoleBuilder.html)

ConsoleConversationFrame

Builder

[\(NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder.html\)](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder.html)

ConsoleGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html\)](https://learn.microsoft.com/dotnet/api/NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html)

Class ConsoleRegionMapBuilder

Provides a builder for region maps.

Filter by title

Inheritance

+ [NetAF.Conversations](#)

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [ConsoleRegionMapBuilder](#)

+ [NetAF.Conversations](#).

Implementations

IRegionMapBuilder ([NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html](#))

Inherited Members

+ [NetAF.Extensions](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ [NetAF.Interpretation](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

([NetAF.Interpretation.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ [NetAF.Logic](#)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Logic.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.Persistence](#)

Name: [NetAF.Rendering.Console](#) ([NetAF.Rendering.html](#)).Rendering ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console ([NetAF.Rendering.FrameBuilders.Console.html](#))

* [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

public sealed class ConsoleRegionMapBuilder : IRegionMapBuilder
([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Constructors

[ConsoleRegionMapBuilder\(GridStringBuilder\)](#)

NetAF.Rendering.Frame

ConsoleRegionMapBuilder(GridStringBuilder)

Builders.Console

Provides a builder for region maps.

([NetAF.Rendering.FrameBuilders.html](#))

Declaration

(NetAF.Rendering.FrameBuilders.C

onsoleAboutFrameBuilder

public ConsoleRegionMapBuilder(GridStringBuilder gridStringBuilder)

(NetAF.Rendering.FrameBuilders.C

onsoleCompletionFrame

Parameters

Builder

Type (NetAF.Rendering.FrameBuilders.C

onsoleConversationFrame

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Type	Name	Description
(NetAF.Rendering.FrameBuilders.C	gridStringBuilder	The grid string builder.

Properties

CurrentFloorIndicator

Get or set the character to use for the current floor.

Declaration
+ [NetAF.Conversations](#)

([NetAF.Conversations.html](#))

```
public char CurrentFloorIndicator { get; set; }
```

+ [NetAF.Conversations.](#)

Instructions

Property Value

Type	Description
(NetAF.Conversations.Instruct.html)	

+ [NetAF.Extensions](#)
char (<https://learn.microsoft.com/dotnet/api/system.char>)
([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

- [NetAF.Interpretation.html](#)

+ [NetAF.Logic](#)

Get or set the character used for representing an empty space.

([NetAF.Logic.html](#))
Declaration

+ [NetAF.Persistence](#)

([NetAF.Persistence.html](#)) { get; set; }

+ [NetAF.Persistence.Json](#)

Property Value
([NetAF.Persistence.Json.html](#))

Type

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#)) char (<https://learn.microsoft.com/dotnet/api/system.char>)

+ [NetAF.Rendering.Frame](#)

Builders

[HorizontalBoundary](#)

([NetAF.Rendering.FrameBuilders.html](#))

Get or set the character to use for horizontal boundaries.

- [NetAF.Rendering.Frame](#)

Declaration

Builders.Console

([NetAF.Rendering.FrameBuilders.html](#))

```
public char HorizontalBoundary { get; set; }
```

AnsiColor

([NetAF.Rendering.FrameBuilders.html](#))

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.html](#))

Type ConsoleCompletionFrame

Builder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([NetAF.Rendering.FrameBuilders.html](#))

ConsoleConversationFrame

Builder

[LockedExit](#)

([NetAF.Rendering.FrameBuilders.html](#))

ConsoleGameOverFrameBuilder

Get or set the character used for representing a locked exit.

([NetAF.Rendering.FrameBuilders.html](#))

Declaration

```
public char LockedExit { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char) (NetAF.Conversations.html)	

+ NetAF.Conversations.

Instructions

LockedExitColor

[\(NetAF.Conversations.Instruct\)](#)

Get or set the locked exit color.

+ NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[public char LockedExitColor { get; set; }](#)

[\(NetAF.Interpretation.html\)](#)

Property Value

Type	Description
AnsiColor (https://learn.microsoft.com/dotnet/api/system.console.ansicolor) (NetAF.Persistence.html)	

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

LowerLevel

[\(NetAF.Persistence.Json.html\)](#)

Get or set the character to use for lower levels.

NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Declaration

+ NetAF.Rendering.Frame

[public char LowerLevel { get; set; }](#)

[\(NetAF.Rendering.FrameBuilder\)](#)

Property Value

Type	Description
AnsiColor (https://learn.microsoft.com/dotnet/api/system.console.ansicolor) (NetAF.Rendering.FrameBuilder)	

AnsiColor

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder\)](#)

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder\)](#)

Get ConsoleCompletionFrame

[Builder](#)

Declaration

[\(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder\)](#)

[ConsoleConversationFrame](#)

[public AnsiColor LowerLevelColor { get; set; }](#)

[\(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder\)](#)

ConsoleGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder\)](#)

Property Value

[\(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder\)](#)

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

Player

Get or set the character to use for indicating the player.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions Player { get; set; }

(NetAF.Conversations.Instruct

Property Value

+ NetAF.Extensions

Type (NetAF.Extensions.html)

Description

+ NetAF.Interpretation (https://learn.microsoft.com/dotnet/api/system.char)

(NetAF.Interpretation.html)

+ NetAF.Logic

PlayerColor

(NetAF.Logic.html)

Get or set the player color.

+ NetAF.Persistence

Type (NetAF.Persistence.html)

Declaration

+ NetAF.Persistence.Json

public AnsiColor PlayerColor { get; set; }

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Property Value

(NetAF.Rendering.html)

Type

+ NetAF.Rendering.Frame

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

Builders

(NetAF.Rendering.FrameBuilders

NetAF.Rendering.Frame

Builders.Console

Get or set if lower floors should be shown.

(NetAF.Rendering.FrameBuilders

Declaration

AnsiColor

(NetAF.Rendering.FrameBuilders.C

ConsoleLowerFloors [get; set;]

(NetAF.Rendering.FrameBuilders.C

ConsoleCompletionFrame

Property Value

Builder

Type (NetAF.Rendering.FrameBuilders.C

Description

ConsoleConversationFrame

bool (https://learn.microsoft.com/dotnet/api/system.boolean)

Builder

(NetAF.Rendering.FrameBuilders.C

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

UnLockedExit

Get or set the character used for representing an unlocked exit.

Declaration

```
public char UnLockedExit { get; set; }
```

+ **NetAF.Conversations**

Property Value

([NetAF.Conversations.html](#))

Type

+ **NetAF.Conversations.**

Instructions

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([NetAF.Conversations.Instruct.html](#))

Description

+ **NetAF.Extensions**

UnvisitedBoundaryColor

([NetAF.Extensions.html](#))

Get or set the unvisited room boundary color.

([NetAF.Interpretation.html](#))

Declaration

+ **NetAF.Logic**

public AnsiColor UnvisitedBoundaryColor { get; set; }

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

Property Value

([NetAF.Persistence.html](#))

Type

+ **NetAF.Persistence.Json**

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

([NetAF.Persistence.Json.html](#))

Description

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

VerticalBoundary

+ **NetAF.Rendering.Frame**

Get or set the character to use for vertical boundaries.

Builders

Declaration

([NetAF.Rendering.FrameBuilders.html](#))

- **NetAF.Rendering.Frame**

public char VerticalBoundary { get; set; }

Builders.Console

([NetAF.Rendering.FrameBuilders.html](#))

Property Value

AnsiColor

Type ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

ConsoleAboutFrameBuilder

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html](#))

ConsoleCompletionFrame

Builder

VisitedBoundaryColor

([NetAF.Rendering.FrameBuilders.ConsoleVisistedBoundaryColor.html](#))

ConsoleConversationFrame

Get or set the visited room boundary color.

Builder

Declaration ([NetAF.Rendering.FrameBuilders.ConsoleVisistedBoundaryColor.html](#))

ConsoleGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html](#))

Description

Description

```
public AnsiColor VisitedBoundaryColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Conversations.html)	

+ NetAF.Conversations.

Methods

(NetAF.Conversations.Instruct

+ NetAF.Extensions.BuildRegionMap(Region, int, int, int, int)

(NetAF.Extensions.html)

Build a map of a region.

+ NetAF.Interpretation.

Declaration

(NetAF.Interpretation.html)

+ NetAF.Logic BuildRegionMap(Region region, int x, int y, int maxWidth, int maxHeight)

(NetAF.Logic.html)

Parameters

NetAF.Persistence

Type	Name	Description
NetAF.Persistence.html		
+ NetAF.Persistence.Json	region	The region.
(NetAF.Persistence.Json.html)		
+ NetAF.Rendering	x	The x position to start building at.
(https://learn.microsoft.com/dotnet/api/system.int32)		
+ NetAF.Rendering.Frame	y	The y position to start building at.
int Builders		
(https://learn.microsoft.com/dotnet/api/system.int32)		
- in NetAF.Rendering.Frame	maxWidth	The maximum horizontal space available in which to build the map.
Builders.Console		
(https://learn.microsoft.com/dotnet/api/system.int32)		
int AnsiColor	maxHeight	The maximum vertical space available in which to build the map.
(NetAF.Rendering.FrameBuilders.Console.html)		

Implements

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)

Builder

(NetAF.Rendering.FrameBuilders.Builder.html)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html)

▼

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

- + **NetAF.Conversations.**
Instructions
([NetAF.Conversations.Instruct](#))
- + **NetAF.Extensions**
([NetAF.Extensions.html](#))
- + **NetAF.Interpretation**
([NetAF.Interpretation.html](#))
- + **NetAF.Logic**
([NetAF.Logic.html](#))
- + **NetAF.Persistence**
([NetAF.Persistence.html](#))
- + **NetAF.Persistence.Json**
([NetAF.Persistence.Json.html](#))
- + **NetAF.Rendering**
([NetAF.Rendering.html](#))
- + **NetAF.Rendering.Frame**
Builders
([NetAF.Rendering.FrameBuilders](#))
- **NetAF.Rendering.Frame**
Builders.Console
([NetAF.Rendering.FrameBuilders.Console](#))

AnsiColor

([NetAF.Rendering.FrameBuilders.Console.AnsiColor](#))

ConsoleAboutFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder](#))

ConsoleCompletionFrame

Builder

([NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder](#))

ConsoleConversationFrame

Builder

([NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder](#))

ConsoleGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder](#))

Class ConsoleRegionMapFrameBuilder

Provides a builder of region map frames.

Filter by title

Inheritance

+ [NetAF.Conversations](#).

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [ConsoleRegionMapFrameBuilder](#)

+ [NetAF.Extensions](#).

Implementations

[IRegionMapFrameBuilder](#) ([NetAF.Renderer](#).Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

Inherited Members

+ [NetAF.Extensions](#).

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ [NetAF.Interpretation](#).

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.Interpretation.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ [NetAF.Logic](#).

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Logic.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.Persistence](#).

Name: [NetAF.Renderer](#).Rendering.FrameBuilders.IRegionMapFrameBuilder ([NetAF.Renderer](#).Rendering.FrameBuilders.html).Console ([NetAF.Renderer](#).Rendering.FrameBuilders.Console.html)

* [NetAF.Persistence.Json](#).

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#).

public sealed class ConsoleRegionMapFrameBuilder : IRegionMapFrameBuilder

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#).

Constructors

[ConsoleRegionMapFrameBuilder](#) ([NetAF.Rendering.FrameBuilders.html](#))

- [NetAF.Rendering.Frame](#).

[ConsoleRegionMapFrameBuilder](#) ([GridStringBuilder](#), [IRegionMapBuilder](#))

Builders.Console

Provides a builder of region map frames.

([NetAF.Rendering.FrameBuilders.html](#))

Declaration

([NetAF.Rendering.FrameBuilders.C](#).)

ConsoleAboutFrameBuilder

public [ConsoleRegionMapFrameBuilder](#) ([GridStringBuilder](#) gridStringBuilder, [IRegionMapBuilder](#) regionMapBuilder)

([NetAF.Rendering.FrameBuilders.C](#).)

ConsoleCompletionFrame

Builder

Parameters

([NetAF.Rendering.FrameBuilders.C](#).)

Type [ConsoleConversationFrame](#)

Name

Description

Builder

[gridStringBuilder](#)

A builder to use for the string

[GridStringBuilder](#)

([NetAF.Rendering.FrameBuilders.C](#).)

[ConsoleGameOverFrameBuilder](#)

([GridStringBuilder.html](#))

layout.

([NetAF.Rendering.FrameBuilders.C](#).)

Type	Name	Description
IRegionMapBuilder (NetAF.Rendering.FrameBuilders.IRegionMapBuilder.html)	regionMapBuilder	A builder for region maps.

▼

Properties

(NetAF.Conversations.html)

+ NetAF.Conversations. BackgroundColor

Instructions

Get or set the background color.

(NetAF.Conversations.html)

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

```
public AnsiColor BackgroundColor { get; set; }
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Property Value

+ NetAF.Logic

Type

(NetAF.Logic.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

Border Persistence.Json

(NetAF.Persistence.Json.html)

Get or set the border color.

+ NetAF.Rendering

Declaration

(NetAF.Rendering.html)

public AnsiColor BorderColor { get; set; }

+ NetAF.Rendering.Frame

Builders

Properties

(NetAF.Rendering.FrameBuilders.html)

- Type

NetAF.Rendering.Frame

Builders.Console

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

(NetAF.Rendering.FrameBuilders.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

Get (NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder)

ConsoleCompletionFrame

Declaration

Builder

(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder)

```
public AnsiColor TitleColor { get; set; }
```

ConsoleConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder)

Type	Description
NetAF.Rendering.Frame	

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

Methods

+ [NetAF.Conversations](#)

(NetAF.Conversations.html)

Build(Region, int, int)

+ [NetAF.Conversations.](#)

BuildInstructions

(NetAF.Conversations.Instruct

Declaration

+ [NetAF.Extensions](#)

public IFrame Build(Region region, int width, int height)

(NetAF.Extensions.html)

+ [NetAF.Interpretation](#)

Parameters

(NetAF.Interpretation.html)

Type

+ [NetAF.Logic](#)

Region (NetAF.Assets.Locations.Region.html)

Name

Description

region

The region.

+ [NetAF.Persistence](#)

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.

+ [NetAF.Persistence.Json](#)

Returns

(NetAF.Persistence.Json.html)

Type

+ [NetAF.Rendering](#)

IFrame (NetAF.Rendering.Frames.IFrame.html)

Description

+ [NetAF.Rendering.Frame](#)

Builders

(NetAF.Rendering.FrameBuilders

IRegionMapFrameBuilder (NetAF.Rendering.FrameBuilders.IRegionMapFrameBuilder.html)

- [NetAF.Rendering.Frame](#)

Builders.Console

(NetAF.Rendering.FrameBuilders

AnsiColor

(NetAF.Rendering.FrameBuilders.C

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.C

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.C

ConsoleConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.C

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Class ConsoleRoomMapBuilder

Provides a room map builder.

Filter by title

Inheritance

+ NetAF.Conversations

↳ Object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ ConsoleRoomMapBuilder

+ NetAF.Conversations.

Instructions

IRoomMapBuilder ([NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html](#))

Inherited Members

+ NetAF.Extensions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ NetAF.Interpretation

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.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.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.Persistence

Name: NetAF.Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Console (NetAF.Rendering.FrameBuilders.Console.html)

* NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

public sealed class ConsoleRoomMapBuilder : IRoomMapBuilder
(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Constructors

(NetAF.Rendering.FrameBuilders.html)

NetAF.Rendering.Frame

ConsoleRoomMapBuilder(GridStringBuilder)

Builders.Console

Provides a room map builder.

(NetAF.Rendering.FrameBuilders.html)

Declaration

(NetAF.Rendering.FrameBuilders.C

onsoleAboutFrameBuilder

public ConsoleRoomMapBuilder(GridStringBuilder gridStringBuilder)

(NetAF.Rendering.FrameBuilders.C

onsoleCompletionFrame

Parameters

Builder

Type (NetAF.Rendering.FrameBuilders.C

onsoleConversationFrame

GridStringBuilder

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Type	Name	Description
(NetAF.Rendering.FrameBuilders.C	gridStringBuilder	The grid string builder.

Properties

BoundaryColor

Get or set the room boundary color.

Declaration
+ [NetAF.Conversations.html](#)

```
public AnsiColor Boundarycolor { get; set; }
```

+ [NetAF.Conversations.](#)

Instructions

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Extensions.html)	

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Logic

Get or set the character to use for corners.

[\(NetAF.Logic.html\)](#)

Declaration

+ [NetAF.Persistence](#)

[\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json](#)

Property Value
[\(NetAF.Persistence.Json.html\)](#)

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char) (NetAF.Rendering.html)	

+ [NetAF.Rendering.Frame](#)

Builders

HorizontalBoundary

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Get or set the character to use for horizontal boundaries.

- [NetAF.Rendering.Frame](#)

Builders.Console

[\(NetAF.Rendering.FrameBuilders.html\)](#)

```
public char HorizontalBoundary { get; set; }
```

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

Property Value
[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

Type ConsoleCompletionFrame

Builder
<https://learn.microsoft.com/dotnet/api/system.char>
[\(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html\)](#)

ConsoleConversationFrame

Builder

[\(NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder.html\)](#)

ConsoleGameOverFrameBuilder

Get or set the character to use for horizontal exit borders.
[\(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html\)](#)

Description

Declaration

```
public char HorizontalExitBorder { get; set; }
```

Property Value

Type	Description
char (https://learn.microsoft.com/dotnet/api/system.char) (NetAF.Conversations.html)	

+ NetAF.Conversations.

Instructions

ItemOrCharacterColor

[\(NetAF.Conversations.Instruct.html\)](#)

Get or set the item or character color.

+ NetAF.Extensions

Declaration

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[ItemOrCharacterColor { get; set; }](#)

[\(NetAF.Interpretation.html\)](#)

Property Value

Type	Description
(NetAF.Logic.html)	

+ NetAF.Persistence

[AnsiColor \(\[NetAF.Rendering.FrameBuilders.Console.AnsiColor.html\]\(#\)\)](#)

[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

ItemOrCharacterInRoom

[\(NetAF.Persistence.Json.html\)](#)

Get NetAF the character used for representing there is an item or a character in the room.

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Declaration

+ NetAF.Rendering.Frame

[Builders](#)

[\(NetAF.Rendering.FrameBuilders.html\)](#)

Property Value

Type	Description
ConsoleBuilders	

[\(NetAF.Rendering.FrameBuilders.html\)](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.ConsoleBuilders.html\)](#)

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html\)](#)

Get Create the completion frame between the key and the map.

Builder

[\(NetAF.Rendering.FrameBuilders.Builder.html\)](#)

ConsoleConversationFrame

[\(NetAF.Rendering.FrameBuilders.ConsoleConversationFrame.html\)](#)

Builder

[\(NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder.html\)](#)

ConsoleGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html\)](#)

Property Value

[\(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html\)](#)

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

LockedExit

Get or set the character used for representing a locked exit.

[\(NetAF.Conversations.html\)](#)

Declaration

+ NetAF.Conversations.

[Instructions](#) LockedExit { get; set; }

[\(NetAF.Conversations.Instruct](#)

Property Value

+ NetAF.Extensions

[Type](#)[\(NetAF.Extensions.html\)](#)

Description

+ NetAF.Interpretation <https://learn.microsoft.com/dotnet/api/system.char>

[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[LockedExitColor](#)
[\(NetAF.Logic.html\)](#)

Get or set the locked exit color.

+ NetAF.Persistence

[Declaration](#)
[\(NetAF.Persistence.html\)](#)

+ NetAF.Persistence.Json

[public AnsiColor LockedExitColor { get; set; }](#)

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

Property Value
[\(NetAF.Rendering.html\)](#)

Type

+ NetAF.Rendering.Frame

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

[Builders](#)

[\(NetAF.Rendering.FrameBuild](#)

NetAF.Rendering.Frame

[Builders.Console](#)

Get or set the unvisited exit color.

[\(NetAF.Rendering.FrameBuild](#)

Declaration

AnsiColor

[\(NetAF.Rendering.FrameBuilders.C](#)

[ConsoleAbaudFrameBuilder](#)

UnvisitedExitColor { get; set; }

[\(NetAF.Rendering.FrameBuilders.C](#)

[ConsoleCompletionFrame](#)

Property Value

Builder

Type [\(NetAF.Rendering.FrameBuild](#)

[ConsoleConversationFrame](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

[Builder](#)

[\(NetAF.Rendering.FrameBuild](#)

[ConsoleGameOverFrameBuilder](#)

[\(NetAF.Rendering.FrameBuild](#)

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

VerticalBoundary

Get or set the character to use for vertical boundaries.

Declaration

```
public char VerticalBoundary { get; set; }
```

+ **NetAF.Conversations**

Property Value

([NetAF.Conversations.html](#))

Type

+ **NetAF.Conversations.**

Instructions

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([NetAF.Conversations.Instruct.html](#))

Description

+ **NetAF.Extensions**

VerticalExitBorder

([NetAF.Extensions.html](#))

Get or set the character to use for vertical exit borders.

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Declaration

+ **NetAF.Logic**

public char VerticalExitBorder { get; set; }

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

Property Value

([NetAF.Persistence.html](#))

Type

+ **NetAF.Persistence.Json**

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([NetAF.Persistence.Json.html](#))

Description

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

VisitedExitColor

+ **NetAF.Rendering.Frame**

Get or set the visited exit color.

Builders

Declaration

([NetAF.Rendering.FrameBuilder.html](#))

- **NetAF.Rendering.Frame**

public AnsiColor VisitedExitColor { get; set; }

Builders.Console

([NetAF.Rendering.FrameBuilder.html](#))

Property Value

AnsiColor

Type ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

ConsoleArrorFrameBuilder

AnsColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

ConsoleCompletionFrame

Builder

([NetAF.Rendering.FrameBuilders.Console.CompletionFrame.html](#))

ConsoleConversationFrame

Builder

([NetAF.Rendering.FrameBuilders.Console.ConversationFrame.html](#))

ConsoleGameOverFrameBuilder

([NetAF.Rendering.FrameBuilders.Console.GameOverFrameBuilder.html](#))

([NetAF.Rendering.FrameBuilders.Console.GameOverFrameBuilder.html](#))

Methods

BuildRoomMap(Room, ViewPoint, KeyType, int, int, out int, out int)

Build a map for a room.

Declaration

```
public void BuildRoomMap(Room room, ViewPoint viewPoint, KeyType key, int startX, int startY, out int endX, out int endY)
```

▼

Parameters

(NetAF.Conversations.html)

Type

+ NetAF.Conversations.

Room (NetAF.Assets.Locations.Room.html)

Instructions

ViewPoint (NetAF.Assets.Locations.ViewPoint.html)

(NetAF.Conversations.Instruct

+ NetAF.Extensions

int (NetAF.Extensions.html)

dotnet/api/system.int32)

Name

room

Description

The room.

viewPoint

The viewpoint from the room.

key

The key type.

startX

The start position, x.

startY

The start position, x.

endX

The end position, x.

endY

The end position, x.

Implements

(NetAF.Persistence.html)

IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.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.Console

(NetAF.Rendering.FrameBuilders.Console.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html)

ConsoleConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder.html)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html)

Class ConsoleSceneFrameBuilder

Provides a builder for scene frames.

Filter by title

Inheritance

+ [NetAF.Conversations](#)

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Conversations](#)

Implementations

ISceneFrameBuilder ([NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html](#))

Inherited Members

+ [NetAF.Extensions](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ [NetAF.Interpretation](#)

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.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.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.Persistence](#)

Name: [NetAF.Rendering.FrameBuilders.Console](#) ([NetAF.Rendering.html](#)).FrameBuilders ([NetAF.Rendering.FrameBuilders.html](#)).Console ([NetAF.Rendering.FrameBuilders.Console.html](#))

* [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

public sealed class ConsoleSceneFrameBuilder : ISceneFrameBuilder

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Constructors

[ConsoleSceneFrameBuilder](#)

- [NetAF.Rendering.Frame](#)

ConsoleSceneFrameBuilder(GridStringBuilder, IRoomMapBuilder)

Builders.Console

Provides a builder for scene frames.

([NetAF.Rendering.FrameBuilders.html](#))

Declaration

ConsoleSceneFrameBuilder (NetAF.Rendering.FrameBuilders.C

onsoleAboutFrameBuilder

public ConsoleSceneFrameBuilder(GridStringBuilder gridStringBuilder, IRoomMapBuilder roomMapBuilder)

(NetAF.Rendering.FrameBuilders.C

onsoleCompletionFrame

Builder

Parameters (NetAF.Rendering.FrameBuilders.C

Type ConsoleConversationFrame

Builder

GridStringBuilder (NetAF.Rendering.FrameBuilders.C

(NetAF.Rendering.FrameBuilders.GridStringBuilder.html)

ConsoleGameOverFrameBuilder (NetAF.Rendering.FrameBuilders.C

(NetAF.Rendering.FrameBuilders.C

Type	Name	Description
ConsoleConversationFrame	gridStringBuilder	A builder to use for the string layout.

Type	Name	Description
IRoomMapBuilder (NetAF.Rendering.FrameBuilders.IRoomMapBuilder.html)	roomMapBuilder	A builder to use for room maps.

▼

Properties

(NetAF.Conversations.html)

+ NetAF.Conversations.

BackgroundColor

Instructions

Get or set the background color.

(NetAF.Conversations.html)

Declaration

+ NetAF.Extensions

(NetAF.Extensions.html)

```
public AnsiColor BackgroundColor { get; set; }
```

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Property Value

+ NetAF.Logic

Type

(NetAF.Logic.html)

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

BorderPersistence.Json

(NetAF.Persistence.Json.html)

Get or set the border color.

+ NetAF.Rendering

Declaration

(NetAF.Rendering.html)

```
public AnsiColor BorderColor { get; set; }
```

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilders.html)

- Type

NetAF.Rendering.Frame

Builders.Console

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

(NetAF.Rendering.FrameBuilders.html)

AnsiColor

(NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

ConsoleAboutFrameBuilder

Get (NetAF.Rendering.FrameBuilders.ConsoleAboutFrameBuilder.html)

ConsoleCompletionFrame

Declaration

Builder

(NetAF.Rendering.FrameBuilders.ConsoleCompletionFrameBuilder.html)

```
public AnsiColor CommandsColor { get; set; }
```

ConsoleConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.ConsoleConversationFrameBuilder.html)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html)

Property Value

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.ConsoleGameOverFrameBuilder.html)

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	

DisplayMessagesInIsolation

Get or set if messages should be displayed in isolation.

(NetAF.Conversations.html)

Declaration

+ NetAF.Conversations.

Instructions DisplayMessagesInIsolation { get; set; }

(NetAF.Conversations.Instruct

Property Value

+ NetAF.Extensions

Type (NetAF.Extensions.html)

Description

+b NetAF.Interpretation (https://learn.microsoft.com/dotnet/api/system.boolean)

(NetAF.Interpretation.html)

+ NetAF.Logic

InputColor (NetAF.Logic.html)

Get or set the input color.

+ NetAF.Persistence

(NetAF.Persistence.html)

Declaration

+ NetAF.Persistence.Json

public AnsiColor InputColor { get; set; }

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Property Value

(NetAF.Rendering.html)

Type

Description

+ NetAF.Rendering.Frame

AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)

Builders

(NetAF.Rendering.FrameBuilders

NetAF.Rendering.Frame

Builders.Console

Get or set if movement messages should be suppressed.

(NetAF.Rendering.FrameBuilders

Declaration

AnsiColor

(NetAF.Rendering.FrameBuilders.C

ConsoleApplicationBuilder SuppressMovementMessages { get; set; }

(NetAF.Rendering.FrameBuilders.C

ConsoleCompletionFrame

Property Value

Builder

Type (NetAF.Rendering.FrameBuilders.C

Description

ConsoleConversationFrame

bool (https://learn.microsoft.com/dotnet/api/system.boolean)

Builder

(NetAF.Rendering.FrameBuilders.C

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

TextColor

Get or set the text color.

Declaration

```
public AnsiColor TextColor { get; set; }
```

+ **NetAF.Conversations**

Project: [NetAF](#)

([NetAF.Conversations.html](#))

Type	Description
+ NetAF.Conversations .	
Instruct	AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Conversations.Instruct.html)
+ NetAF.Extensions	
(NetAF.Extensions.html)	
Methods	
+ NetAF.Interpretation	
(NetAF.Interpretation.html)	
Build (Room , ViewPoint , PlayableCharacter , string , CommandHelp[] , KeyType , int , int)	NetAF.Logic (NetAF.Logic.html) Build a frame.
+ NetAF.Persistence	
Declaration	
(NetAF.Persistence.html)	
+ NetAF.Persistence.Json	
(NetAF.Persistence.Json.html)	NetAF.FrameBuilder (Room room, ViewPoint viewPoint, PlayableCharacter player, string message, CommandHelp[] contextualCommands, KeyType keyType, int width, int height)
+ NetAF.Rendering	
Parameters	
(NetAF.Rendering.html)	
Type	
+ NetAF.Rendering.FrameBuilders	
Room (NetAF.Assets.Locations.Room.html)	room
(NetAF.Rendering.FrameBuilders.html)	viewPoint
- NetAF.Rendering.FrameBuilders.Console	
PlayableCharacter	
(NetAF.Assets.Characters.PlayableCharacter.html)	player
string	
(https://learn.microsoft.com/dotnet/api/system.string)	message
ConsoleAboutFrameBuilder	
CommandHelp	
(NetAF.Rendering.FrameBuilders.Commands.CommandHelp.html)	contextualCommands
ConsoleCompletionFrame	
Builder	
KeyType (NetAF.Rendering.FrameBuilders.KeyTypes.html)	keyType
ConsoleConversationFrame	
int (https://learn.microsoft.com/dotnet/api/system.int32)	width
(NetAF.Rendering.FrameBuilders.IntBuilder.html)	height
ConsoleGameOverFrameBuilder	
(NetAF.Rendering.FrameBuilders.GameOverBuilder.html)	

Returns

Type	Description
IFrame (NetAF.Rendering.Frames.IFrame.html)	

Implements

+ **NetAF.Conversations**

ISceneFrameBuilder (NetAF.Rendering.FrameBuilders.ISceneFrameBuilder.html)
[\(NetAF.Conversations.html\)](#)

+ **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](#)

- **NetAF.Rendering.Frame**

Builders.Console

[\(NetAF.Rendering.FrameBuild](#)

AnsiColor

[\(NetAF.Rendering.FrameBuilders.C](#)

ConsoleAboutFrameBuilder

[\(NetAF.Rendering.FrameBuilders.C](#)

ConsoleCompletionFrame

Builder

[\(NetAF.Rendering.FrameBuilders.C](#)

ConsoleConversationFrame

Builder

[\(NetAF.Rendering.FrameBuilders.C](#)

ConsoleGameOverFrameBuilder

[\(NetAF.Rendering.FrameBuilders.C](#)

Class ConsoleTitleFrameBuilder

Provides a builder of title frames.

Filter by title

Inheritance

+ [NetAF.Conversations](#).

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [NetAF.Conversations](#).

Implementations

ITitleFrameBuilder ([NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html](#))

Inherited Members

+ [NetAF.Extensions](#).

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ [NetAF.Interpretation](#).

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.Interpretation.html](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ [NetAF.Logic](#).

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Logic.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.Persistence](#).

NameSpace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Console (NetAF.Rendering.FrameBuilders.Console.html)

* [NetAF.Persistence.Json](#).

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#).

public sealed class ConsoleTitleFrameBuilder : ITitleFrameBuilder
([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#).

Constructors

([NetAF.Rendering.FrameBuilders.html](#))

- [NetAF.Rendering.Frame](#).

ConsoleTitleFrameBuilder(GridStringBuilder)

Builders.Console

Provides a builder of title frames.

([NetAF.Rendering.FrameBuilders.html](#))

Declaration

(NetAF.Rendering.FrameBuilders.C

onsoleAboutFrameBuilder

public ConsoleTitleFrameBuilder(GridStringBuilder gridStringBuilder)

(NetAF.Rendering.FrameBuilders.C

onsoleCompletionFrame

Parameters

Builder

Type	Name	Description
NetAF.Rendering.FrameBuilders.C onsoleConversationFrame GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	gridStringBuilder	A builder to use for the string layout.

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Properties

BackgroundColor

Get or set the background color.

Declaration

+ [NetAF.Conversations.html](#)

```
public AnsiColor BackgroundColor { get; set; }
```

+ [NetAF.Conversations.](#)

Instructions

Property Value

+ [\(NetAF.Conversations.Instruct.html\)](#)

+ [NetAF.Extensions.](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))
([NetAF.Extensions.html](#))

+ [NetAF.Interpretation](#)

+ [\(NetAF.Interpretation.html\)](#)

NetAF.Logic

Get or set the border color.

+ [\(NetAF.Logic.html\)](#)

Declaration

+ [NetAF.Persistence](#)

+ [\(NetAF.Persistence.html\)](#)

+ [NetAF.Persistence.Json](#)

Property Value

+ [\(NetAF.Persistence.Json.html\)](#)

Type

+ [NetAF.Rendering](#)

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

DescriptionColor

+ [\(NetAF.Rendering.FrameBuilders.html\)](#)

Get or set the description color.

- [NetAF.Rendering.Frame](#)

Declaration

+ [Builders.Console](#)

+ [\(NetAF.Rendering.FrameBuilders.html\)](#)

```
public AnsiColor DescriptionColor { get; set; }
```

([NetAF.Rendering.FrameBuilders.html](#))

ConsoleAboutFrameBuilder

+ [\(NetAF.Rendering.FrameBuilders.html\)](#)

Type ConsoleCompletionFrame

Builder

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

([NetAF.Rendering.FrameBuilders.html](#))

ConsoleConversationFrame

Builder

TitleColor

+ [\(NetAF.Rendering.FrameBuilders.html\)](#)

ConsoleGameOverFrameBuilder

Get or set the title color.

+ [\(NetAF.Rendering.FrameBuilders.html\)](#)

Description

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Conversations.html)	

+ NetAF.Conversations.

Instructions

Methods

NetAF.Conversations.Instruct

+ NetAF.Extensions

B(NetAF.Extensions, string, int)

+ NetAF.Interpretation

Builder Name:

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Parameters

(NetAF.Persistence.html)

Type

+ NetAF.Persistence.Json

string (NetAF.Persistence.Json.html)

Name

Description

title

The title.

string (https://learn.microsoft.com/dotnet/api/system.string)

description

The description.

+ NetAF.Rendering

(NetAF.Rendering.html)

int (https://learn.microsoft.com/dotnet/api/system.int32)

width

The width of the frame.

+ NetAF.Rendering.Frame

Builders (NetAF.Rendering.FrameBuilder)

Type

- NetAF.Rendering.Frame

Builders.Console

IFrame (NetAF.Rendering.Frames.IFrame.html)

Description

(NetAF.Rendering.FrameBuilder)

AnsiColor

Implements

NetAF.Rendering.FrameBuilders.Console

ConsoleAboutFrameBuilder

ITitleFrameBuilder (NetAF.Rendering.FrameBuilders.ITitleFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.ITitleFrameBuilder)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.Builder)

ConsoleConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.Builder)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.Builder)

Class ConsoleTransitionFrameBuilder

Provides a builder of transition frames.

Filter by title

Inheritance

+ [NetAF.Conversations](#)

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

+ [ConsoleTransitionFrameBuilder](#)

Implementation

ITransitionFrameBuilder ([NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html](#))

Inherited Members

+ [NetAF.Extensions](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ [NetAF.Interpretation](#)

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.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.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.Persistence](#)

([NetAF.Persistence.html](#))

NameSpace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).FrameBuilders (NetAF.Rendering.FrameBuilders.html).Console (NetAF.Rendering.FrameBuilders.Console.html)

* [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

public sealed class ConsoleTransitionFrameBuilder : ITransitionFrameBuilder
([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

([NetAF.Rendering.FrameBuilders.html](#))

- [NetAF.Rendering.Frame](#)

ConsoleTransitionFrameBuilder(GridStringBuilder)

Builders.Console

Provides a builder of transition frames.

([NetAF.Rendering.FrameBuilders.html](#))

Declaration

(NetAF.Rendering.FrameBuilders.C

onsoleAboutFrameBuilder

public ConsoleTransitionFrameBuilder(GridStringBuilder gridStringBuilder)

(NetAF.Rendering.FrameBuilders.C

onsoleCompletionFrame

Parameters

Builder

Type	Name	Description
NetAF.Rendering.FrameBuilders.C onsoleConversationFrame GridStringBuilder (NetAF.Rendering.FrameBuilders.GridStringBuilder.html)	gridStringBuilder	A builder to use for the string layout.

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.C

Declaration

```
public AnsiColor TitleColor { get; set; }
```

Property Value

Type	Description
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html) (NetAF.Conversations.html)	

+ NetAF.Conversations.

Instructions

Methods

NetAF.Conversations.Instruct

+ NetAF.Extensions

B(NetAF.Extensions.html) int)

+ NetAF.Interpretation

Builder Name:

(NetAF.Interpretation.html)

Declaration

+ NetAF.Logic

(NetAF.Logic.html) void(string title, string message, int width, int height)

+ NetAF.Persistence

Parameters

(NetAF.Persistence.html)

Type

+ NetAF.Persistence.Json

Type	Name	Description
string (NetAF.Persistence.Json.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)	width	The width of the frame.
int (https://learn.microsoft.com/dotnet/api/system.int32)	height	The height of the frame.

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

Type

- NetAF.Rendering.Frame

Builders.Console

IFrame (NetAF.Rendering.Frames.IFrame.html)

Description

(NetAF.Rendering.FrameBuilder.html)

Implements

NetAF.Rendering.FrameBuilders.Console

ConsoleAboutFrameBuilder

ITransitionFrameBuilder (NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

(NetAF.Rendering.FrameBuilders.ITransitionFrameBuilder.html)

ConsoleCompletionFrame

Builder

(NetAF.Rendering.FrameBuilders.Builder.html)

ConsoleConversationFrame

Builder

(NetAF.Rendering.FrameBuilders.Builder.html)

ConsoleGameOverFrameBuilder

(NetAF.Rendering.FrameBuilders.Builder.html)

Namespace NetAF.Rendering.Frames

Classes

Filter by title

+ [NetAF.Commands.Global](#) **GridTextFrame** ([NetAF.Rendering.Frames.GridTextFrame.html](#)) ([NetAF.Commands.Global.html](#))

Provides a grid based frame for displaying a command based interface.

+ **NetAF.Commands.**

Persistence Interfaces

([NetAF.Commands.Persistence.html](#))

+ **NetAF.Commands.Scene** **IFrame** ([NetAF.Rendering.Frames.IFrame.html](#)) ([NetAF.Commands.Scene.html](#))

Represents any object that is a frame that can display a command based interface.

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frame**

Builders.Console

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	<i>cursorTop</i>	The cursor top position.
AnsiColor (NetAF.Rendering.FrameBuilders.Console.AnsiColor.html)	<i>backgroundColor</i>	The background color.

▼

+ [NetAF.Commands.Frame](#)

[Properties](#) ([NetAF.Commands.Frame.html](#))

+ [NetAF.Commands.Global](#)

[Annotations](#) ([NetAF.Commands.Global.html](#))

+ [NetAF.Commands](#)

Get or set if this frame accepts input.

Persistence

Declaration

([NetAF.Commands.Persistence.html](#))

+ [NetAF.Commands.Scene](#)

get; set;
{ get; set; }

([NetAF.Commands.Scene.html](#))

Property Value

+ [NetAF.Conversations](#)

Type ([NetAF.Conversations.html](#))

Description

+ [NetAF.Conversations](#)

<https://learn.microsoft.com/dotnet/api/system.boolean>

Instructions

([NetAF.Conversations.Instruct.html](#))

+ [NetAF.Extensions](#)

[Background](#) Color ([NetAF.Extensions.html](#))

Get the background color.

+ [NetAF.Interpretation](#)

([NetAF.Interpretation.html](#))

```
public AnsiColor BackgroundColor { get; }
```

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

Property Value

+ [NetAF.Persistence](#)

Type ([NetAF.Persistence.html](#))

Description

AnsiColor ([NetAF.Rendering.FrameBuilders.Console.AnsiColor.html](#))

+ [NetAF.Persistence.Json](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering](#)

([NetAF.Rendering.html](#))

Get the cursor left position.

+ [NetAF.Rendering.Frame](#)

Declaration

Builders

([NetAF.Rendering.FrameBuilder.html](#))

```
public int CursorLeft { get; }
```

+ [NetAF.Rendering.Frame](#)

Builders.Console

Property Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

CursorTop

+ NetAF.Commands.Frame

Get the cursor top position.

[\(NetAF.Commands.Frame.html\)](#)

Declaration

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

+ NetAF.Commands.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

+ NetAF.Commands.Scene

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

[ShowConversations.html](#)

bool ([NetAF.Conversations.html](#))

Instructions

Declaration

[\(NetAF.Conversations.Instruct.html\)](#)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Property Value

+ NetAF.Interpretation

Type [\(NetAF.Interpretation.html\)](#)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Methods

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

Render(IFramePresenter)

+ NetAF.Rendering

Render this frame on a presenter.

[\(NetAF.Rendering.html\)](#)

Declaration

+ NetAF.Rendering.Frame

Builders

public void Render(IFramePresenter presenter)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

NetAF.Rendering.Frame

Builders.Console

Type	Name	Description
IFramePresenter (NetAF.Rendering.Presenters.IFramePresenter.html)	presenter	The presenter.

ToString()

Returns a string that represents the current object.

+ **NetAF.Commands.Frame**

(NetAF.Commands.Frame.html)

+ **NetAF.Commands.Global**

public override string ToString()
(NetAF.Commands.Global.html)

+ **NetAF.Commands.**

Returns

Type	Description
(NetAF.Commands.Persistence)	A string that represents the current object.

string (https://learn.microsoft.com/dotnet/api/system.string)

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

Overrides

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

+ **NetAF.Conversations**

(NetAF.Conversations.html)

Implements

+ **NetAF.Conversations.**

IFrame (NetAF.Rendering.Frames.IFrame.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.FrameBuilder)

+ **NetAF.Rendering.Frame**

Builders.Console

Interface IFrame

Represents any object that is a frame that can display a command based interface.

Filter by title

Namespace: NetAF (NetAF.html).Rendering (NetAF.Rendering.html).Frames (NetAF.Rendering.Frames.html)

+ **NetAF.Commands.Frame**

Assembly: NetAF.dll

([NetAF.Commands.Frame.html](#))
Syntax

+ **NetAF.Commands.Global**

public interface [IGlobal](#)

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))
Properties

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

AcceptsInput

+ **NetAF.Conversations**

Get or set if this Frame accepts input.

([NetAF.Conversations.html](#))

Declaration

+ **NetAF.Conversations.**

Instructions

bool AcceptsInput { get; set; }

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

Property Value

([NetAF.Extensions.html](#))

Type

+ **NetAF.Interpretation**

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

Get the cursor left position.

([NetAF.Persistence.html](#))

Declaration

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

Property Value

([NetAF.Rendering.html](#))

+ **Type**

+ **NetAF.Rendering.Frame**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frame**

CursorTop

Builders Console

Description

Description

Get the cursor top position.

Declaration

```
int CursorTop { get; }
```



Property Value

+ **NetAF.Commands.Frame**

([NetAF.Commands.Frame.html](#))
int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Description

+ **NetAF.Commands.Global**

([NetAF.Commands.Global.html](#))

+ **NetAF.Commands.**

Persistence

Get or set if the cursor should be shown.

([NetAF.Commands.Persistence.html](#))

Declaration

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

+ **NetAF.Conversations**

Property Value

([NetAF.Conversations.html](#))

Type

+ **NetAF.Conversations.**

<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Methods

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

Render(IFramePresenter)

+ **NetAF.Logic**

Render this frame on a presenter.

([NetAF.Logic.html](#))

Declaration

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

void Render(IFramePresenter presenter)

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

Parameters

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

IFramePresenter ([NetAF.Rendering.Presenters.IFramePresenter.html](#))

Name

Description

presenter

The presenter.

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frame**

Builders.Console

▼

- + **NetAF.Commands.Frame**
([NetAF.Commands.Frame.html](#))
- + **NetAF.Commands.Global**
([NetAF.Commands.Global.html](#))
- + **NetAF.Commands.**
Persistence
([NetAF.Commands.Persistence.html](#))
- + **NetAF.Commands.Scene**
([NetAF.Commands.Scene.html](#))
- + **NetAF.Conversations**
([NetAF.Conversations.html](#))
- + **NetAF.Conversations.**
Instructions
([NetAF.Conversations.Instructions.html](#))
- + **NetAF.Extensions**
([NetAF.Extensions.html](#))
- + **NetAF.Interpretation**
([NetAF.Interpretation.html](#))
- + **NetAF.Logic**
([NetAF.Logic.html](#))
- + **NetAF.Persistence**
([NetAF.Persistence.html](#))
- + **NetAF.Persistence.Json**
([NetAF.Persistence.Json.html](#))
- + **NetAF.Rendering**
([NetAF.Rendering.html](#))
- + **NetAF.Rendering.Frame**
Builders
([NetAF.Rendering.FrameBuilders.html](#))
- + **NetAF.Rendering.Frame**
Builders.Console
([NetAF.Rendering.FrameBuilders.Console.html](#))

Namespace NetAF.Rendering.Presenters

Classes

Filter by title

+ [NetAF.Commands.Global](#)
TextWriterPresenter ([NetAF.Rendering.Presenters.TextWriterPresenter.html](#))
([NetAF.Commands.Global.html](#))

Represents a presenter for `TextWriter`.

+ **NetAF.Commands.**

Persistence
Interfaces
([NetAF.Commands.Persistence.html](#))

+ [NetAF.Commands.Scene](#)

IFramePresenter ([NetAF.Rendering.Presenters.IFramePresenter.html](#))
([NetAF.Commands.Scene.html](#))

Represents an object that can render a frame.

+ **NetAF.Conversations**

([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Instructions

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Builders

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frame**

Builders.Console

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)

+ **NetAF.Commands.Frame**

Assembly: NetAF.dll

([NetAF.Commands.Frame.html](#))
Syntax

+ **NetAF.Commands.Global**

public interface [IframePresenter](#)

+ **NetAF.Commands.**

Persistence

([NetAF.Commands.Persistence.html](#))

Methods

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.html](#))

Write(char)

+ **NetAF.Conversations**

Write a character.

([NetAF.Conversations.html](#))

Declaration

+ **NetAF.Conversations.**

Instructions

void Write(char value)

([NetAF.Conversations.Instruct](#))

+ **NetAF.Extensions**

Parameters

([NetAF.Extensions.html](#))

Type

+ **NetAF.Interpretation**

char (<https://learn.microsoft.com/dotnet/api/system.char>)

([NetAF.Interpretation.html](#))

Name

Description

value

The character to write.

+ **NetAF.Logic**

([NetAF.Logic.html](#))

Write(string)

+ **NetAF.Persistence**

Write a string.

([NetAF.Persistence.html](#))

Declaration

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

Parameters

([NetAF.Rendering.html](#))

+ **Type**

NetAF.Rendering.Frame

Builders

string (<https://learn.microsoft.com/dotnet/api/system.string>)

([NetAF.Rendering.FrameBuilder.html](#))

Name

Description

value

The string to write.

+ **NetAF.Rendering.Frame**

Builders.Console

▼

- + **NetAF.Commands.Frame**
([NetAF.Commands.Frame.html](#))
- + **NetAF.Commands.Global**
([NetAF.Commands.Global.html](#))
- + **NetAF.Commands.**
Persistence
([NetAF.Commands.Persistence.html](#))
- + **NetAF.Commands.Scene**
([NetAF.Commands.Scene.html](#))
- + **NetAF.Conversations**
([NetAF.Conversations.html](#))
- + **NetAF.Conversations.**
Instructions
([NetAF.Conversations.Instructions.html](#))
- + **NetAF.Extensions**
([NetAF.Extensions.html](#))
- + **NetAF.Interpretation**
([NetAF.Interpretation.html](#))
- + **NetAF.Logic**
([NetAF.Logic.html](#))
- + **NetAF.Persistence**
([NetAF.Persistence.html](#))
- + **NetAF.Persistence.Json**
([NetAF.Persistence.Json.html](#))
- + **NetAF.Rendering**
([NetAF.Rendering.html](#))
- + **NetAF.Rendering.Frame**
Builders
([NetAF.Rendering.FrameBuilders.html](#))
- + **NetAF.Rendering.Frame**
Builders.Console
([NetAF.Rendering.FrameBuilders.Console.html](#))

Methods

ToString()

Returns a string that represents the current object.

Declaration

+ NetAF.Commands.Frame

[\(NetAF.Commands.Frame.html\)](#)

+ NetAF.Commands.Global

Returns

[\(NetAF.Commands.Global.html\)](#)

Type

+ NetAF.Commands.

[string \(https://learn.microsoft.com/dotnet/api/system.string\)](#)

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

Overrides

+ NetAF.Commands.Scene

[object.ToString\(\) \(https://learn.microsoft.com/dotnet/api/system.object.tostring\)](#)

[\(NetAF.Commands.Scene.html\)](#)

Write(char)

[\(NetAF.Conversations.html\)](#)

Write a character.

+ NetAF.Conversations.

Declaration

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

public void Write(char value)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

Parameters

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

char ([https://learn.microsoft.com/dotnet/api/system.char](#))

Name

Description

value

The character to write.

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

Write(string)

[\(NetAF.Persistence.html\)](#)

Write a string.

+ NetAF.Persistence.Json

Declaration

[\(NetAF.Persistence.Json.html\)](#)

public void Write(string value)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Parameters

+ NetAF.Rendering.Frame

Type

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

string ([https://learn.microsoft.com/dotnet/api/system.string](#))

Name

Description

value

The string to write.

+ NetAF.Rendering.Frame

Builders.Console

Implements

IFramePresenter (NetAF.Rendering.Presenters.IFramePresenter.html)

▼

- + NetAF.Commands.Frame
(NetAF.Commands.Frame.html)
- + NetAF.Commands.Global
(NetAF.Commands.Global.html)
- + NetAF.Commands.
Persistence
(NetAF.Commands.Persistence.html)
- + NetAF.Commands.Scene
(NetAF.Commands.Scene.html)
- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
(NetAF.Conversations.Instructions.html)
- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuilders.html)
- + NetAF.Rendering.Frame
Builders.Console
(NetAF.Rendering.FrameBuilders.Console.html)

Namespace NetAF.Serialization

Classes

Filter by title

NetAF.Commands.Global

CustomCommandSerialization (NetAF.Commands.Global.CustomCommandSerialization.html)

+ **NetAF.Commands.**

Persistence

GameSerialization (NetAF.Commands.Persistence.GameSerialization.html)

+ **NetAF.Commands.Scene.**

(NetAF.Commands.Scene.html)

Interfaces

+ **NetAF.Conversations.**

(NetAF.Conversations.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ **NetAF.Conversations.**

Represents any object that is a serialization of another object.

Instructions

(NetAF.Conversations.Instruct)

IRestoreFromObjectSerialization<T>

(NetAF.Serialization.IRestoreFromObjectSerialization-1.html)

(NetAF.Extensions.html)

Represents any object that can restore from an IObjectSerialization.

+ **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.Console

(NetAF.Rendering.FrameBuilderConsole)

+ **NetAF.Rendering.Frames.**

(NetAF.Rendering.Frames)

...
All API

Class CustomCommandSerialization

Represents a serialization of a CustomCommand.

Filter by title

Inheritance

+ **NetAF.Commands.Global**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ CustomCommandSerialization

+ **NetAF.Commands.**

Implements

Persistence

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<CustomCommand

([NetAF.Commands.CustomCommand.html](#))>

+ **NetAF.Commands.Scene**

([NetAF.Commands.Scene.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.Extensions**

([NetAF.Extensions.Instruction.html](#))

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#))

Assembly: NetAF.dll

+ **NetAF.Interpretation**

Syntax

([NetAF.Interpretation.html](#))

+ **NetAF.Logic**

public class CustomCommandSerialization : IObjectSerialization<CustomCommand>

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

([NetAF.Persistence.html](#))

+ **NetAF.Persistence.Json**

C (CustomCommandSerialization(CustomCommand))

+ **NetAF.Rendering**

Represents a serialization of a CustomCommand.

([NetAF.Rendering.html](#))

Declaration

+ **NetAF.Rendering.Frame**

Builders CustomCommandSerialization(CustomCommand command)

([NetAF.Rendering.FrameBuilder.html](#))

+ **NetAF.Rendering.Frame**

Type Builders.Console

([NetAF.Rendering.FrameBuilder.html](#))

CustomCommand ([NetAF.Commands.CustomCommand.html](#))

Name

Description

command

The command.

+ **NetAF.Rendering.Frames**

Builders Frame

Properties

CommandName

Get or set the command name.

Declaration

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)

+ NetAF.Commands.

Property Value

Persistence

Type (NetAF.Commands.Persistence.html)

Description

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

IsPlayerVisible

(NetAF.Conversations.html)

Get or set if it is player visible.

+ NetAF.Conversations.

Instruct

(NetAF.Conversations.Instruct.html)

```
public bool IsPlayerVisible { get; set; }
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation

Type

(NetAF.Interpretation.html)

Description

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Methods

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

Restore(CustomCommand)

* NetAF.Rendering from this serialization.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

Parameters

+ NetAF.Rendering.Frame

Type (NetAF.Rendering.FrameBuilder.html)

Name

Description

(NetAF.Rendering.FrameBuilder.html)

CustomCommand (NetAF.Commands.CustomCommand.html)

command

The command to restore.

+ NetAF.Rendering.Frames

Builders

Implements

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

▼

- + **NetAF.Commands.Global**
[\(NetAF.Commands.Global.html\)](#)
- + **NetAF.Commands.**
 Persistence
[\(NetAF.Commands.Persistence.html\)](#)
- + **NetAF.Commands.Scene**
[\(NetAF.Commands.Scene.html\)](#)
- + **NetAF.Conversations**
[\(NetAF.Conversations.html\)](#)
- + **NetAF.Conversations.**
 Instructions
[\(NetAF.Conversations.Instructions.html\)](#)
- + **NetAF.Extensions**
[\(NetAF.Extensions.html\)](#)
- + **NetAF.Interpretation**
[\(NetAF.Interpretation.html\)](#)
- + **NetAF.Logic**
[\(NetAF.Logic.html\)](#)
- + **NetAF.Persistence**
[\(NetAF.Persistence.html\)](#)
- + **NetAF.Persistence.Json**
[\(NetAF.Persistence.Json.html\)](#)
- + **NetAF.Rendering**
[\(NetAF.Rendering.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders
[\(NetAF.Rendering.FrameBuilders.html\)](#)
- + **NetAF.Rendering.Frame**
 Builders.Console
[\(NetAF.Rendering.FrameBuilders.Console.html\)](#)
- + **NetAF.Rendering.Frames**
[\(NetAF.Rendering.Frames.html\)](#)

Properties

ActivePlayerIdentifier

Get or set the active player identifier.

Declaration
↓

+ NetAF.Commands.Global

(NetAF.Commands.Global.html)
public PlayerIdentifier ActivePlayerIdentifier { get; set; }

+ NetAF.Commands.

Property Value
Persistence

Type (NetAF.Commands.Persistence.html)

Description

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)
(NetAF.Commands.Scene.html)

+ NetAF.Conversations

InactivePlayerLocations
(NetAF.Conversations.html)

Get or set the overworld serialization.

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

public PlayableCharacterLocationSerialization[] InactivePlayerLocations { get; set; }

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Type (NetAF.Interpretation.html)

Description

+ NetAF.Logic

PlayableCharacterLocationSerialization

(NetAF.Logic.html)
(NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

OverWorld

(NetAF.Persistence.Json.html)

Get or set the overworld serialization.

+ NetAF.Rendering

Declaration

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

public OverworldSerialization Overworld { get; set; }

Builders

(NetAF.Rendering.FrameBuilder

Property Value

+ NetAF.Rendering.Frame

Type

Description

Builders.Console

OverworldSerialization (NetAF.Serialization.Assets.OverworldSerialization.html)

(NetAF.Rendering.FrameBuilder

+ NetAF.Rendering.Frames

Builders

Players

Get or set the player serializations.

Declaration

```
public CharacterSerialization[] Players { get; set; }
```

+ NetAF.Commands.Global

Property Value

(NetAF.Commands.Global.html)

Type

+ NetAF.Commands.

CharacterSerialization (NetAF.Serialization.Assets.CharacterSerialization.html)[]

Persistence

(NetAF.Commands.Persistence.html)

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Methods

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations

Restore an instance from this serialization.

Instructions

Declaration

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

Restore a game object from a game.

(NetAF.Extensions.html)

+ NetAF.Interpretation

Parameters

(NetAF.Interpretation.html)

Name

Description

+ NetAF.Logic

(NetAF.Logic.Game.html)

game

The asset to restore.

(NetAF.Logic.html)

+ NetAF.Persistence

(NetAF.Persistence.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder.Console.html)

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.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.Global**

Assembly: NetAF.dll

(NetAF.Commands.Global.html)

Syntax

+ **NetAF.Commands.**

Persistence interface IObjectSerialization<in T>

(NetAF.Commands.Persistence.html)

Type Parameters:

+ **NetAF.Commands.Scene**

(NetAF.Commands.Scene.html)

+ **NetAF.Conversations**

The object that this serialization represents.

(NetAF.Conversations.html)

+ **NetAF.Conversations.**

Instructions

Methods

(NetAF.Conversations.Instruct.html)

+ **NetAF.Extensions**

Restore(T)

(NetAF.Extensions.html)

Restore an instance from this serialization.

+ **NetAF.Interpretation**

Definitions

(NetAF.Interpretation.html)

+ **NetAF.Logic**

Void Restore(T obj)

(NetAF.Logic.html)

+ **NetAF.Persistence**

Parameters

(NetAF.Persistence.html)

Type Name

Description

+ **NetAF.Persistence.Json**

obj

(NetAF.Persistence.Json.html)

The obj to restore.

+ **NetAF.Rendering**

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder.html)

+ **NetAF.Rendering.Frame**

Builders.Console

(NetAF.Rendering.FrameBuilder.html)

+ **NetAF.Rendering.Frames**

(NetAF.Rendering.Frames.html)

Interface IRestoreFromObject Serialization<T>

▼ Filter by title

Represents any object that can restore from an IObjectSerialization.

+ NetAF.Commands.Global

(NetAFCommands.Global.htm)

Namespace: NetAF (NetAF.html) | Serialization (NetAF.Serialization.html)

Assembly: NetAF.dll

Syntax

Persistence

(NetAF.Commands.Persistence)

```
public interface IRestoreFromObjectSerialization<in T>
```

+ NetAF.Commands.Scene

(NetAF.Commands.Scene.html)

Type Parameters

+ NetAF.Conversations

Name	Description
(NetAF.Conversations.html)	<p>T</p> <p>The type of serialization that this object restores from.</p>

+ NetAF.Conversations.

Instructions

(NetAF.Conversations.Instruct

Methods

+ NetAF.Extensions

(NetAF.Extensions.html)

RestoreFrom(T)

NetAF.Interpretation

(NetAF.Interpretation.html)

Restore this object from a serialization.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ void RestoreFrom(T serialization)

(NetAF.Persistence.html)

Parameters

+ NetAF.Persistence.Json

Type	Name	Description
(NetAF.Persistence.Json.html)		

+ NetAF.Rendering

serialization

The serialization to restore from.

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder

+ NetAF.Rendering.Frames

Namespace NetAF.Serialization.Assets

Classes

Filter by title

AttributeManagerSerialization

(NetAF.Serialization.Assets.AttributeManagerSerialization.html)
(NetAF.Conversations.html)

Represents a serialization of an AttributeManager.

+ NetAF.Conversations.

Instructions

AttributeSerialization (NetAF.Serialization.Assets.AttributeSerialization.html)
(NetAF.Conversations.Inspect)

Represents a serialization of an Attribute.

+ NetAF.Extensions

(NetAF.Extensions.html)

CharacterSerialization (NetAF.Serialization.Assets.CharacterSerialization.html)

+ NetAF.Interpretation

Represents a serialization of a Character.

(NetAF.Interpretation.html)

+ NetAF.Logic

ConversationSerialization

(NetAF.Logic.html)
(NetAF.Serialization.Assets.ConversationSerialization.html)

+ NetAF.Persistence

Represents a serialization of a Conversation.

(NetAF.Persistence.html)

ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

(NetAF.Persistence.Json.html)

Represents a serialization of an Examinable.

+ NetAF.Rendering

(NetAF.Rendering.html)

ExitSerialization (NetAF.Serialization.Assets.ExitSerialization.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder)

NonPlayableCharacterSerialization

(NetAF.Rendering.Presenters)

(NetAF.Rendering.Presenters.NonPlayableCharacterSerialization.html)

(NetAF.Rendering.Presenters.NonPlayableCharacterSerialization.html)

Represents a serialization of a NonPlayableCharacter.

+ NetAF.Rendering.Presenters

OverworldSerialization

(NetAF.Serialization.Assets.OverworldSerialization.html)

Represents a serialization of an Overworld.

+ NetAF.Serialization

(NetAF.Serialization.html)

PlayableCharacterLocationSerialization

(NetAF.Serialization.Assets.PlayableCharacterLocationSerialization.html)

(NetAF.Serialization.Assets.htr)

Represents a serialization of a PlayableCharacterLocation.

RegionSerialization (NetAF.Serialization.Assets.RegionSerialization.html)

Represents a serialization of a Region.

▼

RoomSerialization (NetAF.Serialization.Assets.RoomSerialization.html)

+ NetAF.Conversations

Represents a serialization of a Room.
(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

+ NetAF.Rendering.Frame Builders.Console

(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

Class AttributeManagerSerialization

Represents a serialization of an AttributeManager.

Filter by title

Inheritance

+ **NetAF.Conversations**
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Conversations.html\)](#)
(AttributeManagerSerialization)

+ **NetAF.Conversations.**

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<AttributeManager
(NetAF.Serialization.Attributes.AttributeManager.html)>
[\(NetAF.Conversations.IObjectSerialization.html\)](#)

Inherited Members

+ **NetAF.Extensions**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Interpretation**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Logic**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[\(NetAF.Logic.html\)](#)
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.Persistence**

Namespace: NetAF ([NetAF.html](#)).Serialization ([NetAF.Serialization.html](#)).Assets ([NetAF.Serialization.Assets.html](#))

Assembly: NetAF.dll

+ **NetAF.Persistence.Json**

Syntax

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

↳ class AttributeManagerSerialization : IObjectSerialization<AttributeMa

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

Constructors

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

AttributeManagerSerialization(AttributeManager)

[Builders.Console](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)
Represents a serializer for an AttributeManager.

+ **NetAF.Rendering.Frames**

[\(NetAF.Rendering.Frames.html\)](#)

public AttributeManagerSerialization(AttributeManager attributeManager)

+ **NetAF.Rendering.Presenters**

[\(NetAF.Rendering.Presenters.html\)](#)

Parameters

+ **NetAF.Serialization**

Type

[\(NetAF.Serialization.html\)](#)

AttributeManager

- **NetAF.Serialization.Assets**

[\(NetAF.Assets.Attributes.AttributeManager.html\)](#)

[\(NetAF.Serialization.Assets.html\)](#)

Type	Name	Description
AttributeManager	attributeManager	The attribute manager to serialize.

Properties

Values

Get or set the values.

Declaration

+ NetAF.Conversations

public Dictionary<AttributeSerialization, int> Values { get; set; }
[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

Property Value

Instructions

Type
[\(NetAF.Conversations.Instruct](#)

Description

+ NetAF.Extensions

AttributeSerialization ([NetAF.Serialization.Assets.AttributeSerialization.html](#)),
[\(NetAF.Extensions.html\)](#)
int ([learn.microsoft.com/dotnet/api/system.int32](#))>

+ NetAF.Interpretation

[\(NetAF.Interpretation.html\)](#)

NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

Restore(AttributeManager)
[\(NetAF.Persistence.html\)](#)

Restore an instance from this serialization.

+ NetAF.Persistence.Json

Declaration
[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

public void Restore(AttributeManager attributeManager)

[\(NetAF.Rendering.html\)](#)

NetAF.Rendering.Frame

Builders

Type

[\(NetAF.Rendering.FrameBuilder](#)

Name

Description

AttributeManager

attributeManager

The attribute manager to restore.

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Builders.Console

[\(NetAF.Rendering.FrameBuilder](#)

Implements

+ NetAF.Rendering.Frames

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))
[\(NetAF.Rendering.Frames.html\)](#)

+ NetAF.Rendering.Presenters

[\(NetAF.Rendering.Presenters.html\)](#)

+ NetAF.Serialization

[\(NetAF.Serialization.html\)](#)

- NetAF.Serialization.Assets

[\(NetAF.Serialization.Assets.html\)](#)

Class AttributeSerialization

Represents a serialization of an Attribute.

Filter by title

Inheritance

+ NetAF.Conversations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Conversations.html](#))

(AttributeSerialization)

+ NetAF.Conversations.

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) <Attribute

(NetAF.Serialization.Attribute.html)

Inherited Members

+ NetAF.Extensions

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ NetAF.Interpretation

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ NetAF.Logic

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Logic.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.Persistence

NameSpace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

Assembly: NetAF.dll

+ NetAF.Persistence.Json

Syntax

([NetAF.Persistence.Json.html](#))

+ NetAF.Rendering

↳ class AttributeSerialization : IObjectSerialization<Attribute>

([NetAF.Rendering.html](#))

+ NetAF.Rendering.Frame

Constructors

Builders

([NetAF.Rendering.FrameBuilder.html](#))

AttributeSerialization(Attribute)

Builders

Represents a serialization of an Attribute.

([NetAF.Rendering.FrameBuilder.html](#))

Declaration

+ NetAF.Rendering.Frames

([NetAF.Rendering.Frames.html](#))

↳ static void Serialize(Asset asset, Attribute attribute)

+ NetAF.Rendering.Presenters

PartName: NetAF

([NetAF.Rendering.Presenters.html](#))

+ NetAF.Serialization

([NetAF.Serialization.html](#))

↳ static void Serialize(Asset asset, Attribute attribute)

Name

Description

- NetAF.Serialization.Assets

([NetAF.Serialization.Assets.html](#))

attribute

The asset to serialize.

Properties

Description

Get or set the description.

Declaration

+ NetAF.Conversations

```
public string Description { get; set; }
```

(NetAF.Conversations.html)

+ NetAF.Conversations.

Property Value

Instructions

Type
(NetAF.Conversations.Instruct

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Extensions

(NetAF.Extensions.html)

NetAF.Interpretation

Maximum

(NetAF.Interpretation.html)

Get or set the maximum.

+ NetAF.Logic

Declaration

(NetAF.Logic.html)

+ NetAF.Persistence

```
public int Maximum { get; set; }
```

(NetAF.Persistence.html)

Property Value

NetAF.Persistence.Json

Type
(NetAF.Persistence.Json.html)

Description

+ NetAF.Rendering

```
int (https://learn.microsoft.com/dotnet/api/system.int32)
```

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Minimum

Borders
(NetAF.Rendering.FrameBuilder.html)

Get or set the minimum.

+ NetAF.Rendering.Frame

Declaration

Builders.Console

(NetAF.Rendering.FrameBuilder;)

+ NetAF.Rendering.Frames

Property Value

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

int
(NetAF.Rendering.Presenters.html)

Description

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

+ NetAF.Serialization

(NetAF.Serialization.html)

Name

- NetAF.Serialization.Assets

Get or set the name.
(NetAF.Serialization.Assets.html)

Declaration

```
public string Name { get; set; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

+ NetAF.Conversations

([NetAF.Conversations.html](#))

+ NetAF.Conversations.

Methods

([NetAF.Conversations.Instruct](#))

+ NetAF.Extensions

([NetAF.Extensions.html](#))

Restore an instance from this serialization.

+ NetAF.Interpretation

Declaration

([NetAF.Interpretation.html](#))

+ NetAF.Logic

Restore(Attribute attribute)

([NetAF.Logic.html](#))

Parents

NetAF.Persistence

Type	Name	Description
NetAF.Persistence.html	<i>attribute</i>	The attribute to restore.

([NetAF.Persistence.Json.html](#))

+ NetAF.Rendering

([NetAF.Rendering.html](#))

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

+ NetAF.Rendering.Frame

Builders

([NetAF.Rendering.FrameBuilder](#))

+ NetAF.Rendering.Frame

Builders.Console

([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](#))

Class CharacterSerialization

Represents a serialization of a Character.

Filter by title

Inheritance

+ **NetAF.Conversations**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Conversations.html](#))

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

↳ CharacterSerialization

↳ NonPlayableCharacterSerialization (NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html)

+ **NetAF.Conversations.**

↳ Instructions

Implements **(NetAF.Conversations.Instruct**

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<IExaminable

+ **NetAF.Extensions**

↳ [NetAF.Extensions.html](#)

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<Character

(NetAF.Assets.Characters.Character.html)>

+ **NetAF.Interpretation**

Inherited Members

([NetAF.Interpretation.html](#))

ExaminableSerialization.Identifier

+ **NetAF.Logic**

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I
dentifier)

ExaminableSerialization.IsPlayerVisible

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I
sPlayerVisible)

ExaminablePersistence.AttributeManager

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)

+ **NetAF.Persistence**

ExaminablePersistence.Identifier

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

ExaminablePersistence.Json.AttributeManager

(NetAF.Persistence.Json.html)

+ **NetAF.Rendering**

ExaminableSerialization.Commands

(NetAF.Rendering.html)

+ **NetAF.Rendering.Frame**

ExaminableSerialization.Restore(IExaminable)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_R
estore)

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.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder)

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

([NetAF.Rendering.Frames.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.Rendering.Presenters.html](#))

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

+ **NetAF.Serialization**

Assembly: NetAF.dll

([NetAF.Serialization.html](#))

Syntax

- **NetAF.Serialization.Assets**

([NetAF.Serialization.Assets.html](#))

```
public class CharacterSerialization : ExaminableSerialization, IObjectSerialization<IExaminable>, IObjectSerialization<Character>
```

Constructors

+ NetAF.Conversations CharacterSerialization(Character) (NetAF.Conversations.html)

Represents a serialization of a Character.

+ NetAF.Conversations.

Declaration

(NetAF.Conversations.Instruct

```
    public CharacterSerialization(Character character)
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

Type

(NetAF.Interpretation.html)

Character (NetAF.Assets.Characters.Character.html)

+ NetAF.Logic

(NetAF.Logic.html)

+ NetAF.Persistence

Properties

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

IsAlive

(NetAF.Persistence.Json.html)

Gets NetAF if the character is alive.

(NetAF.Rendering.html)

Declaration

+ NetAF.Rendering.Frame

```
    public bool IsAlive { get; set; }
```

(NetAF.Rendering.FrameBuilder

Property Value

+ NetAF.Rendering.Frame

Type

Builders.Console

bool (<https://www.netaf.com/api/system.boolean>)

Description

+ NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

Items

+ NetAF.Rendering.Presenters

Gets the item serializations.

(NetAF.Rendering.Presenters.I

Declaration

NetAF.Serialization

(NetAF.Serialization.html)

```
    public ItemSerialization[] Items { get; set; }
```

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.htr

Property Value

Type	Description
ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)[]	

▼

Methods

+ NetAF.Conversations

(NetAF.Conversations.html)

Restore(Character)

+ NetAF.Conversations.

Restore a reference from this serialization.

(NetAF.Conversations.Instruct

Declaration

+ NetAF.Extensions

public void Restore(Character character)

(NetAF.Extensions.html)

+ NetAF.Interpretation

Parameters

(NetAF.Interpretation.html)

Type

+ NetAF.Logic

Character (NetAF.Assets.Characters.Character.html)

(NetAF.Logic.html)

Name

Description

character The character to restore.

+ NetAF.Persistence

(NetAF.Persistence.html)

Implements

+ NetAF.Persistence.Json

ObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)

IO (NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Console

(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)

Class ConversationSerialization

Represents a serialization of a Conversation.

Filter by title

Inheritance

+ **NetAF.Conversations**
↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Conversations.html\)](#)
(ConversationSerialization)

+ **NetAF.Conversations.**

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<Conversation
(NetAF.Conversations.Conversation.html)>
[\(NetAF.Conversations.IObjectSerialization.html\)](#)

Inherited Members

+ **NetAF.Extensions**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ **NetAF.Interpretation**

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

+ **NetAF.Logic**

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[\(NetAF.Logic.html\)](#)
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.Persistence**

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

Assembly: NetAF.dll

+ **NetAF.Persistence.Json**

Syntax

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering** Class ConversationSerialization : IObjectSerialization<Conversation>

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Constructors

[\(NetAF.Rendering.FrameBuilder.html\)](#)

ConversationSerialization(Conversation)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Builders_Console

Represents a serialization of a Conversation.

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Declaration

+ **NetAF.Rendering.Frames**

[\(NetAF.Rendering.Frames.html\)](#)

+ **NetAF.Rendering.Presenters**

[\(NetAF.Rendering.Presenters.html\)](#)

+ **NetAF.Serialization**

[\(NetAF.Serialization.html\)](#)

ConversationSerialization(Conversation conversation)

Name

Description

Type			
(NetAF.Serialization.html)	ConversationSerialization(Conversation conversation)	conversation	The conversation to serialize.

- **NetAF.Serialization.Assets**

[\(NetAF.Serialization.Assets.html\)](#)

Fields

NoCurrentParagraph

Get the value for no current paragraph.

Declaration

+ **NetAF.Conversations**

```
public const int NoCurrentParagraph = -1  
(NetAF.Conversations.html)
```

+ **NetAF.Conversations.**

Field Value

Instructions

Type

[\(NetAF.Conversations.Instruct\)](#)

Description

```
int (https://learn.microsoft.com/dotnet/api/system.int32)
```

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

[C\(NetAFParagraph\)](#)

+ **NetAF.Persistence**

Get or set the current paragraph.

[\(NetAF.Persistence.html\)](#)

Declaration

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#) [get; set;]

+ **NetAF.Rendering**

Property Value

[\(NetAF.Rendering.html\)](#)

Description

Type

+ **NetAF.Rendering.Frame**

```
int (https://learn.microsoft.com/dotnet/api/system.int32)
```

[\(NetAF.Rendering.FrameBuilder\)](#)

+ **NetAF.Rendering.Frame**

Builders Console

[\(NetAF.Rendering.FrameBuilder\)](#)

+ **NetAF.Rendering.Frames**

[Restore\(Conversation\)](#)

[\(NetAF.Rendering.Frames.html\)](#)

Restore an instance from this serialization.

+ **NetAF.Rendering.Presenters**

Declaration

[\(NetAF.Rendering.Presenters.html\)](#)

+ **NetAF.Serialization**

```
public void Restore(Conversation conversation)  
(NetAF.Serialization.html)
```

+ **NetAF.Serialization.Assets**

[\(NetAF.Serialization.Assets.html\)](#)

Type	Name	Description
Conversation (NetAF.Conversations.Conversation.html)	<i>conversation</i>	The conversation to restore.

Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-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
[\(NetAF.Logic.html\)](#)
- + 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.Console
[\(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](#)

Class ExaminableSerialization

Represents a serialization of an Examinable.

Filter by title

Inheritance

+ NetAF.Conversations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
[\(NetAF.Conversations.html\)](#)

+ NetAF.Conversations.

↳ CharacterSerialization ([NetAF.Serialization.Assets.CharacterSerialization.html](#))

↳ ExitSerialization ([NetAF.Serialization.Assets.ExitSerialization.html](#))

Instructions

↳ ItemSerialization ([NetAF.Serialization.Assets.ItemSerialization.html](#))

↳ OverworldSerialization ([NetAF.Serialization.Assets.OverworldSerialization.html](#))

+ NetAF.Extensions

↳ RoomSerialization ([NetAF.Serialization.Assets.RoomSerialization.html](#))

(NetAF.Extensions.html)

Implements

+ NetAF.Interpretation

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<IExaminable
([NetAF.Assets.IExaminable.html](#))>

+ NetAF.Logics

(NetAF.Logic.html)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ NetAF.Persistence

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))

+ NetAF.Persistence.Json

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

+ NetAF.Rendering

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceeequals>)

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

Builders

Syntax

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

public class ExaminableSerialization : IObjectSerialization<IExaminable>

Builders.Console

(NetAF.Rendering.FrameBuilder)

Constructors

(NetAF.Rendering.Frames)

(NetAF.Rendering.Frames.html)

ExaminableSerialization(IExaminable)

(NetAF.Rendering.Presenters.html)

Represents a serialization of an Examinable.

+ NetAF.Serialization

Declaration

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

```
public ExaminableSerialization(IExaminable examinable)
```

Parameters

Type	Name	Description
IExaminable (NetAF.Assets.IExaminable.html)	<i>examinable</i>	The examinable.

+ NetAF.Conversations

(NetAF.Conversations.html)

Properties

Instructions

(NetAF.Conversations.Instruct)

AttributeManager

+ NetAF.Extensions

Get or set the attribute manager serializations.

(NetAF.Extensions.html)

Declaration

+ NetAF.Interpretation

(NetAF.Interpretation.html)

```
public AttributeManagerSerialization AttributeManager { get; set; }
```

+ NetAF.Logic

(NetAF.Logic.html)

Property Value

+ NetAF.Persistence

Type (NetAF.Persistence.html)

AttributeManagerSerialization (NetAF.Serialization.Assets.AttributeManagerSerialization.html)

Description

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Commands

NetAF.Rendering

(NetAF.Rendering.html)

Get or set the command serializations.

+ NetAF.Rendering.Frame

Declaration

Builders

(NetAF.Rendering.FrameBuilder.html)

```
public CustomCommandSerialization[] Commands { get; set; }
```

+ NetAF.Rendering.Frame

Property Value

Builders.Console

Type (NetAF.Rendering.FrameBuilder.html)

Description

+ NetAF.Rendering.Frames

CustomCommandSerialization (NetAF.Serialization.CustomCommandSerialization.html)[]

(NetAF.Rendering.Frames.html)

+ NetAF.Rendering.Presenters

Identifier (NetAF.Rendering.Presenters.Identifier.html)

Get AF Serialization

(NetAF.Serialization.html)

Declaration

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

```
public string Identifier { get; set; }
```

Property Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

+ NetAF.Conversations

[\(NetAF.Conversations.html\)](#)

IsPlayerVisible

+ NetAF.Conversations.

Get [Instructions](#) Is player visible.

[\(NetAF.Conversations.Instruct](#)

Declaration

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

Property Value

[\(NetAF.Interpretation.html\)](#)

Type

+ NetAF.Logic

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

[\(NetAF.Persistence.html\)](#)

Methods

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Restore an instance from this serialization.

+ NetAF.Rendering.Frame

Declaration

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

public virtual void Restore(IExaminable examinable)

+ NetAF.Rendering.Frame

Builders.Console

+ NetAF.Rendering.FrameBuilder

Type

Name

Description

+ NetAF.Rendering.Frames

IExaminable ([NetAF.Assets.IExaminable.html](#))

examinable

The examinable to restore.

[\(NetAF.Rendering.Frames.html\)](#)

+ NetAF.Rendering.Presenters

[\(NetAF.Rendering.Presenters.html\)](#)

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

+ NetAF.Serialization

[\(NetAF.Serialization.html\)](#)

- NetAF.Serialization.Assets

[\(NetAF.Serialization.Assets.html\)](#)

▼

- + NetAF.Conversations
(NetAF.Conversations.html)
- + NetAF.Conversations.
Instructions
(NetAF.Conversations.Instruct
- + NetAF.Extensions
(NetAF.Extensions.html)
- + NetAF.Interpretation
(NetAF.Interpretation.html)
- + NetAF.Logic
(NetAF.Logic.html)
- + NetAF.Persistence
(NetAF.Persistence.html)
- + NetAF.Persistence.Json
(NetAF.Persistence.Json.html)
- + NetAF.Rendering
(NetAF.Rendering.html)
- + NetAF.Rendering.Frame
Builders
(NetAF.Rendering.FrameBuild
- + NetAF.Rendering.Frame
Builders.Console
(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

Class ExitSerialization

Represents a serialization of an Exit.

Filter by title

Inheritance

+ NetAF.Conversations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

(NetAF.Conversations.html)

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

↳ ExitSerialization

+ NetAF.Conversations.

Implementations

(NetAF.Conversations.html)

↳ IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < IExaminable

(NetAF.Assets.IExaminable.html)

+ NetAF.Extensions

↳ ObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < Exit (NetAF.Assets.Locations.Exit.html)

(NetAF.Extensions.html)

Inherited Members

+ NetAF.Interpretation

↳ ExaminableSerialization.Identifier

(NetAF.Interpretation.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Identifier)

+ NetAF.Logic

↳ ExaminableSerialization.IsPlayerVisible

(NetAF.Logic.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible)

+ NetAF.Persistence

↳ ExaminableSerialization.AttributeManager

(NetAF.Persistence.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)

- NetAF.Persistence.Json

↳ ExaminableSerialization.Commands

(NetAF.Persistence.Json.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Commands)

+ NetAF.Rendering

↳ ExaminableSerialization.Frame (IExaminable)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Frame)

+ NetAF.Rendering.Frame

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.Rendering.FrameBuilder.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.Rendering.FrameBuilders

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(NetAF.Rendering.FrameBuilder.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>)

+ NetAF.Rendering.Frames

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Rendering.Frames.html)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

- NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Syntax

+ NetAF.Serialization

public sealed class ExitSerialization : ExaminableSerialization, IObjectSerialization<T>, IObjectSerialization<Exit>

(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

Constructors

ExitSerialization(Exit)

Represents a serialization of an Exit.

Declaration

+ NetAF.Conversations

public ExitSerialization(Exit exit)
[\(NetAF.Conversations.html\)](#)

+ NetAF Conversations.

Parameters

Instructions

Type
[\(NetAF.Conversations.Instruct](#)

Exit ([NetAF.Assets.Locations.Exit.html](#))

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

[Properties](#)
[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

[IsLocked](#)
[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

Gets or sets if it's locked.
[\(NetAF.Persistence.html\)](#)

Declaration

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

Property Value
[\(NetAF.Rendering.html\)](#)

Type

+ NetAF.Rendering.Frame

[Builders](#)
[\(https://learn.microsoft.com/dotnet/api/system.boolean\)](#)

[\(NetAF.Rendering.FrameBuilder](#)

+ NetAF.Rendering.Frame

[Builders](#)
[Console](#)

Methods

+ NetAF.Rendering.Frames

[Restore\(Exit\)](#)
[\(NetAF.Rendering.Frames.html\)](#)

Restore an instance from this serialization.

+ NetAF.Rendering.Presenters

Declaration
[\(NetAF.Rendering.Presenters.html\)](#)

+ NetAF.Serialization

public void Restore(Exit exit)
[\(NetAF.Serialization.html\)](#)

+ NetAF.Serialization.Assets

Parameters
[\(NetAF.Serialization.Assets.html\)](#)

Type	Name	Description
Exit (NetAF.Assets.Locations.Exit.html)	exit	The exit to restore.

Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-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**
(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.Console
(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

Class ItemSerialization

Represents a serialization of an item.

Filter by title

Inheritance

+ NetAF.Conversations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

(NetAF.Conversations.html)

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

↳ ItemSerialization

+ NetAF.Conversations.

Implementations

(NetAF.Conversations.html)

↳ IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html) < IExaminable

(NetAF.Assets.IExaminable.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

Inherited Members

+ NetAF.Interpretation

↳ ExaminableSerialization.Identifier

(NetAF.Interpretation.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

dentifier)

+ NetAF.Logic

↳ ExaminableSerialization.IsPlayerVisible

(NetAF.Logic.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

sPlayerVisible)

+ NetAF.Persistence

↳ ExaminableSerialization.AttributeManager

(NetAF.Persistence.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

AttributeManager)

- NetAF.Persistence.Json

↳ ExaminableSerialization.Commands

(NetAF.Persistence.Json.html)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

Commands)

+ NetAF.Rendering

↳ ExaminableSerialization.Frame (IExaminable)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

Restore_NetAF_Assets_IExaminable_)

+ NetAF.Rendering.Frame

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.Rendering.FrameBuilder.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.Rendering.Frame

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

(NetAF.Rendering.FrameBuilder.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>)

+ NetAF.Rendering.Frames

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

(NetAF.Rendering.Frames.html)

Namespace: NetAF (NetAF.html).Serialization (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Syntax

+ NetAF.Serialization

public sealed class ItemSerialization : ExaminableSerialization, IObjectSerializatio

n<IExaminable>, IObjectSerialization<Item>

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

Constructors

ItemSerialization(Item)

Represents a serialization of an Item.

Declaration

+ NetAF.Conversations

public ItemSerialization(Item item)
[\(NetAF.Conversations.html\)](#)

+ NetAF Conversations.

Parameters

Instructions

Type
[\(NetAF.Conversations.Instruct](#)

Item (NetAF.Assets.Item.html)

+ NetAF.Extensions

[\(NetAF.Extensions.html\)](#)

+ NetAF.Interpretation

Methods

+ NetAF.Logic

[Restore\(Item\)](#)

+ NetAF.Persistence

Recreates an Item from this serialization.

[\(NetAF.Persistence.html\)](#)

Declaration

+ NetAF.Persistence.Json

[\(NetAF.Persistence.Json.html\)](#)

+ NetAF.Rendering

Parameters

[\(NetAF.Rendering.html\)](#)

Type

+ NetAF.Rendering.Frame

Builders

Item (NetAF.Assets.Item.html)

Name

Description

item

The item to serialize.

(NetAF.Rendering.FrameBuilder)

Implements

Builders.Console

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

[\(NetAF.Rendering.FrameBuilder\)](#)

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

+ NetAF.Rendering.Frames

[\(NetAF.Rendering.Frames.html\)](#)

+ NetAF.Rendering.Presenters

[\(NetAF.Rendering.Presenters.html\)](#)

+ NetAF.Serialization

[\(NetAF.Serialization.html\)](#)

- NetAF.Serialization.Assets

[\(NetAF.Serialization.Assets.html\)](#)

Class NonPlayableCharacterSerialization

Represents a serialization of a NonPlayableCharacter.

Filter by title

Inheritance

+ NetAF.Conversations

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Conversations.html](#))

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

↳ CharacterSerialization (NetAF.Serialization.Assets.CharacterSerialization.html)

+ NetAF.Conversations.

↳ NonPlayableCharacterSerialization

Instructions

Implements

(NetAF.Conversations.Instruct

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<IExaminable

(NetAF.Assets.Examinable.html)>

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<Character

(NetAF.Assets.Characters.Character.html)>

+ NetAF.Interpretation

IObjectSerialization (NetAF.Serialization.IObjectSerialization-1.html)<NonPlayableCharacter

([NetAF.Interpretation.html](#))

(NetAF.Assets.Characters.NonPlayableCharacter.html)>

+ NetAF.Logics

([NetAF.Logic.html](#))

CharacterSerialization.Items

(NetAF.Serialization.Assets.CharacterSerialization.html#NetAF_Serialization_Assets_CharacterSerialization_Item

s) (NetAF.Persistence.html)

CharacterSerialization.IsAlive

(NetAF.Persistence.Json

CharacterSerialization.CharacterSerialization.html#NetAF_Serialization_Assets_CharacterSerialization_IsAli

ve) (NetAF.Persistence.Json.html)

CharacterSerialization.Restore(Character)

+ NetAF.Rendering

(NetAF.Serialization.Assets.CharacterSerialization.html#NetAF_Serialization_Assets_CharacterSerialization_Rest

ore_Identifier)_Character_)

ExaminableSerialization.Identifier

+ NetAF.Rendering.Frame

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

dentifer)

(NetAF.Rendering.FrameBuilder

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

SPlayerVisible)

Builders.Console

ExaminableSerialization.AttributeManager

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_A

tttributeManager)

+ NetAF.Rendering.Frames

ExaminableSerialization.Commands

([NetAF.Rendering.Frames.html](#))

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_C

ommands)

+ NetAF.Rendering.Presenters

ExaminableSerialization.Restore(IExaminable)

([NetAF.Rendering.Presenters.html](#))

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_R

estore_NonAF_Examinable_)

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))

- NetAF.Serialization.Assets

([NetAF.Serialization.Assets.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
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

+ NetAF.Conversations

Syntax

(NetAF.Conversations.html)

+ NetAF.Conversations.NonPlayableCharacterSerialization : CharacterSerialization, IObjectSerialization<IExaminable>, IObjectSerialization<Character>, IObjectSerialization<NonPlayableCharacter>
(NetAF.Conversations.Instruct)

+ NetAF.Extensions

(NetAF.Extensions.html)

Constructors

+ NetAF.Interpretation

(NetAF.Interpretation.html)

NonPlayableCharacterSerialization(NonPlayableCharacter)

+ NetAF.Logic

Represents a serialization of a NonPlayableCharacter.

(NetAF.Logic.html)

Declaration

+ NetAF.Persistence

(NetAF.Persistence.html)

public NonPlayableCharacterSerialization(NonPlayableCharacter character)

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

Parameters

+ NetAF.Rendering

(NetAF.Rendering.html)

NonPlayableCharacter

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

Properties

Builders.Console

(NetAF.Rendering.FrameBuilder)

Conversation

+ NetAF.Rendering.Frames

Gets the rendering frames serialization.

(NetAF.Rendering.Frames.html)

Declaration

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

public ConversationSerialization Conversation { get; set; }

+ NetAF.Serialization

(NetAF.Serialization.html)

Property Value

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

Type	Description
ConversationSerialization (NetAF.Serialization.Assets.ConversationSerialization.html)	

Methods

+ NetAF.Conversations

RestoreNonPlayableCharacter

Restores a character via serialization.

Instructions

Declaration

(NetAF.Conversations.Instruct

+ NetAF.Extensions

Restore(NonPlayableCharacter character)

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation

T(NetAF.Interpretation.html)

Name

Description

+ NetAF.Logic

(NetAF.Logic.html)

character

The character to restore.

+ NetAF.Persistence

(NetAF.Persistence.html)

+ NetAF.Persistence.Json

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IO(NetAF.Persistence.Json.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

+ NetAF.Rendering.Frame

Builders.Console

(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.htr

Class OverworldSerialization

Represents a serialization of an Overworld.

Filter by title

Inheritance

+ **NetAF.Conversations**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Conversations.html](#))

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

↳ OverworldSerialization

+ **NetAF.Conversations.**

Implementations

IOBJECTSERIALIZATION (NetAF.Serialization.IObjectSerialization-1.html) < IExaminable

(NetAF.Assets.IExaminable.html)

+ **NetAF.Extensions**

OBJECTSERIALIZATION (NetAF.Serialization.IObjectSerialization-1.html) < Overworld

([NetAF.Extensions.html](#)) < Overworld.html

Inherited Members

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

ExaminableSerialization (NetAF.Serialization.ExaminableSerialization.html)

+ **NetAF.Logic**

identifier

([NetAF.Logic.html](#))

ExaminableSerialization::IsPlayerVisible

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

sPlayerVisible)

([NetAF.Persistence.html](#))

ExaminableSerialization::AttributeManager

([NetAF.Persistence.Json.html](#))

ExaminableSerialization::Commands

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

ExaminableSerialization::Restore(IExaminable)

+ **NetAF.Rendering.Frame**

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

Restore_NetAF_Assets_IExaminable_)

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.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.FrameBuild.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.Frames**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Rendering.Frames.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Rendering.Presenters**

AssetManager (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

([NetAF.Rendering.Presenters.html](#))

Syntax

+ **NetAF.Serialization**

([NetAF.Serialization.html](#))

public sealed class OverworldSerialization : ExaminableSerialization, IObjectSeriali

- **NetAF.Serialization.Assets**

([NetAF.Serialization.Assets.html](#))

Constructors

OverworldSerialization(Overworld)

Represents a serialization of an Overworld.

Declaration

+ NetAF.Conversations

public OverworldSerialization(Overworld overworld)
(NetAF.Conversations.html)

+ NetAF Conversations.

Parameters

Instructions

Type
(NetAF.Conversations.Instruct)

Overworld (NetAF.Assets.Locations.Overworld.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Properties
(NetAF.Interpretation.html)

+ NetAF.Logic

C
(NetAF.Logic.html)

+ NetAF.Persistence

Get or set the current region.

(NetAF.Persistence.html)

Declaration

+ NetAF.Persistence.Json

public JsonSerializerOptions JsonSerializerOptions { get; set; }
(NetAF.Persistence.Json.html)

+ NetAF.Rendering

Property Value

(NetAF.Rendering.html)

Type

+ NetAF.Rendering.Frame

string (https://learn.microsoft.com/dotnet/api/system.string)

(NetAF.Rendering.FrameBuilder)

+ NetAF.Rendering.Frame

Regions

Builders.Console

Get
(NetAF.Rendering.FrameBuilder)

Delegates

NetAF.Rendering.Frames

(NetAF.Rendering.Frames.html)

public RegionSerialization[] Regions { get; set; }

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

Property Value

+ NetAF.Serialization

Type

(NetAF.Serialization.html)

RegionSerialization (NetAF.Serialization.Assets.RegionSerialization.html)[]

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.htr)

Description

Description

Methods

Restore(Overworld)

Restore an instance from this serialization.

Declaration

+ **NetAF.Conversations**

 public void Restore(Overworld overworld)
 ([NetAF.Conversations.html](#))

+ **NetAF Conversations.**

Parameters

Instructions

Type
 ([NetAF.Conversations.Instruct](#))

Overworld ([NetAF.Assets.Locations.Overworld.html](#))

+ **NetAF.Extensions**

 ([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

 ([NetAF.Interpretation.html](#))

 IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.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.Console

 ([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](#))

Class PlayableCharacterLocation Serialization

▼ Filter by title

Represents a serialization of a PlayableCharacterLocation.

+ NetAF.Conversations

Inheritance
[\(NetAF.Conversations.html\)](#)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ PlayableCharacterLocationSerialization
Instructions

Implements
[\(NetAF.Conversations.Instruct\)](#)

IObjectSerialization ([NetAF.Serialization.IObjectSerialization-1.html](#))<PlayableCharacterLocation

↑ NetAF.Extensions
[\(NetAF.Extensions.html\)](#)

Inherited Members

+ NetAF.Interpretation

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)))
[\(NetAF.Interpretation.html\)](#)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object-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>)

↑ 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>)

↑ NetAF.Persistence.Json
[\(NetAF.Persistence.Json.html\)](#)

Assembly: NetAF.dll

Syntax

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

public sealed class PlayableCharacterLocationSerialization : IObjectSerialization<PlayableCharacterLocation>

+ NetAF.Rendering.Frame

↳ [\(NetAF.Rendering.Frame.html\)](#)

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

CONSTRUCTORS

[\(NetAF.Rendering.Frame.html\)](#)

Builders.Console

[\(NetAF.Rendering.FrameBuilder.html\)](#)

PlayableCharacterLocationSerialization(PlayableCharacterLocation)

+ NetAF.Rendering.Frames

Represents a serialization of a PlayableCharacterLocation.

[\(NetAF.Rendering.Frames.html\)](#)

Declaration

+ NetAF.Rendering.Presenters

[\(NetAF.Rendering.Presenters.html\)](#)

public PlayableCharacterLocationSerialization(PlayableCharacterLocation location)

+ NetAF.Serialization

[\(NetAF.Serialization.html\)](#)

- NetAF.Serialization.Assets

[\(NetAF.Serialization.Assets.html\)](#)

Type	Name	Description
PlayableCharacterLocation (NetAF.Logic.PlayableCharacterLocation.html)	<i>location</i>	The location to serialize.

Properties

+ NetAF.Conversations

(NetAF.Conversations.html)

- NetAF.Conversations

Get or set the conversations.

Instructions

Declaration

(NetAF.Conversations.Instruct

+ NetAF.Extensions

public string LayerIdentifier { get; set; }

(NetAF.Extensions.html)

Property Value

+ NetAF.Interpretation

(NetAF.Interpretation.html)

Description

+ NetAF.Json

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Logic.html)

+ NetAF.Persistence

RegionIdentifier

(NetAF.Persistence.html)

Get or set the region identifier.

+ NetAF.Persistence.Json

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

public string RegionIdentifier { get; set; }

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Property value

Builders

Type

(NetAF.Rendering.FrameBuilder)

Description

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder)

RoomIdentifier

+ NetAF.Rendering.Frames

Get or set the room identifier.

(NetAF.Rendering.Frames.html)

Declaration

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

public string RoomIdentifier { get; set; }

+ NetAF.Serialization

(NetAF.Serialization.html)

Property Value

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.htr

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Methods

+ [NetAF.Conversations](#)

Restore(PlayableCharacterLocation)

+ [NetAF.Conversations](#)
Restore(PlayableCharacterLocation) is serialization.

Instructions

Declaration
[\(NetAF.Conversations.Instruct](#)

+ [NetAF.Extensions](#)(PlayableCharacterLocation location)

[\(NetAF.Extensions.html\)](#)

Parameters

+ [NetAF.Interpretation](#)

[\(NetAF.Interpretation.html\)](#)

Name	Description
<i>location</i>	The attribute to restore.

+ [NetAF.Persistence](#)

Implements
[\(NetAF.Persistence.html\)](#)

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.html](#))

+ [NetAF.Persistence.Json](#)

[\(NetAF.Persistence.Json.html\)](#)

+ [NetAF.Rendering](#)

[\(NetAF.Rendering.html\)](#)

+ [NetAF.Rendering.Frame](#)

Builders

[\(NetAF.Rendering.FrameBuilder](#)

+ [NetAF.Rendering.Frame](#)

Builders.Console

[\(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](#)

[\(NetAF.Serialization.Assets.html\)](#)

Class RegionSerialization

Represents a serialization of a Region.

Filter by title

Inheritance

+ **NetAF.Conversations**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Conversations.html](#))

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

↳ RegionSerialization

+ **NetAF.Conversations.**

Implementations

IOBJECTSERIALIZATION (NetAF.Serialization.IObjectSerialization-1.html) < IExaminable

(NetAF.Assets.IExaminable.html)

+ **NetAF.Extensions**

OBJECTSERIALIZATION (NetAF.Serialization.IObjectSerialization-1.html) < Region

([NetAF.Extensions.html](#))

Inherited Members

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

ExaminableSerialization (NetAF.Serialization.ExaminableSerialization.html)

+ **NetAF.Logic**

Identifier

([NetAF.Logic.html](#))

ExaminableSerialization::IsPlayerVisible

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_IsPlayerVisible)

+ **NetAF.Persistence**

ExaminableSerialization::AttributeManager

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_AttributeManager)

+ **NetAF.Persistence.Json**

ExaminableSerialization::Commands

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Commands)

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

ExaminableSerialization::Restore(IExaminable)

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_Restore_NetAF_Assets_IExaminable_)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

+ **NetAF.Rendering.Frame**

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.FrameBuilder**

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.Frames**

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Rendering.Presenters**

Assets (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

+ **NetAF.Rendering.Presenters.I**

Syntax

+ **NetAF.Serialization**

([NetAF.Serialization.html](#))

public sealed class RegionSerialization : ExaminableSerialization, IObjectSerialization

- **NetAF.Serialization.Assets**

([NetAF.Serialization.Assets.html](#))

Constructors

RegionSerialization(Region)

Represents a serialization of a Region.

Declaration

+ NetAF.Conversations

```
public RegionSerialization(Region region)  
(NetAF.Conversations.html)
```

+ NetAF.Conversations.

Parameters

Instructions

Type	Name	Description
(NetAF.Conversations.Instruct)		

Region ([NetAF.Assets.Locations.Region.html](#))

+ NetAF.Extensions

```
(NetAF.Extensions.html)
```

+ NetAF.Interpretation

[Properties](#) ([NetAF.Interpretation.html](#))

+ NetAF.Logic

```
C(NetAF.Logic.html)
```

+ NetAF.Persistence

Get or set the persistent room.

```
(NetAF.Persistence.html)
```

Declaration

+ NetAF.Persistence.Json

```
public JsonSerializerOptions Options { get; set; }  
(NetAF.Persistence.Json.html)
```

+ NetAF.Rendering

Property Value

```
(NetAF.Rendering.html)
```

Type

+ NetAF.Rendering.Frame

```
string (https://learn.microsoft.com/dotnet/api/system.string)  
Builders (NetAF.Rendering.FrameBuilders.html)
```

Description

+ NetAF.Rendering.Frame

Rooms

```
Builders.Console  
(NetAF.Rendering.FrameBuilders.html)
```

Delegates

NetAF.Rendering.Frames

```
(NetAF.Rendering.Frames.html)
```

```
public RoomSerialization[] Rooms { get; set; }
```

+ NetAF.Rendering.Presenters

```
(NetAF.Rendering.Presenters.html)
```

Property Value

+ NetAF.Serialization

Type

```
(NetAF.Serialization.html)
```

```
RoomSerialization (NetAF.Serialization.Assets.RoomSerialization.html)
```

- NetAF.Serialization.Assets

```
(NetAF.Serialization.Assets.html)
```

Description

Methods

Restore(Region)

Restore an instance from this serialization.

Declaration

+ **NetAF.Conversations**

 public void Restore(Region region)
 ([NetAF.Conversations.html](#))

+ **NetAF.Conversations.**

Parameters

Instructions

Type
 ([NetAF.Conversations.Instruct](#))

Region ([NetAF.Assets.Locations.Region.html](#))

+ **NetAF.Extensions**

 ([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

 ([NetAF.Interpretation.html](#))

IObjectSerialization<T> ([NetAF.Serialization.IObjectSerialization-1.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.Console

 ([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](#))

Class RoomSerialization

Represents a serialization of a Room.

Filter by title

Inheritance

+ **NetAF.Conversations**

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

([NetAF.Conversations.html](#))

↳ ExaminableSerialization (NetAF.Serialization.Assets.ExaminableSerialization.html)

↳ RoomSerialization

+ **NetAF.Conversations.**

Implementations

IOBJECTSERIALIZATION (NetAF.Serialization.IObjectSerialization-1.html) < IExaminable

(NetAF.Assets.IExaminable.html)

+ **NetAF.Extensions**

OBJECTSERIALIZATION (NetAF.Serialization.IObjectSerialization-1.html) < Room

([NetAF.Extensions.html](#))

Inherited Members

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

ExaminableSerialization (NetAF.Serialization.ExaminableSerialization.html)

+ **NetAF.Logic**

Identifier

([NetAF.Logic.html](#))

ExaminableSerialization::IsPlayerVisible

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_I

sPlayerVisible)

([NetAF.Persistence.html](#))

ExaminableSerialization::AttributeManager

([NetAF.Persistence.Json.html](#))

ExaminableSerialization::Commands

+ **NetAF.Rendering**

([NetAF.Rendering.html](#))

ExaminableSerialization::Restore(IExaminable)

+ **NetAF.Rendering.Frame**

(NetAF.Serialization.Assets.ExaminableSerialization.html#NetAF_Serialization_Assets_ExaminableSerialization_

Builders

object.Equals([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.Rendering.FrameBuild](#))

object.Equals([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.Rendering.Frame**

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.FrameBuild](#))

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

+ **NetAF.Rendering.Frames**

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

([NetAF.Rendering.Frames.html](#))

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

+ **NetAF.Rendering.Presenters**

Assemblies (NetAF.Serialization.html).Assets (NetAF.Serialization.Assets.html)

([NetAF.Rendering.Presenters.html](#))

Syntax

+ **NetAF.Serialization**

([NetAF.Serialization.html](#))

public sealed class RoomSerialization : ExaminableSerialization, IObjectSerializatio

- **NetAF.SerializationAssets**

([NetAF.Serialization.Assets.html](#))

Constructors

RoomSerialization(Room)

Represents a serialization of a Room.

Declaration

+ NetAF.Conversations

public RoomSerialization(Room room)
(NetAF.Conversations.html)

+ NetAF Conversations.

Parameters

Instructions

Type
(NetAF.Conversations.Instruct

Room.(NetAF.Assets.Locations.Room.html)

+ NetAF.Extensions

(NetAF.Extensions.html)

+ NetAF.Interpretation

Properties
(NetAF.Interpretation.html)

+ NetAF.Logic

CharacterLogic.html)

+ NetAF.Persistence

Get or set the character serializations.

(NetAF.Persistence.html)

Declaration

+ NetAF.Persistence.Json

NonPlayablesJsonNonSerializableSerialization[] Characters { get; set; }

+ NetAF.Rendering

Property Value

(NetAF.Rendering.html)

Type

+ NetAF.Rendering.Frame

NonPlayableCharacterSerialization

(NetAF.Serialization.Assets.NonPlayableCharacterSerialization.html)

[]

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder.html)

Exits

+ NetAF.Rendering.Frames

Get or set the exit serializations.

(NetAF.Rendering.Frames.html)

Declaration

+ NetAF.Rendering.Presenters

(NetAF.Rendering.Presenters.html)

public ExitSerialization[] Exits { get; set; }

+ NetAF.Serialization

Properties
(NetAF.Serialization.html)

- NetAF.Serialization.Assets

(NetAF.Serialization.Assets.html)

Type	Description
ExitSerialization (NetAF.Serialization.Assets.ExitSerialization.html)[]	

HasBeenVisited

Get or set if the room has been visited.

+ **NetAF.Conversations**

Declaration

(NetAF.Conversations.html)

+ **NetAF.Conversations.Visited** { get; set; }

Instructions

(NetAF.Conversations.Instruct

Property Value

+ **NetAF.Extensions**

(NetAF.Extensions.html)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ **NetAF.Interpretation**

(NetAF.Interpretation.html)

Items

+ **NetAF.Logic**

(NetAF.Logic.html)

Get or set the item serializations.

+ **NetAF.Persistence**

Declaration

(NetAF.Persistence.html)

+ **NetAF.Persistence.Json**

(NetAF.Persistence.Json.html)

Property Value

+ **NetAF.Rendering**

(NetAF.Rendering.html)

ItemSerialization (NetAF.Serialization.Assets.ItemSerialization.html)[]

+ **NetAF.Rendering.Frame**

Builders

(NetAF.Rendering.FrameBuilder)

Methods

+ **NetAF.Rendering.Frame**

Builders.Console

(NetAF.Rendering.FrameBuilder)

Restore(Room)

+ **NetAF.Rendering.Frames**

Restore an instance from this serialization.

(NetAF.Rendering.Frames.html)

Declaration

+ **NetAF.Rendering.Presenters**

(NetAF.Rendering.Presenters.html)

public void Restore(Room room)

+ **NetAF.Serialization**

(NetAF.Serialization.html)

Parameters

- **NetAF.Serialization.Assets**

(NetAF.Serialization.Assets.html)

Type	Name	Description
Room (NetAF.Assets.Locations.Room.html)	<i>room</i>	The room to restore.

Implements

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-1.html)

IObjectSerialization<T> (NetAF.Serialization.IObjectSerialization-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**
(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.Console
(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

Namespace NetAF.Utilities

Classes

Filter by title

OverworldMaker (NetAF.Utilities.OverworldMaker.html)

+ **NetAF.Commands.Global**

Provides a class for helping to make Regions.
[\(NetAF.Commands.Global.html\)](#)

+ **NetAF.Commands.**

RegionMaker (NetAF.Utilities.RegionMaker.html)

Persistence

Provides a class for helping to make Regions.
[\(NetAF.Commands.Persistence.html\)](#)

+ **NetAF.Commands.Scene**

StringUtilities (NetAF.Utilities.StringUtilities.html)

[\(NetAF.Commands.Scene.html\)](#)

Provides a helper class for string interpretation.

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

Interfaces

+ **NetAF.Conversations.**

Instructions

IAssetTemplate<T> (NetAF.Utilities.IAssetTemplate-1.html)

[\(NetAF.Conversations.Instruct.html\)](#)

Represents any object that is a template for an asset.

+ **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

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

Builders.Console

[\(NetAF.Rendering.FrameBuilderConsole.html\)](#)

+ **NetAF.Rendering.Frames**

Interface IAssetTemplate<T>

Represents any object that is a template for an asset.

Filter by title

Namespace: [NetAF](#).[\(NetAF.html\)](#).[Utilities](#).[\(NetAF.Utilities.html\)](#)

Assembly: [NetAF.dll](#)

+ **NetAF.Commands.Global**

Syntax
[\(NetAF.Commands.Global.html\)](#)

+ **NetAF.Commands**

[public interface IAssetTemplate<out T>](#)

Persistence

[\(NetAF.Commands.Persistence.html\)](#)
Type Parameters

+ **NetAF.Commands.Scene**

Name **Description**

[\(NetAF.Commands.Scene.html\)](#)

T The type of asset being templated.

+ **NetAF.Conversations**

[\(NetAF.Conversations.html\)](#)

+ **NetAF.Conversations.**

Methods

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

Instantiate()

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Instantiate a new instance of the templated asset.

+ **NetAF.Interpretation**

[\(NetAF.Interpretation.html\)](#)

T Instantiate()

+ **NetAF.Logic**

[\(NetAF.Logic.html\)](#)

Returns

+ **NetAF.Persistence**

Type **Description**

[\(NetAF.Persistence.html\)](#)

T The asset.

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

+ **NetAF.Rendering.Frame**

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frame**

Builders.Console

[\(NetAF.Rendering.FrameBuilderConsole.html\)](#)

+ **NetAF.Rendering.Frames**

Class OverworldMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

+ [NetAF.Commands.Global](#)
([NetAF.Commands.Global.html](#))

Inherited Members

+ **NetAF.Commands.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

([NetAF.Commands.Persistence.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](#))

([NetAF.Commands.Scene.html](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

+ **NetAF.Conversations.**

object.ReferenceEquals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.referenceequals](#))

([NetAF.Conversations.html](#))

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

Assembly: NetAF.dll

Instructions

([NetAF.Conversations.Instruct.html](#))

+ **NetAF.Extensions.**

public sealed class OverworldMaker
([NetAF.Extensions.html](#))

+ **NetAF.Interpretation.**

([NetAF.Interpretation.html](#))

+ **NetAF.Logic.**

([NetAF.Logic.html](#))

+ **NetAF.Persistence.**

Provides a class for helping to make Regions.

([NetAF.Persistence.html](#))

Declaration

+ **NetAF.Persistence.Json.**

([NetAF.Persistence.Json.html](#))

Region identifier, Description description, params RegionM
aker[] regionMakers)

+ **NetAF.Rendering.**

([NetAF.Rendering.html](#))

Parameters

+ **NetAF.Rendering.Frame**

Type

Builders

([NetAF.Rendering.FrameBuilder.html](#))

Name

Description

identifier

An identifier for the region.

+ **NetAF.Rendering.Frame**

([NetAF.Rendering.Frame.html](#))

Description

A description for the region.

+ **NetAF.Rendering.Frame**

([NetAF.Rendering.Frame.html](#))

RegionMakers

([NetAF.Utilities.RegionMaker.html](#))
The region makes to use to construct regions.

+ **NetAF.Rendering.Frames.**

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.Global

Parameters

(NetAF.Commands.Global.html)

Type

+ NetAF.Commands.

string

Persistence

(<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Commands.Persistence.html)

string

+ NetAF.Commands.Scene

(<https://learn.microsoft.com/dotnet/api/system.string>)

(NetAF.Commands.Scene.html)

RegionMaker (NetAF.Utilities.RegionMaker.html[])

+ NetAF.Conversations

(NetAF.Conversations.html)

+ NetAF.Conversations.

Instructions

Methods

(NetAF.Conversations.Instruct.html)

+ NetAF.Extensions

Make()

(NetAF.Extensions.html)

Make an overworld.

+ NetAF.Interpretation

Definitions

(NetAF.Interpretation.html)

+ NetAF.Logic

public Overworld Make()

(NetAF.Logic.html)

+ NetAF.Persistence

Returns

(NetAF.Persistence.html)

Type

+ NetAF.Persistence.Json

Overworld (NetAF.Assets.Locations.Overworld.html)

(NetAF.Persistence.Json.html)

Description

The created overworld.

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder.html)

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilderConsole.html)

+ NetAF.Rendering.Frames

Class RegionMaker

Provides a class for helping to make Regions.

Filter by title

Inheritance

↳ [NetAF.Commands.Global](#) (https://learn.microsoft.com/dotnet/api/system.object)

([NetAF.Commands.Global.html](#))

Inherited Members

+ [NetAF.Commands.](#)

object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(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))

↳ [NetAF.Commands.Scene](#) (https://learn.microsoft.com/dotnet/api/system.object)

([NetAF.Commands.Scene.html](#))

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

↳ [NetAF.Conversations.](#)

([NetAF.Conversations.html](#))

object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

Assembly: NetAF.dll

Instructions

([NetAF.Conversations.Instruct.html](#))

+ [NetAF.Extensions.](#)

public sealed class RegionMaker

([NetAF.Extensions.html](#))

+ [NetAF.Interpretation.](#)

([NetAF.Interpretation.html](#))

+ [NetAF.Logic.](#)

([NetAF.Logic.html](#))

+ [NetAF.Persistence.](#)

Provides a class for helping to make Regions.

([NetAF.Persistence.html](#))

Declaration

+ [NetAF.Persistence.Json.](#)

([NetAF.Persistence.Json.html](#))

+ [NetAF.Rendering.](#)

Parameters

([NetAF.Rendering.html](#))

+ [NetAF.Rendering.Frame](#)

Builders

([NetAF.Assets.Identifier.html](#))

Name

Description

identifier

An identifier for the region.

([NetAF.Rendering.FrameBuilder.html](#))

description

A description for the region.

+ [NetAF.Rendering.Frame](#)

Builders.Console

([RegionMaker\(string, string\).html](#))

+ [NetAF.Rendering.Frames](#)

Initializes a new instance of the RegionMaker class.

Declaration

```
public RegionMaker(string identifier, string description)
```

Parameters

Type	Name	Description
+ NetAF.Commands.Global (NetAF.Commands.Global.html) string (https://learn.microsoft.com/dotnet/api/system.string)	<i>identifier</i>	An identifier for the region.
+ NetAF.Commands (NetAF.Commands.Persistence.html) string (https://learn.microsoft.com/dotnet/api/system.string)	<i>description</i>	A description for the region.

Persistence

[\(NetAF.Commands.Persistence.html\)](#)

Properties

[\(NetAF.Commands.Scene.html\)](#)

Room this[int x, int y, int z]

[\(NetAF.Conversations.html\)](#)

Get or set the room at a location.

+ **NetAF.Conversations**.

Declaration

Instructions

[\(NetAF.Conversations.Instruct.html\)](#)

```
public Room this[int x, int y, int z] { get; set; }
```

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

Parameters

Type	Name	Description
+ NetAF.Interpretation (NetAF.Interpretation.html) int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The x position.
+ NetAF.Logic (NetAF.Logic.html) int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The y position.
+ NetAF.Persistence (NetAF.Persistence.html) Property value	z	The z position.

[\(NetAF.Persistence.html\)](#)

+ **NetAF.Persistence.Json**

[\(NetAF.Persistence.Json.html\)](#)

Room ([NetAF.Assets.Locations.Room.html](#))

Description

The room.

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

[\(NetAF.Rendering.Frame.html\)](#)

Builders

[\(NetAF.Rendering.FrameBuilder.html\)](#)

CanPlaceRoom(int, int, int)

+ **NetAF.Rendering.Frame**

Declaration

[\(NetAF.Rendering.FrameConsole.html\)](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

+ **NetAF.Rendering.Frames**

```
public bool CanPlaceRoom(int x, int y, int z)
```

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	x	The X position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The Y position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	z	The Z position.

+ NetAF.Commands.

Returns

Persistence

Type	Description
NetAF.Commands.Persistence	True if the room can be placed, else false.

(NetAF.Commands.Scene.html)

+ NetAF.Conversations

GetRoomPositions()

(NetAF.Conversations.html)

Get all current room positions.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct)

```
public RoomPosition[] GetRoomPositions()
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Returns

Type	Description
NetAF.Interpretation	The room positions.

+ NetAF.Logic

(NetAF.Logic.html)

Make()

(NetAF.Persistence.html)

Make a region.

+ NetAF.Persistence.Json

Declaration

(NetAF.Persistence.Json.html)

+ NetAF.Rendering

(NetAF.Rendering.html)

Returns

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder)

Region ([NetAF.Assets.Locations.Region.html](#))

Description

The created region.

+ NetAF.Rendering.Frame

Builders.Console

Make(RoomPosition)imeBuilder

+ NetAF.Rendering.Frames

Make a region.

Declaration

```
public Region Make(RoomPosition startPosition)
```



Parameters

Type	Name	Description
+ NetAF.Commands.Global RoomPosition (NetAF.Assets.Locations.RoomPosition.html) (NetAF.Commands.Global.html)	startPosition	The start position.

+ NetAF.Commands.

Returns

Persistence	Description
+ NetAF.Commands.Persistence (NetAF.Commands.Persistence.html)	Region (NetAF.Assets.Locations.Region.html) (NetAF.Commands.Scene.html)

+ NetAF.Conversations.

(NetAF.Conversations.html)

Make a region.

+ NetAF.Conversations.

Declaration

Instructions

(NetAF.Conversations.Instruct

```
public Region Make(int x, int y, int z)
```

+ NetAF.Extensions

(NetAF.Extensions.html)

Parameters

+ NetAF.Interpretation	Name	Description
+ NetAF.Interpretation (NetAF.Interpretation.html)	x	The start x position.
int (https://learn.microsoft.com/dotnet/api/system.int32)	y	The start y position.
+ NetAF.Logic int (https://learn.microsoft.com/dotnet/api/system.int32) (NetAF.Logic.html)	z	The start z position.

+ NetAF.Persistence

(NetAF.Persistence.html)

Returns

+ NetAF.Persistence.Json	Description
Region (NetAF.Assets.Locations.Region.html)	The created region.

+ NetAF.Rendering

(NetAF.Rendering.html)

+ NetAF.Rendering.Frame

Builders

(NetAF.Rendering.FrameBuilder

+ NetAF.Rendering.Frame

Builders.Console

(NetAF.Rendering.FrameBuilder

+ NetAF.Rendering.Frames

Class StringUtilities

Provides a helper class for string interpretation.

Filter by title

Inheritance

+ [NetAF.Commands.Global](#)
([NetAF.Commands.Global.html](#))

Inherited Members

+ **NetAF.Commands.**

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](#))

([NetAF.Commands.Persistence.html](#))

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object, system-object\)](#))

+ [NetAF.Commands.Scenario](#)
([NetAF.Commands.Scenario.html](#))

object.GetHashCode() ([https://learn.microsoft.com/dotnet/api/system.object.gethashcode](#))

object.GetType() ([https://learn.microsoft.com/dotnet/api/system.object.gettype](#))

+ [NetAF.Conversations](#)
([NetAF.Conversations.html](#))

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.Conversations.**

Namespace: NetAF (NetAF.html).Utilities (NetAF.Utilities.html)

Instructions

Assembly: NetAF.dll
([NetAF.Conversations.Instruct.html](#))

Syntax

+ **NetAF.Extensions**

([NetAF.Extensions.html](#))

+ **NetAF.Interpretation**

([NetAF.Interpretation.html](#))

+ [NetAF.Logic](#)

([NetAF.Logic.html](#))

+ **NetAF.Persistence**

CR
([NetAF.Persistence.html](#))

Get the character for carriage return.

+ **NetAF.Persistence.Json**

([NetAF.Persistence.Json.html](#))

+ **NetAF.Rendering**

public const char CR = '\r'
([NetAF.Rendering.html](#))

+ **NetAF.Rendering.Frame**

Field Value

Builders

Type
([NetAF.Rendering.FrameBuilder.html](#))

Description

char ([https://learn.microsoft.com/dotnet/api/system.char](#))

+ **NetAF.Rendering.Frame**

Builders.Console

([NetAF.Rendering.FrameBuilder.html](#))

LF

+ **NetAF.Rendering.Frames**

Get the character for line feed.

Declaration

```
public const char LF = '\n'
```

Field Value

Type	Description
+ NetAF.Commands.Global char (https://learn.microsoft.com/dotnet/api/system.char) (NetAF.Commands.Global.html)	

+ **NetAF.Commands.**

Persistence
NewLine
[\(NetAF.Commands.Persistence.html\)](#)

Get the new line string

+ **NetAF.Commands.Scene**

Declaration

[\(NetAF.Commands.Scene.html\)](#)

+ **NetAF.Conversations**

```
public const string Newline = "\n"
```

[\(NetAF.Conversations.html\)](#)

Field Value

Type	Description
+ NetAF.Conversations.Instruct string (https://learn.microsoft.com/dotnet/api/system.string) (NetAF.Conversations.Instruct.html)	

+ **NetAF.Extensions**

[\(NetAF.Extensions.html\)](#)

+ **NetAF.Interpretation**

Methods

[\(NetAF.Interpretation.html\)](#)

+ **NetAF.Logic**

ConstructAttributesAsString(Dictionary<Attribute, int>)

Constructs a string describing a series of attributes.

NetAF.Persistence

Declaration

+ **NetAF.Persistence.Json**

```
public static string ConstructAttributesAsString(Dictionary<Attribute, int> attributes)
```

+ **NetAF.Rendering**

[\(NetAF.Rendering.html\)](#)

Parameters

+ **NetAF.Rendering.Frame**

Name	Description
------	-------------

Builders

Dictionary

attributes	The attributes.
------------	-----------------

[\(NetAF.Rendering.FrameBuilder.html\)](#)

(<https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2>)

+ **NetAF.Rendering.Frame**

Builders.Console

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Returns

+ **NetAF.Rendering.Frames**

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The sentence.

ConstructExaminablesAsSentence(IExaminable[])

Construct a sentence describing a series of examinables.

+ NetAF.Commands.Global

Declaration
[\(NetAF.Commands.Global.html\)](#)

+ public static string ConstructExaminablesAsSentence(IExaminable[] examinables)

+ NetAF.Commands.Persistence

Parameters
[\(NetAF.Commands.Persistence.html\)](#)

+ Type

[NetAF.Commands.Scene](#)

IExaminable ([NetAF.Assets.Examinable.html](#))[]

Name

Description

examinables

The examinables.

+ NetAF.Conversations

Returns
[\(NetAF.Conversations.html\)](#)

Type

[NetAF.Conversations](#).

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

The sentence.

Instructions

[\(NetAF.Conversations.Instruct\)](#)

+ NetAF.Extensions

[CutLineFromParagraph\(ref string, int\)](#)

[\(NetAF.Extensions.html\)](#)

Cut a line from a paragraph.

+ NetAF.Interpretation

Declaration
[\(NetAF.Interpretation.html\)](#)

+ NetAF.Logic

public static string CutLineFromParagraph(ref string paragraph, int maxWidth)

[\(NetAF.Logic.html\)](#)

+ NetAF.Persistence

Parameters

[\(NetAF.Persistence.html\)](#)

Type

Name

Description

+ NetAF.Persistence.Json

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Persistence.Json.html\)](#)

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

paragraph

The paragraph.

maxWidth

The max line length.

+ NetAF.Rendering

[\(NetAF.Rendering.html\)](#)

Returns

+ NetAF.Rendering.Frame

Builders

string (<https://learn.microsoft.com/dotnet/api/system.string>)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Description

The line cut from the paragraph.

+ NetAF.Rendering.Frame

[ExtractNextWordFromString\(ref string\)](#)

[\(NetAF.Rendering.FrameBuilder.html\)](#)

Extract the next word from a string. This will remove the word from the input string.

+ NetAF.Rendering.Frames

Declaration

```
public static string ExtractNextWordFromString(ref string input)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The input string.

+ NetAF.Commands.Global

[\(NetAF.Commands.Global.html\)](#)

Returns

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The extracted word.

+ NetAF.Commands.Scene

[\(NetAF.Commands.Scene.html\)](#)

+ NetAF.Conversations

Preen input to remove ambiguity around special characters.

[\(NetAF.Conversations.html\)](#)

Declaration

+ NetAF.Conversations.

[Instructions](#) `public static string PreenInput(string input)`

[\(NetAF.Conversations.Instruct.html\)](#)

Parameters

+ NetAF.Extensions

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>input</i>	The input.

[\(NetAF.Interpretation.html\)](#)

Returns

+ NetAF.Logic

Type [\(NetAF.Logic.html\)](#)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ 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.Console

[\(NetAF.Rendering.FrameBuilderConsole.html\)](#)

+ NetAF.Rendering.Frames